



Tomb of the Ancient and Esoteric Mysteries of the Wisdom of Savoria.

Savoria is the magick of mind and spirit, perhaps the most esoteric of the convocations of the Shek-Pvar.

Savorians deal with aura and knowledge, with principles which, they at least believe, stand above the other elements, and of the Shek-Pvar. A Savoryan's is, probably, the greatest knowledge of psionics, and perhaps of Kelestia itself.

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

- 10 Secondary (Lyahvi or Odivshe) Object
- 15 Neutral elements (GM Discretion)
- 20 Tertiary (Peleahn or Fyvrian) object
- 30 Diametric (Jmorvi) object.

The Basics for Mind Magics

By J. Patrick McDonald

All this talk about Master Shek-Pvar and Virana made me decide it was time for this Satia-Mavairi to petition for a status. Thus I submit my work in the area of Memory effecting spells:

The memory complexity table is designed as a guide to GM's for assigning complexity to memories targeted by the memory affecting spells. The target memory must be of a lower level than the affecting spell.

Memory Complexity Level

1. Trivial	What you ate for lunch three days ago. The name of someone you met briefly a week ago. That you met someone briefly a year ago.
2. Minor	Where you left a common tool, the name of someone you just met. That you met someone briefly a week ago.
3. Moderate	Where you were going or what you were doing after an intrusive interruption. The time or place of a daily appointment. The name of an acquaintance. A brief (but innocuous) encounter you just had with someone you do not know.
4. Major	What you were doing or where you were going without an interruption. The name of a friend. That you ever knew an acquaintance. A brief but significant encounter with someone you do not know or an innocuous one with someone you know.
5. Extreme	That you ever knew a close friend. A significant encounter with a close friend or a traumatic experience. The names of your family members.
6. Total	Your name. Who you are. That you ever knew your family, etc.



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Memory Checks

There are basically two types of memory loss. Forgotten and Blacked Out.

The forgotten variety is simply "misplaced" within the mind; while blacked out memories are actively hidden by the subconscious.

Forgotten memories can often be retrieved by non-esoteric means, provided that the memory's previous existence is known. (E.g. remembering what you did after a concussion or a fit of drunkenness or other "unaccounted for time".) Other methods of retrieving forgotten memories are through questioning or prompting by a companion who shared the experience and has access to portions of the memory as shared experience. Memories can also be recalled based upon external stimuli such as sight, sound and smell.

A simple check can be made vs. (7 - memory CL) x INT. MS brings back information about the specific memory. CS restores it totally. The following modifiers apply to ML:

+5	Auditory or visual stimuli of the event or memory.
+10	Auditory & visual or Olfactory stimuli of the event or memory.
+15	Direct questioning etc. by someone knowledgeable as to the specifics of the lost memory.
+SI	If directed by a hypnotist, add hypnosis SI.

Blacked Out memories can only be recovered by esoteric means such as the *Remember* spell, psionic talents, hypnotism, etc.

Hypnosis (Int Aur Voi [Tai/Tar +1]) SB1

This skill is very rare, but known to some Shek Pvar, primarily the Savorya. It specifically allows the user to speak directly to the subconscious. A willing subject can be induced into a trance state whereby the Hypnotist can direct the subject's actions a recall forgotten/blacked out memories. The subject will not do anything he would not normally do.

Nor will the technique reveal "hidden knowledge". Blacked out memories can only be recalled using the value enhancement table (Skills 7) The success level l (i.e. number) must exceed the target memory complexity level. (E.g. a level 3 blacked out memory can be recovered by a SI 5+ Hypnotist with CS, or a SI 8+ Hypnotist with MS.



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Savorian Principles

The following is a general list of Savorian principals.

1. Armour, mental
2. Aura
3. Aura sight
4. Color Changing/perception of
5. Concepts
6. Cure, Mental Damages
7. Detection, Emotions
8. Disease, mental
9. Divination
10. Domination
11. Emotions
12. Fear
13. Hallucination Perception of
14. Invisibility Perception of
15. Knowledge
16. Manipulation, mental
17. Meaning
18. Memory
19. Memory loss
20. Mental command
21. Mind
22. Motive
23. Oracle
24. Panic
25. Psionics
26. Psyche
27. Thoughts
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29. Confusion mental
30. Detection, Elemental
31. Duplication
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33. Invulnerability, Elemental
34. Manipulation, elemental

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Alvid's Mote (I)

An enchantment that causes a brief bout of confusion. The effect of the confusion varies at GM discretion. In a combat or crisis situation, the Mote inflicts a Special Penalty based on caster success and SI as follows:

<u>Success</u>	<u>Penalty</u>	<u>Duration</u>
MS	Caster SI	10 Seconds
CS	Caster SI x2	30 Seconds

After Duration, the victim returns to normal immediately. The basic spell can only be laid by touch.

The Special Penalty for tasks demanding clear thought (spells, psionics, etc.) is doubled.

Bonus Effects

ML 61+ Touch no longer required. Range is SI yards.

Fatigue: (15-SI) x0.5
Time: (15-SI) seconds
Range: Touch/ML 61+ SI Yard
Duration: 10 seconds (CS x3)

*Calspeth's Finger (I)

(Author R.B. Schmunk)

A spell which allows the caster to measure the consciousness level of a single person touched during casting. With CS, the caster also receives a general idea, stateable in no more than five words, of what the subject is thinking or dreaming.

Special Bonus: A caster with the psionic talent Psychometry adds his SI to *Finger* EML.

Bonus Effects

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

ML91+ Caster may examine up to SI subjects within range.

Fatigue: 15-SI
Time: 15-SI seconds
Range: Basic, touch ML61+, SI yards
Duration: Instantaneous



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Perfection Of Sif (I)

A self-enchancement to increase the effectiveness of Eyesight, Hearing and Smell/Taste, or Touch. The caster selects a single object attribute at time of casting. Marginal Success increases the object attribute by 50%, CS doubles it. If used (or maintained) for more than SI x3 minutes per 24 hours, the sense involved may be permanently affected - roll 1d6: on a 1 or 2, the attribute is permanently reduced by 1: on a 6, it is increased by 1.

Note that Perfection of Sif does not really increase the sense itself, it really acts on the efficiency with which the attribute is used by the caster. For most purposes, this difference is academic.

Bonus Effects

ML 41+ Enchantment may be laid on a willing individual other than the caster. Touch is required.

ML 86+ The enchantment may be laid on Aura.

Roanda's Glamour (I)

An enchantment which can be placed on a written work, or other information-bearing object, to apparently change its meaning. The spell does not actually affect its object, but it does adjust a reader's/observer's understanding. The caster is not immune to the effect.

Glamour is limited by the nature and complexity of the object of which it is affixed. It can rarely seem to "adjust" more than ten percent of its object's intrinsic meaning. Because of its esoteric nature, *Glamour* calls for considerable GM discretion.

An educated reader/observer who reads the object several times, with exceptional care, normally sees through the deception.

Bonus Effects

ML46+ Caster is immune to the effects of *Glamours* he lays himself.

ML71+ Caster can obscure whole sentences/ideas. If properly used, this can radically modify the object's meaning.

ML91+ Caster can add one new idea to the object.

ML96+ Caster can lay the enchantment on a written work as he is himself creating it. In this case the duration of *Glamour* is Indefinite or Permanent (MS/CS).

Fatigue: (15-SI) x1.0
Time: (15-SI) x4 minutes
Range: Touch /**ML 41+** Touch
Duration: SI minutes

Fatigue: (15-SI) x1.0
Time: (15-SI) x3 minutes
Range: Touch
Duration: **MS:** SI x 20 minutes/**CS:** SI hours
ML96+: **MS:** Indefinite/**CS:** Permanent



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***Truthsense (I)**

With this spell, the caster is able to tell whether a target is telling the truth (more or less) or not. GM makes the casting roll secretly. This spell does not misfire violently.

CS - Caster is absolutely sure if target is lying, or omitting details.

MS - Caster is reasonably sure of direct lies, but would not detect small lies, or omissions.

MF - Caster is reasonably sure of the truth.

CF - Reverse answer given - caster is convinced of results being accurate.

Bonus Effects

ML 51+ The spell now has Range of SI feet.

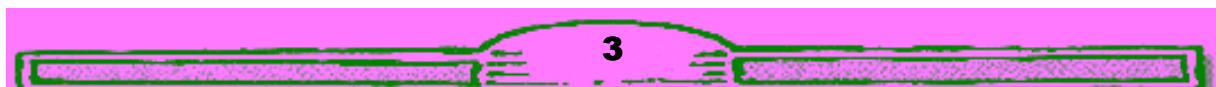
ML 71+ The caster may switch targets at will.
However, he caster may not affect a single target more than once per casting.

***Violet Balm (I)**

The effect of this spell is to allow an individual in Aural shock to make an additional recovery roll the next time one is allowed. This can only be cast on a person at most once per day, and any subsequent castings that day will fail. If a mage CF the Balm spell, he is put into Aural Shock as well as any other rolled effects.

Fatigue: (15-SI) x1.5
Time: (15-SI) x30 seconds
Range: Touch / SI feet
Duration: SI minutes

Fatigue: (15-SI) x0.5
Time: (15-SI) x30 seconds
Range: Touch
Duration: n/a





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Violet Eye (I)

A general divining trance. The basic spell requires that the caster ask a question that may be answered yes or no. Eye never reveals divinely or magically hidden knowledge, and cannot predict the future.

The success roll is always made secretly by the GM. With CS, the caster is informed that he is certain of whatever result he obtains, and he may ask another question on the same subject (GM discretion) without making a new roll or expending additional time/fatigue. CF causes the GM to lie or mislead the caster, but does not normally cause misfire.

Except for bonus questions arising from CS, the same subject may not be divined on more than once in six hours, nor more than six times in six days.

Bonus Effects

ML 46+ Caster may ask reasonably simple questions which cannot be answered yes/no, such as, "in what direction inms the nearest town?".

ML 71+ Caster may inquire about a specific key word or subject (eg. a name). A random piece of information will be forthcoming with MS; more detail with CS. This approach gives the caster less control over answers, but it may be used up to twice a day. This is also the best approach when the caster does not know what question to ask.

Fatigue: (15-SI) x0.5

Time: (15-SI) minutes

Range: n/a

Duration: n/a

*Affects Of Lizaveta (II)

(Author: Richard Reilly & R.B. Schmunk)

A spell to stimulate an existing emotion in a victim. The selected target must be touched at the culmination of casting. If the spell is successful, whatever emotion is currently felt by the victim will be enhanced or reduced (caster's choice). The caster does not have to know the nature of the emotion. Enhancement of the emotion lasts for Duration. The victim may test his Will to determine whether he succumbs; roll against Willx4 (MS) or Willx2 (CS) with the following results:

CS	No effect.
MS	Slight effect
MF	Effect as intended. For example, anxiety becomes distress.
CF	Enhanced effect. For example, anxiety becomes panic.

Bonus Effects

ML51+ Touch not required. Range is SI yards.

ML81+ The caster may choose to induce a new, specified emotion in the victim.

ML96+ The spell may be cast over an area extending SI yards from the caster's head. Everyone within Range but the caster is affected. The new emotion option may not be exercised as a zone.

Fatigue: (15-SI)x2

Time: (15-SI)x2 seconds

Range: Basic, touch, **ML51+**, SI yards

Duration:MS, SI minutes, CS, ML minutes



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Aron's Thought (II)

An enchantment which places a thought/idea into the mind of a subject touched by the caster. Unless the caster achieves CS, the subject tests Sensitivity or 1xAura to detect the operation; if the subject is successful, he will feel uncomfortable with the thought and may realize (GM discretion) that it is not his own.

EML is to be modified according to the caster's familiarity with the subject mind. The basic probability assumes that the subject is a close friend of the caster:

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

If successful, the spell inserts a complete idea in such a way that the subject believes it to be his own. What he does with the thought once he has it depends on his nature, the nature of the idea, and the GM's discretion. People often have odd ideas and discard them immediately.

Special Bonus: A Caster with *Sensitivity* or *Telepathy* talen may add his applicable SI to EML (Either *Sensitivity* SI or *Telepathy* SI not both.)

Bonus Effect

ML61+ Touch no longer required. Range is ML feet in line of sight.

Fatigue: (15-SI) x 1.5
Time: (15-SI) x 2 seconds
Range: Touch/ML61+ ML feet
Duration: n/a

*Detect People (II)

(Author: Torben Mogensen)

A spell to detect the presence of people, that is members of species that have the power of speech. The caster will learn the approximate number of people (within a factor of 3) within one league. If most (at least three quarters) are concentrated within a single small area, the spell will reveal the approximate distance and direction to these.

Bonus Effects

ML41+ A species can be specified.

ML81+ Up to SI groups can be located.

Fatigue: (15-SI)∞1.5
Time: (15-SI)∞10 seconds
Range: 1 league
Duration: Instantaneous



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***Eye Of Dekejs (Ii)**

(Author: Torben Mogensen)

This spell enables the target to perceive heat. The target can see most living creatures even in total darkness, and will be able to see walls and other large, inanimate obstacles as well, except in environments with very stable temperatures, such as caves deep beneath the earth. Heat will be seen as a reddish glow, and will be brighter the hotter the object is. The heat of a living creature will not be noticeable in daylight.

Bonus Effects

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

***Aarden's Barrier (II)**

This enchantment allows the caster to block the pain of any one wound from his mind, reducing the penalty of that wound by half. The basic spell may only be used singly. However, since the caster is not favouring the wound, he is likely to make it worse - add 1d10 IP to it after the spell wears off.

Bonus Effects

ML 61+ The caster may apply this spell to another by touch.

ML 81+ This spell may be cast on up to SI/4 wounds per individual.

Fatigue: (15-SI)x1.5

Time: (15-SI)x4 seconds

Range: Self /**ML51+** Touch

Duration: MS SIx15 minutes /CS SI hours

Fatigue: 15-SI x2

Time: 15-SI minutes

Range: Self/Touch

Duration: SI hours



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Galra's Enhancement (II)

A self-enchancement to temporarily increase the ML of a designated psionic talent for 5/10 minutes by 25%/50% with MS/CS. The spell never works on *Disembodiment*, *Healing* or *Pyrokinesis*. The basic spell cannot be used to stimulate a talent of which its owner is unaware.

Bonus Effects

ML41+ Enchantment may be laid on a subject other than the caster. Touch required.

ML71+ The spell can be used (only on a subject other than the caster) to permanently stimulate a desingated psionic talent. No one can receive more than one such stimulus per month. The subject accumulates 6d6 FP and makes one bonus development roll (With CS: 2d6 FP and 3 development rolls.)

ML76+ Spell can be used to make a subject other than the caster *aware* of a dormant talent which he possesses. This enables the subject to subsequently use and develop the talent.

ML91+ *Enhancement* may be laid on *any* Psinic talent. However the following Object Convocation EML Modifiers apply: Disembodiment -10; Haling -20; Pyrokinesis -20.

Fatigue: (15-SI) x 1.5

Time: 15-SI minutes

Range: Self/ML41+ Touch

Duration: MS: 5 mins/CS 10 mins/ML71+ special

*Light Sensitivity (II)

(Author: Torben Mogensen)

This spell increases the recipient's sensitivity to light. The recipient can see clearly outdoors on a moonless night. Unfortunately, a recipient of this spell would be virtually blinded by any particularly bright light source, particularly the sun, but will suffer pain from the flair of a torch or lantern.

Range of sight is not increased, but the recipient is not penalized for their night vision (usually -4). The recipient sees as if it were a gray day. They can not casually make out the different shades of color, but base colors are still differentiable.

Bonus Effects

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

ML61+ The effect may be turned on and off at will during Duration.

ML81+ The recipient will be uncomfortable due to, but not blinded by, sunlight.

<i>Emotion/ MF</i>	<i>MS</i>	<i>CS</i>	<i>CF</i>
Glad	Happy	Blissful	Indignant
Delighted	Cheerful	Contented	Choleric
Gladdened	Gay	Joyful	Furious
Exhilarated	Rhapsodic	Rapt	Irritated
Intoxicated	Ecstatic	Overjoyed	Mad
Sad	Unhappy	Melancholy	Glad
Sorrowful	Downhearted	Morose	Delighted
Rueful	Dispirited	Dejected	Gladdened
Despondent	Somber	Gloomy	Exhilarated
Doleful	Dreary	Oppressive	Intoxicated
Wretched	Unhappy	Cheap	Gay
Angry	Incensed	Irate	Sad
Enraged	Mad	Irritated	Sorrowful
Upset	Furious	Choleric	Rueful

Fatigue: 15-SI

Time: (15-SI)x4 minutes

Range: Basic, self ML51+, touch

Duration: MS: SIx15 minutes/CS: SI hours



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*Lizaveta's Bargain (II)

(Author: Richard Reilly & R.B. Schmunk)

A spell to which causes a single victim within Range to believe that an item held or touched by the caster during casting is valuable and desirable. Thus, the victim feels compelled to purchase the item at a price greater than he would otherwise pay.

The victim may test his Will to determine whether he succumbs to the effects of Lizaveta's Bargain; roll against Will x 4 (MS) or Will x 2 (CS) with the following results:

CS Victim believes the caster is trying to con him and may become hostile.

MS No effect

MF Lesser effect. Victim is willing to purchase item at its base price (see Prices) times 0.5 x SI.

CF Greater effect. Victim is willing to purchase item at its base price times SI.

***Note:** At GM's discretion and depending on Morality, the victim might attempt to take the item in question by force.*

Bonus Effects

ML81+ Effect of the spell may be extended to all persons within Range.

*Reinwald's Auguration (II)

A divination spell that alerts the caster to the presence of shades/ghosts and astral projections within the Range of the spell. MS notifies the caster of an astral presence. CS informs the caster of the number of astral beings within range.

Bonus Effects

ML 61+ CS no longer required for number of astral beings to be revealed.

ML 81+ CS now gives a mental image of the beings in range.

Fatigue: (15-SI) x 1.5
Time: (15-SI) x 4 seconds
Range: SI yards
Duration: SI hours

Fatigue: 15-SI x2
Time: 15-SI minutes
Range: SI x5 foot radius
Duration: SI minutes



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***Ilghazi's Perception (II)**

(Author/Contributor: Lee Short)

This spell searches a large area for the thought patterns of intelligent creatures. Only creatures of Intelligence 5+ will be detected. The area of effect is a sphere of ML (MS) or ML ∞ 2 (CS) feet centered about the caster. The caster must have line-of-sight to a creature to detect the creature.

Bonus Effects

ML61+ Line-of-sight no longer needed.

ML81+ Center of the area of effect may be about a Savoryan elemental object up to ML feet away from the caster.

ML91+ Caster receives an estimate of degree of mental activity (Intelligence \pm 1d3) of the detected creatures.

***Reinwald's Astral Exchange (II)**

Caster may communicate with a perceived shade or ghost or astrally projected soul via telepathy/empathic link. The basic spell only allows the communication of basic concepts (about the level of communication of 5-year olds), however with CS full communication is achieved. This communication is not language. It deals directly with concepts and meaning. It may be role-played as a dialogue, so that the player and GM don't go bonkers trying to communicate something as simple as "where is the bathroom?".

Special Bonus: Add Medium SI to EML

Fatigue: 15-SI

Time: 15-SI seconds

Range: See above

Duration: MS, SI minutes/CS, SI ∞ 3 minutes

Fatigue: 15-SI x2.0

Time: 15-SI minutes

Range: SI yards

Duration: MS: SI minutes /CS: SI x3 Minutes



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Talesien's Eye (II)

A spell by which the caster determines the psionic/aural nature of a specific entity he is touching. The basic spell reveals the subject's general mood and whether the subject's Aura is more or less than average (9-12).

Special Bonus: *Sensitivity* SI (if any) may be added to EML.

Bonus Effects

ML61+ Caster learns the subject's exact Aura.

ML76+ Caster learns what Psionic talents (including Dormant ones) the subject possesses, and a fairly comprehensive summary of his emotions at time of casting.

ML91+ Caster learns the ML of any/all talents. With CS, the caster also learns whether the subject is benevolent or malevolent to him.

ML69+ Caster learns of any psychological, aural, and/or emotional ailments/injuries possessed by the subject.

Usela's Perception (II)

A self-enchantment which allows the caster to monitor surface emotions in any/all persons he touches. The basic spell detects only strong emotions such as anger, hostility, love etc. With improved mastery, the caster may be able to analyze the emotion and even to pick up visual images from subject minds. The caster is most sensitive to emotions about himself. The spell demands considerable GM discretion.

Special Bonus: A subject with *Sensitivity* talent adds his *Sensitivity* SI to the caster's EML.

Bonus Effects

ML36+ Touch no longer required. Caster can monitor an individual, or the general environment, within ML feet. The caster can freely alternate between monitoring his environment (within ML feet) or any individual within this range. More detail is generally required when monitoring an individual. When monitoring the environment, the caster is generally unaware of the origin of the thought(s)/emotion(s) he receives.

ML71+ Enchantment may be laid on a person touched by the caster (making that person sensitive.)

Fatigue: (15-SI) x1.5

Time: (15-SI) x 4 minutes

Range: Touch

Duration: none

Fatigue: (15-SI) x1.5

Time: (15-SI) x 5 seconds

Range: Self/ML36+ Touch

Duration: MS: 20 seconds /CS: 1 Minute



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*Violet Prism (II)

(Author Blair Wettlaufer)

Allows the caster to view the strength of a target's Aura. This will work on objects or people, and requires touch. The caster perceives the aura as a purple glow. This would be a common spell used on applicants to the Guild of Arcane Lore in Pvaric and Psionic fields.

1-3	Flickering
4-6	Dull Glow
7-12	Steady Glow
13-16	Strong Glow
17+	Blinding Glow

Bonus Effects

ML 61+ The caster may now view the appropriate colour of aura for Pvaric alignment (enchanted artifacts or Shek-Pvar)

ML 101+ The caster may allow the visible aura to be perceived by all watching.

*Affects Of Lizaveta (III)

This spell enhances an existing emotion in a victim (willing or not). The selected target must be touched at the culmination of casting. If the spell is successful, whatever emotion is currently felt by the victim will be enhanced or reduced (caster's choice).

The amount of change depends on success level and GM discretion. Use the following table:

The caster does not have to know the nature of the emotion.

Bonus Effects

ML51+ Touch not required. Range is SI yards.

ML81+ The caster may choose to induce a new, specified emotion in the victim.

ML96+ The spell may be cast over an area extending SI yards from the caster's head. Everyone but the caster is affected. The new emotion option may not be exercised as a zone.

Fatigue: (15-SI) x1
Time: (15-SI) x2 seconds
Range: Touch
Duration: SI seconds (CS: SI x3)

Fatigue: (15-SI)x2
Time: (15-SI)x2 seconds
Range: touch/ ML51+, SI yards
Duration: MS: 20 seconds /CS: 1 minute



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*Calspeth's Arrow (III)

(Author/Contributor: R.B. Schmunk)

A spell which inflicts a psionic shock in its victim. The basic spell requires the victim be touched. The victim may test his Endurance to determine whether he avoids being stunned; roll against $\text{Endurance} \times 4$ (MS) or $\text{Endurance} \times 2$ (CS). The effect on the victim is determined as follows:

- CS** Victim is unaffected.
- MS** Victim accrues 1d6 fatigue points.
- MF** Victim accrues 2d6 fatigue points and is stunned for Six10 seconds.
- CF** Victim accrues 3d6 fatigue points and is stunned for SI minutes.

Note: A caster with the psionic talent Mental Bolt adds his SI to Arrow ML.

Bonus Effects

- ML41+** Touch no longer required. Range is ML feet.
- ML71+** Effect may (at caster's discretion) be over a zone whose radius from the caster is SI yards. All creatures (except the caster) within the zone are affected.
- ML86+** Specified creature(s) may be excluded from the effect of the spell when it is cast.

Fatigue: (15-SI)x2

Time: (15-SI)x2 seconds

Range: Basic, touch ML41+, ML feet

Duration: See above

*Cause Blindness (III)

(Author: Torben Mogensen)

(Contributor: Klaus Ole Kristiansen)

This spell causes temporary blindness in the target. The victim checks against $\text{Will} \times 4$ (MS) or $\text{Will} \times 2$ (CS). If the victim fails, he is blind. He can neither detect the difference between light and shadow, nor colors.

This may cause extreme disorientation, and may also cause the victim (at a $\text{Will} \times 2$ check) to panic - lose his moral and flee screaming. Any around him must then make a moral check Vs routing.

The effect is determined by the victim's success level as follows:

- CS** No effect.
- MS** Reduced eyesight, reducing EML by 20 for skills requiring vision and 40 for skills the SB of which depends on Eyesight.
- MF** Victim is blind
- CF** Victim is blind and is so concerned by the loss of sight that he becomes panic-stricken.

Bonus Effects

- ML51+** Touch not required. Range is SI yards.
- ML61+** Effect can be canceled by caster before expiration.
- ML91+** The spell may be cast on a circular area with radius up to SI yards, centered anywhere within Range. Everyone within the area except the caster is affected. Duration is divided by number of victims.
- ML96+** If CS is achieved against a single victim, the spell may be given indefinite Duration. If this option is taken, the victim rolls against 4xWill.

Fatigue: (15-SI)x2

Time: 30-SI seconds

Range: Touch/ML51+: SI yards

Duration: MS:SIx10 sec/CS:SI minutes (see above)



Tomb of Sauoria

*Eyes Of Calspeth (III)

(Author/Contributor: R.B. Schmunk)

A self-enchantment which temporarily improves vision. Eyesight is increased for Duration by 2 (MS) or 5 (CS). All Eyesight dependent skills should be temporarily adjusted upwards; re-derive the affected SBs and add 5x the increase in Eyesight to MLs.

Misfire (CF) results in similar adjustments downwards. Roll 1d20 against the following:

- 01-09 Subject is partially blinded (-2 from Eyesight) for 1d20 hours.
- 10-15 Subject is partially blinded (-5) for 1d20 hours
- 16-19 Subject is partially blinded (-5) for 1d10 days.
- 20 Subject is fully blinded for 1d10 days and permanently loses 1 point from Eyesight.

***Note** that Eyes of Calspeth does not increase Eyesight itself but acts instead on the efficiency with which Eyesight is used by the caster. For most purposes, the difference is academic.*

Bonus Effects

ML56+ Enchantment may be laid on a willing individual other than the caster. Touch is required.

*Iron Will (III)

The caster uses this spell to temporarily increase his Will by 50% (100% with CS). If cast for more than SI times in one day, Stat may be permanently altered (roll 1d6, 1-2: Subtract 1 from will, 6: Add 1 to will. Effects are permanent).

Bonus Effects

ML 71+ May affect a willing target by touch.

Fatigue: (15-SI)x2
Time: 15-SI minutes
Range: Basic, self ML56+, touch
Duration: MS, ML minutes/CS, SI hours

Fatigue: 15-SI x2
Time: 15-SI x4 seconds
Range: Self/ML71+ Touch
Duration: SI minutes



Tomb of Sauoria

Loth's Key (III)

A spell which allows the caster to read documents written in languages/scripts unknown to him. With the basic spell, the caster must know either the language or script. Document condition (Harnmaster Treasure 6) acts on the EML. (For example, if the work is in Poor Condition, reduce EML of Key by 5).

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

Each page is presumed to contain a "normal" amount of text and require one minute to read. The basic spell is sufficiently complex that the caster cannot talk or write (translate) while reading.

Bonus Effects

ML 41+ With CS, both the language and script are understood.

ML 71+ Caster can write/speak a translation of the work.

ML 81+ Both the language and script are understood, even with MS.

ML 91+ Duration becomes indefinite. The caster can, after any successful casting, read the entire document.

Fatigue: (15-SI) x2

Time: (15-SI) x5 minutes

Range: Touch

Duration: MS:SI minutes /CS: SIx3 minutes

* Mogen's Veil (III)

(Author: Torben Mogensen)

(Contributor: Klaus Ole Kristiansen)

This spell causes temporary blindness in the target. The victim checks against Will ∞ 4 (MS) or Will ∞ 2 (CS). The effect is determined by the victim's success level as follows:

CS	No effect.
MS	Reduced eyesight, reducing EML by 20 for skills requiring vision and 40 for skills the SB of which depends on Eyesight.
MF	Victim is blind.
CF	Victim is blind and is so concerned by the loss of sight that he becomes panic-stricken.

Bonus Effects

ML51+ Touch not required. Range is SI yards.

ML61+ Effect can be cancelled by caster before expiration.

ML91+ The spell may be cast on a circular area with radius up to SI yards, centered anywhere within Range. Everyone within the area except the caster is affected. Duration is divided by number of victims.

ML96+ If CS is achieved against a single victim, the spell may be given indefinite Duration. If this option is taken, the victim rolls against 4 ∞ Will.

Fatigue: (15-SI) ∞ 2

Time: 30-SI seconds

Range: Basic, touch/ML51+, SI yards

Duration: MS, SI*10 sec./CS, SI min (see above)



Tomb of Sauoria

* Psychic Tracking (III)

(Author: Torben Mogensen)

(Contributor: Klaus Ole Kristiansen)

This spell allows the caster to recognize and follow the psychic residue left by a known person. This allows tracking of the large scale movement of that person up to SI (MS) or SI∞4 (CS) hours after he/she has been present.

Bonus Effects

ML71+ The caster can sense if anyone has been in the area within the specified time and pick out one such to track, even if that person is unknown to the caster. If more than SI people have passed, individual tracking is not possible unless CS is achieved.

Fatigue: (15-SI)∞2.5

Time: 15-SI minutes

Range: SI yards

Duration: MS, SI minutes/CS, SI∞30 minutes

Ordeal of Frida (III)

An enchantment which stimulates an existing phobia, mania or any *psyche* complex in a victim, who must be touched at the culmination of casting. If the spell is successful, the victim's most acute psyche attribute is stimulated; a victim with arachnophobia, for example, will see spiders where non exist, or many spiders where only a few exist, and so on. The credibility of the stimulations depends on the success of the caster, and determines the morale check to be made by the victim. If the caster rolls MS, the victim tests 4xWill; with CS he tests 2xWill. The caster does not have to know the nature of the psyche attribute. Only the victim is aware of the stimulation.

Special Bonus: Caster may add his *Telepathy* talent SI (if any) to EML.

Bonus Effects

ML51+ Touch no longer required. Range is SI yards.

ML71+ The spell may be cast over an area, radius SI yards from the caster's head. Everyone but the caster is affected.

ML81+ The caster can exclude (by touch) up to SI individuals from the effect(s).

ML96+ Any victim that does not already possess a psyche attribute is given a new, permanent, randomly generated one using the *HårnMaster* Psyche Table (GM discretion); it is not automatically stimulated, unless the caster achieves CS.

Fatigue: (15-SI)x2.5

Time: (15-SI) x 3 seconds

Range: Touch/ML51+ SI yards

Duration: MS: 20 seconds/CS: 1 minute



Tomb of Savoria

*Reinwald's Blockade (III)

This spell protects the caster from savoryan and psionic effects, by causing a -SI penalty to all EML rolls targeted upon the caster. The spell remains dormant on the caster for Duration, until triggered. Only one Blockade spell may be placed on any one person.

Bonus Effects

ML 71+ The caster may now place this spell on others.

*Reinwald's Ethereal Hand (III)

This dweomer generates a telekinetic force that may move SI (CS: SI x2) lbs at a Speed of 3. It will only affect inanimate or unconscious objects, and requires total concentration on the caster's part for the duration of the spell.

Bonus Effects

ML 61+ The spell will allow simple acts of manipulation (eg turning a key or opening a latch).

Fatigue: (15-SI) x2
Time: (15-SI) minutes
Range: Self/Touch
Duration: SI hours (CS: SI days)

Fatigue: 15-SI x2.5
Time: 15-SI x3 seconds
Range: SI yards
Duration: **MS:** ML seconds /**CS:** ML x3 seconds



Tomb of Sauoria

*Reinwald's Palsey (III)

This enchantment affects a target by disrupting and interfering with the flow of messages from the brain to body, and causes shaking, twitching, and motor impairments similar to a palsey. With MS, the spell causes an SI point penalty to any physical action for SI rounds. With CS, double the effects.

Bonus Effects

ML 61+ This spell will now impair attempts to communicate, and serve as a penalty against all communication skills.

ML 81+ The spell now has range of SI yards.

Scroll of Pasalt (III)

A spell which causes writing to appear magically on a scroll or toher written work held by the caster. The spell cannot work on enchanted objects. The basic spells leaves a detectable magical residue - if this is removed, t he writing vanishes.

The number of characters that can be written in a single casting is determined by mastery, and is, for a typically complex alphabet, about ML characters per minute. The *Time* shown is the "startup" requirement, add more time for the amount written as desired by caster.

Bonus Effects

ML 51+ Touch no longer reuquired. Range is SI yards.

ML71+ The caster may, at his option, produce writing free of any magical residue, and indistinuishable from normal writing.

ML91+ Enchanted objects may be affected. *Scroll's* Duration cannot exceed that of any prior enchantment on its object.

Fatigue: (15-SI) x2.5

Time: (15-SI) seconds

Range: Touch /**ML 81+** SI yards

Duration: **MS:** SI minutes /**CS:** SI x3 minutes

Fatigue: (15-SI) x2.5

Time: (15-SI) x 3 seconds + writing time

Range: Touch /**ML 51+** SI yards

Duration: Indefinite/**ML91+** Special



Tomb of Savoria

***Shield Of Ilghazi (III)**

(Author Lee Short, Revised by R. Downey)

This spell enchants a person so that certain of his memories are undetectable via most Savoryan spells. Specifically these protected memories are immune to spells like Mikaad's Ward. The subject must willingly submit for the spell to be effective.

All knowledge gained during SI minutes immediately following the casting of the spell is protected. If he previously knew the information, it does not gain status as protected information, unless it was magically erased from his memory. Additionally, the knowledge does not become unprotected if he re-learns the knowledge after the SI minutes has expired.

Bonus Effects

ML 51+ The enchantment may effect up to SI subjects.

ML 61+ Range is SI yards.

ML 81+ The spell may be cast on unwilling subjects.

ML 91+ Duration is Indefinite.

ML 101+ The spell may be cast to effect the knowledge gained in the SI minutes immediately preceding the casting of the enchantment.

Fatigue: (15-SI) * 2.0

Time: (15-SI) * 5 seconds

Range: Touch

Duration: ML days/SI months (MS/CS)

***Slight of Mind (III)**

This enchantment creates a minor Aphasia in the target's mind, switching the meaning of SI pairs of words. Whenever the target wishes to speak one of the designated words, the alternate word is said instead. The target is unaware of the switch and will behave as if the word said was the intended one. The caster must know the target's primary language spoken, and the target is allowed a save at 5x Will (2x with CS).

Bonus Effects

ML 71+ With CS, Duration is Indefinite

ML 91+ The range of casting is now SI yards

Fatigue: (15-SI) x2

Time: (15-SI) minutes

Range: Touch/ML 91+ SI yards

Duration: MS:SI days /CS: SI x3 days



Tomb of Savoria

Wisdom of Usela (III)

This spell may only be cast immediately following Violet Eye [Savorya/I] (or some similar divination) and extends the length of the original trance. The purpose of the spell is to elaborate and enhance understanding of knowledge already obtained. *Wisdom of Usela* may also reveal hidden knowledge. MS will (at least partially) reveal ordinary secrets. See *Mikaad's Ward* [Savoria/M] for guidelines concerning the revelation of magically hidden knowledge. CS will reveal at least that there is hidden knowledge involved.

If the preceding *Violet Eye* was a CF (and produced false information) successful *Wisdom* will do no more than reveal the falsity of the original results. CF with *Wisdom of Usela* will reveal nothing (no lies.) This spell may not be used to reveal the future.

Bonus Effects

Fatigue: (15-SI) x2
Time: (15-SI) minutes
Range: n/a
Duration: n/a

*Zarisa's Reflexes (III)

(Author James A. Chokey)

A self-enchancement which enables the caster to anticipate the bodily actions of those around her. It does not convey thoughts or emotions-- only the commands the mind gives to the body.

Reflexes confers upon the caster an EML Bonus of +10 (MS) or +25 (CS) to all attack and defense rolls in combat, as well as to any other actions that might involve physical interaction with another sentient being (e.g. Lovecraft, Dancing, Riding)

SPECIAL BONUS: If the caster possesses the Sensitivity talent, its SI may be added to EML.

Bonus Effects:

ML41+ Touch no longer required. May be used to anticipate the actions any single target within ML feet. The caster may switch from target to target at will.

ML61+ Spell may used to monitor the general environment (i.e. anticipating the actions of any/all sentient beings within range) at reduced effect: +5 (MS) and +10 (CS). The caster may freely switch between the general environment and a specific target.

ML81+ Enchantment may be laid on a subject other than the caster.

Fatigue: (15-SI)*1.5
Time: (15-SI)* 5 seconds
Range: Touch (See 41+ above)
Duration: MS: SI*10 seconds, CS: SI*30 seconds



Tomb of Sauoria

*Zarisa's Watchdog (III)

(Author James A. Chokey)

A counter-divinatory self-enchancement, designed to alert the caster when someone else conducts a divination pertaining to her.

With the basic spell, the caster learns only the fact that such a divination is taking place and gains a general sense of the means being used (e.g. Savoryan spells, psionic talents, tarotry, etc.)

The Watchdog lasts for Duration or until it is 'triggered' by the detection of a divination. If triggered, Watchdog may be followed up directly by Wisdom of Usela to provide more information about the diviner.

Bonus

ML36+ Watchdog may be installed as an artifact power. (If installed as a major artifact power, it occupies 1 point of EGO.) As a power, Watchdog's duration is Indefinite with either MS or CS. When installed thusly, it will detect divinations cast on anyone who is attuned to the artifact, but will be dispelled as soon as it is 'triggered'. [All effects described as pertaining to 'the caster' are instead considered applicable for the person attuned to the artifact in which Watchdog is installed.] When being installed as an artifact power, Watchdog takes (15-SI)/2 hours to cast.

ML51+ The caster gets a vague sense of the kind of information that the diviner was hoping to find (e.g. location, companions, possessions, well-being,.) **ML71+** The caster learns the exact question(s) the diviner posed, and the answer(s) s/he receives. She also gets a vague sense of the identity of the caster

ML91+ The caster may, if/when the Watchdog is triggered, choose to reduce the success-level of the detected divination by one (MS) or two (CS).

Fatigue: (15-SI)*2

Time: (15-SI)*3 minutes (See 36+ above)

Range: Touch

Duration: MS: ML hours (but see 36+ above) CS: indefinite

*Command Of Ilghazi (IV)

(Author Lee Short, Revised by R. Downey)

This spell subjugates the will of the victim to the will of the caster. The victim performs a single action as directed by the caster. The subject must test versus Will to resist the *Command* when the spell is cast. He also receives Aura test (against 3*Aura) to notice the enchantment. This test is made immediately if the Will test is successful or upon completion of the spell if the Will test is unsuccessful. If the enchantment is unnoticed, then the subject will not question their previous action.

If the act cannot be completed within the duration of the spell, the subject will perform the act for the duration of the spell. After the spell's duration is complete, the subject might continue to perform the action if he fails to notice the enchantment and the action is not too abnormal.

The subject's Will test is based on how unnatural the action is, and varies from 2*Will - 3*SI to 10*Will - 3*SI. The subject will never commit a totally unnatural act such as stabbing himself or attacking his dear friends. Sample Will tests are:

2*Will	3*SI answer seemingly innocent questions
4*Will	3*SI
6*Will	3*SI fail to levy taxes
8*Will	3*SI implicate a friend in a crime
10*Will	3*SI attack a stranger

Bonus Effects

ML 51+ Victim tests 2*Aura to detect the spell.

ML 61+ Range is ML feet.

ML 71+ Victim tests 1*Aura to detect the spell.

ML 91+ Victim tests Aura/2 to detect the spell.

Fatigue: (15-SI) * 2.5

Time: (15-SI) seconds

Range: Touch

Duration: up to 20 * SI seconds



Tomb of Sauoria

Enesin's Quill (IV)

An enchantment by which the caster improves the condition of a written work. Pen and ink (or other appropriate media) are required. The general effect is to improve legibility based on the original author's intent (GM discretion.) The spell cannot affect "Rigged" works. With MS the work's Condition is increased by one level (eg. From Poor to Fair) with CS, by two levels (eg. From Poor to Good.) (See *HârnMaster Treasure 6*.) The spell can be used only once on a given written work (this prevents *any* mage from using such a spell a second time.)

The spell has no effect on the Script/Language, so the caster may not be able to read a document, even after it is fully restored.

Bonus Effects

ML61+ CS will warn the caster if the work is "rigged" and permit safe aborting.

ML71+ MS/CS warns the caster if the work is "Rigged" and permit safe aborting.

ML81+ Spell can be cast without pen/ink etc.

ML91+ A caster with this level of mastery can cast the spell more than once on a given written work (effects are cumulative.)

Faroh's Touch (IV)

An enchantment which creates or weakens a prejudice in subject touched by the caster. The caster and subject must engage in conversation (the subject of which is not relevant) for the entire Time to Cast. The effect of this spell is highly variable and its use demands GM discretion. It is generally easier to create a positive prejudice than to eliminate an existing one. *Touch* might, for example, be used to favorably dispose a subject towards the caster personally, or towards an idea he is proposing. Critical Success achieves better results.

While *Faroh's Touch* does modify the subject's personality, it cannot perform major changes. If a given prejudice is well-seated, the spell cannot normally remove it. A king's disinclination to hand his crown to the first vagabond that asks for it is, for example, too strong to overcome. Successive CS castings may, however, break down even such prejudices as these.

The victim can test 1x Aura or *Sensitivity* talent to detect the attempt at enchantment. If the enchantment is laid Indefinitely, dispelling it will restore the subject fully.

Bonus Effects

ML41+ Touch no longer required. Range is SI yards.

Fatigue: (15-SI) x2.5

Time: (15-SI) x5 minutes per page (200 words)

Range: Touch

Duration: MS:Indefinite/CS: Permanent

Fatigue: (15-SI) x2.5

Time: (15-SI) x2 minutes

Range: Touch/ML41+ SI yards

Duration: MS:Indefinite/CS: Permanent



Tomb of Savoria

***Firenerves (IV)**

This spell causes the target's mind to perceive all-consuming pain. This causes the target to fall prone, and take no action for SI seconds (with CS, SI x3). At the end of the enchantment, the target takes SI fatigue (with CS, SI x3).

Bonus Effects

ML 61+ Range is now SI yards

***Ilghazi's Dullening (IV)**

(Author Lee Short, Revised by R. Downey)

This spell reduces a person's sensitivity to tactile sensations. The subject's sense of Touch is reduced by 1d6. However, all physical-contact induced Shock rolls are reduced by 1d6.

The basic spell may only be cast on willing subjects. If the spell is raised to ML 81+ and then cast on an unwilling victim, the victim receives a 4*Will (2*Will with CS) test to resist the enchantment and a 3*Aura (1*Aura with CS) test to notice the enchantment.

Bonus Effects

ML 61+ Range is ML feet.

ML 71+ The enchantment may effect up to SI subjects.

ML 81+ The spell may be cast on unwilling subjects.

Fatigue: (15-SI) x2.5

Time: (15-SI) seconds

Range: Touch/ML 61+ SI Yards

Duration: MS:SI seconds /CS: SI x3 seconds

Fatigue: (15-SI) * 2.0

Time: (15-SI) * 2 seconds

Range: Touch

Duration: SI * 20 seconds/SI minutes (MS/CS)



Tomb of Sauoria

*Ilscorn's Grip (IV)

This spell causes the target's mind to lose contact and control of the body, stopping all voluntary actions from the neck down for the Duration. For this time, the target falls prone, but nothing prevents speech, observation, and the like. Targets are permitted a Will x5 check (with CS, Will x3).

Bonus Effects

ML 51+ Range is now SI yards.

ML 96+ The caster may now specify SI targets.

Korbin's Exchange (IV)

An enchantment that permits the caster to experience the sensation (s) of the object person or animal. The caster declares a specific sense (Eyesight, Hearing, Smell/Taste or Touch) and touches the subjects. Thereafter, for Duration, the caster experiences his object's sensations with regard to the designated sense (i.e.: he sees through he subject's eyes, or hears through his ears, etc.). The effect is disorienting for the caster who retains his own sense; he normally stands or lies quietly for Duration. A specially penalty is applied to physical activity for each affect sense: Eye -30, HRG -15, SMT, TCH and/or AUR -5.

Bonus Effects

ML41+ The effect can be made bi-directional -- each party experiences the other's sensation(s). This is also disorienting for the subject.

ML51+ The enchantment can involve two subjects other than the caster.

ML61+ Touch no longer required. Range is ML Yards.

ML71+ Spell may act on 1d3 senses at once.

ML81+ Spell may act on all four senses at once.

ML91+ The spell may be made to act on *Sensitivity* talent and/or Aura, insofar as Aura is used as a sensory attribute (which it sometimes is, especially in the absence of *Sensitivity*).

Fatigue: (15-SI) x3

Time: (15-SI) seconds

Range: Touch/ML 51+ SI yards

Duration: MS:SI x10 seconds /CS SIx30 seconds

Fatigue: (15-SI) x2.5

Time: (15-SI) x5 seconds

Range: Touch/ML 61+ ML yards

Duration: MS:SI minutes/CS SIx3 minutes



Tomb of Sauoria

***Memory Of Ilghazi (IV)**

(Author Lee Short, Revised by R. Downey)

This spell allows the caster to remember perfectly his perceptions that occurred during the spell duration.

Bonus Effects

ML 71+ Spell may be cast on another willing subject; range is touch.

Fatigue: (15-SI) * 3.0
Time: (15-SI) * 4 seconds
Range: self
Duration: SI minutes/SI*3 minutes (MS/CS)

***Reinwald's Library (IV)**

This spell allows the caster to store information within a minor/major artifact. Do to so requires 3 Ego in a major artifact. The basic spell effect allows the caster to store SI words of the caster's choice, and anyone who attunes to the artifact shall hear it. The basic effect allows this information to be "heard" once, and then the enchantment terminates. Library may not be stored in an artifact more than once. The stored message is in whatever language the caster likes, and hopefully the recipient will understand it.

Bonus Effects

ML 41+ The effect will now last for Duration, regardless of the number of times "heard"

ML 61+ The caster may now store up to ML words, or alternatively, a Spell Scholium. Please keep in mind that a Scholium is limited by the caster's speech SI.

ML 76+ The duration of the spell is now Indefinite, and Permanent with CS.

ML 81+ The spell may now contain the concepts involved for the equivalent of a Spell Tract.

ML 101+ The caster may now store a single complex image, such as a memory map, drawing, etc.

Fatigue: (15-SI) x3
Time: (15-SI) x3 hours
Range: Touch
Duration: MS:SI months/CS: Indefinite



Tomb of Sauoria

Spirit Block (IV)

A spell to suppress the Will of a victim touched by the caster, so that he will follow the caster's orders; the spell is normally used only on animals/people. If the caster is successful, the victim tests 3xWill(MS) or 1xWill (CS) to avoid the effect.

Spirit Block creates a psychic bond between caster and victim. The caster can read surface thoughts and emotions, direct the target's actions, and ask questions. Non-sentient creatures cannot answer questions, nor can any creature answer a question to which it does not know the answer. Questions must be very simple and specific; controlled entities do not volunteer information. The empathetic bond is such that any harm that befalls either party is experienced equally by the other -- if one bleeds, the other bleeds, if one dies, both die. The victim must remain in plain view of the caster and cannot normally be directed to perform strenuous/complex physical activities.

Special Bonus: A caster with *Sensitivity* talent can add his SI to EML when casting *Spirit Block*.

Bonus Effects

ML56+ Touch not required. Range is ML yards.

ML71+ Caster can try to erase knowledge of his presence as he withdraws. If this attempt is made, the victim tests 5xINT (MS) or 3xINT (CS). If successful, he will recall the intrusion.

ML91+ The caster may attempt to erase victim's memory in other regards, leave a suggestion to do or not do something, etc.

Fatigue: (15-SI) x 2.5 (per minute)

Time: (15-SI) x 2 seconds

Range: Touch/ML56+ ML Yards

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

*Tabar's Binding (iV)

(Author Blair Wettlaufer)

A spell cast upon any creature. This spell causes the caster to become integral to the target's existence, thus causing a creature or person, while still acting in a natural manner, to place the well-being and wishes (if they can be communicated) of the caster as a foremost priority. The basic spell will allow this effect to last for ML minutes (with CS, ML x3 minutes).

Thus, enchanted wolves and dogs would defend the caster from all perceived threats, ensorcelled farmers and innkeepers would be glad to act as host to the caster at no cost, affected merchants would treat the caster as a favourite customer, guards and soldiers would treat the caster as their superior or officer, Bandits and sworn enemies will find themselves very reluctant to cause the caster harm, and would wish to remove themselves from his presence, etc.

It should be noted that this does not make the target a mindless zombie, to follow the caster's every wish, but the target will perform all actions with the caster's desires in mind.

As this spell requires a 6x Will check to avoid control, it is usually only cast on weak-willed animals or simpleminded folk.

Bonus Effects

ML 61+ The caster may now affect targets SI feet away.

ML 76+ The spell will last for SI hours.

ML 101+ The spell will last for SI days. With CS, the spell will last indefinitely.

Fatigue: (15-SI) x 3 FP

Time: (15-SI) x 4 minutes

Range: Touch (see 61+)

Duration: ML minutes (CS: x3)



Tomb of Savoria

*Zarisa's Trace (IV)

(Author James A. Chokey)

A major/minor artifact power that establishes a special psycho-divinatory relationship between the caster and the artifact. The effect of the Trace is such that the caster can, when separated from the object, concentrate briefly and sense the direction and distance of the artifact, as well as gain a vague sense of its immediate environment (e.g. "in a building", "inside of a leather bag", "underwater"). More precise information may be provided at higher levels of mastery.

Whenever the caster chooses to concentrate in this manner, there is a chance that a person in possession of the artifact will notice some kind of aural activity taking place. This chance is equal to the possessor's AUR*3 or Sensivity ML (whichever is higher).

A caster may not have Trace installed in more than SI artifacts at the same time. If a caster goes over this limit, the most recent spell to have been cast will automatically be dispelled and replaced by the new Trace. If a spell CF's under such circumstances, *all* Traces currently installed will be dispelled.

If installed as a Major Artifact Power, Trace occupies two points of EGO.

SPECIAL BONUS: A caster with either or both the Clairvoyance and Psychometry Talents may add talent SI's (both if applicable) to Trace EML

Bonus

ML41+ The caster may choose, if going over the SI limit, which of the existing Traces is dispelled. CF under such circumstances does not always cause all existing Traces to be dispelled.

ML51+ The caster may determine if someone is attuned to the artifact and may gain some sense of the identity of that person.

ML61+ The caster's attempts to use Savoryan spells or use Clairvoyance on either the item or a person attuned to it are at +50/+75 to EML based on whether the Trace installed was an MS/CS.

ML71+ The psycho-divinatory relationship may be established between the artifact and anyone involved in the making of it. All normal and bonus effects referring to 'the caster' are instead applicable to the person with whom this special relationship is established. (When this is done, the Trace installed does *not* count against the SI limit imposed on the caster.) This must be done at the time of casting.

ML81+ The caster can choose to invoke any powers that are installed in the artifact, as if she were attuned to it.

ML91+ The psycho-divinatory relationship may be established between the artifact and anyone the caster chooses. (See 71+ for more details).

Fatigue: (15-SI) x 1.5

Time: (15-SI) hours

Range: Touch

Duration: MS: indefinite, CS: permanent



Tomb of Sauoria

*Wallflower (IV)

(source: Robert Schmunk and Richard Reilly)

This spell causes all people, in line-of-sight, to not notice the caster's presence, as if she was a Wallflower at a dance. In effect, the caster is saying "ignore me."

Each victim may test his Will to determine to measure the extent to which he succumbs; roll against Willx4 (MS) or Willx2 (CS) and check the effect against the following:

- CS** Victim is not affected by the spell.
- MS** Victim will not notice the caster in a well-lit area as long as she remains still and silent, or in a darkened area as long as she moves slowly and speaks no more loudly than a whisper.
- MF** Caster may move at walking speed and speak at normal volume without being noticed.
- CF** Caster remains un-noticed as long as she does nothing particularly sudden, such as yelling out or jump in front of the victim. If the caster is still, the victim may even bump into her and not notice her.

Bonus Effects

ML71+ A person other than the caster may be designated the Wallflower. Range is touch.

ML91+ Up to SI persons within SI feet may be designated Wallflowers.

Fatigue: (15-SI)x3

Time: (15-SI)x2 seconds

Range: Touch, ML71+: touch /ML91+: SI feet

Duration: MS:ML45 seconds/CS:ML/2 minutes

Bolt of Mintora (V)

An enchantment which causes a single victim touched by the caster to suffer Aural Shock. In this condition, the victim is unable to use any Aura-dependent talents or skills, including spells.

Once the enchantment is laid, it lasts indefinitely. Once a minute (MS) or once every three minutes (CS) the victim tests 1xAura (with 1d100) to recover.

Special Bonus: A caster with *Mental Bolt* talent may add its SI to the spells EML.

Bonus Effects

ML46+ Touch no longer required. Range is ML feet.

ML71+ Caster can "broadcast" the effect. Everyone (except the caster) within SI yards is affected.

ML81+ Caster can exclude up to three persons from the broadcast effect.

Fatigue: (15-SI) x 3.5

Time: (15-SI) x 2 seconds



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Range: Basic, touch, **ML46+**, ML feet
Duration: Indefinite (See above)

***Calspeth's Lance (V)**
(Author/Contributor: R.B. Schmunk)

A spell which inflicts a powerful psionic shock in its victim, inducing symptoms much like fatigue and headache. The basic spell requires the victim be touched. The victim tests against $\text{Endurance} \infty 2$ (MS) or Endurance (CS) with the following effect:

CS	Victim accrues 1d6 fatigue points and feels a slight headache.
MS	Victim accrues 3d6 fatigue points and feels a powerful headache for SI/6 minutes. He may continue current activity by testing against $\text{Endurance} \infty 7$ each minute.
MF	Victim accrues 5d6 fatigue points and suffers a blinding headache for SI minutes. He may continue current activity by testing against $\text{Endurance} \infty 4$ each minute.
CF	Victim accrues 7d6 fatigue points, suffers a migraine headache for $\text{SI} \infty 3$ minutes, and must abandon current activity.

A victim abandoning his current activity will seek a dark, quiet place where he may suffer in peace. Fatigue inflicted by *Lance* should be included in any Physical Penalty calculated during this period.

Special Bonus: A caster with the psionic talent Mental Bolt adds his SI to *Lance* EML.

Bonus Effects

ML41+ Touch no longer required. Range is ML feet.

ML71+ Effect may (at caster's discretion) be over a zone whose radius about the caster is ML feet. All creatures (except the caster) within the zone are affected.

ML86+ Specified creature(s) may be excluded from *Lance*'s effects.

Fatigue: $(15 - \text{SI}) \times 3.5$

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

Range: Basic, touch, **ML41+**, ML feet

Duration: See above



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Jerila's Zone (V)

A spell to create confusion over an area. The affected area is a sphere centered on the caster who must remain stationery throughout Duration. The maximum radius of the sphere is ML feet.

Within the zone, each creature tests 3xWill (MS) or 1xWill (CS) to avoid confusion. Those who succumb generally lose volition, and stand around helplessly until the spell wears off or is removed. The caster is immune to the effect.

A psychic bond is created between the caster and all affected entities. Any injury received by an affected victim is experienced equally by the caster.

Bonus Effects

ML51+ The caster can move freely. The sphere may be centered anywhere within ML feet. It is not mobile.

ML71+ Caster can release individuals from the effect by touching them.

ML81+ The remote sphere can be made to move up to five feet per ten seconds, as long as its center remains within ML yards of the caster.

Fatigue: (15–SI) x 3.5

Time: (15–SI) seconds

Range: Self/See Bonus Effects

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

*Reinwald's Nemesis (V)

This subtle enchantment affect the minds and egos of observers in range, causing them to perceive the caster as being more accomplished at whatever they consider most threatening/personal. So priests will see the caster as more devout than they could ever be, solders would see a lethal foe, merchants would see someone who would likely talk them out of their fingers, and so on.

The experience is contained within each victim, and is personal. The caster has no idea what his victim's perceive (although actions may provide hints). The end result is that the target(s) will have a nagging respect/fear for the caster, and feeling uncomfortable in the presence of greatness, wish to remove themselves from his presence. This basically relates in game terms to making a morale check every time tick (this can vary in length, dependant on environ - this equates to the level of intensity/contact with the caster. So once every combat round, once every 24 hours while "safe", etc.) Should they remain about the caster, they shall act as though the caster is of great significance, regardless.

Bonus Effects

ML 61+ The spell now affects all within SI feet

ML 81+ The spell now affects all within ML feet

ML 101+ The spell now affects all within line of sight.

Fatigue: 15-SI x3

Time: 15-SI x3 minutes

Range: Touch /see ML 61+

Duration: SI time ticks (variable)



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*Runemark (V)

This is a major/minor power. By inscribing an individual's name upon a weapon, and enchanting it with this spell, the weapon's aspects are doubled against that single person. If only an alias is used, it only adds +1 to damage. The basic spell is only good for one strike, and it occupies 3 Ego. CS gives triple damage and +2 for aliases.

Bonus Effects

ML 61+ The enchantment is Indefinite, Permanent if cast during construction, not just one strike.

ML 81+ Now group names can be inscribed for the +1 effect (Goblins, Laranians, Shek-Pvar, etc.)

Arrow of Utern (VI)

A spell that inflicts a powerful psionic shock on a single victim. With MS, the victim accrues 4d6 FPs and makes an E4 shock roll. With Cs, the victim acquires 5d6 FPs and makes an E5 shock roll. The basic spell requires the victim be touched.

Special Bonus: A caster with the psionic talent *Mental Bolt* may add its Si to *Arrow's* EML.

Bonus Effects

ML 41+ Touch no longer required. Range is ML feet.

ML 51+ Effect may be broadcast, to all entities within range, with reduced effect (subtract 1d6 from fatigue accrual and shock roll). The caster is personally immune.

ML 61+ Caster can exclude up to SI individuals from the broadcast effect.

Fatigue: (15-SI) x3.5

Time: (15-SI) x3 hours

Range: Touch

Duration: MS: Indefinite/CS:Permanent

Fatigue: (15-SI) x4.0

Time: (15-SI) seconds

Range: Touch/ML41+ ML feet

Duration: N/A



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*Calspeth's Hammer (VI)

(Author/Contributor: R.B. Schmunk)

An enchantment which causes a single victim touched during casting to experience the sensations which he would feel if the touched portion of his body had been struck a blow by a great hammer. In short, that body location effectively takes 4d6 (MS) or 5d6 (CS) blunt impact. All associated injury rolls, including the kill roll, should be made as for a normal Warhammer strike, but effects such as bruising, bleeding, etc., do not follow since the "damage" is all mental. All effects, of course, fade when Duration expires, and no healing is required except to counteract shock, if necessary.

Special Bonus: A caster with the psionic talent Mental Bolt adds his SI to *Hammer* EML.

Bonus Effects

ML71+ Touch no longer required, and caster must specify body location affected. Range is ML feet.

ML91+ Caster may specify more than one person within range to feel the effects of *Calspeth's Hammer*. However, the apparent impact is reduced by 1d6 for each additional person. (Thus, with CS, five people at most may be affected.)

Fatigue: (15-SI)*3

Time: 15-SI*2 seconds

Range: Basic, touch ML71+, ML feet

Duration: MS, SI*10 seconds/CS, SI*30 seconds

*Reinwald's Vortex (VI)

This spell removes free savoryan principle from the mundane world, and restores it to the Savoryan demesne. The basic spell will only expel loose principle, ie the results of a Release, a critically failed spell gone awry (one that has lost its form), and so on. It will not affect "anchored" savoryan principles such as sanctums, spells, enchantments, etc.

Bonus Effects

ML 61+ This spell now allows for spells and enchantments to be affected if they fail a (Level +SI) x10 stability check. Note that 96+ is always a failure.

ML 81+ The spell will now cause dissolution of ghosts, astral beings, etc., should they fail an Aura x10 roll.

ML 101+ The Spell now removes permanent enchantments, should they fail a (Level + SI) x10 roll. This also affects natural sanctums.

Fatigue: 15-SI x4

Time: 15-SI hours

Range: SI feet

Duration: Instantaneous



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*Spirit Walk (VI)

This spell removes the caster's ethereal spirit from his body. A strong empathy exists between the two, and the spirit may always locate the body. If the spirit dies, so does the body (unless possessed). The spirit must return by end of Duration, or the body dies. (make a 1d6 cumulative Killing Roll for every subsequent Duration period).

Spirits maintain all mental attributes, may cast spells (at half EML), are invisible and mostly untouchable. They may pass through solid objects, and may move at ML Mobility. If a spirit is rendered "unconscious", it returns to the body, which makes shock recovery rolls at that point.

All spirits can perceive others and communicate, have Telepathy and Sensitivity equal to ML. Ethernals take IP as Fatigue, and all shock rolls are vs. Aura. For further information, see the article on Ethernals on Skills .

Special Bonus: Disembodiment SI may be added to EML.

Bonus Effects

ML 81+ The caster may become perceivable to the real world (to be seen, heard, etc.) at will.

Veil of Iros (VI)

A self-enchantment which causes observers to overlook the caster or to mistake him for some other entity or thing. *Veil of Iros* is sometimes referred to as an invisibility spell. Observers will, when reasonable, perceive the caster as an ordinary element of the normal environment, or overlook him altogether. The success of the spell determines the chance of each observer perceiving the caster:

MS Observer tests 2xAura or Sensitivity

CS Observer tests Aura or Sensitivity

Any violent or direct action against an observer (by the caster) will cause that observer to immediately perceive the *veiled* caster. If one observer gives the alarm, all other observers re-test to see if they now perceive the *veiled* caster.

Bonus Effects

ML51+ Enchantment may be laid (by touch) on a person/creature other than the caster.

ML71+ The effect is improved to the point that the cater can, within reason, interact with observers. A guard might, for example, perceive the *veiled* caster as a fellow guard or superior officer.

Fatigue: (15-SI) x4

Time: (15-SI) x4 minutes

Range: Self

Duration: SI x10 minutes

Fatigue: (15-SI) x3.5

Time: (15-SI) x5 seconds

Range: Self/ML51+Touch



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

*Bind Familiar (VII)

(Author D. Wallace)

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This spell enables caster to bind a mundane animal (Int=3D6) to the caster, through both mind and Aura. Upon successful casting, the spell bestows up to SI(d2) points of intelligence, up to the casters INT., to the animal. In exchange, the animal bestows Aura equal to 1/4 the intelligence gain, back to the caster.

(Thus, a caster with an EML of 86 may bestow up to 16pts of Int. (8d2) But, may choose to only impart some of that, (5d2) for, say, an 8 Int. For which the caster receives 2pts of aura. Imparting a bonus of +20% to all spells! 5EML points per 1 base point increase. Spell base $Aur + Aur + Int/3$)

The spell functions in a similar manner as the spell focus, and the casting of this spell will automatically sever any connection to any other existing focus or binding. Like the focus spell this spell cannot be stored, as the process of bonding with each animal is different.

With the basic spell, the caster and animal share a connection which allows shared vision. The caster may ask or command the familiar to perform tasks consistent with that familiars new intelligence.

(GM discretion, " Cat, Follow that man and don't let him out of your sight!", One 3d6 roll under Int. provided the cat doesn't come across a mouse. Roll again!)

The familiar must remain within SI miles / leagues of the caster or the spell will terminate harmlessly. Like any focus, the caster and the familiar are always aware of each others respective direction and distance at all times.

Any damage done to the familiar, imparts an equal penalty to the caster in the form of fatigue, which returns, to the caster, at the same rate as the animal heals. If the animal dies while the spell is still in effect, the caster immediately loses Int. equal to that which was bestowed to the animal and the casters aura bonus is lost. If the casters Int. is reduced below 4 the caster must be cared for, or death will most likely occur from stupidity. Intelligence is



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regained by making an aura roll at %d under three times Effective aura once per week!

Knife of Kasrith (VII)

An enchantment which severs the spirit and mind of a victim touched by the caster from his body. Automatic body functions continue normally, hence the victim can see, hear, smell, taste, and feel normally, and can also chew/digests, but is unable to operate most muscles (e.g.: his limbs) and requires feeding/etc.

Such a person can perform psionic/magical actions as if he were disembodied.

The victim tests 2xWill (MS) or 1xWill (CS) to avoid the effect.

Bonus Effects

ML36+ Touch no longer required. Range is ML feet.

ML71+ Caster can, at his option, permit the victim to retain designated bodily function(s), for example speech, or walking. This would allow the cater to converse with the victim or lead him around by the hand.

ML81+ Caster can activate/deactivate bodily functions at will.

Bonus Effects:

ML61+ Any other compatible senses may be shared between the caster and familiar.

ML76+ Duration becomes SI weeks / Indefinite.

ML81+ Range is equal to SI feet.

ML86+ Spells, specifically stating a range equal to "line of sight", may be cast through the familiar if the subject is in the animals line of sight.

ML91+ Animals of Int. 4 or less may be affected if they fail a 2x / 1x Will roll.

Fatigue: (15-SI)*4

Time: (15-SI)*10 minutes

Range: Touch/ML81+ SI Feet

Duration: SI days / M:76+ SI weeks/Indefinite

Fatigue: (15-SI) x3.5

Time: (15-SI) x3 seconds

Range: Touch/ **ML36+** ML feet

Duration: Indefinite



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*Panaga's Trap (VII)

This enchantment discourages the mind of a single, touched target from deviating from its normal thought processes and patterns, preventing new or innovative actions. At its simplest, it is a guarantee that individuals will continue to act as they have up till now. The target of this spell is allowed no characteristic check to resist.

If the target is forced to undertake a new course of action or environment, his brain will not take well to this. Automatically make an incremental 1d6 shock roll every 4 hours. Also, once the target has entered unconsciousness, he will die of extreme shock in (Will) days.

Bonus Effects

ML 61+ The spell now has SI yards range.

ML 91+ The spell may now be cast on all in range.

Tongue of Bywan-Koh (VII)

A self-enchantment which causes the caster to seem perfectly reasonable to anyone with whom he converses. With this spell the caster can convince guards to let him pass or shop keepers to hand over their products as gifts (this might be considered illegal in some jurisdictions, and is certainly against the "laws" of the Shek-Pvar).

The spell works by making suggestions to the victim. If the suggestion is not unreasonable, he accepts it automatically, otherwise he tests 2xWill (MS), or 1xWill (CS) to refuse.

The victim may be distressed if he is unable to satisfy the caster. A victim who achieves CS on a Will test is no longer affected, but will not automatically act against the caster. This spell demands considerable GM discretion.

Bonus Effects

ML 71+ Enchantment can be laid on a person other than the caster (touch required.)

Fatigue: (15-SI) x4.5
Time: (15-SI) x4 minutes
Range: Touch/ **ML61+** SI yards
Duration: **MS:** SI days /**CS:** Indefinite

Fatigue: (15-SI) x 3.0
Time: (15-SI) x 5 seconds
Range: Self/**ML71+**Touch
Duration: **MS:** SI mins./**CS:** SI x 5 mins.



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***Touch Of Ilghazi (VII)**

(Author Lee Short, Revised by R. Downey)

This spell implants a memory in the subject's mind. The duration of the memory is at most 10*SI seconds. The memory must be of a specific event. Factual memory may not be installed directly, but may be installed indirectly by installing memory of an event establishing the fact. The event in the memory can be no further back in time than SI days.

The caster must specify the exact time at which the events in the memory occurred.

The subject may test 2*Aura (1*Aura with CS) to notice that his memory has been tampered with. With MS, he merely knows that his memories have been changed. With CS, he knows which memories have been changed.

The spell will only affect memories at or below its complexity level. (Refer to the Memory Complexity Level for more information.)

Bonus Effects

ML 61+ Range is ML feet.

ML 66+ The memory may be back as far as SI months.

ML 91+ The memory may be back as far as SI years.

***Forget (M)**

(Author J. Patrick McDonald, Revised by R. Downey)

A spell to remove a memory from a target sentient. The spell will only affect memories at or below its complexity level. (Refer to the Memory Complexity Level for more information.)

The spell is highly discretionary. With MS the memory is simply forgotten. With CS it is blacked out. (Note this is not considered "hidden knowledge". Nor does *Forget* leave any detectable magical residue.) The basic spell can only target the caster's species (usually human).

Bonus Effects:

ML 51+ Touch no longer required. Range is SI feet.

ML 61+ Spell may target similar species (i.e. Sindarin, Khuzduhl for humans)

ML 71+ Spell may target all humanoids (i.e. Gargun, Hru, etc.)

ML 81+ Memories at one complexity level below the spell are blacked out with MS.

ML 91+ Non-humanoid sentients may be targeted (i.e. Dragons, Ilme, etc.)

ML 101+ Non-corporeal sentients may be targeted (i.e. Asiri, Elmithri, etc.)

Fatigue: (15-SI) * 4.0

Time: (15-SI) * 2 seconds

Range: Touch

Duration: Indefinite

Fatigue: (15-SI) x complexity level

Time: 30-SI minutes

Range: Touch

Duration: Indefinite



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*Memory Pool (M)

(Author J. Patrick McDonald, Revised by R. Downey)

A compound spell cast in conjunction with another memory affecting spell of equal or lower complexity level. The linked spell allows the caster to affect the shared memories of up to SI target sentients of the caster's species.

Bonus Effects:

- ML 51+** Touch no longer required. Range is ML feet.
- ML 61+** Spell may target similar species (i.e. Sindarin, Khuzduhl for humans)
- ML 71+** Spell may target all humanoids (i.e. Gargun, Hru, etc.)
- ML 81+** May target multiple species with the same spell.
- ML 91+** Non-humanoid sentients may be targeted (i.e. Dragons, Ilme, etc.)
- ML 101+** Non-corporeal sentients may be targeted (i.e. Asiri, Elmithri, etc.)

Fatigue: Memory spell fatigue cost x Memory Pool complexity level
Time: (30 - SI) x CL minutes
Range: Touch
Duration: Indefinite

Mikaad's Ward (M)

A spell to protect a specific, designated secret from discovery by divining spells or psionic talents. *Ward* cannot prevent knowledge being gained by mundane means, nor remove information from someone who already has it.

Each established *Ward* has a specific level to which is that of the spell creating it modified according to the number of persons who possess the warded information as follows:

Persons	1	2-3	4-7	8-15	16-31	32-63	62-128
Level	+1	+0	-1	-2	-3	-4	-5

This modification is *dynamic*; each time someone discovers the *warded* information (by whatever means) the *ward's* level may be adjusted. Hence, if a secret is known by three persons (+0) and one of them tells a friend, the *ward's* level drops by one (-1). If one of the four (-1) who knows the secret subsequently kills the other three, the *ward* increases by two levels (+1). The GM is advised to keep track of the ward level and the number of persons who know the secret (at least in general). Secrets known by more than 128 people are not secured and cannot be *warded*. If CS is achieved in laying a *Ward*, its level is increased by 2.

A *Warded* secret cannot be discovered by arcane means (divination) until the *Ward* is removed. Anyone who knows of the *Ward's* existence may attempt to remove it by means of a *Dispell* at least two levels higher than the *Ward*, or by means of *Survan's Key [Savoria/M]*. If the *Ward* is removed, the *Ward's* caster is immediately aware of the fact.

Bonus Effects: (None)

Fatigue: (15-SI) x Half Complexity Level
Time: (30 - SI) x 5 minutes per level
Range: unlimited
Duration: n/a



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*Phantom Memory (M)

(Author J. Patrick McDonald, Revised by R. Downey)

A spell to introduce or replace a specific memory (at or below the spells complexity level) into the memory of a sentient target of the caster's species. This spell is highly discretionary. Complex memories are more difficult to maintain than simple ones.

The subject will generally (eventually) resolve conflicting memories and inconsistencies in favor of the actual events. Unlike remember and forget the existence of the Phantom is detectable by normal magical means. With CS, the replaced memory is blacked out.

Bonus Effects:

- ML 51+** Touch no longer required. Range is SI feet.
- ML 61+** Spell may target similar species (i.e. Sindarin, Khuzduhl for humans)
- ML 71+** Spell may target all humanoids (i.e. Gargun, Hru, etc.)
- ML 81+** Memories at one complexity level below the spell are blacked out with MS.
- ML 91+** Non-humanoid sentients may be targeted (i.e. Dragons, Ilme, etc.)
- ML 101+** Non-corporeal sentients may be targeted (i.e. Asiri, Elmithri, etc.)

Fatigue: (15-SI) x 2 x complexity level

Time: (30 - SI) x CL minutes

Range: Touch

Duration: Indefinite

*Remember (M)

(Author J. Patrick McDonald, Revised by R. Downey)

A spell to awaken a memory that a target sentient has forgotten (through magical or natural means). The spell will only affect memories at or below its complexity level. (Refer to the Memory Complexity Level for more information.) The spell will not reveal otherwise magically hidden knowledge. With CS on *Remember* blacked out memories can be awakened.

Remember does not leave any detectable magical residue, but may result in mental trauma (psyche problems at GM's discretion) in the target sentient. The basic spell may only target the caster.

Bonus Effects:

- ML 41+** A sentient (of the caster's species) other than the caster may be enchanted.
- ML 51+** Touch no longer required. Range is SI feet.
- ML 61+** Spell may target similar species (i.e. Sindarin, Khuzduhl for humans)
- ML 71+** Spell may target all humanoids (i.e. Gargun, Hru, etc.)
- ML 81+** Memories at one complexity level below the spell are blacked out with MS.
- ML 91+** Non-humanoid sentients may be targeted (i.e. Dragons, Ilme, etc.)
- ML 101+** Non-corporeal sentients may be targeted (i.e. Asiri, Elmithri, etc.)

Fatigue: (15-SI) x half complexity level

Time: 15-SI minutes

Range: Touch

Duration: Indefinite



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*Reinwald's Veil (M)

This spell shields the caster from psionic or savoyran enquiries and divination, by obscuring the facts obtained. The spell works for only one inquiry, and then dissipates, however it may be cast multiple times upon the caster.

Bonus Effects

ML 61+ The Veil now lasts for Duration, regardless of the number of inquiries.

ML 91+ The caster is now aware of inquiries, if he successfully makes an Aura x5 roll, if the Inquiring spell is lower level than the Veil.

Survan's Key (M)

A spell to "unward" hidden knowledge (see *Mikaad's Ward [Savoria/M]*). *Survan's key* unlocks hidden knowledge so that the caster (only) can, subsequently, divine it. Success with *Key* immediately increase the number of persons who "know" the secret by one (the caster). This may reduce the *Ward's* level. Whether or not this is the case, the *Ward's* caster will know that the *Ward* has been broken. *Survan's Key* will only work on a *Ward* that is of lower level than itself.

Bonus Effects

ML 51+ The caster has the option to leave the *Ward* in place, that is, to divine the hidden knowledge without unwarding it. The *Ward's* caster will be aware that someone has learned the hidden knowledge.

ML 81+ The caster does not count as a person who knows the secret, even when he learns it. This means that the caster can unlock the *ward*, divine the hidden knowledge, and lock the *ward* back up, all without the *ward*-caster becoming aware of the "intrusion".

Fatigue: (15-SI) x1/2 level
Time: (15-SI) x2 minutes
Range: Self
Duration: MS:SI days /CS: x3 days

Fatigue: (15-SI) x Half Complexity Level
Time: (15-SI) x10 minutes per level
Range: Unlimited
Duration: N/A