



The Tome of the Ancient and Esoteric Mysteries of the Powers of Peleahn.

The element of Peleahn is *Fire*. Peleahn sorcerers manipulate heat, smoke, and fire to produce pyrotechnic effects. Peleahn is, perhaps, the most active, destructive, and least thoughtful school of magic. The essence of Peleahn is heat and action, and approach that abhors cool darkness or quiescence. The Peleahn nemesis is water, the element of the diametric Odivshe convocation.

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

The Peleahn also deal in *Ethereal Fire*, which significantly differs from *mundane* fire. Ethereal Fire does not require a mundane seed and its fuel is extra dimensional. It tends to be more transparent and less active. In the mundane world, Ethereal Fire can affect only *conscious creatures*; it has no effect on inanimate objects and is, therefore, unaffected by armor.

To a mundane creature, and *Ethereal Burn* is a *shock roll*: if the Burn's "Impact" (plus EI) exceeds the victim's Endurance, he has failed the shock roll and loses consciousness.

Ethereal Fire affects *Ethereal Entities / Objects* exactly like mundane fire burns mundane objects. Similarly, mundane fire affects ethereal creatures as Ethereal Fire *shocks* mundane creatures.

Note: When a mage of any convocation attempts to use a Peleahn spell to enchant a non-Peleahn elemental object, his EML is penalized:

- 10 Secondary (Lyahvi/Imorvi) elements
- 15 Neutral Elements (GM discretion)
- 20 Tertiary (Savoria/Fyvria) elements
- 30 Diametric (Odivshe) elements

Any fire, flame, or burning gel is deemed to be a Peleahn elemental object. persons and animals are *Fyvrian* objects, but any Shek-Pvar is *also* an object of his *own* convocation.

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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 Peleahn

*Amber Eye (I)

(Author/Contributor: Klaus Ole Kristiansen)

A spell to detect Peleahn elemental objects. As fire is usually readily recognizable, the main use is to ascertain whether a character is a Peleahn Shek Pvar. The caster must be able to see the object. With the basic spell, the caster must concentrate on each person or object for about 5 seconds.

Bonus Effects

ML91+ All Peleahn elemental objects within the caster's field of vision will glow with an ochre light, visible only to the caster. The caster need not concentrate, and need not know what objects to suspect.

Caress Of Pelena (I)

An enchantment that causes the temperature of its object to gently increase by a few degrees. The effect is rarely harmful to its object.

Caress is mainly used to treat frost injury. It may be used only once on each frost injury to instantly heal 1d3/1d6 (MS/CS) injury points.

Bonus Effect

ML51+ The caster may (voluntarily) inflict mundane burns of 1d6+SI (MS) or 2d6SI (CS). The spell will never ignite armor/clothing, but these will reduce burn impact normally

Fatigue: (15-SI)x1.5

Time: (15-SI)x5 seconds

Range: ML yards

Duration: MS: SIx10 seconds / CS: SIx20 seconds

Fatigue: (15-SI) x 0.5

Time: (15-SI) seconds

Range: Touch

Duration: Instantaneous





Tomb of Peleahn

Finger Of Marlas (I)

This spell is used to enhance or ignite small (mundane) fires; flame and fuel must be used as the seed/object. The spell cannot create fire without fuel, but can help inferior fuel burn. One use is to start a fire with wet wood. An existing fire can be made to flare or burn more rapidly until the fuel is exhausted. In general, the rate of energy conversion can be doubled with MS or quintupled with CS. Adding new fuel terminates the spell, but not necessarily the fire.

Bonus Effects

ML71+ The effect may be delayed up to an hour after casting (assuming the fire is still burning).

ML81+ Fuel may be added without terminating the spell.

Fatigue: (15-SI) x 1.0
Time: (15-SI) seconds
Range: SI x 10 feet
Duration: **MS:** SI mins., **CS:** SI x 3 mins
(or until fuel exhausts)

*Perception Of Murazor (I)

(Author Lee Short, Revised by R. Downey)

This spell determines the level of metabolism of a single non-Peleahn creature. The basic spell determines if the creature is conscious or unconscious. The caster must concentrate and touch his target for duration.

Bonus Effects

ML 45+ Range is SI Yards.

ML 51+ The spell may determine if the creature is resting (regaining fatigue) or not.

ML64+ Caster may determine if target has a fever, as well as its temperature.

ML 76+ Range is ML feet.

Fatigue: (15-SI) * 1.0
Time: (15-SI) seconds
Range: Touch, ML45+SI yards, ML 66+ML Feet
Duration: -(15-SI) seconds



Tomb of Peleahm

Sphere Of Shanakar (I)

Creates a sphere of ethereal fire, two inches in diameter, in the caster's hand. The caster cannot release the sphere. The fireball illuminates a spherical area of radius SI x 5 feet, with orange/red, gently flickering light. No seed fire or spark is required. The sphere is primarily used as a light source, but inflicts an ethereal burn of 2d6, and disappears, if it contacts any mundane/ethereal creature other than the caster.

Bonus Effects

ML51+ The caster can terminate the spell by releasing the sphere.

ML86+ Caster can cause the sphere to hover in place anywhere within SI feet of his person.

ML96+ Caster is able to throw the sphere accurately up to SI yards in a straight line. The sphere moves quite slowly and may be dodged.

Fatigue: (15-SI) x 1.0
Time: (15-SI) seconds
Range: Self
Duration: MS: SI x 20 secs., CS: SI mins.

*Torch Of Omka (I)

(Author/Contributor: Klaus Ole Kristiansen)

Causes a small flame such as the flame of a candle or a bit of tinder to grow to the size of a torch flame. It will continue to burn in the hand of the caster for Duration without consuming any fuel. The fire is not very hot and can not be used to harm creatures or ignite combustibles. The owner of the flame can extinguish it by closing the hand that holds it, ending the spell.

Bonus Effects

ML51+ The flame may be caused to hover close to its owner. The owner can call the flame back to his hand. The movements of the flame are not otherwise under the owner's control, but it will move to cast the best possible light on whatever its owner is looking at.

ML71+ No seed-fire is needed.

ML91+ The owner of the flame may give it to another person, who must take it from the hand of the owner.

Fatigue: 15-SI
Time: (15-SI)x2 seconds
Range: N/A
Duration: MS, ML minutes / CS, MLx2 minutes



Tomb of Peleahm

Zyrgin's Heat (I)

Enchants an existing fire to consume more of its fuel, produce more heat, and leave fewer residues. The basic spell allows the object fire to burn up 50% (MS) or 100% (CS) longer, while leaving far less unburned fuel and ash than normal. The caster must pass his hands/focus through the flames frequently in the course of casting. The enchantment is dispelled if fuel is added to the fire.

Bonus Effects

ML71+ Caster can eliminate smoke from the object fire.

ML81+ Fuel may be added without terminating the spell.

ML91+ Fire's consumption can be made complete (no ash). It cannot, however, be made to burn materials that will not normally burn.

Aidan's Hastening (II)

An enchantment to enhance a target's Speed and Mobility. The basic spell can be laid only on the caster. The effect is to increase Speed and Mobility by 50/100% (MS/CS). While enchanted, the target entity accrues fatigue (from physical activities dependent on Speed) at twice his normal Fatigue Rate, Because *Jumping* is dependent on Speed, this skill is also enhanced by this spell, but not to the same degree; increase EML by 20/40 (MS/CS).

Bonus Effects

ML71+ Enchantment can be laid on a target entity other than the caster. Touch is required.

ML81+ Target entity's Fatigue accumulation is now 150% of normal.

ML91+ Target entity's Fatigue accumulation is now normal.

Fatigue: (15-SI) x 1.0

Time: (15-SI) x 10 seconds

Range: Touch

Duration: MS: SI x 10 mins., CS: SI x 30 mins.

Fatigue: (15-SI) x 2.0

Time: (15-SI) seconds

Range: Self/**ML71+**Touch

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



Tomb of Peleahm

*Awakening Of Murazor (II)

(Author Lee Short, Revised by R. Downey)

This spell causes the subject to become instantly awake and aware by speeding up the subject's metabolic processes. The subject will be jerked awake by his own body. It will feel as if the subject is awakening from a bad dream, and may leave him sweating and/or mildly paranoid for a short time.

The subject tests 4*Aura (2*Aura with CS of the spell) to notice that he or she did not wake naturally. Anyone with sensitivity may test versus their psionic instead.

The spell may be stored on an item (branch, wire, etc) and set at a boundary of an encampment. When the branch or wire is touched, the spell would go off and the caster would awake. It is also a convenient way for a mage on watch to awaken the encampment without moving, or making any noise (spell casting methods not withstanding).

Bonus Effects

ML 71+ Range is ML yards.

ML 91+ Up to SI targets may be effected.

Fatigue: (15-SI) * 1.5

Time: (15-SI) * 2 seconds

Range: SI yards

Duration: Instantaneous

*Belly Of The Beast (II)

(Author: Rebecca Downey)

An enchantment to protect the caster / target (after ML 65+) from ethereal or natural fire. At higher ML, this spell can be used as a major artifact power (3 points minimum).

For duration this enchantment will cause flames to flow across the protected caster / target like waves of water.

Note: The caster's / target's clothes are protected by this spell - up to a range of SI inches from the body.

Bonus Effects

ML65+ Enchantment can be laid on a target entity other than the caster. Touch is required.

ML81+ This spell may be used as a 3-point major artifact power.

Fatigue: (15-SI) x 2.5

Time: (15-SI) minutes

Range: Self/ML65+Touch

Duration: MS: SI x 10 minutes., CS: SI x 20 minutes



Tomb of Peleahm

Breath Of Casy! (li)

A spell to manipulate fire/smoke to cause pyrotechnic displays. The effects are limited by the size of the seed fire, but as the caster gains proficiency, he is able to achieve more with less fire. Smoke and flame may be enhanced and directed, so as to form detailed shapes and exact colors. The effects must remain in contact with the seed fire, since they require its fuel to sustain them., This spell calls for large degrees of GM discretion and may never work exactly the same way twice. Effects tend to be amorphous, insubstantial and unconvincing.

Bonus Effects

ML61+ Effects may be made to move up to ML feet from the seed fire.

Fatigue: (15-SI) x 1.5

Time: (15-SI) seconds

Range: ML Yards

Duration: MS: 1 min., CS: 3 mins.

Cloak Of Yavaris (li)

An enchantment which protects an object entity from cold. The basic spell can only be laid on the caster. The effects of the enchantment is to reduce Frost impact by half SI (MS) or SI (CS). The spell protects the caster's entire body, and lies dormant until triggered by Frost Impact, or until its *Duration* expires. It works only once (the first triggering).

Bonus Effects

ML66+ Enchantment can be laid on an object entity other than the caster.

ML76+ Frost Impact is reduced by SI (MS) or 2xSI(CS).

ML96+ Enchantment remains in place and can be triggered any number of times until *Duration* expires.

Fatigue: (15-SI) x 1.0

Time: (15-SI) x 2 seconds

Range: Self/Touch

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



Tomb of Peleahm

*Parch (li)

(Author/Contributor: Klaus Ole Kristiansen)

This spell forces all water to retreat from one or more objects, totaling up to SI pounds. This is useful for drying herbs or firewood. If used on a living creature, it will cause considerable harm. The caster must touch the target throughout the casting time.

Bonus Effects:

ML71+ The caster may chose how much water to remove. A book dropped in the water could thus be dried without making it brittle.

Skin Of Lexesh (li)

An enchantment which enhances the casters attunement to his element, and allows him to handle mundane fire, without burning himself. The basic spell enchants only the caster's hands or focus. It halves (MS) or eliminate (CS) Burn Impact to the enchanted body parts. The spell prevents/reduces new burns; it cannot heal existing injuries.

Bonus Effects

ML76+ Enchantment may be laid on up to 50%/100% (MS/CS) of the caster's body surface.

ML86+ Enchantment may be laid on 100% of the caster's body surface.

ML96+ Enchantment may be laid on any object and/or extend to clothes worn and/or items carried.

Fatigue: (15-SI)x2

Time: (15-SI)x30 seconds

Range: Touch

Duration: Instantaneous

Fatigue: (15-SI) x 1.5

Time: (15-SI) x 3 seconds

Range: Self/Touch

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



Tomb of Peleahm

*Tremendous Vault Of The Torch's Flame (li)

This spell causes a source fire, no larger than a torch, to quiver a few seconds and then leap up to SI feet in a random direction. The flame stays at the spot it hits if it can burn there. Otherwise, it simply singes the spot and goes out. Singes equates to a 1d6 (MS) / 2d6 (CS) +SI strike.

Bonus Effects

ML71+ Direction is no longer random. Caster must designate direction upon casting.

*Ariondh's Firedarts (lii)

(Author/Contributor: Tim Prestero) (revised)

This spell causes several small (mundane) fire darts to shoot from the caster's fingertips. A spark or other seed fire is needed. The darts are capable of starting fires should they land amongst flammable materials. The caster is able to fire SI/2 (MS) or SI (CS) darts per casting and may direct the darts at multiple targets within Range. The caster must be able to see all targets.

An additional roll must be made against spell EML in order to successfully target each dart. If capable, the target may attempt normal defensive maneuvers and strike resolution should be checked on the combat tables. With the basic spell, the darts move at half the speed of an arrow, so the target may double his normal Dodge EML. Upon a successful hit, each dart inflicts SI+1d6 fire impact, and the caster rolls for hit location normally.

Bonus Effects

ML41+ Seed fire no longer necessary.

ML51+ Dart speed has increased such that defensive Dodge EML is at normal EML.

ML71+ Dart speed has increased such that defensive Dodge EML is at half EML. All other defensive maneuvers are at normal EML.

ML91+ Dart speed has increased such that defensive Dodge EML is at one-fourth EML. All other defensive maneuvers are at half EML.

Fatigue: (15-SI) x 1.5

Time: (15-SI) seconds

Range: ML Feet

Duration: N/A

Fatigue: (15-SI)x2

Time: 15-SI seconds

Range: ML yards

Duration: Instantaneous



Tomb of Peleahm

Eyes Of Niyar (Iii)

A spell by which the caster enchants his eyes so that they can perceive distinctions in heat *instead* of light. The enchanted eyes cannot see normally, and emit a faint orange glow.

Using *Eyes of Niyar*, requires a certain amount of practice. The first time a character is so enchanted his *Niyar Eyesight* will function at 10% of his Eyesight; this percentage increase by 5% on each subsequent enchantment to a maximum of 75%. Hence, after three enchantments, his *Niyar Eyesight* will function at 25% of his Eyesight.

This kind of *infravision* does not allow its users to distinguish objects of similar temperature, nor to pick out details, especially at distance. Because of this, it can never function as well as normal eyesight. The user learns to perceive gradations in temperature as variation in color.

Bonus Effects

ML86+ Enchantment may be laid on a person/animal other than the caster. Touch required.

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

*Darkfire (III)

(Author Lee Short, Revised by R. Downey)

This spell effects a fire, which is already started, causing the fire to burn much more efficiently. As a result, the light given off by the fire is reduced by 90%, and the fuel burns 25% longer. The heat given off by the fire is unaffected.

The fire effected by the spell may be no larger than SI cubic feet (CS: SI*3 cubic feet). The fire continues to spread normally, and any burning fuel outside of the area of effect will be unaffected by the spell.

Bonus Effects

(None)

Fatigue: (15-SI) x 1.5

Time: (15-SI) x 2 seconds

Range: Touch/ML91+ SI yards

Duration: MS: SI x 2 mins., CS: SI x 6 mins.

Fatigue: (15-SI) * 2.0

Time: (15-SI) * 2 seconds

Range: ML feet

Duration: SI*2 minutes/ML minutes (MS/CS)



Tomb of Peleahm

*Fieron's Battlefury (III)

(Author Casie McGirt)

Invigorates the caster, so that Physical Penalty will be halved for the purpose of calculating EML and EI during duration. When the spell expires, the caster (or subject, at higher ML's) gains 12 (MS)/6 (CS) fatigue per minute the spell lasted (2/1 per 10 seconds), and must make a shock roll on 3d6.

Bonus Effects:

ML 41+ The caster may effect another person by touch.

ML 51+ The caster may choose to cancel the spell's effect on himself (but not another) at any time.

ML 61+ The caster may cast this spell at a range of ML feet.

ML 81+ The caster may affect all beings in a radius of SI feet (including himself). If this option is chosen, ALL within the radius must be affected, except the caster, who can choose to exclude him. Those attempting to resist the spell roll Endurance x 5 to escape the effects.

Fatigue: (15-SI) x 2

Time: (15-SI) seconds

Range: Touch (ML 61+ is ML feet, ML 81+ is radius of SI feet)

Duration: SI minutes

*Fieron's Fireweapon (III)

(Author Casie McGirt)

Shapes mundane fire into a type of (melee) weapon the caster has used before. All attributes are equal to the weapon made; save for the damage (SI fire impact) and the fact that the blades can neither parry nor are parried. The base spell can only make one type of weapon, a copy of which must be present at the time the spell is initially learned.

Though the caster is protected from the flame somewhat (sufficient to hold/wield the weapon), he can still be damaged by it, and as such should be wary of fumbles, etc.

A source fire is required to initially cast the spell, but becomes unnecessary once the Fireweapon has been created. The spell is automatically canceled if the wielder drops the weapon.

Bonus Effects:

ML 41+ Any (melee) weapon that the caster has used before (at least one month of training, or used in actual combat) may be created.

ML 51+ A source fire is no longer required

ML 61+ The caster may create a weapon for another. The subject gains the same amount of fatigue as the caster does from casting the spell. Only a willing subject may be affected.

Fatigue: (15-SI) x 2

Time: 15-SI seconds

Range: Touch

Duration: SI/2 minutes



Tomb of Peleahm

*Murazor's Bolt (III)

(Author Lee Short, Revised by R. Downey)

Murazor's Bolt creates a bolt of fire which travels in the direction it is thrown by the caster. To successfully hit a target the caster must succeed in a throwing skill check. He may add his SI for this spell to his skill.

If the bolt contacts an object before travelling ML yards, its energy is discharged into that object, inflicting 2d6 + SI (3d6 +SI with CS) flame impact to a single target location.

If the bolt travels its full distance without striking an object, it fades harmlessly out of existence.

The bolt travels slow enough that it can be dodged.

The bolt must originate in a seed fire within SI feet of the caster.

Bonus Effects

ML51+ Spark or seed fire no longer required.

ML71+ The caster may command the orb to explode at any point along its course.

ML91+ The fireball may originate in a seed fire anywhere within ML yards and good line of sight of the caster. Traverse is measured from the seed fire.

Fatigue: (15-SI) * 2.0

Time: (15-SI) seconds

Range: SI feet

Duration: Instantaneous

Orb Of Zatara (Ili)

Creates a six inch (mundane) fireball in the caster's hand or focus, which may be thrown in a straight line.

Expect in the event of a misfire, the caster is immune to the fire. A spark or other seed fire is needed. The fireball is accurate, but fairly slow. It can, therefore, be *dodged*. The maximum traverse of the orb is ML yards. If it reaches this limit without encountering an *obstruction* (any solid object, enchantment or magical residue) the fireball blinks out of existence. But upon striking an obstruction the orb explodes. The explosion has a radius of SI yards, with burn impact of 2d6/3d6 (MS/CS).

Bonus Effects

ML51+ Spark or seed fire no longer required.

ML71+ The caster may command the orb to explode at any point along its course.

ML91+ The fireball may originate in a seed fire anywhere within ML yards and good line of sight of the caster. Traverse is measured from the seed fire.

Fatigue: (15-SI) x 2.5

Time: (15-SI) seconds

Range: Self/ML91+ ML yards

Duration: Variable



Tomb of Peleahm

Pyre Of Onkh (lii)

Causes an item of wood or other reasonable fuel to burst violently into (mundane) flame and to be consumed in a matter of seconds (one second per pound weight). The item may not weigh more than one pound times the caster's SI (MS), twice this with CS> Personas/animals who touch the flame sustain a mundane burn impact of 3d6/4d6(MS/CS).

The spell may be used to dispose of unwanted items, or to discommode a person holding/wearing an item of fuel, such as a wooden club. In the later case, the effect can be extremely dramatic if the victim's clothes catch fire as well. A sustained burn (over 10 seconds) is capable of melting metals with reasonably low melting points.

Bonus Effects

ML71+ Maximum object weight is increased to SI x 2 pounds (MS), twice this with CS.

Fatigue: (15-SI) x 2.5

Time: (15-SI) seconds

Range: ML Feet

Duration: 1 second per pound of fuel

Targen's Brand (lii)

Targen's Brand is an enchantment that envelops an inanimate object in *ethereal fire*. The object is unharmed and does not burn. However, a victim touched or struck with an enchanted object sustains a 3d6/5d6 (MS/CS) *ethereal burn*, in addition to any physical impact that would normally be inflicted. A common use of the spell is to enchant a weapon. The basic spell is expended after one touch/strike or *Duration*, whichever comes first.

A problem with the basic spell is that the entire object is affected; this means that only the caster, who is immune can safely touch the enchanted object. The enchantment cannot be laid on an already enchanted object, nor combined in the same object with another enchantment.

Bonus Effects

ML66+ Enchantment is expended after SI/2 strikes or *Duration*, whichever comes first.

ML86+ Part of the object (e.g. The hilt of a sword) may be excluded from the effect.

ML96+ The enchantment may (at GM discretion) be combined with other enchantments in the same object

Fatigue: (15-SI) x 2.5

Time: (15-SI) x 10 seconds

Range: Touch

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



Tomb of Peleahm

*Arc Of Fiery Ribbons (IV)

This spell creates a dozen multi-hued ribbons of flame that leap from the caster's hand and fly out SI x 3 yards. They cover a 60° arc. All those in the arc take 2d6+SI (MS) / 3d6+SI (CS) damage. Anyone who sees the ribbons coming can attempt to dodge the attack.

Bonus Effects

ML74+ Ribbons move so rapidly that the victim's dodge roll is halved.

Charachi's Fever (Iv)

An enchantment which causes a single victim to become restless and feverish, a kind of magical disease. No seed fire is required. In its early stages, *Fever* may seem beneficial as the victim's Fatigue Rate is halved. Immediately, however, he will find himself unable to settle comfortably, and will be disposed to frequently excising by running, lifting weights, moving furniture, swimming, etc. The victim will not sleep well, awaking hourly with an urge to pace.

About 24 hours after becoming enchanted, the victim will have a 1 degree (Celsius) fever, which will climb by 1 degree per 24 hours. (note: Normal human body temperature is 37 degrees). When the fever climbs to 40 degrees, the victim makes an E3 shock roll to avoid coma. At 41 degrees he makes an E4 shock roll, and so on. Upon losing consciousness, the victim remains comatose until the enchantment is dispelled or he dies. The fever continues to climb after the victim enters coma. When the fever reaches 44, victim tests 3xEndurance to avoid death; at 45 he tests 2 x Endurance, at 46 1 x Endurance. A body temperature of 47 kills any human.

As a side effect, the spell prevents minor cold damage for its *Duration*: reduce any frost impact by 3d6.

Bonus Effects

ML71+ Fever acceleration may be halved or doubled at the caster's option.

ML91+ Caster is able to delay the onset of fever by up to SI days.

Fatigue: (15-SI) x 2.5

Time: (15-SI) x 2 seconds

Range: SI x 3 yards

Duration: Instantaneous

Fatigue: (15-SI) x 2.0

Time: (15-SI) x 30 seconds

Range: Touch

Duration: MS: Indefinite / CS: Until victim dies



Tomb of Peleahm

Hadil's Envelope (IV)

A spell, which creates a spherical zone about the caster, causes anyone entering it to grow uncomfortably warm. The caster is immune, but must remain stationary, and is enveloped by an *ethereal* fire ball for *Duration*. The zone has no effect on inanimate objects. The radius of the sphere is ML feet/yards (MS/CS).

Envelope causes no physical injury, but any person/animal entering the zone experiences sensations of extreme heat. This is enough to discourage most animals. Those who progress further into the zone, experience increasing pain. Upon entering the zone, the intruder tests 5 x Endurance; when he penetrates 20% of the way to the center, he tests 4 x Endurance; when he penetrates 40% of the way to the center he tests 3 x Endurance, and so on. Interpret results as follows:

CF: Intruder suffers E4 shock roll.

MF: Intruder must retreat from the zone ASAP

MS: Intruder may advance to next test

CS: Intruder may ignore the zone for *Duration*

Bonus Effects

ML66+ Caster can exclude by touch up to SI persons/animals from the effect

ML81+ Caster can terminate the *Envelope* from within

ML96+ The caster can move about or leave the zone; the *ethereal* fire ball remains at its center.

Fatigue: (15-SI) x 2.5

Time: (15-SI) x 10 seconds

Range: Self/Touch

Duration: **MS:** SI x 5 mins / **CS:** SI x 15 mins.,

*Hornet Fire (IV)

This spell turns a fire into a swarm of fireballs, each the size of a large insect. They fly and harass within range a the caster's telepathic command. Their burning touch gives any victim within range a penalty equal to the number of fireballs as they contend with the swarm.

Seed Size	#of Fireballs
Candle	SI Fireballs
Torch	SI d2 Fireballs
Camp Fire	SI d3 Fireballs
Large Bonfire	SI d6 Fireballs
Fireballs	
Burning Building	SI d 10
Fireballs	SI d10 Fireballs

E.G.: *The caster, with an ML of 73 casts Hornet Fire on the campfire. Suddenly SI d3 (or 7 d3 = 13) small fireballs streak forward and begin harassing the two gargun in range. All the garguns skills are now reduced by 13, and all stats by 1, as they try to fight the caster while being distracted by the Hornet Fire.*

Fatigue: (15-SI) x 2.0

Time: (15-SI) x 3 seconds

Range: ML Yards

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



Tomb of Peleahm

*Keirin's Pace (IV)

(Author: Blair Wettlaufer)

This spell speeds a subject's metabolism, so that its Fatigue Rate is halved and its Movement is doubled. However, for each hour that the enchantment is held, the creature must roll 1d6 in a Kill Roll, at the end. This spell is most commonly used on steeds. The target is permitted a resistance roll of Will x3 (CS Will x1). Regardless if the target lives, it receives 1d10 IP per hour of enchantment.

Bonus Effects

ML 61+ The caster may terminate the spell any time before Duration ends.

*Ocher Mantle (IV)

(Author/Contributor: Klaus Ole Kristiansen)

An enchantment, which protects the recipient from harm or discomfort, caused by exposure to cold temperatures. The target of Mantle will experience any below-freezing temperature down to PML !C as if it were at freezing. The value of this protection is highly variable depending on the amount of moisture in the air and on the wind speed.

Note: *The lowest actual temperature measured on Earth is about P 80 !C, but wind chill can take the effective temperature much lower.*

Bonus Effects (None)

Fatigue: (15-SI) x2.5
Time: (15-SI) x4 Seconds
Range: Touch
Duration: MS: SI x3 Minutes / CS: SI x 30 Minutes

Fatigue: (15-SI)x3
Time: (15-SI)x10 seconds
Range: Touch
Duration: MS: MLx5 minutes / CS: MLx15 minutes



Tomb of Peleahm

Sea Of Fire (IV)

Causes fuel over a large area to ignite and burn rapidly. The spell may be cast over a field of dry grass, or on a pool of oil, etc. The quality and amount of fuel may (GM discretion) limit *Duration*. When the spell dissipates, the fire may spread depending on the availability of fuel adjacent to the target area. The caster is well advised to take note of the wind and topography.

The ground area of the effect is centered on a pre-designated (in range) spot. The area is circular and has a maximum radius of ML yards. The caster is *not* immune to the fire, so he should mind his toes. Creatures in the sea of fire are subject (usually from the waist down) to burns of impact $2d6+SI$ (MS) or $2d6+(2 \times SI)$ with CS, per ten seconds spent in the area. Victims must hold their breaths to avoid inhaling smoke.

Bonus Effects

ML81+ The caster can limit the fire to the designated area; it will not spread afterwards, unless he so allows.

ML86+ Range is $ML \times 2$ yards.

Fatigue: $(15-SI) \times 3.0$

Time: $(15-SI)$ seconds

Range: ML yards/**ML86+** $ML \times 2$ yards

Duration: MS: SI x 10 secs. / CS: SI x 30 Secs.

Wall Of Shanador (IV)

Creates a curtain of *ethereal* fire approximately a foot thick, whose frontal area may be of any shape up to ML square feet (MS) or $ML \times 3$ square feet (CS). The wall is stationary and will continue to “burn” without supervision. Any person/animal who attempts to pass through is subjected to *ethereal* burn: $2d6+SI$ (MS); or $3d6+(2 \times SI)$ with CS. The caster may pass through the wall without harm.

Bonus Effects

ML61+ The caster can make persons/animals immune to the wall by touching them and uttering a few words. The ability to pass safely lasts for *Duration*.

ML71+ If the caster is in *Range*, he may reduce the frontal area and volume of the wall. The reduction cannot be reversed.

ML81+ If the caster is within *Range*, he may change the shape of the wall. He cannot, however, increase its frontal area or thickness.

ML91+ The wall can be made to move up to 10 feet per ten seconds in a straight line. It will stop if it moves out of *Range*, or upon encountering a large solid object or significant enchantment. The caster can move to stay in range.

ML96+ If the caster is in *Range* he can change the course and/or orientation of the wall while the spell is active. All courses are straight lines.

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

Time: $(15-SI)$ seconds

Range: SI yards

Duration: MS: SI mins / CS: SI x 2 mins.



Tomb of Peleahm

*Weapon Of The Virulent Flame (IV)

(Author: ?? / Edited by Rebecca Downey)

This spell forms a fire along the length of a metal weapon. This flame adds SI/2 (MS) / SI (CS) to the weapon's impact score plus 1d3 burn damage.

Note: After SI x 2 rounds the weapon will begin to melt unless otherwise protected. Weapons will suffer 1d3 damage to their WQ per round after duration if the spell is recast - or somehow continued.

For duration, the weapon can not create bleeding wounds.

Bonus Effects (None)

Fatigue: (15-SI) x 3.5
Time: (15-SI) seconds
Range: Touch
Duration: SI x2 rounds

Bolts Of Dalg (V)

An enchantment of the caster's hand or focus, which wreaths it in *ethereal flame*, and causes it to inflict *ethereal burns* when it touches a victim.

The enchantment "installs" SI *Capacity Points* (CP). Each time a victim is touched, 1d3 CP s are expended; the spell terminates when all are gone. A victim suffers a 1d6 *Ethereal burn* for each CP expended; no burn can exceed remaining CP s. The victim is cloaked in *Ethereal Flame* for 1 second per point of *Ethereal Burn*. When *Duration* expires any unexpended CPs are inflicted on the caster.

Bonus Effects

ML71+ The caster can install anywhere from one to SI CPs.

ML81+ The caster controls the invocation - touch is still required, but he may without the effect.

ML91+ The caster has full control over the amount to *Ethereal Burn* - He can release none, some or all of the CPs he has left.

ML96+ The caster can project the effects as fast accurate, *ethereal firebolts*. Upon striking any part of a victim, or his garb weapons, etc., the bolt expands and clings to achieve its effect. *Dodging* is the only mundane defense. Dodge EML is modified according to the distance between caster and victim:

<i>Distance Feet</i>	<i>Dodge EML</i>
0 - 5	x25%
Over 5	x50%
Over 20	x75%
Over 40	x100%

Fatigue: (15-SI) x 3.0
Time: (15-SI) x 10 seconds
Range: Self
Duration: MS: SI mins / CS: SI x 5 mins



Tomb of Peleahn

*Chinuak's Passage (V)

(Author/Contributor: R.B. Schmunk)
(variant of Passage of Ahnu)

Causes the caster to catch ethereal fire and burn rapidly, disappearing completely in 15-SI seconds. The fire affects nothing but the caster's body (armor, clothing, and items carried are left behind) and produces no smoke or ash. The dissolved caster is unconscious of his surroundings.

In ethereal form, the mage drifts in a random direction for 1d10 (four-hour) watches, at 1d6 leagues per watch. Then the caster reforms near the ground. The GM makes all rolls secretly and may alter the location of reformation due to obstructions that slow the drift.

Bonus Effects

ML66+ Caster may ask the GM to roll 1d8 or 1d12 to determine number of watches of drift.

ML91+ Spell may be cast on a person/animal other than the caster.

Fatigue: (15-SI)x3

Time: (15-SI)x2 seconds

Range: Self / **ML91+** touch

Duration: 1d10 watches / **ML66+** 1d8 to 1d12

Immolation (V)

Enchants the caster into a creature of *ethereal* flame and smoke. Items entirely within SI inches of his body are similarly affected; any other items become ungraspable and are dropped. The fiery creature is able to squeeze thorough narrow openings, and is immune to most physical damage; if he encounters mundane or ethereal fire, he is treated as an ethereal. He is able to fly upward to a maximum altitude of ML feet, but if he leaves the ground, he has no control and is at the mercy of the wind. The natural tendency is to float upward; the caster must make a conscious effort to remain near the ground.

In ethereal form the caster can work Peleahn magic normally, an his touch inflicts ethereal burns: 2d6+SI (MS) or 2d6+(2xSI) with CS. Other effects/abilities are at GM discretion.

Bonus Effects

ML71+ The enchantment can be laid on persons/animals other than the caster. Non-Peleahn, however, find the spell extremely uncomfortable. They must test 4xEndurance at the instant of enchantment to remain conscious.

ML96+ The subject has some control over his flight. He can move through the air at fifty feet per ten seconds (3.75 mph or 6K/H) but is still subject to the wind. Flight is tiring: double the fatigue rate.

Fatigue: (15-SI)x3.5

Time: (15-SI)x5 seconds

Range: Self /Touch

Duration: MS: SI mins / CS: Six3 Mins.



Tomb of Peleahm

Passage Of Ahnu (V)

Causes the caster to catch (ethereal) fire and burn rapidly, disappearing completely in 15-SI seconds. The fire affects nothing but the caster's body (armor, clothing and items carried are left behind), and produces voluminous smoke, but no ash. The dissolved caster is unconscious of his surroundings.

The smoke drifts downwind for 1d10 (4-hour) watches, then the caster is reformed near the ground. The GM makes all rolls secretly and can determine the location of recombination by generating the wind force and direction for the appropriate number of watches. The leagues drifted each watch are determined by the wind force as follows:

0	1d8
1	2d10+14
2	5d6+20
3	4d10_44
4	1d100 +87

The direction of drift may be affected by terrain features. If the spell is attempted indoors, the drift can (assuming no wind) be over a very short distance.

Bonus Effects

ML66+ Caster may opt for the GM to roll 1d8 or 1d12 to determine the number of watches of drift.

ML91+ Spell may be cast on a person/animal other than the caster.

Fatigue: (15-SI)x3.0
Time: (15-SI)x2 seconds
Range: Self/Touch
Duration: 1d10 x 4 hrs/**ML66+** 1d8 or 1d12

*Pilum Of Fire (V)

This spell produces a two foot inch spear-shaped jet of fire that flies from the center of the seed fire in the desired direction. The jet of flame does SI d6 burn damage to a single target.

The Pilum may be dodged, at half.

Damage is reduced by 1d6 for every five yards the target is from the source of the jet. Range is equal to SI x 5 yards. At 25 yards the flame dissipates.

Bonus Effects

ML56+ Touch is no longer required, range is now SI x 5 yards.

Fatigue: (15-SI)x3.0
Time: (15-SI)x4 seconds
Range: Touch/**ML56+** SI x 5 yards
Duration: Instantaneous



Tomb of Peleahm

Ring Of Fiery Doom (V)

Creates a curtain of extremely hot (mundane) fire in a ring around the caster and his seed fire. The caster must remain close to the seed fire, and pass his hands through its flames to cast the spell. The ring is stationary and will continue to “burn” without supervision. The seed fire burns more dimly while the spell is active and extinguishes when the curtain does. The curtain is five feet thick. The caster sets the height of the curtain up to SI feet, and the interior radius of the ring up to SI x 5 feet. Once the basic spell is cast, the dimensions of the curtain/ring are fixed.

The caster is not immune to the fire, but the curtain radiates none of its heat. Touching the curtain causes a mundane burn of 3d6+SI (MS)_ or 4d6+(2xSI) with CS.

Bonus Effects

ML76+ Caster can vary the height of the curtain at will, but cannot exceed maximum height.

ML86+ Caster can open temporary portals in the curtain to allow safe access/egress.

ML91+ Caster can contract/expand the ring at will, but cannot exceed maximum radius.

ML96+ Caster can modify/cast the curtain from outside the ring. Range is ML yards from the seed fire. The caster must have good line of sight of the seed fire to cast the spell, and of the curtain to modify it.

Fatigue: (15-SI)x3.5

Time: (15-SI)x5 seconds

Range: Touch/ML96+ ML yards

Duration: MS: ML x 10secs./ CS: ML x 20 secs.

Fiend Of Hazatai (Vi)

Enchants a mundane seed fire, and its fuel, into an amorphous, humanoid creature. The *fiend* is unintelligent, and only flows directions given by the caster, who must remain within ML feet in good line of sight. It is more of a puppet than a creature, and demands full concentration to operate.

The spell enchants a special *control-focus* usually the caster’s focus, or some other elemental object. The *fiend* obeys whoever holds the control-focus. No one can control more than one *fiend* at any time. If the control-focus is dropped, the fiend collapses and the spell is terminated. With the basic spell, passing the control-focus is the same as dropping it.

The *fiend’s* power depends the size of seed fire that is classified by the GM on a 1-5 scale:

Seed Size	Str	End	Spd	Mob	Agl	Dge	Strike
1. Candle	4	4	18	90	18	90	95/4
2. Torch/ Small fire	7	8	15	75	16	80	85/8
3. Camp Fire	10	12	12	60	14	70	75/12
4. Large Bonfire	13	16	9	45	12	60	665/16
5. Burning Building	16	20	6	30	10	50	55/20

Strike is the *fiend’s* EML/Burn Impact (mundane) when it touches a victim. The *Fiend* does not suffer from fatigue, nor show wounds. Injuries to the *fiend* are given point values: *Minor 1; Serious 2; Grievous 3*. If the *fiend* accrues such points exceeding its Endurance, it collapse and the spell is broken.

Bonus Effects

ML86+ Caster can pass the *control-focus* to another person who may have difficulty controlling the *fiend*, depending on the amount of practice he has had.

Fatigue: (15-SI)x4.0

Time: (15-SI)x2 seconds

Range: ML feet

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



Tomb of Peleahm

Dance Of Kuru-Keshti (Vi)

A spell to summon a salamander, or any ethereal whose elemental base is fire. The spell requires a reasonably large *ethereal* seed fire; alternately, a mundane seed fire may be used at half EML. Success on the casting is interpreted as follows:

CF: an uncontrolled entity appears in the fire and may indulge in a rather violent sense of malice/humor at the caster's expense.

MF: nothing happens

MS: an entity appears in the fire that the caster may command to perform more complex tasks.

CS: an entity appears in the fire that the caster may command to perform more complex tasks.

Note: *salamanders and fire elemental are literal-minded and lack imagination. They tend to do exactly as instructed.*

The entity summoned is at GM discretion; no two are identical. If the entity's Will is more than 50% of the caster, a mental conflict is required to control it. A controlled entity will obey for *Duration*, but must be banished before the duration expires or it is free in the caster's world.

A controlled entity is banished whence it came by commanding it to depart; this command takes *time*, but no additional fatigue. Uncontrolled entities cannot be banished, but a fire ethereal can only remain on the mundane plane while its seed fire is lit.

Bonus Effects (None)

Fatigue: (15-SI)x3.5

Time: (15-SI)x 4 seconds

Range: Touch (seed fire)

Duration: MS: SI x 2 mins., CS: SI x 6 mins.

Doom Of Zhatran (Vii)

Creates a mundane fireball in the caster's hand that can be thrown in a straight line up to ML yards. A seed flame is required. On creation, the diameter of the ball is one inch. As it progresses along its course, it gains one inch in diameter per yard traveled.

Upon touching any solid object, enchantment, or magical residue, the ball explodes. If it intercepts no such impediment during its traverse (ML yards from the caster) it blinks harmlessly out of existence.

The fireball is accurate but fairly slow. It can, therefore, be *dodged*. The explosion, however, cannot be dodged. The Burn Impact of the exploding fireball is Sid6. This makes it very dangerous.

Bonus Effects

ML81+ The caster can increase the speed of the fireball. This makes it harder to dodge. A victim in its path tests one half *Dodge*.

ML91+ The caster can explode the fireball at will, at any point of its traverse.

ML96+ The fireball can be made to originate from any reasonably substantial seed fire within ML feet of the caster. The fireball's maximum traverse is measured from the seed fire

Fatigue: (15-SI)x4.0

Time: (15-SI)x2 seconds

Range: Touch/ML96+ ML feet

Duration: Variable



Tomb of Peleahm

Touch Of Kasrak (VII)

Inflicts a severe *Ethereal* burn on a single victim touched by the caster. The victim is immediately wreathed in ethereal flame and experience extreme agony for *Duration*. The ethereal burn is 1d6 per ten seconds duration, which may, of course, be reduced at caster option.

Bonus Effects

ML76+ Touch no longer required. Range is SI feet.

ML86+ Range is now ML feet.

ML96+ Caster can designate up to SI victims at once

*Murazor's Cloud (VIII)

(Author Lee Short, Revised by R. Downey)

This spell forms a cloud of dark smoke to appear within range. The cloud is initially SI feet in radius and grows SI feet every combat round for half of the spell's duration (SI/2 rounds/SI rounds). After that time, the spell's effects shrink by SI feet each round. Smoke created by the spell travels normally due to wind and weather conditions in the area in which it is cast. It will dissipate normally after duration or if it flows outside the spell's range.

Within the smoke cloud, there are several effects. Visibility for the visible spectrum is reduced to 12-SI feet (visibility for infrared is not reduced at all). All breathing creatures will choke and gasp for air, suffering a physical penalty of SI*2 while they remain within the cloud. This penalty is halved if they are breathing through wet cloths. The smoke leaves ash flecks on anything it touches. These flecks cause the eyes to tear and reduce vision by half.

Bonus Effects

ML 71+ Caster is not effected by the cloud.

ML 91+ Caster may designate by touch up to SI other creatures that will not be effected by the cloud.

Fatigue: (15-SI)x4.0

Time: (15-SI) seconds

Range: Touch/**ML76+** SI feet/**ML86+** ML feet
ML96+ SI victims

Duration: 1d10 x 4 hrs/**ML66+** 1d8 or 1d12

Fatigue: (15-SI) * 5.0

Time: (15-SI) * 5 seconds

Range: Touch

Duration: SI minutes/SI*2 minutes (MS/CS)



Tomb of Peleahm

*Murazor's Hastening (VIII)

(Author Lee Short, Revised by R. Downey)

This spell hastens the caster's movements, but causes him to tire more quickly. The caster's rate of action is doubled, and his rate of fatigue is quartered.

The caster is allowed two actions every combat phase.

The first action occurs at an initiative of 50 points higher than the caster's initiative; the second occurs at an initiative of 50 points lower. For spell casting initiative purposes, the end of the caster's first action occurs at his base initiative score.

In addition, 30 increase EMLs for all skills, which rely on speed or reaction. These skills include: dodge, legerdemain, unarmed combat, and all hand-to-hand weapon skills.

Bonus Effects

ML 66+ Fatigue accumulation is now 150%

ML 81+ Range is touch

ML 91+ Fatigue accumulation is now normal

Fatigue: (15-SI) * 5.0

Time: (15-SI) * 2 seconds

Range: Self

Duration: SI minutes/SI*2 minutes

*Murazor's Summoning (VIII)

(Author Lee Short, Revised by R. Downey)

This spell summons and controls a fire elemental. The caster specifies the type of elemental he is attempting to summon prior to beginning the spell. A seed fire must be within range of the caster, and remain burning for the duration of the spell as well as the time the elemental is controlled.

Upon completion of the spell, the caster immediately determines the success of the summoning effect. Success means that the elemental is summoned; failure means that it is not. Duration of the summoning is determined by the success level of this roll. Some entities require CS to be summoned, or are able to avoid summoning completely.

If the summoning is successful, the caster then checks for control. His test is against [(EML+3)* caster's Will]-[5 * (Elemental's Will)]. The fatigue cost for casting the spell is not considered in calculating EML for the initial control roll. The result of this test is:

CF The elemental is uncontrolled.

MF The elemental is controlled, but not subjugated. So long as the elemental is controlled, it may not leave the seed fire, nor may it use any powers beyond the extent of the seed fire. The caster may voluntarily loose his control at any time, and he automatically loses control if he moves farther from the seed fire than his casting range.

MS The elemental is partially subjugated. The caster may command the elemental, but he must concentrate for 15-SI seconds to do so. Any injury to the caster requires a new control check.

CS The elemental is completely subjugated. The caster may command the elemental at will.

If the seed fire goes out, the elemental must make a $2d6 + N$ (N =number of rounds since the fire went out) test. It will test each round. Failure of this test means that the elemental is dispelled. The elemental may willingly return whence it came at any time after its seed fire goes out.



Tomb of Peleahn

Bonus Effects

ML 81+ The caster can summon a specific elemental, provided he knows its true name.

*Murazor's Field (X)

(Author Lee Short, Revised by R. Downey)

This spell creates a bond between the area of effect and the plane of elemental fire. For the duration, there will be a continuous "leak" of fire energy. The area becomes a Peleahn sanctum of level V and value SI*2 (level X and SI*3 with CS). The ambient temperature is raised by SI*2 degrees Fahrenheit (SI*3 with CS). If the temperature is raised past 100 degrees, fatigue rates for all non-Peleahn creatures are effected as follows:

Temperature	Fatigue Accumulation
101-110	*2
111-120	*3
121-130	*4
131+	*5

The area of effect is a sphere up to ML yards in diameter. Upon attempting to cast the spell, the caster must fix the size of the sphere.

Bonus Effects

ML 86+ The caster can shrink and expand the sphere at will. He cannot shrink it below 1 foot, nor expand it beyond ML yards. He may change its size by SI feet per second. He may create it at any eligible size.

Fatigue: (15-SI) * 5.0

Time: (15-SI) * 5 minutes

Range: SI yards

Duration: SI*3 minutes/ML minutes (MS/CS)

Fatigue: (15-SI) * 6.0

Time: (15-SI) minutes

Range: Touch

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



Tomb of Peleahm

*Flaming Shield (ML)

(Author/Contributor: Klaus Ole Kristiansen)

A spell that wreathes the caster in ethereal fire that protects him from harm by cold magic of the same or lower level. With CS, the caster is totally immune to damage from cold magic of equal or lower level than Flaming Shield. With MS, the caster is immune from magic of lower level and magic of the same level causes half damage (after armor subtraction, if any). Magic that is not a spell should be assigned an equivalent level at GM discretion (e.g., Dhivu's Rod would be level 3).

Flaming Shield will not protect an Odivshe sorcerer.

Bonus Effects

ML61+ The spell will work against semi-magical cold (The breath of a dhiverin is semi-magical cold of level 4), with other similar effects is at GM discretion. It is very hard to imagine what a natural cold attack would be like, most cold attacks will be at least semi-magical.

Fatigue: $(15-SI) \times (CL/2)$

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

Range: Self

Duration: $SI \times 10$ seconds