



Fyvrianism is the magic of the earth, of green and growing, of pale and dying things, of the cycles of growth and decay that underlie the natural world. The base of Fyvria is fertile earth, where life swarms in its endless struggle to survive and prosper.

Fyvrian mages employ life symbols as foci: wooden staves and wands, bags of earth, even living *familiars*. A Fyvrian mage has a respect for life, and a profound understanding of the great, ineffable forces of life.

This spell tomb was put together with the unwitting help of Patrick Nilsson's Empty spell packs, and numerous Hârnicas who contributed spells to the HârnList. All spells marked with an \* before the name are additions to those provided by Columbia Games.

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**NOTE:** When a mage of any convocation tries to use a Fyvrian spell to enchant a non-Fyvrian elemental object, his EML is penalized.

- 10     Secondary (Jmorvi/Odivshe) Object
  - 15     Neutral Elements (GM discretion)
  - 20     Tertiary (Peleahn/Savorya) Object
  - 30     Diametric (Lyahvi) Object
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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.



## Tomb of Hyuria

### BALM OF GRESAN (I)

Allows a single patient touched by the caster to make one additional Healing roll for a caster-designated injury/ailment/etc. The caster must be aware of the nature of the object injury ailment. The basic spell cannot restore blood loss, and will not work on infected wounds. The spell does not remove fatigue.

#### Bonus Effects

**ML66+** The spell works on infected wounds.

**ML76+** Caster requires no knowledge of the object injury/ailment. If cast without declaring an object injury/ailment, the spell works on a randomly chosen injury/ailment.

**ML81+** The caster can restore (one point of) blood loss.

**ML91+** Touch no longer required. Range is SI yards.

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

**Time:** (15-SI) x 4 seconds

**Range:** Touch/ML91+ SI yards

**Duration:** N/A

### \*DISGUISE OF THE PUTRID AROMA (I)

This incantation causes the target area to have a displeasing odor to a particular type of creature (natural, and specified before the casting.) The creature must make a test of 2xSM/T (MS) or 1xSM/T(CS) or avoid the area of range.

The caster can not specify such broad categories as: all mammals, birds, reptiles, insects, etc. He must be more specific (cats, hawks, crocodiles, snakes, spiders...).

Should the creature succeed in its SM/T check, the creature must then make a 2xWill(MS) or 3xWill (CS) or sneeze once per round inside the area. The creature will be at a constant -2 to EYE and MS?T due to the residue of the spell for duration. No other creature will notice anything wrong.

Magical creatures (including familiars and creatures that have an aura greater than 11,) are not totally immune to this spell. If they fall under the category specified (i.e.: cats, dogs, hawks, etc...) they test at 2x(SM/T+AURA) (MS) 3x(SM/T+AURA) (CS). If they fail, they suffer the same effects as a non-magical creature.

#### Bonus Effects

**ML71+** Area of Effect now covers SI feet.

**ML84+** Magical animals test the same as non-magical/natural ones.

**ML91+** Caster may make up to SI/2 animals immune to the effect by touch.

**Fatigue:** (15-SI) x 1.0

**Time:** (15-SI) x 1.0 seconds

**Range:** SI inches/ML91+ SI yards

**Duration:** MS SI minutes/CS 3xSI minutes





## Tomb of Hyuria

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### \*DOLAN'S AURA OF IMMUNITY (I)

(Greg ? c/o Blair Wettlaufer)

This enchantment reduces the chance of a person contracting a disease. It bolsters the immune system, and increases the target's endurance (for contagion purposes only) by 1d3 (CS add 1d6).

#### Bonus Effects

**ML 81+** Target may consider his increased endurance for fighting current diseases already contracted.

**ML91+** Touch is no longer required. Range is now SI yards.

### \*DOLAN'S INSIGHT (I)

(Greg ? c/o Blair Wettlaufer)

This spell allows the caster to diagnose a single target, and discover any effects left by improperly healed wounds, wasting diseases long gone, etc, birth defects, etc.

The caster must touch the ailing body and concentrate. He will sense a wrongness beneath his moving hands whenever they pass over a lingering effect from a previous ailment or wound.

#### Bonus Effects (None)

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

**Time:** (15-SI) x 4 seconds

**Range:** Touch/**ML91+** SI yards

**Duration:** N/A

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

**Time:** (15-SI) second

**Range:** Touch

**Duration:** N/A





## Tomb of Hyuria

### FIGURE OF AESTRAS (I)

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

The spell does not speed growth, just direct it. At lower ML, the effect tends to be limited, but with greater mastery fine detailing is possible. The spell only works on an individual that is growing (or regenerating).

Multiple castings are necessary for any species that takes longer to mature than Duration. For the results to be exactly as planned, the caster must cast sufficient spells for the object to be enchanted as long as it is growing.

#### Bonus Effects

**ML61+** Spell can be laid on an animal. It can only work, however, when the animal is growing. Since few animals will mature within Duration, multiple castings are nearly always necessary to achieve noticeable results.

### PUTRID HAND (I)

Speeds the decay of rotting organic matter touched by the caster. The spell affects up to a pound of dead material. The rate of decay is multiplied by 300 with a Critical Success and by 100 with a Marginal Success, until the process is complete or the spell is removed.

Under reasonably typical circumstances, meat rots in 2-4 days, MS with Putrid Hand might reduce this period to 10-30 minutes.

#### Bonus Effect

**ML51+** May affect up to 1 pound of living organic material such as flesh, to induce form of gangrene. It will not spread, affect bone nor vital organs, nor kill the victim. It is treated as an infection whose healing rate is [H4] with MS, or [H2] with CS.

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

**Fatigue:** (15-SI) x 1.5

**Time:** (15-SI) hours

**Range:** Touch

**Duration:** MS:ML days, CS MLx3 days

**Fatigue:** (15-SI) x 1.0

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

**Range:** Touch/ML71+ SI feet

**Duration:** Indefinite



## Tomb of Hyuria

### VERDANT HAND (I)

Accelerates the natural growth of a living thing touched by the caster. The rate of increase depends on success: MS = 100 times normal; CS = 300 times normal. The basic spell does not induce growth in things which are not already growing (e.g. adults). Removing the enchantment stops growth, but does not return the object to its original size.

#### Bonus Effects

**ML41+** Touch is no longer required. Range is SI feet.

**ML71+** May induce growth in living things which are not already growing (i.e. adults). The maximum growth possible in this case is 1% of original mass, although the enchantment may be laid more than once on the same subject.

### \*AESTASI'S DART(II)

This spell causes any previously enchanted object made entirely of bone to act as a thrown taburi. The missile may weigh no more than one pound. With the basic spell, the mage must hold the missile during casting of the spell and physically throw it towards the

victim as the spell is completed. Two rolls are made against casting EML: the first to determine success, the second to target the missile. The missile will perform as a taburi (Range and Impact modifiers), and may strike the target even if the spell fails. The caster must commit to casting the spell before determining the accuracy of the throw. The impact of the missile is increased by half SI (MS) or SI (CS).

#### Bonus Effects

**ML41+** Caster need not physically throw the missile or touch it during casting. Range is ML feet.

**ML91+** The spell may be cast upon any un-enchanted bone object of weight no greater than one pound.

**Fatigue:** (15-SI) x 1.0

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

**Range:** Touch/ML41+ SI feet

**Duration:** MS:SI days, CS:SIx3days

**Fatigue:** (15-Si)\*2.0

**Time:** 15-Si Seconds

**Range:** Touch **ML41+**, MI Feet

**Duration:** N/A





## Tomb of Hyuria

### \*ALLEVIATE THE SERPENT'S BITE (II)

This spell makes one dose of animal toxin harmless. If cast on a toxin already in someone's body, it improves the healing rate by one (MS) or two (CS) levels. CF deteriorates the healing rate by two. The victim suffers an additional 3d6 fatigue points with the spell on top of any effect the poison may have.

The caster must lay on hands and the effect is instantaneous. It takes 2d6 days for the actual toxin to be flushed from the system. Should the spell be dispelled during that time the poison will take full effect.

A dose is determined to be the amount of toxin delivered by one bite/sting (whatever.) If the toxin is some form of administered poison, then a dose is considered to be 1 oz of the raw substance (this calculation does not include whatever was ingested with it (i.e. wine, foods, etc).)

#### Bonus Effects

**ML71+** May effect herbal toxins.

**ML81+** May effect mineral toxins.

### \*BONE STING (II)

(Author/Contributor: R.B. Schmunk)

(variant of Iron Sting)

A spell to enchant a (maximum one-pound) wholly bone object (projectile). The enchantment lies dormant until the projectile is thrown at a target (invocation) or until Duration expires, whichever comes first. The success roll is made as the enchantment is invoked (thrown). If the spell fails or a person other than the caster throws the projectile, the enchantment is lost and the projectile performs as an un-enchanted mundane object; it may strike the target even if the spell fails.

If the caster throws the projectile and the spell succeeds, a second test of Bone Sting ML is made to determine missile accuracy, instead of testing Throw skill. The projectile has the range modifiers of a taburi. The Aspect of the missile is determined randomly, if there is a choice. Upon striking the target, the projectile's Impact is increased by SI/2 (MS) or SI (CS).

Bone Sting cannot be combined with any other enchantment

#### Bonus Effects

**ML61+** Caster can select strike aspect.

**ML91+** Caster can lay the enchantment in "open mode". Such a projectile can be cast by a person other than the caster. In such cases, the enchantment is invoked by throwing and the accuracy is determined by testing the thrower's Throwing ML.

**Fatigue:** (15-SI)x1.5

**Time:** (15-SI) x 3 seconds

**Range:** Touch

**Duration:** Indefinite

**Fatigue:** (15-SI)x1.5

**Time:** 15-SI seconds

**Range:** Touch

**Duration:** MS:ML minutes/CS:MLx3 minutes



## Tomb of Hyuria

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### \*CHABAR'S BINDING (II)

(Carl ? c/o Blair Wettlaufer)

A spell that binds and enhances the fibres of wood, rendering them less likely to break. In game terms, this lends 1 additional point of WQ to a completely or mostly wooden object (+2 with CS).

#### Bonus Effects

**ML 61+** Enchanted wood that is a door or chest now gains 1d6 in DF (CS: 2d6) for duration.

### EYE OF PERFECTION (II)

A spell to analyze the health of a single living creature. The basic spell determines either the number of physical injuries/ailments, or the nature of the worst injury/ailment. The caster declares which analysis he is attempting before casting. The caster must touch the patient.

#### Bonus Effects

**ML61+** Touch no longer required. Range is ML feet.

**ML81+** Caster can exclude known injuries/ailments from his inquiry and learn the nature of the worst ailment/injury he does not already know about.

**ML91+** Spell can be used on dead creatures to determine the cause of death. Subtract the number of days dead from the EML.

**Fatigue:** (15-SI)\*1.5

**Time:** (15-SI) \* 3 hours

**Range:** Touch

**Duration:** SI Days (CS\*3)

**Fatigue:** (15-SI) x 1.0

**Time:** (15-SI) x 4 seconds

**Range:** Touch/ML61+ ML feet

**Duration:** None







## Tomb of Hyuria

### \*FOREA'S INFERTILITY (II)

With the casting of this spell, the target being (human or animal) becomes infertile. The target must be touched by the caster and willing for the spell to succeed.

#### Success table:

**CS** The target is infertile for one full fertility cycle.

**MS** The target is infertile for SI hours.

**MF** No effect.

**CF** The target is fertile for SI hours regardless of its fertility cycle.

Unwilling subjects test against Willx5 (MS) or Willx3 (CS).

There is neither a visible effect to this spell nor can the target "feel" when they are fertile (if they are human.) Animals often display signs of being in heat. Such signs will remain, regardless of the success of the spell, but if the spell was successful the animal will not be able to produce young.

It is wise for the caster to be aware of the target's fertility cycle and hedge their bets.

#### Bonus Effects

### \*FOREAS'S TRACELESS PASSAGE (II)

This spell will reduce the natural body odor from a living target. This will effect the ability of a potential "smeller's" SM/T by SI(MS) or SI x2(CS.) If a tracking spell is used, reduce it by SI x10 (MS) or SI x20 (CS.)

This spell does not remove any physical trace of a passage (i.e. foot prints, broken branches and grasses.) Nor does it remove the smells caused by a physical passage (broken branches smell of sap, grasses smell sweeter when trampled, ...)

#### Bonus Effects (None)

**Fatigue:** (15-SI) x 2.5  
**Time:** (15-SI) hours  
**Range:** Touch  
**Duration:** N/A

**Fatigue:** (15-SI) x 1.0  
**Time:** (15-SI) x 3 seconds  
**Range:** Touch  
**Duration:** MS: ML mins., CS: MLx3 mins.



## Tomb of Myuria

### HAND OF ILIAM (II)

An enchantment which prevents a caster-designated disease, wound or ailment from worsening. The caster must be aware of the nature and extent of the object ailment/etc., and must touch it for the Time to Cast. The spell does not heal in any way, it only prevents the object ailment from getting worse (e.g. from getting infected). The basic spell cannot halt blood loss.

Hand of Iliam is generally used to stabilize a patient when proper care is likely to be delayed.

#### Bonus Effects

**ML61+** Spell can be used to reduce the blood loss from a bleeding wound by one. After Duration, the bleeding resumes at its previous level.

**ML81+** Spell can be used to protect a single entity from becoming (more) infected.

### \*HARDEN WOOD (II)

This spell increases the hardness of a piece of wood to that of the next most dense material.

Softwood obtains the density of hardwood.

Hardwood obtains the density of ironwood.

Ironwood obtains the density of steel.

The object must be equal to, or less than SI pounds of wood material.

The effect, when cast on the wooden shaft of a weapon is an increase in WQ by 1 (MS) / 2 (CS.) A CF shatters the wood. The spell makes any bent-wood weapon (bows and crossbows for example) useless.

Wooden shields gain a +1 (MS)/ +2 (CS) to their overall armorments protection. A CF will shatter the shield making it useless.

This spell may be cast multiple times upon any weapon with cumulative results, but a CF will always destroy the item. Each success must be recorded individually to determine when the point bonus will wear off.

#### Bonus Effects (None)

**Fatigue:** (15-SI) x 1.0

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

**Range:** Touch

**Duration:** MS: MLx5 secs., CS: MLx15 secs.

**Fatigue:** (15-SI) x 1.5

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

**Range:** Touch

**Duration:** MS: SI Hours/CS: Indefinite



## Tomb of Hyuria

### \*MAZAEAL'S GIRDING OF LACERATIONS (II)

(was BIND WOUND)

The spell is used to clean and clot a wound without burning the flesh. This stops all bleeders immediately. The caster must lay on hands and touch, specifically, the area to be cleaned and clotted. Once Bound, the wound can not become infected again unless it is ripped open through strenuous action.

The spell was designed for battlefield tending of the wounded. It is very quick and simple, requiring no physical or verbal effects. The bleeding area, once stopped but still be immobilized and treated for its current amount of IP's. This spell does no actual healing, merely stops the increase of Injury Points for the bleeder.

**Bonus Effects** (None)

**Fatigue:** (15-SI)x1.5  
**Time:** (15-SI) seconds  
**Range:** Touch  
**Duration:** Instantaneous

### \*SYNCOPE OF SHALOR (II)

Causes a single animal/person touched by the caster to grow drowsy or fall asleep. The victim may test his Will to determine if he succumbs. With Marginal Success (on Syncope) test 4 x Will; with Critical Success, test 2 x Will. The effect on the victim is determined by his success as follows:

**CS** Victim is unaffected.

**MS** Victim accrues 3d6 fatigue points.

**MF** Victim sleeps for 1 minute x SI.

**CF** Victim sleeps for 3 minutes X SI.

#### **Bonus Effects**

**ML21+** Touch is no longer required: Range is SI yards.

**ML71+** Effect may (at caster's opinion) be over a zone whose radius from the caster is SI yards. All creatures (except the aster) within the zone are affected.

**ML86+** Specified creatures(s) may be excluded from the effect of the spell when it is cast as a zone.

**Fatigue:** (15-SI) x 2.0  
**Time:** (15-SI) x 2 seconds  
**Range:** Touch/ML21+Si yards  
**Duration:** see above



## Tomb of Hyuria

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### \*TAKARA'S CURSE (II)

Causes a single open wound, touched by the caster to become infected. The basic spell will work only on open (non-bleeding) wounds of 6+ Injury Points or burns of 16+ IP's, and is infected on wounds more than a day old.

#### Bonus Effects

**ML71+** Spell will work on any open wounds.

**ML81+** Touch no longer required. Range is ML feet.

**ML91+** Spell can be used (at GM discretion) to cause minor internal infections (mouth, stomach, etc.) in the absence of a wound.

### BALM OF HERL (III)

A spell to transfer a disease, infection or other natural ailment (not a wound) from one living creature (object) to another living creature (target). The spell may be used, for example, to move a disease from a human heat into the heart of an animal, leaving the patient from whom the ailment is removed in good (or better) health. The caster must touch both object and target while casting.

#### Bonus Effect

**ML76+** With CS, Ailments may be transferred into or out of organic, inanimate artifacts.

**Fatigue:** (15-SI) x 1.5

**Time:** (15-SI) minutes

**Range:** Touch/ML81+ML feet

**Duration:** N/A

**Fatigue:** (15-SI) x 2.0

**Time:** (15-SI) x 4 minutes

**Range:** Touch (object and target)

**Duration:** N/A



## Tomb of Hyuria

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### \*BENHART'S EXTINCTION (III)

(Author/Contributor: R.B. Schmunk)  
(variant of Kynor's Extinction)

A major/minor artifact power which protects a wholly bone object from fire. Reduce any fire damage suffered by SIx0.5 (MS) or SI (CS).

If installed as a major artifact power, Benhart's Extinction "occupies" two points of Ego/Will. If installed as a minor power, it cannot be combined with any other enchantment. If installed as the artifact is being made, Benhart's Extinction has permanent Duration; otherwise, it is indefinite.

#### Bonus Effects

**ML71+** May be cast on an artifact which is mostly bone.

**ML81+** Protection increases to SI (MS) or SIx2 (CS).

### \*BIND FAMILIAR (III)

This spell creates a bond between the caster and a target animal for an indefinite amount of time. While successful and active, the spell acts like a indefinite (MS)/permanent (CS) attunement to the animal. Essentially the animal becomes a focus for the caster and suffers no will tests to have spells cast upon it.

The caster can easily call to the animal and have it approach (if it so wishes) as if it has known the caster for years. The animal is friendly to the caster unless the caster mistreats the animal. This spell is best if only cast on one animal in its lifetime.

#### Bonus Effects (None)

**Fatigue:** (15-SI)x2

**Time:** 15-SI hours

**Range:** Touch

**Duration:** See above

**Fatigue:** (15-SI)x2.0

**Time:** 15-SI hours

**Range:** SI yards

**Duration:** MS: Indefinite / CS: Permanent



## Tomb of Myuria

### \*BONEDART (III)

(Author/Contributor: R.B. Schmunk)  
(variant of Steeldart and Bone Sting)

This spell causes a wholly bone object, weighing no more than one pound, to jump into the air and perform like a thrown taburi. The caster need not physically throw the object (see instead Bone Sting), but with the basic spell he must touch it at the culmination of casting. If the spell is successful, the bone object will leap toward the designate

d target as if thrown by a person with the caster's Strength. A second test against Bonedart (not Throwing) EML is then made for successful targeting, with Range and Impact modifiers of a taburi. The caster must commit to casting the spell before determining the accuracy of the throw. If the initial enchantment enjoys CS, the impact of the missile is increased by half SI.

#### Bonus Effects

**ML51+** The spell may be cast upon a mostly bone object.

**ML71+** Caster need not touch the bone object to enchant it. Range is ML feet.

**ML81+** Caster may select strike aspect.

**Fatigue:** (15-SI)x2  
**Time:** 15-SI seconds  
**Range:** Touch/ ML71+, ML feet  
**Duration:** N/A

### \*BREATH OF AKLASH (III)

(Author/Contributor: Tim Prestero)  
(revised)

This spell creates a greenish cloud of reeking vapors which irritate the eyes and cause extreme nausea to those trapped within. The cloud occupies a volume of 800 cubic feet (a sphere approximately 11.5 feet across) and deforms to fit in the surroundings, an important consideration when casting it indoors or underground. The caster specifies the center of the volume.

Persons trapped by the cloud suffer a penalty to all EMLs equal to SMTx3 (MS) or SMTx4 (CS). Some sort of facial covering halves the physical penalty, and as long as a person in the area of effect can hold his breath and keep his mouth closed, he suffers no penalty. Those suffering the penalty do so as long as they remain in the cloud, and for (1d6)x10 seconds afterwards. The caster is vulnerable to the effects of his own spell.

The victim must also roll against Willx4 (MS) or Willx3 (CS) to avoid uncontrollable vomiting. A victim failing his Will roll falls to the ground, vomiting for as long as he remains in the cloud. Should he manage to escape the cloud, or when Duration has expired, he may check against Will every ten seconds, each time rolling against a multiple increased by one, to see if he regains control of his stomach.

The vapors are rather heavy and dissipate slowly even if Breath of Aklash is cast in a drafty location. Duration is ML (MS) or MLx5 (CS) seconds, divided by wind Force (treat Force 0 as Force 1).

#### Bonus Effects (None)

**Fatigue:** (15-SI)x2.5  
**Time:** 15-SI seconds  
**Range:** 30 yards  
**Duration:** See above



## Tomb of Hyuria

### \*CHARM AGAINST PUTREFACTION (III)

This spell prevents decay of a human corpse. The corpse must be touched frequently while casting and will only halt the decay. It will not repair any damage from decay (or otherwise) currently suffered by the corpse.

#### Bonus Effects

**ML64+** The corpse may be that of another race (Sindarin, Khuzdul, Gargun)

**ML72+** The corpse may be that of any other mammal.

**ML 81+** The corpse may be that of any avian.

**ML 91+** The corpse may be that of any reptile or insect.

### \*DOLAN'S GREATER INSIGHT (III)

(Greg? c/o Blair Wettlaufer)

This enchantment allows the target of the caster the ability to heal an improperly healed/treated injury. The target is permitted a End x5 roll, and if they succeed, the injury will be properly healed. The caster must be aware of the impairment, either by spell-casting or a successful diagnosis with the Physician skill.

The age of the wound, however, does make the healing more difficult. For every year that the impairment has existed, subtract 5 from the target's End roll. Also, the "repair" of the wound remains as an indefinite enchantment, and can be dispelled.

#### Bonus Effects

**ML 61+** The age of the wound no longer affects the End roll.

**ML 81+** The target no longer has to make an End roll. The impairment is automatically removed.

**ML 96+** The spell is now Permanent regardless.

**ML 101+** The caster may lessen the effect of a birth defect. However, unless CS is achieved, the effect will remain somewhat present. The healing of the birth defect will take some time (15-End months).

**Fatigue:** (15-SI)x3.0

**Time:** (15-SI) x2 minutes

**Range:** Touch

**Duration:** MS: SI weeks / CS: SI months

**Fatigue:** (15-SI)x2.5

**Time:** (15-SI) x2 hours

**Range:** Touch

**Duration:** Indefinite (CS: Permanent)



## Tomb of Hyuria

### FAVRIN'S BAR (III)

An enchantment which causes wood to temporarily expand, primarily across its grain. The effect is most dramatic with green or living wood. The amount of the expansion is expressed as a percentage of overall volume and depends on the success level achieved by the caster and his Skill Index for the Spell. With the basic spell, the amount of expansion is randomly determined within the range given. Higher ML brings more control

Age of Wood	MS	CS
Living Wood	SIx2%	SIx4%
Green Wood	SI%	SIx3%
Seasoned Wood	SI/3%	SI%

Expansion of confined wood (a closed door for example) can cause considerable stress. The spell is often used to seal or to open doors. A small expansion jams a door solidly, and a large one can destroy either the door or its frame. When the wood returns to its normal size, it has usually been weakened.

#### Bonus Effects

**ML56+** Touch no longer required; range is SI yards.

**ML66+** The caster may declare a maximum expansion which will not be exceeded as long as the spell is successful.

**ML76+** Caster can declare the amount of expansion.

### \*GROWTH OF CREEPING THINGS (III)

This spell causes an insect, mouse, toad or other small creature (Defined as being anything smaller than 1/10 man-sized) to magically grow to SI/2 times its normal size.

The creature will have the same instincts, reactions and attacks as it did when small. So a giant mouse may still run away once first hurt.

Assume all armorment is superior plate on the creature if it is larger than an insect. Assume superior scale if it is an insect. Damage is increase by SI% per attack.

The creature will be confused for the first turn, then either flee or try to continue whatever it was doing prior to the casting.

Removing the enchantment, or allowing it to expire will return the creature to its original size without harm.

A CF will always kill the creature.

This spell in no way changes the creature's instincts nor directs its behavior. This spell may only be cast on a creature once per duration. A second attempt at casting will kill the creature.

#### Bonus Effects

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

**Fatigue:** (15-SI) x 1.5

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

**Range:** Touch/ML56+SI yards

**Duration:** MS:SI/CS:SIx3 minutes

**Fatigue:** (15-SI) x 2,0

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

**Range:** Touch/ML61+SI yards

**Duration:** MS:SI hours/CS:SIx3 hours





## Tomb of Hyuria

### \*NOURISHMENT OF AVAR (III)

(Author/Contributor: Klaus Ole Kristiansen)

This spell makes two lbs. of solid or liquid organic material safe to eat by removing the poisons and reverses spoilage. The food upon which nourishment of avar is cast no longer will have any foul smell, nor coloration from bacterial growth - but if the organic material normally smelled or tasted foul, this spell will not hide its original state.

It will not remove poisons (such as nightshade, arsenic ...) that were added at the time of cooking/preparation, nor will it make normally poisonous foods safe to eat (such as nightshade bulbs, feces or urine). Nor will the spell remove any predators or symbiotic/parasitic creatures residing in the organic material - so it is recommended the caster cook the food well.

#### Bonus Effects

**ML41+** The treated material will become more nourishing. Two lbs. of any food so treated will sustain a character for one day of intense activity.

**ML56+** Any dead, organic material will become digestible. A character may live on grass etc. It is possible to live on wood, etc., by chopping it to chips and swallowing it. With CS the spell will improve the taste of the treated material. **ML71+** The texture of the treated material will change, making hard or tough foods chewy. A character can thus eat wood, leather, etc.

**Fatigue:** (15-SI)x2.5

**Time:** (15-SI)x2 minutes

**Range:** Touch

**Duration:** Instantaneous

### KYNOR'S EXTINCTION (III)

This spell must be cast at the same time as Ward of Arkana (Common III - HM). It serves to protect any 'dead' focus like material from fire by reducing the fire damage to the item by half SI (ms) or SI (cs). The casting time is the same as for Ward of Arkana, as is duration. No extra protection is given to the wearer of such an enchanted item from the use of this spell.

#### Bonus Effects

**ML66+** Effect may be placed on non enchanted items, though only for limited duration - see below

**ML81+** Protection is SI (ms) or twice SI (cs)

**Fatigue:** (15 - SI)

**Time:** Ward of Arkana / 25 - SI seconds

**Range:** touch

**Duration:** Ward of Arkana/MS:SI min/CS:3xSI min



## Tomb of Hyuria

### \*MAUGRIM'S IMPROVEMENTS (III)

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/Will per casting.

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

#### Bonus Effects

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

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

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

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

**Range:** Touch/ML91+ ML feet\*

**Duration:** Indefinite/Permanent/see ML76+

### NURTURE OF ISLA (III)

A spell to increase the healing rate of a single ailment suffered by a living creature (e.g. From H3 to H4). With CS the healing rate is increased by 2. The basic spell will not work on a target wound still bleeding or infected, or if the patient is in shock. The spell causes the patient to enter a deep comatose state for  $4d6$  minutes per casting. See Combat (29). If the spell increases healing rate to more than H5 (only possible after ML81+) any infection is defeated.

#### Bonus Effects

**ML41+** May be used to stop/reduce a bleeding wound's rate of blood loss by one (MS) or two (CS).

**ML76+** May be used to eliminate shock, on a patient who is in shock.

**ML81+** May be used on infected wounds.

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

**Time:** 50-index seconds

**Range:** Touch

**Duration:** Permanent (see above)



## Tomb of Fyuria

### POWER OF SHARADORN (III)

An enchantment to temporarily increase one of the caster's physical attributes (Strength, Endurance, etc.) by 1d2(MS) or 1d3(CS). The enchantment cannot be combined with any attribute-enhancing spell (even itself).

The MLs of skills based on the object attribute are also raised by five. If the skill and the attribute in its SB twice, its ML is increased by ten times the attribute increases. E.g., if a 1 point enchantment is laid on Agility, Climbing is increased by 5 and Acrobatics is raised 10. CS doubles the increases. On CF the subject rolls 1d10 for aftereffects (which are treated as III level Fyvrian enchantments for the purpose of dispelling/etc.).

- 1 Reduce object attribute by 1 *indefinitely*
- 2-7 Reduce object attribute by 1d2 for 1d20 hours.
- 8-10 Reduce object attribute by 1 for 1d3 hours

#### Bonus Effects

- ML51+** Enchantment can be laid on a person/animal other than the caster. Touch is required.
- ML61+** Touch no longer required. Range is ML feet.
- ML81+** Spell can be cast cumulatively with itself, but still cannot be combined with other spells.

**Fatigue:** (15-SI) x 2.5

**Time:** (15-SI) x 4 seconds

**Range:** Self/Touch ML61+ ML feet

**Duration:** MS:SI x 20 secs.,CS:SI mins.

### \*ADRENALIN SURGE (IV)

This spell instantly causes a temporary rush of energy within the caster. The spell removes up to 3d6 (5d6 with CS) Fatigue Points. At the end of Duration, however, double the fatigue is accrued. Also for the duration, Strength is increased by 1d3 (CS: 1d6).

#### Bonus Effects

- ML 51+** Only the original fatigue is penalized at the end of duration.
- ML 71+** The spell may be cast on others.
- ML 91+** No fatigue is penalized at the end of duration.

**Fatigue:** (15-SI) x 2

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

**Range:** Self/Touch

**Duration:** SI Minutes (CS: x3).



## Tomb of Hyuria

### \*DREAM OF GALEGA (IV)

Causes a single corporeal entity touched by the caster to fall into a deep slumber. An unwilling subject (victim) tests 5xWill to avoid the effect. If the caster achieves CS, the victim reduces his success level by one (e.g. from MS to MF):

Victim	Effect on Victim
CS:	Victim is unaffected
MS:	Victim becomes drowsy for 10-30 seconds (causes a 20 point special penalty in combat/critical situations).
MF:	Victim falls asleep for ML/Will minutes (caster ML/Victim Will).
CF:	Victim sleeps for ML minutes.

A *willing* patient *chooses* MF or CF. While asleep, the target entity (or victim) makes one bonus healing roll for each ailment/disease/injury (as applicable) per thirty minutes or fraction thereof. If a second attempt is made on the same victim or patient in a 24 hour period, the spell fails critically.

#### Bonus Effects

**ML61+** Unwilling victim tests 4 x Will.

**ML71+** Unwilling victim tests 3 x Will.

**ML81+** Unwilling victim tests 2 x Will.

**ML91+** Unwilling victim tests 1 x Will.

**ML96+** Touch no longer required. Range is 30 feet.

### \*THE IMMACUALTE BEAST (IV)

This spell transforms an animal into a flawless specimen of its type. It enhances its outstanding features and giving it a +SI on rolls rated to its strongest feature.

**E.G.:** It improves a hawk's vision, a racehorse's speed, or a draft horse's strength.

The caster must touch the best several times during casting and announce the quality he wishes to improve.

The spell has the additional ability to automatically improve the beast's physical appearance to others of its kind by +SI(MS)/+SI x2 (CS)

#### Bonus Effects (none)

**Fatigue:** (15-SI) x 2.5

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

**Range:** Touch/ML96+ 30 feet

**Duration:** See table above.

**Fatigue:** (15-SI) x 2.5

**Time:** (15-SI) x 4 minutes

**Range:** Touch

**Duration:** MS: SI/2 hours / CS:SI hours



## Tomb of Hyuria

### MAKOR'S CURSE (IV)

A spell to induce a unique wasting disease in a single creature touched by the caster. The victim immediately accrues 2d6 fatigue points and experiences a feeling of exhaustion. A secret 1d100 roll is then made to determine how severely he succumbs to the effect. The 1d100 roll is made against the victim's (WILL+END)x2;

- CS** No additional effects.
- MS** Victim's fatigue recover rate is reduced to one. Overnight resting will only recover half fatigue.
- MF** Victim cannot recover fatigue lost to this spell for duration.
- CF** No recovery from fatigue lost to this spell and no healing rolls for any additional damage done for duration.

**Bonus Effects** (None)

### REGENESIS (IV)

Accelerates the natural regeneration of living things. The rate of increase depends on the success level (MS=10 times normal, CS=30 times normal). The basic spell will not, however, induce regeneration of things which do not normally regenerate (e.g. nerve cells, human limbs). Beyond this, specific effects are left to GM discretion.

Regeneration is usually a slow process. It can also be very traumatic and fatiguing, often inducing coma or other psycho-physical shock. The ages and or inform may not survive the process.

#### Bonus Effects

- ML71+** May induce regeneration of things which do not normally regenerate (e.g. a severed limb). This is generally a slow process; the time required to regenerate a hand would be at least fifteen days.
- ML91+** May induce regeneration of dead organic material. This is always a slow process, and does not restore the object material to life.

**Fatigue:** (15-SI) x 3.0  
**Time:** (15-SI) x 4 seconds  
**Range:** Touch  
**Duration:** MS: 3d6 days / CS: Indefinite

**Fatigue:** (15-SI) x 2.0  
**Time:** (15-SI) x 5 minutes  
**Range:** Touch  
**Duration:** Permanent



## Tomb of Hyuria

### \*SPELL OF ENTANGLEMENT (IV)

Caster may cast a spell on some flexible, organic object and it will entangle a target. The object can be “thrown” up to ML/2 feet away from the caster.

The entanglement works best when cast upon clothing (not being currently worn,) rugs, table cloths and so forth. The item so enchanted will rap itself around the target (roll to-hit on the general body table.)

The results of the entanglement are as follows on a CS - on a MS all penalties are halved (round up.) On a CF the target is destroyed.

Location hit	Penalty to Stats/Skills
--------------	-------------------------

Head	-10 EYE/HEAR/SM/T
------	-------------------

Body	-5 DEX/AGL
------	------------

	-SI x10 VS all movement skills
--	--------------------------------

	-10 SPD/AGL
--	-------------

Limb	Total lack of use, penalties as deemed appropriate by GM discretion
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#### Bonus Effects

**ML61+** Item may run/move up to ML feet away and need to be thrown (e.g.: *Sick'em Fido!*)

### \*WEAVER'S TRAP OF WEBS (IV)

In casting this spell, the magus flings a piece of silk or spider web at a desired spot. From this initial location a huge net of spider webs grows, filling an area SI yards by SI yards by SI feet (Height x Width x Depth.) With supports, the webs can hang vertically, forming a wall. Otherwise they act as a net. When the webs are thoroughly grown, after a few seconds, they are as thick as string and as strong as hemp rope (silk rope if the silk is thrown.)

Everyone caught in the area of the webs is immobilized. Breaking free requires a strength test of 5 x STR (MS) / 3x STR (CS.) Someone who is not trapped using an edge weapon or fire may free a victim in three rounds.

#### Bonus Effects (None)

**Fatigue:** (15-SI) x 2.5

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

**Range:** Touch/ML91+SI yards

**Duration:** MS: SI rounds / CS:SIx3 rounds

**Fatigue:** (15-SI) x 2.5

**Time:** (15-SI) 4.0 seconds

**Range:** SI x 5 feet

**Duration:** MS SI Hours / CS Indefinite



## Tomb of Hyuria

### VINE OF ALGUINAS (IV)

Causes extremely rapid, temporary, growth in succulent vines. A small plant (perhaps a pound weight including roots) can grow to a volume of approximately 1000 cubic feet of tough, tangles vines in approximately ten seconds.

Basic casting requires at least a kilogram of earth and several liters of water.

The vines begin to rot rapidly as soon as the growth is complete (time); after duration there is nothing left but rotten vegetable matter and mud.

In general a plant cannot be made to behave in a manner alien to its nature - trees cannot be made to act like vines, nor vines like trees.

Touch is required to start the spell.

#### Bonus Effects

**ML41+** Can be cast on any thorny/non-succulent plants.

**ML61+** Touch is not required. Range is SI yards.

**ML71+** Spell may be cast on up to SI plants (MS) / SI x3 plants (CS) simultaneously.

**ML91+** Plant(s) may be made to root, sink tendrils into cracks, writhe and tangle on command, but they still cannot be made to act in a manner contrary to their natures (except faster.)

**ML96+** Spell may be cast on isolated plant matter. That is, no earth or water are required. However the subject plant must be clearly visible to the caster (no micro-organisms.)

**Fatigue:** (15-SI) x 3.0

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

**Range:** Touch/**ML41+** SI yards

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

### ANIMUS OF NITHRI (V)

Restores a small portion of a dead creature's animus, which can to a limited degree be controlled by the caster.

This is a kind of necromancy to produce a zombie. The basic spell activates the metabolism to a small degree (perhaps the vocal chord and memory of a dead man) but it is not possible to make the cadaver move under its own power. With the example given, the corpse could be asked questions and made to talk about its past life or events in its 'view' (corpses are not bright, and will not volunteer information. The effects depend on the condition of the corpse (the more recently dead the better). Of course, it might be possible to regenerate the subject first.

#### Bonus Effects

**ML41+** The zombie can be ordered to use its muscles (assuming it has any) but control is verbal, literal, and very difficult.

**ML81+** Control is by instinct (or pseudo telepathy) and considerably improved. The caster is better able to exact the zombie's knowledge.

**ML91+** Control is as fine as possible (depending on the condition of the zombie - no quality of control can make a skeleton use muscles it does not have.). As a just slain body may be made to fight etc. This kind of effect requires extreme concentration on the part of the caster and cannot be attempted out of his view.

**Fatigue:** (15-SI) x 3.5

**Time:** (15-SI) minutes

**Range:** Touch/**ML56+** Si yards

**Duration:** SI minutes





## Tomb of Hyuria

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### \*AGONY OF THE BEAST (V)

This spell causes great pain in a human or animal touched by the Magus. The target suffers the temporary (or possibly permanent) effect of a life force distortion.

With MS SI d6 points of damage are caused, of which  $\frac{1}{4}$  are IP and the rest are FP. With CS, SI d10 points of damage are caused, of which  $\frac{1}{2}$  are IP and the rest are FP.

If the damage inflicted exceeds 5 xEND, then the difference between the damage and the endurance roll is the % chance of the target being killed. A second END check (at 5xEND) is then called for.

#### Bonus Effects

**ML91+** Touch no longer required, range is now SI yards.

### \*BENHART'S ANIMUS (V)

Restores a small portion of animus to a single skeleton, which can to a limited degree be controlled by the caster. The basic spell only permits the restructuring of a skeleton provided that the mage has touched one of its component bones during casting (and that the bones are not scattered or buried deeply). Assembly occurs during casting, and the skeleton will remain intact for Duration.

In order to control and manipulate the skeleton, the mage must keep his attention upon it continuously. If he is distracted, the animus will depart and the skeleton disassemble. The skeleton must also remain within line of sight or it will disassemble.

As the caster's proficiency with Benhart's Animus increases, he will be able to cause the skeleton to stand up, walk, and perhaps fight. However, since the original spirit has long departed from the body from which the skeleton was once a part, all activities of the skeleton will be based on those of mage who has animated it. Consequently, a skeleton animated by Benhart's Animus may find it difficult to use a weapon and would resort to unarmed combat.

Control of the skeleton is maintained through a "control-bone", typically the skull, though it may be any bone touched during casting. This bone may be identified by a small (two-inch diameter) black glowing sphere which will be attached to it. Any bone to which a direct link cannot be traced from the control-bone will not join in when the skeleton assembles. For instance, if the humerus (upper arm) were missing, the radius and ulna (lower arm), wrist and hand bones would all remain unconnected. Similarly, if any component bone of the skeleton were smashed during Duration, all bones which trace linkage to the control-bone through the destroyed bone would all immediately fall from the skeleton. (Obviously, the easiest to destroy an animated skeleton is to smash the control-bone.) Effects may also be reduced (GM discretion) if the skeleton is in poor condition.

#### Bonus Effects

**ML41+** The skeleton can be ordered to stand up and move (provided leg bones are present and intact). Control is verbal, literal and very difficult; all

**Fatigue:** (15-SI) x 3.5  
**Time:** (15-SI) minutes  
**Range:** Touch/ML56+SI yards  
**Duration:** SI minutes





## Tomb of Hyuria

skeletal actions are at 10% of the caster's appropriate skill ML.

**ML51+** Caster no longer need touch the skeleton in order to command it. The skull of a skeleton animated without touch will serve as the control-bone.

**ML61+** Control is improved; all skeletal actions are at 25% of caster's skill ML.

**ML81+** Control is by instinct (or pseudo-telepathy) and much improved; all skeletal actions are at 50% of caster's skill ML.

**ML91+** Control is as fine as possible; all skeletal actions are at caster's full skill ML. If caster is distracted, skeleton will not immediately disassemble but will pause in its actions until he returns his attentions to directing it, provided that Duration has not expired.

### \*CLOAK OF FEATHERS (V)

This spell will transform the caster into a crow. The transformation is complete in as much as it is a physical transformation. The caster retains his/her intelligence, willpower, aura, psionics and spells (assuming they have no vocal components.)

The effect is disgusting to watch, with the form melting and shifting down into the body of a large, black crow. The caster does not automatically gain the ability to control his flight. Flight, like all skills - requires practice.

The caster may return to his form at will, or at the end of duration.

#### Bonus Effects

**ML85+** The transformation is hidden by a flash of light and the time is instantaneous.

**Fatigue:** (15-SI)\*3.5

**Time:** (15-SI)\*30 Seconds

**Range:** Touch/ML51+, SI Yards

**Duration:** MS, SI Minutes/CS, ML Minutes

**Fatigue:** (15-SI)\*3.5

**Time:** (15-SI)\*3 seconds/ML85+Instantaneous

**Range:** Self

**Duration:** MS: SI x 30 minutes / CS: SI hours



## Tomb of Hyuria

### \*DOLAN'S ENHANCEMENT (V)

(Greg? c/o Blair Wettlaufer)

This spell allows the caster to augment one of his physical characteristics (STR, End, DEX, AGL, SPD). The effect allows the characteristic to be increased by 1 (CS: by 1d3). This also increases any skill using this skill base by 5 per point increased. The basic spell can only be cast (without an automatic CF) once at a time.

#### Bonus Effects

**ML 41+** The spell may now be cast upon others, by Touch.

**ML 81+** The caster may now choose to increase one characteristic indefinitely by 1. This is subject to dispelling, and can only be cast, again, once per target, regardless of the characteristic increased.

**ML 101+** The spell may now be case cumulatively in the basic form (not indefinitely).

### \*FOREAS'S ARABILITY (V)

This spell increases the arability of an area for one season. Area is SI acres square. The spell must be cast in winter before spring planting and then again on the seeds that will be planted.

The caster much touch both the seeds and the land several times during the casting. The spell will be centered on the area the caster touches (radius outwards.)

As a side effect, however, the land must be left fallow in the following year else there is a 50% chance that the land quality will go down by as much as it went up.

**MS:** Land quality x 1.1

**CS:** Land Quality x 1.25

**Bonus Effects** (None)

**Fatigue:** (15-SI)\*3.5

**Time:** (15-SI)\*3 Minutes

**Range:** Self/Touch

**Duration:** SI Hours,ML81+Indefinite

**Fatigue:** (15-SI)x4.5

**Time:** (15-SI) x2 hours

**Range:** Touch

**Duration:** 1 crop yielding cycle



## Tomb of Hyuria

### \*FOREAS'S PURIFICATION (V)

This spell will cleanse a body of impurities; leaving only a clean form behind. This spell will remove hangovers as a result of toxins, as well as poisons from food, drink or animal/insect bites or stings.

Patients will go into a deep sleep for a serious problem and sleep for up to 15-SI days on a MS and (15-SI)/2 days on a CS. The spell may only be cast once per person per duration of their sleep. The recipient will receive fatigue equal to that of the caster.

Once duration is over, the victim must make a successful WILL x3 test to awaken. If they fail, they will have to try again tomorrow.

**Bonus Effects** (None)

### \*HUNTER'S SENSES (V)

This spell requires that the caster have a piece of the animal whose senses he wishes to have. This may be a lock of fur (feather, scales, ... as is appropriate) or a severed limb (part of the hide, bone, ....) At low ML the item must be attuned to the caster before it is of use.

**Note:** *The object used for this spell has no link to the animal (living or dead) and can not be used to see through the animal's senses.*

Upon success the caster gains the same bonus to his sense as the animal (as a race.) For example:

Object is from	Bonus to 1 Stat
----------------	-----------------

Dog	+SI to SM/T
-----	-------------

Cat	+SI to AGL
-----	------------

Hawk	+SI to EYE
------	------------

Horse	+SI to END
-------	------------

The bonus remains in effect until the caster cancels the spell, or duration, whatever comes first.

#### **Bonus Effects**

**ML62+** Item need not be attuned to the caster for the spell to function.

**ML81+** *Hunter's Senses* may be cast on other people. Range is now touch.

**Fatigue:** (15-SI)x3.0

**Time:** (15-SI) x30 seconds

**Range:** Touch

**Duration:** N/A

**Fatigue:** (15-SI)x3.0

**Time:** (15-SI) x 2 mins

**Range:** Self/ML81+ Touch

**Duration:** MS: SI mins; CS ML mins.



## Tomb of Hyuria

### \*KYNOR'S WARD (V)

A spell to enchant wholly natural armor such as cloths, kurbol, quilt and leather. The enchantment of armor is expressed in terms of *Enchantment Levels*, each of which reduces the impact of any strike upon it by one (see Armor protection under *Combat*). Levels of enchantment which are successfully placed on armor must be carefully noted. *Kynor's Ward* cannot be combined with any other enchantment and can be cast only once on a single piece of armor.

The number of enchantment levels added to the armor depends on the success level achieved and the SI of the caster:

SI	Marginal Success	Critical Success
0-5	Enchantment +1	Enchantment +1
6-8	Enchantment +1	Enchantment +2
9	Enchantment +2	Enchantment +3
10	Enchantment +2	Enchantment +4
11	Enchantment +3	Enchantment +5
12	Enchantment +3	Enchantment +6

If the caster rolls MF with *Kynor's Ward*, no enchantment is gained. If CF is rolled the armor is destroyed. Duration is Indefinite if laid on an existing piece of armor, Permanent if laid as the armor is being made.

#### Bonus Effects

**ML76+** Can be used on mostly natural armor. Such as studded leather, or scale.

**Fatigue:** (15-SI) x 3.5

**Time:** (15-SI) x 2 hours

**Range:** Touch

**Duration:** Indefinite/Permanent

### \*MAUGRIM'S ANIMUS (V)

(Robert Schmunk and Tim Prestero)

A major artifact power. This enchantment endows artificial and resident personalities with the ability to move themselves. The object can only move where it has joints, and it must have some rational means for moving itself around. Animating a vase, for example, will have somewhat less than spectacular results, as the vase has no moving parts.

The ability to sense its environment must be supplied through some other means. Animus requires four points of EGO/Will.

If cast while the object is being made/grown, the duration is Permanent. Otherwise, the duration is Indefinite. The spell grants a Strength of 1d6+SI, as well as a Dexterity, Agility, and Speed of 1d6+SI where applicable. On a CS, one of those statistics is raised to 2d6+SI, at the mage's choice. Due to the nature of the animation, the Endurance statistic is not applicable, as such entities will not get tired, and do not feel injuries.

For purposes of initiative, etc, animated objects are treated as having an END of 18. In the case of "real spirits", for example those captured or created with Soul Steal (or some variant), skill MLs are reduced, first, as per ML Decline (Enriched Magic - Shek Pvar 28), depending upon the amount of time since the spirit last had a body, and secondly, that new ML is 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 SIxSIx10 pounds. With regards to objects consisting of multiple pieces, say for example, a skeleton, the caster must choose a "control piece", in which the personality is said to reside. If any of the component bones of the example skeleton are smashed during Duration, all bones which trace linkage to the control piece through the broken bone will immediately fall from the skeleton.

#### Bonus Effects (none)

**Fatigue:** (15-SI)x3.5

**Time:** (15-SI) hours

**Range:** Touch

**Duration:** Indefinite/Permanent



## Tomb of Hyuria

### REGROWTH OF EVALA (V)

An enchantment that grows a complete organism (plant or animal) from a part thereof. The spell requires copious quantities of earth and clean water, and the investment of a good deal of time. The spell requires that the caster have most of the original organisms in his possession (seed). The basic required seed is expressed as a percentage of the whole organism less the casters ML. Hence at ML70, the required seed is 30% and at ML25 the required seed is 75% of the original organism. The minimum required seed is 1%. Seed material in poor condition, decomposed, damaged, etc., is of less value (GM discretion).

If the spell is attempted with less than the required seed, ML is reduced by the shortfall. E.g. If the required seed is 45% and only 32% of the original organism is available, the caster suffers a  $45 - 32 = 13$  point ML penalty.

The ML bonus for having more than the required seed available is equal to *half* the surplus (rounded *down*). Hence if the required seed is 74% and the caster has 89% available, he enjoys an  $(89 - 74) / 2 = 7.5$  (rounded to 7) ML bonus.

The spell does not restore a dead organism to life. Once a dead organism is regrown, it stays "fresh" only for 2-4 days. (the spell produces a perfect "clone", but if the seed is damaged, that part of the finished product is also damaged.)

#### Bonus Effects (none)

**Fatigue:** (15-SI) x 3.5  
**Time:** (15-SI) x 3 days  
**Range:** Touch  
**Duration:** N/A

### SLIME'S WARD (V)

An enchantment placed on a living plant or creature to alert the caster when a living entity intrudes within the subject's perceptive sphere (for most plants this is about three yards). Slime's Ward is a life detector.

The caster must be within  $Aura \times 5$  yards (or Sensitivity Talent ML x 10 yards) to "hear" the alarm. With the basic spell, the intruding life form will not be identified, but the caster will know that it is there for as long as it is there, and identification improves as the spell is better mastered.

Only intruding life forms anomalous to the subject's environment will cause the subject to alert the caster - a plant will not, for example, notice insects or birds, unless they behave in an unusual manner.

#### Bonus Effects

**ML76+** Caster is altered in general terms, as to the size and/or nature of the intruding life form (e.g. large humanoid, all quadruped, medium-sized serpent, huge avian, etc.)

**ML86+** Caster is more specifically alerted as to the nature and numbers of intruding life form(s), but the information is limited by the sensory abilities of the subject life form.

**ML96+** Caster may limit the alarm to a specific species/class(es) of intruder (e.g. humans, bears, etc.). This reduces the number of false alarms.

**Fatigue:** (15-SI) x 2.5  
**Time:** (15-SI) x 5 minutes  
**Range:** Touch  
**Duration:** MS:SI x 1 hour/CS: Indefinite



## Tomb of Fyuria

### \*SUCCOR OF BLEZIL (V)

A spell which causes dramatic healing of virtually any injury or physical ailment. The spell may be cast in either of two ways:

- (1) On a specific disease of injury, in which case the object disease or injury is completely cured.
- (2) Generally on all diseases and injuries, in which case each injury/disease is "halved" (GM discretion).

The effect is immediate and total and leaves little or no residue(s). The spell cannot regenerate lost body parts. This effects are limited to normal (albeit fast) healing.

The patient accrues 1d3 fatigue points per Injury Point removed, but will not enter shock as a result. Fatigue accrued from disease curing is a GM discretion.

If the spell is cast on the same person more than once in a 24 hour period, it fails critically. CF usually gives the patient a serious (randomly generated) physical disorder.

A disease similar to *Mankor's Curse* (Fyvria IV) is common.

#### Bonus Effects

**ML71+** Patient suffers only 1d2 Fatigue Points per Injury Point removed.

**ML81+** Patient accrues only a 2-11 Fatigue Points per Injury Point removed.

**Fatigue:** (15-SI) x 3.0

**Time:** MS:(15-SI)x30secs./CS:(15-SI)x10secs

**Range:** Touch

**Duration:** N/A

### \*TOUCH OF FOREAS (V)

Turns a chosen limb of a target into wood, temporarily. The victim is alive so long as up to 30% of the body mass remains unaffected. For every 5% below 30%, the victim must make a successful ENDx3 test Vs Killing attack.

The wood is green and does not burn easily and tends to tear rather than break. Otherwise it has the armorment of wood (superior leather) and the mobility of a tree. The roots will elongate until they find soil to sink into.

The victim can be restored by either being removed by the caster, or dispelled by other means. If not removed/dispelled, the victim will revert to normal flesh and blood in SI days. His state of being (alive or dead) depends upon the success or failure of the test Vs killing.

If made permanent,. The victim slowly loses his intelligence and willpower - but not his aura at the rate of 1 point per day. The tree (same height and mass as the victim) will always appear magical and for the first five years it will slightly resemble the victim. Each successive year there after the tree will grow wider and taller and loose its man-like shape over time. Assume it is allowed to grow to will blossom and procreate growing yearly as do all normal trees.

#### Bonus Effects

**ML76+** 2 body parts may be affected (must be adjoining) at caster's discretion.

**ML81+** 3 body parts may be affected (must be adjoining) at caster's discretion.

**ML91+** 4 body parts may be affected (must be adjoining) at caster's discretion.

**ML96+** The entire body may be affected at Caster's discretion.

**ML99+** Spell may be made indefinite (MS) or Permanent (CS.)

**Fatigue:** (15-SI) x 3.0

**Time:** (15-SI) Seconds

**Range:** SI yards

**Duration:** SI days/**ML99+** MS: Indefinite /  
CS : Permanent



## Tomb of Hyuria

### \*BEAST OF OUTLANDISH SIZE (VI)

This spell causes any land animal to grow to SI/2 times its normal size. This causes all physical attributes to be raised by SI/2

**E.G:** *if the strength of a cat was 12, after the casting of Beasts of Outlandish Size, his strength would be 12 x (SI/2). If the caster had a skill of 56 that would be 12 x (5/2) = 54!*

The creature will have the same instincts, reactions and attacks as it did when smaller. Assume all armorment is SI rankings above its current (usually leather or kurbol.)

The creature will be confused for the first turn then either flee or try to continue whatever it was doing prior to the casting - which may include hunting the caster.

This spell does nothing to effect the current mind set of the best. If it was hungry before, or angry, or whatever, it retains that same mind set. The spell in no way attunes the beast to the caster.

Removing the enchantment will return the creature to its original size without harm.

On a CF the beast is killed. This spell may only be cast once per duration on the beast.

**Bonus Effects** (None)

### \*FIEND OF FOREAS (VI)

This spell will animate any single plant. The size may vary from a small shrub to as large as the largest tree. The living tree in unintelligent and follows the telepathic instruction of the caster (caster must concentrate.) The caster must remain in line of sight and within ML feet. If the caster ceases concentration then the spell is terminated. The tree can combat using the following stats below:

Tree Size	str	end	spd	mov	agl	dge	Strike
<5'	7	10	12	60	12	60	95/4b
5-10'	12	20	9	45	9	45	85/8b
10-20'	16	30	7	35	7	35	75/12b
20-50'	21	40	5	25	5	25	65/16b
50'+	25	50	3	15	3	15	55/20b

Injuries to the fiend are treated differently than human wounds. The tree does not suffer fatigue or penalties due to damage. Assume all hits to torso. Once points exceed endurance the spell is broken.

**Bonus Effects** (None)

**Fatigue:** (15-SI) x 3.0

**Time:** (15-SI) 15 minutes

**Range:** Touch

**Duration:** MS: SI hours / CS : SI x3 Hours

**Fatigue:** (15-SI) x 4.5

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

**Range:** Touch

**Duration:** SI minutes





## Tomb of Hyuria

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### \*HEALER'S RING (VI)

This spell creates a ring SI yards across centered around the caster. Every round, everyone in the ring makes a healing roll for their wounds. The ring lasts as long as the caster concentrates. The caster suffers fatigue at the listed rate below per round.

The caster is excluded from the benefit. The ring has a slight green glow to it and is visible to the naked eye (and blinding to those who have the psionic "Sensitivity.") If the ring is cast on grass, the grass will grow  $\frac{1}{4}$  of an inch every round. Stone will cover with lichens and mosses, etc. This spell will benefit any life force it comes into contact with - healing it up to its maximum IP's.

**Bonus Effects** (None)

### \*PHEYDORE'S RECALCITRANCE (VI)

(Blair Wettlaufer)

This spell slows aging. A successful casting allows one year of aging over the next five. CS actually stops aging for five years. The spell remains as an enchantment on the caster, and may be dispelled, thus removing its effects. The caster may only cast this upon himself.

**Bonus Effects** (None)

**Fatigue:** (15-SI) x 3.0 per round

**Time:** (15-SI) x 5 minutes

**Range:** SI yards

**Duration:** See above

**Fatigue:** (15-SI) x 3.0

**Time:** (15-SI) Seconds

**Range:** SI yards

**Duration:** SI days/

**ML99+ MS:** Indefinite / **CS :** Permanent





## Tomb of Hyuria

### PASSAGE OF CHABAR (VI)

A self-enchancement which allows the caster to transmogrify his physical form to *melt* through stone, earth, or wood, but not forged metal, enchanted objects of any type, or living material. With the basic spell, only the caster's (naked) body is affected.

Speed of penetration varies according to the substance, and is expressed as a percentage of Walk rate: Earth 25%; Wood 15%, Stone 10%. Being in the middle of a solid wall when the spell wears off is fatal. Entities undergoing Passage of Chabar are often unnerved by the experience.

#### Bonus Effects

- ML46+** Enchantment can be extended to include organic (elemental) materials (clothes) within Aura inches of the caster's skin.
- ML61+** Enchantment can be extended to up to SI living beings in skin contact with the caster.
- ML71+** Enchantment can be laid on a person other than the caster.

### \*PHEYDORE'S BINDING (VI)

(Blair Wettlaufer)

This enchantment ties the caster's animus more tightly to his physical form. This allows the caster to reduce Shock (and Shock Recovery) and Killing Rolls by 1d6.

This spell is indefinite and is subject to dispelling. If this spell is cast more than once, it is subject to CF.

#### Bonus Effects (None)

**Fatigue:** (15-SI) x 4.0  
**Time:** (15-SI) minutes  
**Range:** Self/Touch  
**Duration:** MS:ML secs./CS:MLx3 secs.

**Fatigue:** (15-SI) x 4  
**Time:** (15-SI) x 3 hours  
**Range:** Self  
**Duration:** Indefinite



## Tomb of Hyuria

### VESSEL OF GALANDA (VI)

A spell to grow a body from an unliving embryo or fetus.

In general the spell will only work on mammals. The fetus must have been dead for no less than six hours and no more than 24 hours. The body will grow normally, but very rapidly, and will have no ethereal essence, no Aura, and no soul. The usual purpose of the spell is to recreate a new host body for a disembodied spirit. The sorcerer must spend about ten hours in the initial casting, and at least four hours per day in attendance. The body must be kept fully submerged in a vat containing water and finely sifted earth. The spell consumes approximately 50 gallons of water daily.

At the conclusion of the spell. The sorcerer must "breathe the breath of life" into the subject, this is exhausting (E5 shock roll). The culmination takes about 15-IS hours.

If the body is not occupied within a few hours of culmination it will "die". A spirit which occupies the body may be considered "native" after about a month and will continue aging normally.

#### Bonus Effects (None)

**Fatigue:** (15-IS) x 4

**Time:** (15-IS)

**Range:** Frequent Touch

**Duration:** See above.

### ESSENCE OF SINAD (VII)

A spell to halt biological aging. The spell involves a transfusion of (1 liter) of blood from a Sindarin or similarly immortal species. It also requires a secure source of fresh flowing water (usually a stream or small river) for purification purposes.

With MS the subject stops aging for 1d3 years, and life expectancy is increased by the same period. With CS, aging is halted for 2d6 years.

The spell leaves a slight residue of enchantment which interacts dangerously with this or other rejuvenation spells. It, therefore, should not be cast on the same subject more than once. Ignoring this can cause reversal of effect, heart damage and/or death - the same consequences may accrue if the spell is combined with any other rejuvenation spell. Dispelling the enchantment removes the residue.

#### Bonus Effects

**ML66+** If the caster achieves CS, he can cast the spell a second time on the same subject without undue risk to the subject.

**ML86+** Instead of halting the aging process, the caster may, if he so desires, reverse it. The subject's biological ages is reduced by 1d2/2d2 years (MS/CS).

**ML91+** No dangerous residue is left, even with MS - thus the enchantment may be combined safely with the same or other rejuvenation magic.

**Fatigue:** (15-IS) x 4.5

**Time:** (15-IS) x 1 hour

**Range:** Frequent Touch

**Duration:** MS: Indefinite/CS: Permanent



## Tomb of Hyuria

### \*PALITHIAN PLAGUE (VII)

This spell starts on a specific target and spreads a plague to the first human that touches/comes in contact with the target. The plague has an incubation period of d10-SI hours. The victim will remain contagious for SI/2 (MS) or SI (CS) days. The plague's effects strike quickly.

The effects follow:

The victim must roll Vs 5xEND (MS)/4xEND (CS) to see how quickly he succumbs. CS starts the plague at H5, MS H4, MF H3 and CF H2. The effect starts in d10-SI days (MS) /d10-SI hours (CS.)

**H6/H5** - victim is -SI/4 to all stats and -ML/4 to all skills.

**H5/H4** victim is -SI/3 to all stats and -ML/3 to all skills.

**H3/H2** victim is -SI/2 to all stats and -ML/2 to all skills.

**H3/H2** victim is -SI to all stats and -ML to all skills.

If the victim reaches EE he has beat the plague and will recover in SI days. If he reaches H0, he dies. Either way the victim remains contagious for duration.

### \*POLYMORPH FOREAS (VII)

This incantation will turn the caster into a creature of his choice.

**NOTE:** *All clothing worn will fall uselessly to the ground and when the caster returns to his normal form he will have nothing with him.*

During the duration of this incantation the caster will have all the normal physical abilities of this creature (except special unduplicatable abilities i.e.: poison, color shifting, psionics, etc.) The caster may duplicate any mundane animal (including mammals, avian and reptiles, but not insects nor micro-organisms.) from as small as a mouse to as large as an elephant.

The caster must have seen the creature in the past to assume its form (pictures or drawings are not sufficient) - roll 3xINT for success.

Due to the enormous physical strain involved the caster will suffer 4d6 fatigue and make a E3 shock roll when returning to his normal form.

**Bonus Effects** (None)

**Fatigue:** (15-IS) x 5.0

**Time:** (15-IS) hours

**Range:** Line of Sight or 1 mile

**Duration:** MS: SI days/CS: SI x2 days

**Fatigue:** (15-SI) x 4.5

**Time:** (15-SI) minutes

**Range:** Self

**Duration:** MS:SI x 30 mins./ CS:SI hours



## Tomb of Hyuria

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### TOUCH OF PTARIS (VII)

An enchantment which turns an organic (elemental) object (e.g. a person) touched by the caster to stone (petrification). A victim tests 3xWill to avoid the effect. While the victim is enchanted (petrified) his bodily and mental functions slow to a negligible rate, but he is otherwise unharmed. If/when the enchantment is dispelled the victim is in the same psycho-physical condition as he was when enchanted. The enchanted victim is not immune to physical harm. A hammer and chisel has the same effect on him as on ordinary stone. Such damage is translated into ordinary injuries at GM discretion when the enchantment expires or is removed. Significant damage to the altered form is often fatal.

#### Bonus Effects

- ML61+** The spell can be used to turn its object to earth or wood. Earth tends to crumble immediately so this is usually fatal. A wooden victim can be burned or carved like ordinary hardwood.
- ML71+** Victim tests 2XWill to avoid effect.
- ML81+** Victim tests 1XWill to avoid effect.
- ML91+** Victim cannot test Will to avoid effect.
- ML96+** Touch no longer required. Range is 100 feet.

**Fatigue:** (15-SI) x 4.5

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

**Range:** Touch/**ML96+** 100 feet

**Duration:** **MS:**SI days/**CS:** Indefinite