



The Tome of Gray Mysteries, Being Ancient Wisdoms of the Venerable and Esoteric Orders of the Shek-Pvar.

This book contains Neutral and Common spells for the second edition *Shek-Pvar* Hârnmaster magic system. *Grey Mysteries* is one in a series of seven spell tomes which, taken with the *Shek-Pvar* (rules and environment) module, comprise what may be the most comprehensive and detailed FRP magic system available.

Users of the first edition should note two major revisions. The first is that all Energy/Fatigue related spells are now Neutral. This is because we have suddenly realized that Fatigue is the same for everyone - reading *Shek-Pvar* will make this clear. The second change is that all personality-creation spells are also Neutral. This latter change is primarily to clean up the mechanics of artifact creation. A neutral personality will not reject the object into which it is installed, nor the powers installed in it for compatibility reasons.

This volume includes our first published ML Spells. A separate version of each multi-Level spell exists at each level of complexity. See *Shek-Pvar* for more details.

Some of the spells in this volume are Common *and* Neutral. This means that there is a Neutral version and a version for each convocation at each complexity level.

In theory, we have added an infinite number of new spells to the *HârnMaster* system.

Other changes are designed to simplify combat magic, artifact production, spell research, and several other areas, by taking more of a "building block" approach to magical. This should make the second edition easier to understand, and more fun to play with.

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* denotes a chantry specific spell. These spells may not be in common circulation. The name of the owning wizard is listed with the spell.

Special thanks to The InterNet HârnMaster Spell File
 Revised: December 21, 1993 Edited by R.B.
 Schmunk (pcrxs@nasagiss.giss.nasa.gov)



Tomb of Neutral and Common Spells

EAR OF PVARA (I)

A self-enchancement that enables the caster to understand a single, specified other person in the absence of a common language. The basic spell establishes a special relationship between the caster and the designated other person, and can't be expanded to include others. This is not true telepathy, and is not subject to psionic interference, not does it affect sound (s) heard by anyone but the caster.

Ear of Pvara does not enable the designated other person to understand the caster.

The depth of understanding depends on the success level achieved with Ear. MS allows communication roughly at the level of eight year olds; understanding with CS is complete. Regardless of success, this spell will not make an inarticulate person suddenly articulate.

Bonus Effects

ML66+ The caster may place the enchantment on a person other than himself (touch required).

ML86+ Touch no longer required; Range = SI yards.

ML91+ The effect becomes universal - the subject will understand any intelligent language in his vicinity for Duration.

ML96+ Limited understanding of unintelligent or semi-intelligent creatures is possible (at GM discretion).

Fatigue: (15-SI)x 0.5

Time: 20-SI seconds

Range: see above

Duration: MS: ML mins.,CS:MLx3 mins.

EYE OF KEMDAL (I)

A spell permitting the caster to survey his environment for the nearest spatio-temporal discontinuity (such as a godstone, Barasi Point, interdimensional vortex or other interworld portal).

If the nearest such phenomenon is out of Range, the caster will learn the direction in which it lies (only). If it is within Range, he will learn its general nature (eg. an interworld gate, a vortex, a godstone - godstones are relatively easy to identify - and so on at GM discretion).

With CS the caster may learn the general nature of an out-of-Range phenomenon, or more specific information on an in-Range phenomenon.

Eye of Kemdal is very prone to disruption and cannot work properly near strong enchantments/artifacts.

Bonus Effects

ML91+ Caster may exclude the nearest eligible phenomenon from his survey.

Fatigue: (15-SI) x 1FP

Time: (15-SI) x 1 minute(trance)

Range: ML x 100 yards

Duration: n/a



Tomb of Neutral and Common Spells

TONGUE OF PVARA (I)

A self-enchancement that allows the caster to be understood by a single designated other person in the absence of a common language. The spell establishes a special relationship between the caster and the designated other person, and cannot be expanded to include others.

The depth of understanding depends on the success level achieved with this spell. MS allows (one-way) communication roughly at the level of eight-year olds; understanding with CS is complete and sometimes better than it would have been if the subject were implying language. This spell will not make an inarticulate subject articulate, nor does it guarantee that an ignorant person will understand what he is saying. The sound made is not affected.

Bonus Effects

ML66+ The caster may place the spell on a person other than himself (touch required).

ML86+ Touch no longer required; Range = SI yards.

ML91+ the effect becomes universal - the subject will be understood by any intelligent entities in earshot for Duration.

ML96+ Semi/Non-intelligent creatures will, to a limited degree, understand the subject. OF course, if a speaker/listener has no way to form a concept it will not be formed.

Fatigue: (15-SI) x 0.5

Time: 20-SI seconds

Range: see above

Duration: MS:ML mins., CS: MLx3mins.

VEIL OF NASHAL (I)

A spell to protect the caster from enchantment by reducing the ML of the first spell directly specifically at him (by 10). Veil works against one spell and then dissipates.

The spell cannot distinguish between friendly, neutral, and/or hostile enchantment. Multiple veils may be cast on the same object, but they will work one at a time, on consecutive spells, not cumulatively against the same spell.

Veil cannot be combined with any other protective enchantment.

Until the caster has attained a sufficiently high level, his own magic is also affected by Veil. The EML for any spell he attempts while wearing a veil is reduced by 10-Veil SI. Hence, once he attains a SI of 10 (with Veil), he is no longer hindered by the Veil. If the caster is wearing multiple Veils, they hinder his castings (of other spells) cumulatively. To overcome this effect, the caster may dispel the Veil at not cast at any time.

Bonus Effects

ML51+ The spell may be cast on another person or creature touched by the caster.

ML86+ The veil may be cast on inanimate objects.

Fatigue: (15-SI) x 1

Time: 30-SI seconds

Range: Touch

Duration: MS:MLx1 mins.,CS:MLx3mins



Tomb of Neutral and Common Spells

CHARGE (II)

A spell to renew the Energy Points in a rechargeable Energy Artifact (such as Fount). The caster must be attuned to the object arti-fact, The caster acquires 3 FP per minute of charging and "installs" 1/2 EP (MS/CS) per minute, until he opts to (voluntarily) terminate Duration. When Duration ex-pires, the caster is obliged to make an e2 Shock Roll. After the Shock Roll, fatigue recovery may begin.

The maximum rate of charge is one or two EP per minute; and the caster always accumulates 3 FP per minute.

Charge cannot be used to remove accumulated Fatigue Points.

Bonus Effects (none)

Fatigue: 3 FP per minute
Time: (15-SI) minutes
Range: Touch
Duration: 1+minutes

*HIRKAEN'S VOICE (II)

(By Blair Wettlaufer brand@INTERLYNX.NET)

An elven enchantment of major/minor power, occupying 2 Ego, to enhance a musical instrument, so all that play it increase their Musician EML by SI (CS: SI x3). Note that this is the Elven "Focus" spell, as elves use music to enhance spellcasting. The duration of the spell is Permanent if installed as the instrument is made, otherwise it is Indefinite. CF destroys the instrument. This spell may be recast to upgrade the enchantment, even if of Permanent duration.

Bonus Effects (None)

Fatigue: (15-SI) x 2FP per minute
Time: (15-SI) x 4 hours
Range: Touch
Duration: MS: Indefinite/ CS: Permanent



Tomb of Neutral and Common Spells

*MAUGRIM'S AWARENESS (II)

(Author/Contributor: Tim Prestero)

A major artifact power which grants an object/artifact mundane senses. At low levels, the spell grants either Eyesight, Smell/Taste, Hearing, or Touch, at $d6+SI$, $2d6+SI$ with a CS. Bonus levels allow the caster to imbue the artifact with more esoteric senses. *Awareness* does not grant the object any special powers of communication with its wielder.

Maugrim's Awareness occupies one point of EGO/Will. Multiple senses can be installed within one artifact, provided there is sufficient EGO. When the caster reaches higher MLs, he can attempt to recast the spell to improve existing senses, with the new spell having the same Duration as the old.

The objects new senses can be muffled much like a normal person's, by covering the object, or putting out the lights. Objects with a sense of Touch can suffer injury points, as well as shock. They also experience discomfort due to excessive heat or cold.

Bonus Effects

ML71+ The spell can create a "life" sense, that has a chance of detecting living beings nearby. The chance of detection is reduced by one per foot of distance between the artifact and the living object.

ML76+ The spell can be used to install an Aura, insofar as Aura is used as a sensory attribute (which it sometimes is, especially in the absence of Sensitivity).

ML86+ The spell can create an expanded vision sense, that sees in temperature gradients. This sense may require GM discretion.

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

Time: $(15-SI) \times 0.5$ hours

Range: Touch

Duration: Indefinite/Permanent

POWER OF DARAS (II)

This spell is used to install a caster-designated psionic talent (possessed by the caster) in an artifact.

The talent is considered a major power and "occupies" three (3) points of Ego/Will. Care should be taken to insure that any talent installed in an artifact is compatible with its Convocation, Morality, and Purpose (if any).

The Mastery Level of a talent installed in an artifact with Artificial Personality is $5 \times \text{Ego}$ and cannot be developed. Fatigue from the use of the talent is drawn from the artifact's wielder.

The Duration of the installation is indefinite unless the spell is cast on the artifact as it is being created.

Bonus Effects

ML86+ If he is constructing the artifact himself, the caster may install a Psionic Talent possessed by anyone involved in the manufacture of the artifact.

Fatigue: $(14-SI) \times 2.5$

Time: $(15-SI)$ hours

Range: Touch

Duration: Indefinite/permanent



Tomb of Neutral and Common Spells

TALIN'S BANE (II)

An enchantment which enhances the power(s) of an artifact when used in a specific type of situation. Bane is a major power and can only be installed in a major artifact. It "occupies" one (1) point of Ego/Will.

Talin's Bane can only be installed in an artifact in which Talin's Eye (or some similar spell) has been installed, and the object of the Eye and that of the Bane must be the same. That is, if Talin's Eye were installed to allow the artifact to detect gargun, Talin's Bane would enhance the artifact's powers when it is used against Gargun (only). This spell cannot be installed in an artifact with a Natural Personality.

The effect of the enhancement is randomly determined at GM discretion. A sword, for example, might inflict an additional point or two of impact when striking its object, and so on. Bane cannot install new powers, only enhance existing ones.

If the Bane power is installed as the artifact is being made/grown/etc., its Duration is Permanent, otherwise it is Indefinite.

Bonus Effects

ML76+ Caster can influence the nature of the Enhancement (at GM discretion).

Fatigue: (15-SI) x 2

Time: (15-SI) x 30 minutes

Range: Touch

Duration: Indefinite/Permanent (see above)

TALIN'S EYE (II)

A major or minor artifact power which enables the artifact in which it is installed to detect a given class of (living or aurally active) objects in close proximity, and to alert the artifact's user by glowing, vibrating, etc.

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

The caster/installer has no control over the method the artifact will use to alert its wielder.

Duration is Permanent if the power is installed as the artifact is being made/grown/ etc., Indefinite otherwise. Note that this artifact power serves to expand the definition of any purpose that the artifact might already possess, and this may raise compatibility considerations.

Bonus Effects

ML71+ Caster has control over the method the artifact will use to alert its user, and may select any reasonable method at GM discretion.

Fatigue: (15-SI) x 1

Time: (15-SI) hours

Range: Touch

Duration: Indefinite/Permanent (see above)



Tomb of Neutral and Common Spells

TOUCH OF ILINDIA (II)

A spell to create random and unpredictable magical disturbances in an existing enchantment. Touch tends to distort and disrupt, rather than destroy. Touch has been likened to a cancerous disease that infects enchantment. The basic spell has no effect on Indefinite or Permanent enchantments. The spell lacks finesse and is an unsubtle and dangerous (if easy) way to suspend or kill enchantment.

Ten times the Object Enchantment's Complexity Level is subtracted from (Ilinadia) EML, but the caster does not need to know anything about the object enchantment.

Bonus Effects

ML66+ At the end of Touch's Duration, a roll is made to determine whether the object enchantment is destroyed. The chance of destruction is equal to $(5 - \text{OECL}) \times 10\%$, where OECL is the object enchantment's complexity level. Object spells over IV level cannot be destroyed.

ML76+ Can affect an Indefinite enchantment for Duration, after which the object enchantment will "recover" fully.

ML86+ Will distort a permanent enchantment for half duration, after which the object enchantment "recovers" fully.

ML96+ May, at GM discretion and with CS, destroy indefinite enchantments (after Duration).

Fatigue: $(15 - \text{SI}) \times 1.5$

Time: $(15 - \text{SI}) \times 2$ seconds

Range: Touch

Duration: MS: ML $\times 20$ secs., CS: ML mins.

ZYNA'S TAP (II)

As self enchantment that draws on the caster's ultimate energy reserves to eliminate his FP. Upon successful casting, the GM makes a note of the caster's cumulative FP's (including those acquired by casting Zyna's Tap) which are then reduced to zero.

When the enchantment expired (at the end of the Duration), the caster accumulates a number of FPs greater than the amount lost at time of casting. With MS, the caster accumulates double the FPs removed, with CS, one-and-a-half times the FPs. When Duration expires the caster faces exhaustion and must make an immediate e3 Shock Roll. Ayna's Tap is, ultimately, one a method for postponing the inevitable (with interest) but it is regarded as a useful emergency measure.

Bonus Effects

ML76+ Can be laid on another willing person

ML86+ Can be laid on any other person.

ML96+ Touch no longer required. Range is SI yards.

Fatigue: $(15 - \text{SI}) \times 1.0$

Time: $(15 - \text{SI})$ seconds

Range: Self/Touch/ML96+ SI yards

Duration: MS: SI mins., CS: SI $\times 3$ mins



Tomb of Neutral and Common Spells

*BOND OF GOLD (III)

(Author/Contributor: Klaus Mogensen) (revised)

A major/minor artifact power which creates a bond between caster and artifact like that between mage and focus. The caster always knows direction and distance to the artifact. As a major power, *Bond* "occupies" two points of Ego/Will and allows (GM discretion) rudimentary communication when the caster holds the artifact. (What the enchanted device might wish to discuss is left to the imagination.) As a minor power, it cannot be combined with any other enchantment. If cast during the artifact's making, Duration is permanent; otherwise, it is indefinite.

The maximum number of artifacts, including Foci, to which a person can bond is $1+SI/2$. A bond can be dispelled from either, but a permanent bond cannot be dispelled. Destroying the artifact or killing the bonded person breaks the bond. Anyone holding the artifact can obtain information about its "owner" by information spells or psychometry. Spells that hide knowledge may temporarily obscure the bond, but permanent bonds cannot be hidden.

Bonus Effects

ML61+ Bond may be created between artifact and any *one* willing person present during casting.

ML81+ Artifact may be set to attempt bonding with the first willing and able person to hold it a certain way. If unsuccessful, the spell expires, unless Duration is permanent, in which case it tries the next person meeting the conditions.

ML91+ If installing as a major power, the caster may set conditions (e.g., death of the original holder) under which the artifact will transfer its bond to a new person who holds it.

Fatigue: $(15-SI)\infty 2$

Time: 15-SI hours

Range: Touch

Duration: See above

ENERGY POOL (III)

A spell to equalize the accumulated fatigue of the caster and up to SI willing participants. The spell resets the accumulated fatigue of all participants at the average for the group. (The energy accrued by casting Energy pool is also distributed.) If the Caster achieves a CS, his FP (only) are halved following redistribution.

Example: 3 participants (including caster) have FP of 29, 74 and 30: after a successful Energy Pool, each has 44FP. The caster achieves a CS, so his FP total (only) is halved (to 22).

Bonus Effects

ML61+ While contact is main-tained between the partici-pants, an energy bond exists where in any fatigue acquired by any participant is divided equally among all of the participants.

ML86+ Caster can equalize fatigue with unwilling participant(s); however, unwilling participants cannot outnumber willing ones. Physical contact is still required for casting. An Energy Bond cannot be formed with unwilling participants.

ML91+ An energy artifact may be included in the link. Periapts are not rechar-geable so their energy can be transferred to other participants, but Energy Pool cannot be used to recharge them.

ML96+ Animals may be included for redistribution of Fatigue, but not an Energy Bond.

Fatigue: $(15-SI) \times 1.5$

Time: $(15-SI) \times 5$ seconds

Range: Touch

Duration: Until touch is broken



Tomb of Neutral and Common Spells

FALSE SOUL (III)

A spell used to imbue an artifact with an artificial personality (and Ego) 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 determined by rolling $1d4+(SI/2)$. With CS, the caster may set Ego at any value between one and ten (inclusive). CF generally destroys the artifact.

If False Soul is installed as its object artifact is being created, its Duration is Permanent, otherwise the Duration of False Soul is Indefinite.

*MAUGRIM'S ENHANCEMENT (III)

(Author/Contributor: Tim Prestero)

A major artifact power. This spell improves the physical statistics of an object animated through *Maugrim's Animus*. The caster can only improve one statistic per casting, and each statistic may only be improved once in this way. The spell requires two points of Ego per casting.

The target statistic is improved by $SI/2$ (MS) or SI (CS). If cast while the object is being grown/made, Duration is permanent. Otherwise, Duration is indefinite.

Bonus Effects

Bonus Effects

ML66+ The Caster can install his Morality in the Artifact.

ML76+ The Caster can give the artifact a Purpose.

ML86+ CF no longer destroys the artifact.

ML76+ Spell may be cast as a temporary enchantment, with Time of casting $(15-SI)\infty 4$ seconds and Duration of SI minutes. It cannot, however, improve statistics already improved by any version of the spell.

ML91+ The short-term version of the spell may be cast at a distance. Range is ML feet, provided the target is within line-of-sight.

Fatigue: $(15-SI) \times 2.5$

Time: $(20-SI)$ hours

Range: Touch

Duration: Indef/Permanent (see above)

Fatigue: $(15-SI)\infty 2.5$

Time: $(15-SI)\infty 0.5$ hours

Range: Basic, touch ML91+, ML feet

Duration: See above



Tomb of Neutral and Common Spells

*NARELDA'S RUNESTAFFS (III)

(Author: Torben Mogensen) (Contributor: Klaus Ole Kristiansen) (revised)

An enchantment which stores a spell in a compatible artifact by inscribing representational runes.

Narelda's Runestaffs is cast first, then the object spell (aborted if *Runestaffs* fails). The rune is inscribed in symbols from the mage's personal or convocalional symbol set. Inscription takes thrice the time of creating an equivalent Written Work (see Tome of the Shek-Pvar). Object spell ML and the rune's Research Target Level (RTL) Value should be noted.

On storing, the caster specifies a key word to be spoken as the rune is touched to invoke the object spell. The time to interpret (not read) the rune is half the object spell's casting Time, after which its Duration begins. No Fatigue is lost invoking, but the inscribed runes immediately fade. On invocation, the caster tests for success interpreting the rune by rolling against object spell ML, plus a bonus according to rune type.

Equiv. Written Work	EML Bonus
Scholium	RTL
Tract	RTL ∞ 2
Treatise	RTL ∞ 3
Disquisition	RTL ∞ 4

Bonus Effects

ML61+ Staff may be used in darkness.

ML81+ Up to SI identical spell runes may be inscribed and invoked singly. A separate casting of *Narelda's Runestaffs* and object spell is made for each inscription.

Fatigue: (15-SI)*2

Time: See above

Range: Touch

Duration: MS, SI days/CS, SI weeks

SULD'S WARD (III)

A spell to protect another enchantment from being dispelled. Generally, only Indefinite spells may be protected. Suld's Ward reduces the EML of anyone attempting to dispell the protected spell. The reduction is determined by the level of success achieved: CS:SIx3/MS:SI; hence, each Ward has a specific penalty value (which should be noted).

Suld's Ward cannot itself be dispelled. Nor does it dissipate after one use. It remains in place until the spell it is protecting is dispelled. Only one Suld's Ward may be cast on a given object enchantment, and Suld's Ward cannot be combined with any other warding spell.

With the basic spell, only the caster's own spells may be protected.

Bonus Effects

ML46+ Caster may eard his own Temporary spells.

ML56+ Caster can ward any active spell provided he is capable of casting a reasonablu similar spell himself.

ML66+ Caster may protect any active spell that he can identify, whether or not he can cast it (or a similar spell) himself.

ML76+ Caster may protect any active spell.

Fatigue: (15-SI) x 2.5

Time: (15-SI) minutes

Range: Touch (as applicable)

Duration: That of the project spell



Tomb of Neutral and Common Spells

WELL OF ANASIRON (III)

A spell to dissipate the energies of a spell being cast by another mage, causing it to vanish. A mage who notices another mage casting a spell, may attempt Well of Anasiron in defence provided he can cast a similar spell himself. If the Time to Cast of the Well is greater than that of its object spell, Well can have no effect (except to misfire). If the Well is successful, the success levels of both spells are compared. If the object spell is more successful than the Well, it is unaffected. If the Well's success is higher, the success level of the object is reduced by one; MF becomes CF, MS becomes MF (CF remains CF). If Well Causes the object spell to fail critically, Well halves the misfire (GM discretion). If the object spell and the Well are cast with equal success, the effect(s) of the object spell are halved (note that this may render the object spell effectively useless - which is, of course, the whole idea).

Note that at lower ML, this spell is of limited use, since it is only valid against opposing spells that take longer to cast. In addition it may not be used to counter spells that have already been cast. See *Dispell* (p.33). Well of Anasiron can, however, be Stored and summoned instantly.

Bonus Effects

ML41+ May be attempted against unidentified spells with an EML penalty of 15-SI.

ML91+ May be attempted against unidentified spells without EML penalty.

Fatigue: (15-SI) x 1.5
Time: (13-SI) seconds
Range: SI yards
Duration: N/A

JUDRAL'S BANE (IV)

(Author/Contributor: R.B. Schmunk)

A major power which enables the artifact in which it is installed to detect a specified kind of creature (Gargun, Ivashu, etc.) and which enhances any other power(s) of the artifact if used against the specified creature. If the weapon's purpose is inimical to a specific type of creature, the power must detect and act against the same type. The enchantment occupies two points of Ego and may not be installed in an artifact with a natural personality.

When a specified creature is within ML feet of the wielder, the artifact tests once per minute against Ego∞5 for detection. Success causes the weapon to glow, hum, etc. (caster's option); the effect will be more pronounced with larger numbers of creatures. With CS the wielder becomes aware of the direction to the creatures. A CF result will allow no further checks in the current situation.

The bane portion of the enchantment enhances a power possessed by the artifact (an Impact or Range modifier of a weapon, the EML of an installed psionic power, etc.). The enhancement is the GM's choice and discretion.

If installed as the artifact is being grown/made, *Judral's Bane* has permanent Duration; otherwise it is indefinite.

Bonus Effects

(none)

Fatigue: (15-SI)*2.5
Time: (15-SI)*1.5 hours
Range: Touch
Duration: See above



Tomb of Neutral and Common Spells

ENHANCEMENT (IV)

A self-enchantment which improves the EML of a single, caster - specified, *conjunctive* spell. The caster must announce the conjunctive spell and his intent to enhance it before making either success roll.

Note that although the enhancement spell is rolled before the target spell, they are cast (almost) simultaneously. The caster cannot abort a spell because its Enhancement fails. Enhancement does not, itself misfire (but can cause its conjunctive spell to misfire).

The effect of Enhancement depends on its success level: CS adds 20 to the conjunctive spell EML., MS adds 10 points. MF has no effect and CF subtracts 20. EML cannot be increased above 95 or reduced below 05 by Enhancement.

The fatigue and time to cast for Enhancement is equal to that of the conjunctive spell; in effect, enhancing a spell doubles the time and fatigue cost.

Enhancement cannot itself be enhanced, stored, or maintained. Enhancement can only be used with a single conjunctive spell; it cannot be used to enhance learning or research.

Bonus Effects

ML77+ Caster can abort the conjunctive spell after casting (failing to cast) Enhancement. However, if Enhancement is cast without a conjunctive spell, it can misfire.

Fatigue: See Conjunctive

Time: See Conjunctive

Range: N/A

Duration: Time to Cast of Conjunctive Spell

RESURGE (IV)

A major artifact power that can only be installed with *Fount of Power* (p.34) or some other *rechargeable* EP store. Resurge is a major artifact power and "occupies" two points of Will/Ego.

Resurge allows the Fount-artifact to automatically recover Energy Points equal to 20% of its EP capacity per hour (ie. to self-recharge). For ease of play the Fount may be assumed to add restore EP every hour on the hour. A Fount with a Resurge installed will recover to its full capacity in somewhat over five hours. Once the artifact is "full", Resurge lies dormant.

Resurge draws its energy from primal powers, so it has no detrimental effect on the artifact's wielder.

The Duration of Resurge is Indefinite unless it is installed as the artifact is being made, in which case it is Permanent.

Bonus Effects (none)

Fatigue: (15-SI) x 3.0

Time: (15-SI) hours

Range: Touch

Duration: Indefinite/Permanent (see above)



Tomb of Neutral and Common Spells

STORE (IV)

An enchantment which installs a single object-spell in a compatible object-artifact to which the caster must first attune. Store is cast first, then the object-spell (which is aborted if Store fails). Store cannot be combined with any other spell-storing enchantment.

On Storing, the caster designates a key word or phrase to invoke the store soell, and his ML (at the time of soting) is noted. Thereafter the stored spell can be invoked either by touching the object -artifact and speaking the command word/phrase, or by act of will by anyone attuned to the object. If the Stored spell is uninvoked when the Suration expires, the object-spell also dissipates harmlessly.

The success roll is made for the object spell, as it is invoked, agianst the ML noted at time of storing. Oce the object spell is invoked, Store automatically dispells.

If Store is installed as a major artifact power, ot "occupies" three points of Will/Ego.

Bonus Effects

ML66+ Stored spell can be invoked in line of sight within Will x10 yards. With some stored spells, it is necessary to be closer to exercise control.

ML76+ Up to SI identical spells can be store and invoked singly. A separate casting of Store and the object spell is made for each installation.

Fatigue: (15-SI) x 2

Time: 15-SI minutes

Range: Touch (to store)

Duration: MS:SI days, CS:SI months

WILL OF KIRAT (IV)

An enchantment to temporarily increase a subject's Will or Ego. With MS Will is increased by 1d3 for SI minutes. With CS Will is inceased by 2d3 for SI x 3 minutes. Normally only one such enchantment may be cas on a single subject at a time.

Will of Kirat is not an artifact power, but can be used to temporarily increase the Ego/Will of a major artifact.

Bonus Effects

ML76+ The spell may be cast more than once on the same subckect; increased in Will are cumulative.

ML91+ The spell nay be cast on up to SI persons simultaneously (touch required to cast).

ML96+ The spell can be used *Indefinitely* raise a single subject's Will/Ego by one, but cannot be used more than once on any individual unless CS is achieved.

Fatigue: (15-SI) x 2.0 FP

Time: 20-SI seconds

Range: Touch

Duration: MS:SI mins, CS:SIx3 mins.



Tomb of Neutral and Common Spells

ESTEN'S MIRROR (V)

A spell to create a special, major artifact by "borrowing" some of the caster's Will. This spell requires that the caster's original (native) Will be noted.

The caster can invest up to SI points of Will in the artifact (amount must be decreased before casting). For each point of Will he is willing to forfeit, the Ego of the artifact is increased by 1d6. Hence, if he invests 3 points of Will, the artifact will have an Ego of 3d6.

Whenever the caster is attuned to the artifact, his Will remains at its natural level (he "borrows" back a reflection of the Artifact's Ego). Whenever the caster is not attuned to the artifact his Will is reduced by the appropriate amount until he can re-attune to the artifact. If the artifact is destroyed, the caster's loss of Will is permanent.

If the enchantment is laid as the artifact is being made/grown, its Duration is Permanent, otherwise it is Indefinite. With CS, the caster does not expend his Will points. With CF, the loss of Will is permanent for no gain.

Bonus Effects

ML71+ The caster (only) is able to dispell the artifact with a successful 'recasting', thereby recovering his invested Will points.

ML81+ The artifact's Ego is determined by rolling 1d8 per point of caster Will invested.

Fatigue: (15-SI) x3.5 FP

Time: (15-SI) hours

Range: Touch

Duration: See above

*FAYA'S PATH (V)

(By Blair Wettlaufer brand@INTERLYNX.NET)

An elven enchantment taught to all Sindarin who may use it. This spell allows transference between Kethira and Yashain. The basic spell only allows a brief point-to-point visitation. Most elves prefer to cast within Evael, thus arriving in Faya. Casting in other locations may lead to unpredictable destinations. The caster may attempt to take their possessions with them (as per Godstones). CF may result in the caster being flung to a random world. One should remember time flows quickly in the Eldritch Kingdom.

Bonus Effects

ML 71+ Duration is now Indefinite. Caster may end spell at any time, but Time is required to return.

ML 91+ Duration is now Permanent.

ML 101+ Caster may take 1 other person with him, if in contact with one another.

Fatigue: (15-SI) x 3.0

Time: (15-SI) hours

Range: Self/**ML101+** Touch

Duration: ML Minutes/**ML71+** Indefinite/
ML91+ Permanent



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GATE OF KEMDAL (V)

Creates an interworld portal in the form of a hazy ellipse 3-8 feet tall and 2-5 feet wide. It hovers a foot off the ground behind the caster, and is visible only from the side facing him (front). The caster visualizes a specific destination, but the gate rarely leads directly there; the spell "calculates a route to the destination consisting of 1d4+2 stops (MS) or 1d3 stops (CS). At each stop, the caster uses the same visualization to create a new gate with a new casting, and in this way progresses step by step through a linked series. He may rest between castings. The spell does not make the caster aware of the route being taken.

A gate's destination is immutable, and can be determined only by passing through, or with a critically successful divination. Anyone/anything small enough may pass through a gate. CF does not cause misfire. Instead a portal is generated normally and the route's length is increased by 1d3 stops.

Subjectively, transfer takes a few minutes at most, but actually takes at least a day, and sometimes as long as 100 days. This seems to be affected by success, caster's ML, and the nature of the world(s) visited. There is no way for the caster to predict the length of time involved.

Bonus Effects (none)

Fatigue: (15-SI) x 3.5

Time: (15-SI) x 4 seconds

Range: n/a

Duration: ML seconds

*GRAY EYE (V)

(By Blair Wettlaufer brand@INTERLYNX.NET)

An enchantment to detect resonances of magic, either the target of spells, or the originator such as a Shek Pvar. The spell will determine the highest level spell cast, and with CS its convocation. The basic spell will only discern active spells.

Bonus Effects

ML 41+ The spell now detects an area of SI x Spell Level Yards (ie with an SI of 4, I spells at 4 yards, II spells at 8 yards, etc.). The spell still will only determine the highest level spell, and CS will determine the direction within the area. Narrowing it down further will require subsequent castings by Touch.

ML 61+ This spell will now detect recent castings or casters, up to SI x Spell Level days old.

ML 81+ This spell will now detect resonances up to SI x Spell Level months old.

ML 101+ The spell will now detect any Shek Pvar, and CS will determine his convocation. This will be detected in addition to the highest level resonances. CS will determine directions. The range of this effect is ML yards.

Fatigue: (15-SI) x 3.0

Time: (15-SI) minutes

Range: Touch/ML41+ SI x Spell Level yards

Duration: Instantaneous



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*HIRKAEN'S GUISE (V)

(By Blair Wettlaufer brand@INTERLYNX.NET)

A shapechanging spell used to turn the caster specifically into a raven. Upon completion of the basic spell, the caster must remain in this form for Duration, Indefinitely if CS is achieved. As ravens can imitate speech, the caster may predetermine a vocabulary of SI words. Casters note that until competence in this spell is achieved (ML41+), the caster may become trapped in raven form.

Bonus Effects

ML 41+ The Caster may voluntarily end the spell before Duration is complete.

ML 86+ The spell may be cast on willing subjects.

ML 96+ The spell may be cast on unwilling subjects only if they fail a roll vs. 3x Will (CS: 1x Will)

Fatigue: (15-SI) x 3.5

Time: (15-SI) minutes

Range: Touch

Duration: MS: SI Hours/CS: Indefinite

MASK OF SHINJUR (V)

A shapechanging spell used to change the form of a living creature. Flesh modified by the basic spell tends to ripple slowly (except with CS). It can only alter facial features and can only be laid on the caster. The caster requires a good image (picture, sculpture, etc.,) of the target form.

This spell is difficult to sotre. One viable method is to store it in the skin of a target animal or creature; a person who dons the skin (skinchanger) will assume the form involved.

Bonus Effects

ML41+ Effect no longer ripples enve with MS.

ML61+ Caster can enchant other willing subjects.

ML71+ Full body mass transformations may be achieved. Body mass mist be perserved within about 10%.

ML86+ Body mass need only be preserved within 50%

ML91+ The caster no longer requires an example of the target form, and may conjure appearance from memory or imagination.

ML96+ The spell may be cast on unwilling subjects. However, their ability to resist the spell is significant. With MS, the subject tests Willx4 to avoid transformation, with CS, Willx1.

Fatigue: (15-SI) x 3.5

Time: (15-SI) x 1 min (transformation)

Range: Touch

Duration: MS:SIx1hour, CS:Indefinite



Tomb of Neutral and Common Spells

*MAUGRIM'S ANIMUS (V)

(Author/Contributor: Tim Prestero)

A major artifact power which occupies four points of Ego and which endows artificial and resident personalities with the ability to move themselves. The object can only move where it has joints or other moving parts. Thus, animating a vase would have less than spectacular results. If cast as the object is being made/grown, Duration is permanent. Otherwise, Duration is indefinite.

Animus grants Strength of $1d6+SI$, as well as Dexterity, Agility and Speed of $1d6+SI$ where applicable. On CS, one of these statistics is raised to $2d6+SI$ (caster's choice). Such entities do not tire and do not feel injuries, but for purposes of calculating Initiative, etc., animated objects are treated as having Endurance 18.

For "real spirits", captured with *Soul Stealer* (or similar enchantment), skill MLs are reduced, as per ML Decline (see *Tome of the Shek Pvar*), depending upon the amount of time since the spirit last had a body. The new ML is also reduced an additional 10% due to the spirit's unfamiliarity with the new body. False Souls open skills at OML, depending upon appropriate training.

The caster can animate up to $SI \infty SI \infty 10$ pounds. For an object of multiple components (e.g., a skeleton), the caster must choose a "control piece", in which the personality is said to reside. If any of the component parts are smashed during Duration, all parts which trace linkage to the control through the broken one immediately fall from the object. (Hence, smashing the control-piece destroys the animus.)

Bonus Effects

(none)

Fatigue: $(15-SI)*3.5$
Time: $15-SI$ hours
Range: Touch
Duration: See above

*MOGEN'S TALENT (V)

(Author/Contributor: R.B. Schmunk)

A spell to install a single psionic talent, possessed by the mage at time of casting, in an artifact. This is a major power and "occupies" four points of Ego/Will. The caster should ensure that the talent is compatible with Convocation, Morality and Purpose (if any) of the artifact. Additionally, if the talent is one which provides information, such as Prescience, the caster must provide a way for the artifact to communicate this knowledge to its wielder (e.g., *Bond of Gold*). Duration is permanent if cast as the artifact is being created and indefinite otherwise. The Mastery Level of the installed talent is $Ego \infty 5$ or the mage's ML in that talent, whichever is least. Mastery cannot be developed.

Fatigue from use of the talent is drawn from the artifact's store of Energy Points, also created by *Mogen's Talent* and having capacity $SI \infty 4$. This store of energy can only be used to power the installed psionic talent and may be recharged by means of an appropriate spell (e.g., *Charge*). On creation, the store is depleted.

The artifact may operate in one of two ways, chosen at time of casting: (1) anyone who attunes to the artifact can use the talent as if it were his own, or (2) the artifact may be set to act automatically in a given set of circumstances (e.g. Healing the holder when when he is wounded).

Bonus Effects

ML86+ A psionic talent not possessed by the caster may be installed if someone who knows it is involved in the manufacture of the artifact.

Fatigue: $(15+SI)*3$
Time: $(15-SI)*2.5$ hours
Range: Touch
Duration: See above



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VESSEL OF ILADAN (V)

A major artifact power which "occupies" four points of Ego/Will. The presence of a Vessel allows a person attuned to the artifact to store spells for instant recall (by any person attuned to the artifact). Vessel of Iladan is a Permanent duration enchantment if cast as the artifact is being made or grown, Indefinite otherwise. Only one Vessel can be installed in an artifact and Vessel cannot be combined with other spell-storing enchantments/powers. The Vessel's Level Capacity (LC) is determined at time of casting and is equal to the caster's SIx3. It should be carefully recorded.

A spell can be stored in a Vessel by expending double its Fatigue and taking twice its normal Time to Cast. The stored spell's ML(at time of storing) must be noted and an up to date list of contents must be maintained. No success roll is made for a spell until it is invoked from the artifact. The Vessel can hold any combination of spells up to a combined Complexity Level of LC. An attuned person is aware of the contents of his vessel. If anyone attempts to store a spell incompatible with the artifact, or to exceed LC, all contained spells misfire. Any person attuned to and in control of the artifact can invoke any spell without any fatigue cost. The success roll for each stored spell is made as it is invoked against the noted ML at time of casting. In effect, Vessel of Iladan only allows the sorcerer to "pre-pay" spells' fatigue and time requirements.

Bonus Effects (none)

Fatigue: (15-SI) x 3.5

Time: (15-SI) hours

Range: Touch

Duration: Indefinite/Permanent (see above)

*BINDING OF ZAHN (VI)

(Author/Contributor: Tim Prestero)

A major artifact power. *Binding of Zahn* allows a mage to permanently "store" a spell in an object. Any spell may be stored, and the stored spell will occupy EGO/Will equal to its complexity level.

For example, binding Orb of Zatarra would require 3 points of EGO/Will.

The mage must first cast *Binding*, followed by the spell he wishes to bind. If cast while the object is being made/grown, the Duration is permanent. Otherwise, the duration is indefinite.

A CF with either spell will destroy the artifact, and may possibly injure the caster. The caster records his ML with the bound spell, and that becomes the chance bound spell working when cast from the object. A CF casting from the object usually destroys the artifact, although it rarely affects the wielder.

The stored spell becomes an "ability" of the resident personality (however feeble the personality), and a user must achieve mental dominance over the attuned object/artifact to use the bound spell. The resident personality cannot cast the spell by itself. To use the power, the wielder must either pay the spell fatigue himself, or the bound spell may draw energy from a source such as Fount of Power or Periapt of Power. Such energy pools must be installed in conjunction with the binding.

Bonus Effects

ML76+ CF during binding no longer destroys the artifact.

Fatigue: (15-SI) x 4.0

Time: (15-SI) hours

Range: Touch

Duration: Indefinite/permanent



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NOITUAC'S STORM (VI)

A spell which creates an interdimensional vortex hungry for major sources of magical energy. This is (in some ways the Neutral equivalent of a convocational Release spell.

The vortex created is almost pure chaos, and *very* hard to control. Consequently, very few mages deem, it a good idea to cast this spell. Once created (or more accurately, imported into the world) the Storm heads for the nearest major source of magical energy and eats it, then it will make for the next largest source, eat it, and so on. Major spells cannot control the vortex since it eats them (and their casters too).

The vortex is capable of slopping "through itself" into other worlds, which it will do in search of magical effects to consume.

Vortices come in all sizes (the smallest is more than large enough to swallow a man) and can grow alarmingly large. Things, people, effects that are "eaten" are ejected in some randomly determined location after an objective lapse of 1-20 days and a subjective lapse of 1-10 very confusing hours.

Bonus Effects (none)

Fatigue: (15-SI) x 3

Time: (15-SI) x 5 seconds

Range: SI Yards

Duration: n/a

*SOUL LINK - (VI)

(Author/Contributor: Tim Prestero)

An enchantment that creates a psychic bond between the caster and an artificial personality, or one bound in an artifact. The empathic bond is such that any harm that befalls the caster will be experienced by the personality as well. If the caster feels pain, the personality feels pain. If the caster dies, there is a good chance the personality will die as well.

If the caster is attuned to the artifact, his death will automatically destroy the personality residing in the attuned artifact and linked to the caster, real or artificial. If the caster should die when not attuned to the artifact, artificial personalities must make a EGOx2 (MS) or EGOx1 (CS) check to survive the trauma. Real personalities bound in the item, or copies of real personalities, must make Willx3 (MS) or Willx2 (CS) checks to survive. Destruction of the artifact (and personality) throws the caster into Aural Shock for (20Aura) hours.

Bonus Effects

ML76+ SI links are possible (although the caster may only be attuned to one object).

Fatigue: (15-SI) x 3.5

Time: (15-SI) x 3 hours

Range: Touch

Duration: Indefinite/Permanent



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SOUL STEALER (VI)

A spell to transfer a natural or artificail personality from one (subject) body/atrifact to another (object). A primary purpose is to imbue an artifact with a Natural Personality. Another option is to remove an unwanted personality from its present location (exorcism), but this has limited use since at the culmination of the spell the subject body.artifact is destroyed (it may be hard to find volunteers). A new target location (vacant artifact or body) must be available as a host.

The transferred personality retains all memories and other pwpersonality attributes. Any mental skills or talents (such as Psionics) are also retained, although they may operate differently.

Note that if the spell is "improperly" used, it is deemed witchcraft (disposing of sould) and is highly illegal in many jurisdictions.

Bonus Effects

ML86+ The caster can extract the bubject personality without killing its body (or destroying its artifact), although it will die/etc., within SI hours if not reoccupied.

ML106+ Instead of *moving* the personality, the caster is able to *copy* it, leaving the subject as before (many subjects prefer this approach).

Fatigue: (15-SI) x 4.0

Time: (15-SI) x 12 hours

Range: Touch (both source and target)

Duration: Permanent

KALI'S SUMMONING (VI)

This enchantment allows the caster to summon a random member of the species known as Dhirikri, a race of weak demons. Please note that this enchantment in no way coerces or compells the Dhirikri to any service, and it is likely to be annoyed at being pulled from their native surroundings.

The spell allows the caster to pick a point anywhere within SI feet to summon the demon, and most pick a spot within a wardcircle or some such containment spell. The Dhirikri are strong and hard to injure, and some dabble in magic. All in all, they are not something to be summoned without preparation or reason.

Bonus Effects (None)

Fatigue: (15-SI) x 4.0

Time: (15-SI) x 2 hours

Range: SI Feet

Duration: Permanent



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ABORT (ML)

A spell to abort another spell currently being cast. With the basic spell, the caster can only abort his own spell. The caster announces his intention to abort and stops casting the target spell. The Abort casting attempt is made. If the Abort fails, the caster continues with the Target spell (except in the case of CF in which case both spells misfire).

If Abort is successful, the caster expends the Fatigue for both spells, the time to cast for Abort and half the Time to Cast for the Target spell. Abort will not normally cause the Target spell to misfire, just to fail marginally.

Abort will only work on a spell of lower Complexity than itself (hence a IV Level Abort will work on a I, II, or III Level Target spell).

Bonus Effects

ML71+ Caster can attempt to abort a spell being cast by another person, but can only be effective if his spellfire occurs before the Target spellfire. The caster does not have to know anything about the target spell.

ML91+ Caster has the option to cause the Target spell to misfire.

CHAIN (ML)

A spell to link a series of spells so that fatigue accrued in earlier spells does not affect the EML of later spells. Chain simply postpones fatigue accrual. A Chain can only link spells of equal or lower Complexity Level. Hence, a III level Chain can contain I, II, or III level spells.

The caster declares all the spells he is chaining and the order in which they are to be attempted (a dire commitment); up to SI spells can be included. The chain cannot include other Chains, or any other energy/fatigue/time manipulating spell. If MF is achieved with Chain, the caster expends the FP for Chain and the linked spells are aborted without further penalty. With CF, all the spells misfire together.

If Chain is successfully cast, the Caster casts the chained spells in order, *then* expends FP for all spells, including Chain. If any chained spell fails, any misfire(s) are postponed until the Chain is complete and all FP have accrued.

Bonus Effects

ML66+ If CS is achieved with Chain, total FP accumulation is reduced by 3d6%.

ML76+ Caster can abort Chain in progress.

ML81+ In the event of several misfires, only the worst one counts.

Fatigue: (15-SI) x Half Complexity Level
Time: (15-SI) seconds
Range: SI yards
Duration: None

Fatigue: (15-SI) x Half Complexity Level
Time: (15-SI) seconds
Range: Self
Duration: Variable



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DISPELL (ML)

A spell to remove a *Temporary* object enchantment of equal or lower Complexity. Dispell cannot counter a spell currently being cast, only existing magic/effects. The caster must have identified the object spell and be able to cast it (or something very similar), and cannot remove enchantments of Indefinite or Permanent Duration.

FP "cost" is determined by Object Enchantment Complexity Level (OECL) and caster's (Dispell) SI (see *Fatigue*). Hence, a mage with Dispell SI 7 removing a III level spell (with a III+ Level Dispell) expends $(15-7) \times 3 = 24$ FP. In some cases, the caster does not know the FP "cost" until after he has made the casting attempt.

CF may (GM discretion) make the object spell misfire, but only if its Level is *less than or equal to* that of the Dispell.

Bonus Effects

ML41+ Caster need not be able to cast the object spell himself, but he must understand its nature.

ML56+ An enchantment whose exact nature is unknown may be dispelled.

ML81+ Spells of Indefinite Duration may be dispelled (EML penalty of 10 per OECL).

Fatigue: $(15-SI) \times OECL$ (see above)

Time: 15-SI minutes

Range: SI feet

Duration: n/a

FOUNT OF POWER (ML)

A spell which installs a major/minor artifact power that allows its object artifact to hold a store of Energy Points. Energy Points may be used to power spells cast by an attuned user (instead of accumulating Fatigue Points). The store may be recharged by means of a recharging spell (eg. *Charge*) or, if installed as a major power, Fount can be recharged by an appropriate self-recharging spell (eg. *Resurge*).

When installed as a major artifact power, Fount "occupies" three points of will/EGO.

The storage capacity of a Fount is the product of the caster's SI and the Complexity Level of the Fount Spell. Hence successful casting at SI 7 of a IV Level Fount spell would install a storage capacity of 28 EP.

When a Fount artifact is created, its Complexity Level and Capacity (eg: Fount IV/28) must be recorded. On creation, the Fount is empty, but ready for charging.

Fount has Permanent Duration only if the spell is cast as the artifact is being made/grown/etc. Otherwise its Duration is Indefinite.

Bonus Effects (none)

Fatigue: Fount EP capacity $\times 3$

Time: $(15-SI) \times 2$ Hours

Range: Touch (attunement)

Duration: Indefinite/Permanent (see above)



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MAINTAIN (ML)

A spell to extend the Duration of a Temporary object spell of equal or lower Complexity, by expending additional Fatigue Points. The object spell is extended by its original Duration (MS) or by twice original Duration (CS).

The basic spell allows the caster to extend only his own spell immediately after casting. He must declare his intent to Maintain his object spell *before* he casts it. FP expended on the object spell reduces *Maintain* EML. On CF with wither spell the object spell misfires; *Maintain* does not misfire (unless cast by itself, in which case it *always* misfires).

Bonus Effects

ML61+ Object spell can be maintained any time its effect(s) are still active. The caster need not pre-commit to the *Maintain*, and might be able to rest before maintaining.

ML81+ An object spell cast by another can be maintained, provided the caster is aware of its nature and knows a reasonably similar spell.

ML91+ Caster can maintain any eligible spell he can identify/detect, even if ignorant of its nature and function.

Fatigue: 50% of Object Spell FP

Time: (15-SI) x 3 seconds

Range: Touch/as applicable

Duration: See above

PERIAPT OF POWER (ML)

A spell which creates a non-renewable store of Energy Points (EPs) which can be used instead of Fatigue Points to Power spells of an convocation.

The enchantment can only be laid on an unenchanted object to which the caster is attuned, and cannot be combined with any other enchantment. When a *Periapt* is created, its Level (that of the spell) and its Energy Point total must be recorded. Successful casting creates a non-rechargeable store of Level x SI x 2 EP (MS) or Level x SI x 4 EP (CS).

A CF result may destroy (GM discretion) the object the spell is being laid upon.

No more than one *Periapt* (or other energy artifact) can be used to power a single spell or spell chain. Touch, and attunement are required to use the *periapt*.

As the *Periapt* is used, its EP total is reduced. When all EP have been expended, the *periapt* is effectively dispelled.

A standard *periapt* has a halflife of its level in months. Hence, when dormant, it loses half its energy points every "level" months.

Bonus Effects

ML76+ *Periapt* can be given the power to eliminate fatigue points acquired by its attuned user.

ML86+ *Periapt* can be made to hold its charge indefinitely or until drawn.

Fatigue: Initial *Periapt* capacity x 2 (x1 CS)

Time: (15-SI) x 3 hours

Range: Touch (attunement)

Duration: until all energy is expended



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RALDYN'S BUBBLE (ML)

A spell which creates a spherical zone within which magical effects are halted. Raldyn's Bubble can affect only magic of *lower* complexity level.

The sphere is centered on the caster's head or focus and extends up to SI/SIx2 (MS/CS) yards in all directions (caster's option at time of casting) but cannot extend beyond any ineligible enchantment; that is, if there is an equal or higher level enchantment 15 feet away from the caster, the maximum radius or the sphere is 15 feet. The caster cannot move more than about a foot in each direction for Duration (the Bubble is non-mobile).

Eligible Indefinite and Permanent enchantments 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, no magic of lower level can operate within it (including the caster's) and no magical effects of lower level can penetrate from outside.

Bonus Effects

ML81+ Caster can expand/contract the Bubble within its extent.

ML91+ The caster can move (the Bubble moves with him).

ML96+ The caster can detach the Bubble, fixing it in space.

Fatigue: (15-SI) x Half Complexity Level

Time: (15-SI) x 2 seconds

Range: Self

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

SHEILD OF KAIL (ML)

A self-enchantment to detect/analyze/counter a casting in progress. Sheild lies dormant for Duration or until triggered by any spell of equal or lower complexity directed at the caster. The basic enchantment only detects the convocation and complexity level of triggering magic and is dispelled after the first triggering. Shield's success roll is made as it triggers, so ML at the time of casting must be noted.

Bonus Effects

ML46+ The Caster learns the nature of the incoming spell.

ML56+ If no higher bonus effect is invoked, Sheild remains in place for successive uses up to Duration (detection/analysis do not expend it). Further uses require additional success rolls.

ML81+ Caster may dispell a portion of incoming effect(s). *Level Advantage*(LA) is determined by subtracting the Level of the incoming magic from the Sheild's level. The percentage of effect(s) dispelled is determined as follows:

Success	LA0	LA1	LA2+
MS	50%	75%	100%
CS	75%	100%	100%

ML91+ Dispelled effects may be redirected.

ML96+ Shield may be laid on another person, but can only dispell (cannot analyze or redirect).

Fatigue: (15-SI)x Half Complexity Level

Time: (15-SI) minute

Range: Self/Touch

Duration: MS: SI hours., CS:SIx3 hours



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TRIGGER (ML)

An enchantment which accuses a stored/cached spell to fire under specified circumstances, such as "when it gets dark" or "when the object is 'probed' by magic".

The caster specifies the triggering circumstances as he casts the Trigger spell. They must be fairly simple and relate to environmental conditions that the spell could reasonably detect.

Trigger can only be used with a storing spell and target spell of equal or lower complexity.

Bonus Effects (None)

ZYNA'S WELL (ML)

A spell which drains energy (inflicts Fatigue Points) on a subject. The basic spell works on a single subject who must be touched by the caster at the culmination of casting.

Level d6 are rolled and compared to the subject's Will (eg. for a III level Well, the roll is 3d6). For each point by which the roll exceeds the subject's Will, the subject accrues one Fatigue Point. Note that the spell is not much use until upgraded to at least III Level.

Bonus Effects

ML56+ Touch no longer required: Range = SI yards. If a subject is not touched, the effect extends to all possible subjects within SI yards (except the caster himself). A single roll (Level d6) applies to all victims.

ML96+ The Caster recovers a portion of the energy lost by the subjects. He removes his own FP equal to 25% (MS) or 50% (CS) of the total FP accrued by all victims, but cannot reduce his FP below zero, nor transfer EP to artifacts.

Fatigue: (15-SI) x Half Complexity Level

Time: (15-SO) x 30 seconds

Range: Touch

Duration: MS: ML days, CS: Indefinite

Fatigue: (15-SI) x Half Complexity Level

Time: (15-SI) x 2 seconds

Range: Touch/ML56+ SI Yards

Duration: None



Tomb of Neutral and Common Spells

ABSORB (NEUTRAL/COMMON ML)

A self-enchancement to neutralize the miscreant energies of a misfiring spell. Absorb is cast prior to a designated object spell with which it is specifically *linked*, and lies dormant for *Duration*. It is triggered if the object spell misfires - a kind of insurance.

Absorb is triggered only by misfiring spells of the same convocation (or neutrality) of equal or lower complexity.

The spell absorbs 50%/75% of the misfire effects with MS/CS. The spell triggers once and is gone. Absorb can counter research misfire, but interferes with the Aural Environment and causes an RTL penalty.

Bonus Effects

ML71+ Caster need not specify object spell. Absorb lies dormant until the caster misfires and eligible spell, or until Duration expires, whichever comes first.

ML91+ Caster may lay an Absorb upon a person other than himself

ATTUNE (NEUTRAL/COMMON ML)

A multi-purpose spell to create a bond of affinity between the caster and an object/artifact or enchantment. Attunement is generally the first of several steps toward controlling an artifact/enchantment, rather than an end in itself. This spell is not the only way to achieve attunement. Attune does not normally provide specific "factual" information about the object/artifact.

Attune can work only on an object/enchantment of equal or lower complexity level. A convocational Attune can work only on an object/enchantment of the same convocation. A neutral Attune will work on a Neutral or convocational object/enchantment, but when used on a convocational object/enchantment, its EML is halved. The GM assesses inobvious object convocation/level at his discretion.

Once attunement is achieved, subsequent attempts at manipulating the object/enchantment are enchanted at GM discretion. This is a highly variable effect. See *Attunement* in the *Shek-Pvar*.

Bonus Effect

ML91+ Upon attuning, the caster obtains some information about the object, enchantment, and/or artifact.

Fatigue: (15-SI) x Half Complexity Level
Time: (15-SI) Seconds
Range: Self/Touch
Duration: MS: SI mins., CS:SIx3 mins

Fatigue: (15-SI) x Half Complexity Level
Time: (15-SI) seconds
Range: Touch/ML51+ SI yards
Duration: Until contact is broken



Tomb of Neutral and Common Spells

*CLEANSE (NEUTRAL/COMMON ML)

(Author/Contributor: Lee Short)

This spell destroys the magical residue of a single previously cast spell. The object enchantment must be of the convocation as *Cleanse* and of equal or lower Complexity. Its Duration must have ended before *Cleanse* is cast.

The Neutral version of *Cleanse* affects Neutral residues at full ML, and any other residues at half ML.

The Savoryan version of *Cleanse* will also remove traces of a person's Aura which are attached to an item, thus rendering the item unreadable to Psychometry and similar enchantments. The spell is capable of removing aural residues from items which have been with a person for a maximum of $SI \infty 2 \infty (CL - 1)$ days. Repeated applications of *Cleanse* will not increase this limit.

Bonus Effects

ML41+ *Cleanse* also consumes its own magical residue.

ML71+ Range is ML feet

ML91+ *Cleanse* may destroy the magical residues of up to SI spells, provided all are within range and all are eligible.

*DELAY (NEUTRAL/COMMON ML)

(Author/Contributor: Lee Short)

This spell affects a conjunctive spell or equal or lower Complexity, which has its effects delayed. Before casting *Delay*, the caster must specify the spell to be delayed. Unless interrupted by a spell backfire, the caster is committed to cast the object spell. Upon successfully casting *Delay*, the caster must specify the length of the delay, up to $SI \infty 3$ minutes (MS) or ML minutes (CS). The caster cannot stop effects of the object spell from triggering except through the use of *Abort* or similar enchantment.

Bonus Effects

ML71+ The caster may abort casting the conjunctive spell after attempting to cast *Delay*.

ML91+ Caster need no longer specify the Duration of *Delay* at time of casting. The object spell may be triggered by the caster at any time during Duration expires, provided that the caster is within Range of the object spell's effect. If the caster fails to trigger the object spell before Duration ends, the spell fires at that time.

Fatigue: $(15 - SI) * .5$ SI

Time: $(15 - SI) * 2$ seconds

Range: Basic, touch/ML71+ ML feet

Duration: Permanent

Fatigue: $(15 - SI) * 0.5$ SI

Time: $(15 - SI) *$ seconds

Range: Self

Duration: MS, $SI * 3$ minutes/CS, ML minutes



Tomb of Neutral and Common Spells

FADE (NEUTRAL/COMMON ML)

A spell to remove a temporary enchantment laid by the caster. Fade works on a single object enchantment of equal or lower complexity and of the same convocation/neutrality. Fade is a slow-acting spell which does not complete its work until its *Duration* is expired, at which time there is no trace of the object enchantment, or the Fade. The Fade's *Duration* is the time it takes to eat away the object enchantment. It is determined by subtracting the Fade level from ten, adding the Object enchantment's Level and multiplying by five minutes. Hence, a V level Fade would take 40 minutes to eat a III level enchantment. *Duration* is halved with a CS.

Fade is tailored to its object and cannot be stored (except by extraordinary coincidence). Fade cannot, normally, be interfered with once cast, and might be thought of as a "disease" that enchantments catch. If Fade fails, its object is unaffected. Fade misfires gently. Half normal effect.

Bonus Effects

- ML61+** Caster need not have laid the object enchantment himself, but must be aware of its nature and be able to cast it.
- ML76+** Fade can remove an Indefinite enchantment of *lower* complexity.
- ML86+** Spell will fade a Permanent enchantment at least two complexity levels lower.
- ML91+** Caster need only be aware of the nature of the object spell.

Fatigue: (15-SI) x Half Complexity Level
Time: (15-SI) x 5 seconds
Range: Touch
Duration: See above

FEEL (NEUTRAL/COMMON ML)

A spell to identify the presence of an enchantment of equal or lower complexity level. A convocation Feel can only detect enchantment(s) of its own convocation. A Neutral Feel can detect Neutral or Convocational Enchantment, but if used to detect convocational enchantment, its EML is halved.

A successful Feel also reveals the presence of raw power (principle) of its own convocation (or Neutrality).

MS identifies the Level, and convocation/neutrality of the lowest level eligible enchantment present (if any). However, if there are Wards present, they are revealed first. CS reveals the convocation and complexity level of all eligible enchantments.

Bonus Effects

- ML61+** Touch no longer required, Range is SI feet.
- ML76+** CS identifies the name and/or general function of SI eligible enchantments.
- ML96+** MS reveals the name, complexity level and general function of all eligible enchantments. CS should (at GM discretion) provide the character with enough information to write a Spell Tract.

Fatigue: (15-SI) x Half Complexity Level
Time: (15-SI) x minutes
Range: Touch/ML61+ SI feet
Duration: None



Tomb of Neutral and Common Spells

FOCUS (NEUTRAL/COMMON ML)

A major/minor artifact power which enchants its object into a focus able to increase the EML of equal or lower complexity spells channeled through it. If installed as a major artifact power, Focus "occupies" three points of Ego/Will. Only one Focus power can be installed in any Artifact. A Focus is of the same *Level* and *Convocation (or Neutrality)* as the spell that creates it.

The *Value* of a Focus depends on the success achieved in creating it; $MS=SI$; $CS=SI \times 2$. Thus a sorcerer at Focus ML58 creates a 10 point focus with CS. The full Value is applied to spells of the Focus's Primary Convocation; half the Value to Secondary spells; other spells are unaffected. A Neutral Focus affects only Neutral spells.

To use a Focus, the caster must be *attuned* to it, and in direct skin contact. The caster is instinctively aware of the direction to his focus, if separated from it.

Mages may re-enchant (upgrade) their foci (even if of Permanent Duration) without destroying them. This is the normal practice when Focus SI improves and a better focus is desired.

The Duration of Focus is Permanent if installed as the object artifact is being made/grown/etc., Indefinite otherwise.

Fatigue: (15-SI) x Half Complexity Level
Time: (15-SI) hours
Range: Touch
Duration: Indefinite/Permanent (see above)

MERGE (NEUTRAL/COMMON ML)

A spell which merges two other spells to produce combined (and often interesting) effects. Merge works only on spells of the same convocation (or neutrality) as itself. Only spells of equal or lower complexity can be merged.

The basic spell can only be used to merge the caster's own spells. Merge is cast first, with a declaration as to which two Object spells are to be merged. Then the Object spells are cast. If all goes well, the result will be a spell that includes the effects of both Object spells. The caster has little control over the result which is largely a matter of GM discretion.

Bonus Effects

ML71+ Caster can merge his spells at any time their effect(s) are still active.

ML81+ Up to three Object spells can be merged.

ML91+ Caster can merge spells cast by other mages (he only had to know they are there, not what they do).

Fatigue: (15-SI) x half Complexity Level
Time: (15-SI) seconds
Range: SI yards
Duration: Until object spells terminate



Tomb of Neutral and Common Spells

*READ RESIDUE

(NEUTRAL/COMMON ML)

(Author/Contributor: Lee Short)

This spell reads information from a magical residue. The basic spell simply determines the Complexity Level of the enchantment which caused the residue. This enchantment must be of equal or lower level than *Read Residue* and of the same convocation.

The Neutral version of this spell reads Neutral residues at full ML and any other residues at half ML.

Bonus Effects

ML61+ The caster is given a vague idea of the enchantment's purpose (e.g., to summon fire, etc.)

ML71+ Range is ML feet

ML76+ If Neutral *Read Residue* is cast, the caster can identify the convocation of the enchantment which caused the residue.

ML 81+ The caster is given a better idea of the enchantment's purpose (e.g., to summon fire in a ball, etc.)

ML 101+ The caster can identify the enchantment which caused the residue, if he knows of that enchantment.

Fatigue: $(15-SI) \times 0.5 \infty SI$

Time: $(15-SI) \times 5$ seconds

Range: Basic, touch / **ML71+**, ML feet

Duration: Instantaneous

SANCTUM (NEUTRAL/COMMON ML)

An enchantment which "attunes" an area to a particular convocation (or neutrality). The zone must be an enclosed space whose walls incorporate appropriate elemental materials (as applicable) with a maximum volume of SI yards cubed.

The Sanctum's Value is determined as it is created and equals $(\text{level}+SI)/2$ (MS) or $\text{Level}+SI$ (CS). CONvocation, Level and modifier must be recorded (eg. "Lyahvi/V+12, Sanctum").

A Sanctum modifies the EML of spells cast within it.

The full Value is applied as a bonus to spells of the same convocation (or Neutrality) and as a penalty to Diametric spells. Half the Value of a convocational Sanctum is applied as a bbonus to the Secondary spells and as a penalty to Tertiary spells. Half the Value of a Neutral Sanctum is applied as a penalty to any convocational spell.

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

Special Note: *Rainbow Sanctum* is a separate, Neutral spell that enhances *all* magic/psionics/etc., equally. A Rainbow Sanctum's value is $(SI+Level)/4$ (MS), or $(SI+Level)/2$ (CS).

Bonus Effects (None)

Fatigue: $(15-SI) \times \text{half Complexity Level}$

Time: $(15-SI) \times 12$ hours

Range: Within the Sanctum

Duration: Indefinite



Tomb of Neutral and Common Spells

SUSPENSION (NEUTRAL/COMMON ML)

A spell which interrupts the effect(s) of a Temporary object enchantment, without dispelling it. After Duration, the object enchantment continues undiminished. The period for which the object spell is suspended is added to its Duration.

Suspension can only work on an enchantment of lower complexity level. A convocational Suspension can only affect an enchantment of its own convocation and a Neutral Suspension can only work on a Neutral enchantment.

The basic spell can only suspend an enchantment laid by the caster.

Bonus Effects

ML51+ Caster can suspend an enchantment he did not lay, provided he understands its nature and could lay a similar enchantment himself.

ML61+ Touch no longer required. Range is SI feet.

ML71+ Caster can suspend an object enchantment laid by another mage, provided he understands its nature.

ML81+ Caster can suspend an object enchantment, provided he knows its convocation and complexity level.

ML91+ Caster can suspend object enchantments of Indefinite Duration.

Fatigue: (15-SI) x Half Complexity Level

Time: (15-SI) x 2 seconds

Range: Touch/ML61+ SI feet

Duration: MS:ML secs., CS:MLx3 secs.

TRANSFORM (NEUTRAL/COMMON ML)

A spell to change an existing enchantment (object spell) laid by the caster into another enchantment known by the caster (target spell). Both the object and target spell must be of the same convocation and of *lower* complexity than Transform. The Target spell must be of equal or lower complexity than the object spell. When Transforming, the caster's applicable EML is the *lower* of his EML for the Target Spell and Transform.

Transform will not work on *Indefinite* enchantments unless they are at least two levels of complexity lower than the transform. Transform cannot affect *permanent* enchantments unless they are at least three levels lower.

Bonus Effects

ML61+ Transforming caster need not have cast the object spell himself, but the lowest EML rule still applies (so he must know how to cast both the object and target spell).

ML71+ Touch no longer required. Range is SI feet.

ML81+ Caster does not have to know the object spell, but he must understand its nature.

Fatigue: (15-SI) x Half Complexity Level

Time: (15-SI) x 5 seconds

Range: Touch/ML71+ SI feet

Duration: None



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WARD (NEUTRAL/COMMON ML)

A passive enchantment or major artifact power to protect an object or enchantment from magical interference (such as being dispelled or transposed). Ward is fully effective; once in place, its object cannot be touched magically until the Ward is removed. The complexity level and convocation (or Neutrality) of a Ward should be recorded when the spell is laid.

If installed as a major artifact power, Ward "occupies" one point of Ego/Will and always has Indefinite Duration.

Bonus Effect

ML81+ With critical success, the complexity Level of the Ward is one Level higher than the Ward spell creating it.

Fatigue: (15-SI) x Half Complexity Level

Time: (15-SI) minutes

Range: Touch

Duration: MS: SI days., CS: Indefinite (see above)

*WARDCIRCLE (NEUTRAL/COMMON ML)

(By Blair Wettlaufer brand@INTERLYNX.NET)

This minor/major power enchants an unbroken circle or object of the appropriate elements up to SI feet in diameter. Its purpose is to prevent enchantments from entering or leaving. This spell in a major artifact requires 4 points of Ego.

If a target is enchanted with active spells, those spells and the target cannot leave the Wardcircle. Separate objects cannot leave the circle, and if these objects are worn or held, the owner may not leave (likewise, if the target cannot enter or leave the circle, neither may anything he holds).

The Rainbow Circle is also proof against psionics (causing CS to become MS, MS to be MF, and MF to be CF)

Please note that the circle is nullified if at any point the physical circle is broken. Those inside the circle cannot directly touch or harm the circle. CF while casting this spell can indicate that the circle was unknowingly broken during the casting.

Bonus Effects

ML 71+ The spell may now affect Shek-Pvar (considered a level equal to their Aura), and the Rainbow Wardcircle also works against extraplanar creatures.

ML 96+ The caster's spells may now freely pass through the circle.

ML 101+ During casting, the caster may exempt up to SI individuals, enchantments, or spells from the circle's effects.

Fatigue: (15-SI) x Half Complexity Level

Time: (15-SI) hours

Range: Touch

Duration: MS: Indefinite./ CS: Permanent



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INFUSE (COMMON III)

A spell which temporarily enhances the elemental essence of an unenchanted object, thereby making it *more* an object of the spell's convocation. The spell has no effect on the object's physical shape or appearance. An Infuse cast on a diametric object renders it a Neutral object; an Infuse on a tertiary object renders it a Secondary object and an Infuse cast on a Secondary or Neutral object makes it a Primary object. Note that when Infuse is cast, it may be subject to an object element enchantment penalty.

Example: A *Jmorvi Infuse* renders a *Savoryan object Neutral*, an *Odivshe Object Fyvrian*, a *Fyvrian Object Jmorvi*, a *Lyahvi object Peleahn*, a *Peleahn object Jmorvi*, or a *Neutral object Jmorvi*.

The purpose of the spell is to make the object easier for the spell of the Infusing convocation to handle, usually as a prerequisite to further enchantment. Only one Infuse can be cast on an object at a time.

If an Infuse wears off while its object is still enchanted, the enchantment either dispells or misfires at GM discretion.

Bonus Effects (None)

RELEASE (COMMON III)

A spell which releases primal element into the mundane world, seeming to actually create it. This is a dangerous and unpredictable spell (it functions entirely at GM discretion). The caster contacts a "plane" containing his primal element and opens a channel thereto. This allows the element to flow freely into the world. Release does not control the element and this is very dangerous, even for the brief instant in which the channel remains open. The hazard varies from one convocation to another, although raw spirit can be just as dangerous as pure fire.

Release is cast by itself only in desperation when the caster is planning a quick (preferably simultaneous) departure and will not have to face the consequences of his action.

The spell is usually cast only after a controlling framework, *Channel*[Common/VII], for example, is created to control the element. Consequently, Release is primarily a component of Instant magic. It is generally considered an easy procedure, despite the risk. Release is always unpredictable and depends heavily on GM discretion.

Bonus Effects (None)

Fatigue: (15-SI)x2.0

Time: (15-SI)x3 seconds

Range: Touch

Duration: MS:ML mins.,CS:ML hours

Fatigue: (15-SI) x 1.5

Time: (15-SI) seconds

Range: Self

Duration: None



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CHANNEL (COMMON VIII)

A spell which creates a spell Form (see *Enriched Magic* in *Shek-Pvar*. Channel can create a Form without research or preparation. The caster simply explains to the GM what the Form is supposed to do and then casts it. He then casts a principle spell, such as Release (Common III), to power the effect, stands back, and hopes for the best. If all goes well, the principle will be properly formed by Channel and the "instant" spell will achieve the appropriate effect(s).

The Release and the Channel must be of the same convocation (there are no neutral equivalent spells). The spell "description" must fit the element/convocation, and be reasonably clear in terms of derivation (instant magic demands simplicity). The GM must also judge that the effect(s) are of no more than the VIII Level of Complexity.

If the "instant" spell is dissimilar to all spells already known by the caster, EML is penalized by 5-20 points. If the Channel misfires, the result is usually Total Release (this is dangerous). Channel cannot be stored in any way, but can be Chained.

Bonus Effect

ML91+ Caster can attempt to steal and re-form an eligible principle being summoned by another mage (assuming he detects the mage's action and can get his spell off first).

Fatigue: (15-SI) x 5

Time: (15-SI) seconds

Range: SI yards (as appropriate)

Duration: GM Discretion

*CONVERT (COMMON VIII)

(Author/Contributor: Lee Short)

A spell which indefinitely (MS) or permanently (CS) enhances the elemental essence of an enchanted object, thereby making it more an object of the spell's convocation. *Convert* has no effect on the object's physical shape or appearance. When subject to *Convert*, a diametric object becomes a Neutral object, a tertiary object becomes a secondary object, and a secondary or Neutral object becomes a primary object. Note that when *Convert* is cast, it may be subject to an object elemental enchantment penalty.

The purpose of this spell is to make an object easier to influence by spells of *Convert*'s convocation, usually as prerequisite to further enchantment. An object can be subject to only one *Convert* enchantment. Thus, an indefinitely enchanted object must be dispelled before re-enchantment; a permanent converted object cannot be re-enchanted.

Bonus Effects

(None)

Fatigue: (15-SI)*4

Time: (15-SI)* hours

Range: Touch

Duration: MS, indefinite /CS, permanent



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DESTROY (COMMON VIII)

A spell which removes loose elemental principle from the mundane plane, thereby seeming to destroy it. Destroy will work only on an elemental principle of its own convocation. This spell is the opposite of release and demands a high degree of GM discretion.

***Note:** There is also a neutral version of this spell which can "destroy" vortices such as Noituac's Storm (p29).*

the basic spell will only "destroy" loose elemental essence. It will not eliminate naturally occurring elemental objects, nor eliminate the driving force of an enchantment in progress.

Bonus Effect

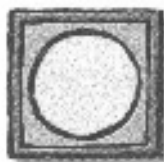
ML71+ Caster can "destroy" the driving essence of a spell in progress (provided it is of no more than VII level).

Fatigue: (15-SI) x 4.5

Time: (15-SI) seconds

Range: SI yards

Duration: n/a



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