



Tome of the Ancient and Esoteric Mysteries of the Artifice of Jmorvi

The Jmorvi Shek-Pvar stands between fire and earth. His element is of the solid heart of the world, of steel and black iron. The Jmorvi affinity is for mineral, especially metallic minerals. The element and its manipulators are powerful and unyielding, but sometimes brittle and insensitive, brutal and shallow. Jmorvi magic abhors the spiritual, the soul of man which is unpredictable, wild and unreliable - it prefers the sureness and solidity of cold, clean steel. Most Jmorvi are artificers, their magic tends to run in a slower vein than that of other Shek-Pvar. Theirs' is the study, making and manipulation of tangible metals, things that do not yield easily to the spirit, even the spirit of the mage.

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

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

In this tome the following special definitions are used: **Wholly Metallic** - an artifact which is at least 91% metal. **Mostly Metallic** - an artifact which is at least 51% metal. **Partly Metallic** - at least 21% metal.

Ordering of Metals

For proper casting of some spells, it is useful to know which of two or more metals is heavier (i.e.: denser). The GM has several options as to the scale he will use to compare metal density. Atomic weight is one option, but we prefer specific gravity, because medieval (and even ancient) alchemists can measure it with a scale and a couple of buckets of water.

The following is a list of metals known to L ythian scholars with their Specific Gravities:

Metal	Gravity
Platinum (M�ythral)	21.5
Gold	19.3
Gold Coin (Electrum)	17.2
Quicksilver (Mercury)	13.6
Lead	11.3
Silver	10.5
Copper	8.9
Bronze	8.7
Brass	8.5
Iron	7.9
Steel	7.8
Tim	7.3
Zinc	7.1
Antimony	6.7
Arsenic (Grey)	5.7
Arsenic (Yellow)	2.0

The specific gravity of a metal also depends on its purity so these figures should be deemed approximate. It should also be realized that, because the laws of physics vary from one universe to another, substances do not necessarily have the same properties on Kethira as they do on Terra.

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BALOR'S SPELL OF LOCKING (I)

(Author: Brian Malcolm)

This spell magically bars a door, gate or valve of wood (at least partly metallic), metal, or stone. The magical closure holds the portal fast just as if it were securely stopped or locked. The door may still be broken down. Note that a mage whose index with this spell is 3 points higher than the caster's may open such a door without difficulty.

Bonus Effects

ML51+ The spell provides some protection against physical attack. The DF of the door is increased by SI points, while the AP is increased by SI/2 points.

ML81+ Damage done to a portal protected by this spell will regenerate at the rate of one DF point per hour.

COMUS' REVELATION (I)

When cast upon a metal/mineral object, the spell reveals the form inherent in that object. The caster gains a bonus to subsequent Craft rolls related to that object, as applicable. The bonus is SB1 at MS, SB2 at CS.

Bonus Effect

ML91+ Bonus is SB2 at MS, SB3 at CS.

Fatigue: (15-SI) x 1.0
Time: (15-SI) x 4 seconds
Range: Touch
Duration: MS: ML min/CS: Indefinite

Fatigue: (15-SI) x 1.0
Time: (15-SI) minutes
Range: Touch
Duration: Indefinite





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GOLDEN RUNE (I)

(Author: Harry Butler)

An enchantment which allows the caster to “engrave” a message or drawing in the surface of an elemental object. The caster uses a finger to make the etching; no other tool is needed. The caster is able to write for about ML seconds (MS) or ML x 3 seconds (CS).

Bonus Effects

ML61+ The engraving may be hidden below the surface, visible only to Jmorvi Shek-Pvar.

ML71+ The engraving may be made legible only under certain caster-designated conditions (e.g., under a full moon).

ML81+ Caster need not touch the surface being engraved. Range is SI yards.

ML91+ The subsurface engraving may be hidden from all but those described by the caster.

BLADESHARP (II)

A spell to temporarily increase the impact of an unenchanted metal weapon by one. CS increases impact and allows a successive casting. A CF result destroys the weapon. *Bladesharp* may not be cast in conjunction with any other Indefinite or Permanent enchantment.

Bonus Effects

ML36+ May be cast on weapons containing some non-metallic components/parts.

ML76+ If cast upon a weapon during manufacture, the enchantment will have an Indefinite (or with CS: Permanent) duration.

Fatigue: (15-SI) x 1.0

Time: (15-SI) seconds

Range: Touch/**ML81+** SI yards

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

Fatigue: (15-SI) x 2.0

Time: (15-SI) hours

Range: Touch

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





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DETECT TRUE METALS (II)

Cast upon a coin, this will reveal the true metal content of the coin to the caster, by tossing it up in the air and catching the coin again. This helps in the detecting of counterfeits of various types, where an illusion, plating or other means are used to disguise a less valuable or worthless coin.

Bonus Effects (*none*)

Fatigue: (15-SI) x 1.5
Time: (15-SI) seconds
Range: Touch
Duration: Instantaneous

FERIC'S LOCK (II)

(*Author: Brandybuck*)

An enchantment to increase the complexity of a wholly metallic lock or similar mechanism. With success, lock complexity is increased by one (MS) or two (CS). This spell cannot be combined with any other complexity-increasing spells, and cannot be laid more than one on the same mechanism.

When cast on an existing mechanism, the spell will "rekey" the lock. Matching keys, if applicable, must thus be present at time of casting or they will cease to function in the lock.

The enchantment is a minor artifact power and "occupies" no Ego.

The Duration is permanent if the power is installed when the mechanism is made; otherwise, the Duration is Indefinite.

Bonus Effect

ML71+ Enchantment may be laid upon a mostly metallic mechanism

Fatigue: (15-SI) x 1.5
Time: (15-SI) hours
Range: Touch
Duration: Indefinite/Permanent (see above)





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HAMMERBLOW (II)

(Author: K. Mogensen/Contributor: K.O. Kristiansen)

An enchantment to increase the impact of the next strike of an enchanted, wholly metallic, weapon - in any one aspect which the weapon already possesses, by SI (MS) or SI x 2 (CS).

The spell will take effect the first time the weapon hits within Duration; otherwise, the enchantment is harmlessly dispelled. The caster must specify which aspect is being enhanced at the time of casting.

The spell puts a "rune" on the weapon, visible by *Golden Eye* and such.

Bonus Effects

ML61+ May be cast on a mostly metallic weapon.

ML71+ Up to SI *Hammerblow* runes may be put on one weapon. These will take effect on consecutive strikes, never at the same time.

ML81+ Effect may be delayed up to SI (MS) or SI x 3 (CS) days until after a set time or until the *Hammerblow* rune is touched, this will start the normal Duration of the spell. Time to cast the spell with delayed effect is (15-SI) x 3 minutes.

Fatigue: (15-SI) x 1.5

Time: (15-SI) x 3 seconds (see above)

Range: Touch

Duration: MS: SI x 5 minutes/CS: SI x 15 minutes

KAEVEN'S THUNDER (II)

A major/minor artifact power cast on a wholly metallic weapon. If cast as a major artifact power, *Thunder* "occupies" one point of Ego/Will. If cast as a minor power, it may not be combined with any other enchantment. If cast on a weapon during its creation, *Thunder's* Duration is Permanent. Indefinite otherwise.

Thunder increases the intensity of sound caused by strikes made with the weapon by enhancing the resonance/reverberating properties of the metal. Thus a mace or sword treated with *Thunder* will ring or crack more loudly when striking against metal such as armour, or an opposing blocking weapon.

The increasing noise caused by such a weapon is proportional to the SI of the caster. The effect of the noise impacts the morale of allies and opponents. Upon hearing the sound of a weapon enchanted with *Thunder*, raw recruits or untrained warriors will avoid the weapon's wielder if at all possible. If ordered to engage *Thunder's* wielder, such warriors must make a morale check at Will x 4. Veteran warriors need not make this check.

In addition to its effect on neophyte warriors, *Thunder* impacts the morale of friend and foe as well. In any situation where a *Thunder* weapon has been in use, and a morale check is called for, SI/3 is added to the Will of friendly forces, and deducted from the Will of opponents, prior to applying the multiplying factor. If *Thunder* was cast with CS, adjust Will by SI/2.

Bonus Effects

ML61+ May be cast on mostly metallic weapons.

ML91+ May be cast on partly metallic weapons.

Fatigue: (15-SI) x 2.0

Time: (15-SI) minutes

Range: Touch

Duration: Indefinite/Permanent (see above)



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SHEEN OF KRAZMA (II)

(Author/Contributor: Steve Bartlett/Revised)

An enchantment which treats a wholly metal artifact/weapon so that it will not oxidize, tarnish or rust.

The enchantment is not an artifact power, "occupies" no Ego and leaves no residue. It cannot be laid on an enchanted artifact, but a weapon treated with *Sheen* can be subsequently enchanted.

If cast as the artifact is being forged, the Duration of *Sheen* is Indefinite (MS) or Permanent (CS). If cast on a complete artifact, Duration is ML days (MS) or indefinite (CS). The caster must continually handle the item while casting this spell.

Bonus Effects

ML76+ May be laid on a mostly metallic weapon.

ML86+ May be laid on a partly metallic weapon.

DORAN'S KEY (III)

(Author: Harry Butler)

This spell allows the caster to open mundane (i.e. non-magical) mechanical locks of Complexity lower than or equal to caster's *Key* SI. With the basic spell, the caster must touch the lock's interior mechanism with a piece of metal, such as a key or piece of wire.

Bonus Effect

ML71+ Caster no longer need touch lock's interior mechanism. Touching the lock's exterior during casting is sufficient.

Fatigue: (15-SI) x 1.5

Time: (15-SI) hours

Range: Touch

Duration: See above

Fatigue: (15-SI) x 1.5

Time: (15-SI) x 2 seconds

Range: Touch (see above)

Duration: Instantaneous





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EVARKIN'S HAND (III)

(Author/Contributor: Blair Wettlaufer & Evarkin)

A spell to disrupt a mechanism, so it will not function. The basic spell only works on Complex devices (such as Golems, Locks of Complexity 6+, Terran Firearms, etc.) of an unenchanted nature.

Evarkin's Hand jams these devices, so an unlocked door would stay unlocked if the spell was cast upon the lock, but it would not open if cast on the hinges or latch. The spell must be cast once per mechanism.

Bonus Effects

ML61+ Range is now ML feet.

ML71+ The spell will now disrupt Semi-Complex devices (Crossbows, Locks of Complexity 1-5, Mills, Catapults, Measuring Scales, etc.)

ML81+ The spell will disrupt Simple devices (Wheels, Winches, Hinges, Latches, Rudders, Jewellery Clasps, Buckles, etc.)

JOINING OF MARSILIUS (III)

When standing on an at least partially metallic surface (stone or solid rock is also sufficient), the caster can join with the ethereal forces of the element and literally become steady as a rock. The caster cannot be knocked back, fall, or be lifted for the duration of the spell (the caster can, of course, end the spell before the duration has ended if s/he wishes). Unfortunately, the caster cannot move from the place where he casted the spell, and thus suffers -20 to all Dodge rolls, and other penalties as the GM sees fit. At CS, the caster can move about within a 1m radius, and only suffers -10 to Dodge rolls.

Bonus Effects

ML61+ The spell can be cast on another willing target at a range of Touch.

ML86+ The caster may move about freely, as long as he remains on a metallic/mineral surface.

Fatigue: (15-SI) x 2.0

Time: (15-SI) seconds

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

Duration: SI minutes

Fatigue: (15-SI) x 2.0

Time: (15-SI) seconds

Range: Self/**ML61+** Touch

Duration: SI x 10 seconds



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KAEVEN'S DAMPENING (III)

A major/minor artifact power cast on a wholly metallic equipment. If cast as a major artifact power, *Dampening* "occupies" two points of Ego/Will. If cast as a minor power it may not be combined with any other enchantment. If cast on equipment during its creation, *Dampening's* Duration is Permanent. Indefinite otherwise.

Dampening manipulates the metals reverberating properties to muffle the sound caused by strikes.

Dampening makes combat quieter, but certainly not silent. A standard HRG multiple for a listening check to hear the clash of dampened equipment is (8-SI/2). Such checks are highly discretionary.

Note that *Dampening* does nothing to reduce other noises of combat, such as shouting, collateral breakage of furniture, etc.

Bonus Effects

ML61+ May be cast on mostly metallic equipment.

ML91+ May be cast on partly metallic equipment.

MAGIC CALTROPS (III)

(Author: Dogberry)

An enchantment that empowers tiny caltrops to temporarily swell with ethereal iron and inflict full damage. The caster makes a handful (up to SI ounces of tiny caltrops (1 dram each) and casts the spell, including a keyword. When he wants to use the caltrops, he pulls out as many as he wants to use at that time and casts them to the ground, saying the keyword. They then swell to normal size for caltrops for the duration of the spell.

Bonus Effects

ML71+ Duration is doubled.

ML101+ Caster can choose to have them do double damage, (barbed points).

Fatigue: (15-SI) x 2.5
Time: (15-SI) minutes
Range: Touch
Duration: Indefinite/Permanent

Fatigue: (15-SI) x 2.0
Time: (15-SI) x 2 seconds
Range: Touch
Duration: SI x 5 minutes





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OCHAM'S EDGE (III)

(Author: Andreas Nicoletti)

A spell to temporarily improve the impact of one specified aspect of a wholly metallic weapon. The caster moves his/her fingers or focus over the weapon surface that is to be enhanced. The caster must declare which aspect is to be enhanced before casting.

NOTE: this spell is not cumulative.

This spell is affected by how well the caster succeeds in casting.

CF	Aspect reduced by SI points
MF	No effect
MS	Aspect increased by SI/2 points; round up
CS	Aspect increased by SI points

Bonus Effects

ML66+ Range is line of sight.

ML76+ Spell can be used on a mostly-metallic object.

ML81+ Caster may specify creature or target (EG: +2E vs. Gargun) that the bonus is applied to. With this option, the sword strikes at normal damage to everything else.

ML91+ The spell may be cast on partially-metallic weapons.

SPHERE OF DUUL MÙL (III)

(Author/Contributor: Håkan Ahlgren/Mikael Hegardt)

This spell creates a six-inch ball to form from earth, mud, sand, gravel, etc., held or touched by the caster; this ball may be thrown in a straight line. The caster needs the appropriate amount of source material, and the spell forms this material into a ball. The ball is accurate but moves fairly slowly. It can, therefore, be dodged. The range of the ball is ML yards. If it reaches this limit without encountering an obstruction (any solid object, enchantment or magical residue) the ball returns to its original loose form. However, upon striking any obstruction, the ball disintegrates, spraying objects within SI yards with Blunt Impact 1d6 (MS) or 2d6 (CS).

Bonus Effects

ML51+ The ball has 2d6 (MS) or 4d6 (CS) Blunt Impact.

ML91+ The earth ball may originate from any appropriate seed material anywhere within ML yards and good line of sight of the caster. Traverse is measured from the seed site.

Fatigue: (15-SI) x 2.0
Time: (15-SI) seconds
Range: Touch/**ML66+** line of sight
Duration: **MS:** ML days/**CS:** Indefinite

Fatigue: (15-SI) x 2.0
Time: (15-SI) seconds
Range: Self/**ML91+** ML yards
Duration: Variable



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AARON'S ART OF SMITHING (IV)

Var-Hyyrak magazine N°7 (<http://www.edepol.de/vh/>)
(Author: T.Neumann & M.Wäldele/Translation Bengt Krezdorn)

The spell re-heats a metallic workpiece by imbuing it with Jmorvi essence. The heat is so high that it may not be achieved by normal means. The metal will turn brightly yellow and may be smithed over again. This will enhance the overall quality of the workpiece. These pieces of smithery will not rust either. The impact or the quality of a weapon will be raised.

	MS	CS
WQ	+1	+2
Impact	+1	+2

The spell may be cast only once on the same object, which will be counted among the magical artefacts.

Bonus Effects

ML61+ Impurities will be removed partly from the metal. WQ +1

ML91+ The caster may enhance both stats of a weapon.

Fatigue: (15-SI) x3.5

Time: (15-SI) x10 min.

Range: Touch

Duration: MS: Indefinite/CS: Permanent

REPULSE OF KELDAS (IV)

(Author/: Janne Pankola)

A self-enchantment that covers the caster with a glowing golden coat which repels metallic objects entering a zone within Aura/10 inches from caster's skin.

Effectively, the enchantment decreases amount of Impact inflicted by metallic objects, or objects with metallic components, which strike at the caster's body by SI/2 (MS) or SI (CS).

Because the enchantment repels metallic objects, it also places a penalty on the caster's ability to use any metallic object (e.g., wield a sword) of SI x 5.

Bonus Effects

ML51+ Caster may dampen the glowing of the protective coat to a mere glimmering.

ML61+ Enchantment may be cast on another willing person.

ML76+ Metallic objects carried by the caster at time of casting may be omitted from the effect of Repulse. However, such a weapon dropped by the caster could be picked up by an opponent and used against the caster with no reduction to its Impact.

Fatigue: (15-SI) x 2.5

Time: (15-SI) x 2 seconds

Range: Self/ML61+ Touch

Duration: MS: SI x 30 seconds/CS: SI x 2 minutes



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SWORD SINGER (IV)

A major/minor artifact power cast on a wholly metallic weapon. If cast as a major artifact power, *Sword Singer* “occupies” three points of Ego/Will. If cast as a minor power it may not be combined with any other enchantment. If cast on a weapon during its creation, *Sword Singer*’s Duration is Permanent. Indefinite otherwise.

Sword Singer manipulates the resonance properties of a wholly metallic edged weapon. In combat each time the weapon strikes successfully, its edge impact is increased by 1 (2 if the strike is a CS) due to harmonic vibrations of the blade. The vibration bonus is also added to equipment damage checks of both weapons in a block (etc.). The vibrations require a certain rhythm, and tend to dampen themselves out. Unless the weapon makes a successful strike or block, the vibration bonus is reduced by 1 every 10 seconds until it is reduced to zero.

The vibrations tend to make the sword unwieldy. An EML penalty is assessed to the wielder of 5 times the vibration bonus when using the weapon. If the vibration bonus ever exceeds weapon quality, the weapon shatters instantly.

Bonus Effects

ML61+ The EML penalty is only 4 times the vibration bonus.

ML81+ May be cast on mostly metallic edged weapons.

ML91+ The EML penalty is reduced to 3 times the vibration bonus.

Fatigue: (15-SI) x 2.5
Time: (15-SI) minutes
Range: Touch
Duration: Indefinite/Permanent

HANKOR'S COINAGE (V)

This spell allows the caster to recoin pennies from one style to another (Rethémi to Kaldôran, etc.) SI ounces may be affected per casting. The caster must have a coin of the end product (e.g., Kaldôran) type.

CF	The coins to be transformed turn very soft for an Indefinite period of time.
MF	Means nothing happens.
CS	Allows minor modifications to be made to make the coins not such obvious copies.

This is a variant of a spell that allows Jmorvi Sheck-Pvar to reforge items without a forge being available.

Bonus Effects

ML71+ The caster may coin actual coins from simple metals. That is, if the penny is made from 75% silver, 20% Tin and 5% zinc, and if the caster has a SI of 10, he could use 7.5 ounces of silver, 2 ounces of tin and 0.5 ounces of zinc to create 10 ounces (160d) of coins. The caster still needs an example of the target style coin.

ML101+ The caster can affect 2 x SI ounces of coins/metals

Fatigue: (15-SI) x 3.0
Time: (15-SI) hours
Range: N/A
Duration: MS: Indefinite/CS: Permanent.



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LEOFFLED'S ENHANCEMENT (V)

(Author: James Watson)

A major artifact power used to enchant mostly metallic weapons. Successful casting imbues the weapon with artificial personality, purpose, morality, and Ego thereby turning it into a major artifact. The Ego is determined by the success of the casting. With MS ego is $1d4 + (SI/2)$. With CS the Ego is 10. In addition the weapon acquires the following effects/powers:

- 1) The wielder will be attuned to the artifact/weapon and will always know, if separated from it, which direction it is from him and about how far away.
- 2) When the artifact/weapon is separated from the wielder all creatures viewing it will see it as a mundane object of about the same size if they fail a d100 Sensitivity index check. Creatures failing the check, if they are moving in the direction of the wielder, will think the object they see is in the wrong place and if physically capable of carrying the object will pick it up and take it with them to the closest point they would otherwise have approached the wielder. At that point they will put the object down and continue on their way forgetting all about the object.
- 3) The artifact/weapon detects creatures opposed to its purpose/morality and alerts the wielder.
- 4) Creatures who are opposed to its purpose/morality are afraid of the artifact/weapon when held by the wielder and must check morale at will x 2 upon seeing it or flee from wielder for will x 4 rounds. If they cannot flee they will surrender to wielder or fight at EML/2 if they cannot surrender.
- 5) The fact of enchantment is protected by Mikaað's Ward at the Caster's index level.

Following the successful casting of this spell the caster may cast additional spells such as *Anvil of Pytâma* etc. up to the number allowed by the Ego of the original casting.

The Wielder to whom the Artifact/Weapon is attuned must either be the maker or be in contact with the Artifact/Weapon or present while the Artifact/Weapon is being enchanted.

If the spell is cast on a completed weapon it will be Indefinite and will Dispel after the wielder to whom the Artifact/Weapon is attuned dies or leaves the plane of existence the Artifact/Weapon is on. If the spell is cast while the Artifact/Weapon is being made it will be Permanent. If the original wielder dies or leaves the plane of existence the Artifact/Weapon is on, it will attune itself to a new wielder who suits its morality / purpose after Ego x years. Anyone finding the Artifact / weapon who does not suit its morality/purpose will not recognize it for what it is and will probably ignore it.

Bonus Effects

ML41+ CF no longer destroys the Artifact/weapon but the spell fails.

ML71+ MS = CS and MF = MS.

ML91+ MF & MS = CS, with CS Ego equals 12, and CF = MS.

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

Time: $(15-SI)$ days

Range: Touch.

Duration: Indefinite/Permanent (see above)



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SIRIK'S WARD (V)

(Author: Steve Bartlett)

A spell to give a special power to metallic armour, though the basic spell will affect only wholly metallic armours. The armour must already possess an Ego (*see False Soul*). The effect is to cause a weapon striking the armour to make a weapon damage roll, though with the basic spell this only applies to wholly metallic weapons.

Duration is Indefinite if laid on an existing piece of armour, Permanent if laid as the armour is being made.

If installed as a major weapon-artifact power, *Sirik's Ward* "occupies" three (3) points of Ego/Will. If installed as a minor power, it cannot be combined with any other enchantment.

If MS is achieved then the weapon damage roll is 3d6. With CS the roll is 4d6. If the Ego is ever destroyed in the item then this enchantment will be lost. MF results in no enchantment, while CF destroys the item.

Bonus Effects

ML71+ Protection may be applied to mostly metallic armours, though against blunt weapons one less die is rolled.

ML81+ May be cast on Ego-less armour. Duration is (MS) SI minutes or (CS) 3 x SI minutes.

ML91+ Protection extends to non-metallic weapons, though in all cases one less die is rolled.

SONG OF THE SMITH (V)

When cast upon a wholly metallic object, the caster gains insight into the weakest point(s) of the object. The caster may add 2d6 to all damage checks s/he causes the object to make. On CS, the caster adds 4d6 to all damage checks s/he causes the object to make.

Bonus Effects

ML51+ The spell can be cast on mostly metallic objects.

ML71+ The spell can be cast on partially metallic objects.

ML91+ The spell adds 3d6 at MS, 6d6 at CS.

Fatigue: (15-SI) x 3.5
Time: (15-SI) x 2 hours/(15-SI) x 2 seconds
Range: Touch
Duration: Indefinite/Permanent (see above)

Fatigue: (15-SI) x 3.0
Time: (15-SI) x 10 seconds
Range: SI x 5 feet and LOS
Duration: Indefinite



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ATTRACTION OF TOBIRAS (VI)

When cast upon a wholly metallic object, the object temporarily becomes the source of a strange force which attracts other objects made from the same metal. The object will attract (or be drawn to) any and all other objects made from the same metal with a "virtual" STR of 25. The STR of the force decreases by 10 per 5 feet between the energized object and the attracted object/s. With CS, the "virtual" strength is 30.

Bonus Effects

ML71+ The caster may reverse the spell and cause the object to repel other objects made from the same metal, at the same STR as usual.

ML81+ The spell may be cast upon mostly metallic objects.

ML91+ The force decreases by 5 per 5 feet between the energized object and the attracted object/s.

CRIMSON RIBBON (VI)

A major or minor artefact power. If installed as a minor power, the *Crimson Ribbon* cannot be combined with any other enchantment. If installed as a major power it occupies 3 points of Ego/Will. The spell may only be cast upon wholly metallic weapons with edge/point impact. Any bleeding wound caused by cutting or impaling weapon with *Crimson Ribbon* will bleed twice as much. It will also generate a bleeding wound on any serious wound. The duration is Permanent if installed when the weapon is forged, otherwise it is Indefinite.

Bonus Effect

ML71+ The spell may be cast on mostly metallic weapons.

Fatigue: (15-SI) x 3.5
Time: (15-SI) x 3 seconds
Range: SI x 10 feet
Duration: SI x 10 seconds

Fatigue: (15-SI) x 3.5
Time: (15-SI) days
Range: Touch
Duration: Indefinite/Permanent (see above)



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DEREK'S FORGE (VI)

A twofold enchantment to increase the strength of metal, and its ability to hold a keen edge, et al. Any wholly metallic weapon thus enchanted increases its WQ by + SI/4 (CS: + SI/2). Also, the Blunt, Edge and Point impact of the weapon is increased by + SI/4 (CS: + SI/2).

This enchantment can be cast as either a major or a minor artifact power. As a major power it occupies five points of Ego, as a minor power it cannot be combined with any other enchantment. If this enchantment is cast when the weapon is being forged the duration is Permanent, if it is laid after the weapon has been constructed the duration is Indefinite.

Bonus Effects

ML66+ The enchantment may be laid on a mostly metallic object

ML81+ The caster can choose to forgo the impact bonus on two of the three impact forms (B, E, P) in exchange for increasing the impact of one to + SI/2 (CS: + SI)

SADE'S BLUDGEON (VI)

A major or minor artifact power. If installed as a minor power it cannot be combined with any other enchantment. If installed as a major power it occupies 3 points of Ego/Will. The spell can only be cast on wholly metallic weapons with a pure blunt impact. The blunt impact increase is SI with (MS) or SI x2 with (CS). The duration is permanent if installed when the weapon is forged, otherwise it is indefinite.

Bonus Effect

ML71+ The spell may be cast on mostly metallic weapons.

Fatigue: (15-SI) x 4.0
Time: (15-SI) x 10 Hours
Range: Touch
Duration: Indefinite/Permanent (see above)

Fatigue: (15-SI) x 3.5
Time: (15- SI) days
Range: Touch
Duration: Indefinite/Permanent (See above)



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VULEN'S PASSAGE (VI)

(Author: R.B. Schmunk)

A self-enchantment which allows the caster to transmogrify his physical form to melt through unenchanted, forged metal. With the basic spell, only the caster's (naked) body is affected.

Speed of penetration is inversely proportional to the Specific Gravity of the metal and is expressed as a percentage of Walk rate. For steel, iron, and brass this rate is about 25%; for lead 18%; and for gold 10%. Being in the middle of a solid metal object (e.g., an iron door) when the spell wears off is fatal. Entities undergoing *Vulen's Passage* are often unnerved by the experience.

Bonus Effects

ML46+ Enchantment can be extended to include wholly metallic (elemental), unenchanted objects within Aura inches of the caster's skin.

ML61+ Enchantment can be extended on up to SI living beings in skin contact with the caster.

ML81+ Enchantment can be laid on a person other than the caster.

VULEN'S REST (VI)

(Author: R.B. Schmunk)

An enchantment which turns an object touched by the caster into solid metal, a primal iron of infinite hardness. The object, including any other objects that it wears or holds which are also designated by the caster, may weigh no more than $ML \times 3$ (MS) or $ML \times 10$ (CS) pounds. If placed on a living creature, *Vulen's Rest* effectively places it in a form of stasis; its metabolism stops and it is immune to any harm for Duration. An enchanted living object is unaware of the passage of time (or anything else) while enchanted.

Bonus Effects

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

ML91+ The enchantment may be laid on ethereal creatures, although this does not render them material, nor necessarily render them visible.

Fatigue: (15-SI) x 3.5
Time: (15-SI) minutes
Range: Self/**ML61+** Touch
Duration: **MS:** ML seconds/**CS:** ML x 3 seconds

Fatigue: (15-SI) x 3.5
Time: (15-SI) x 4 seconds
Range: Touch/**ML41+** ML feet
Duration: **MS:** ML minutes/**CS:** Indefinite



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BORONDIR'S COLUMN (VII)

Var-Hyvra magazine N°4 (<http://www.edepol.de/vh/>)

(Author : Sven Schmidt/Translation : Bengt Krezdorn)

With this spell the caster can create a golem out of a metallic humanoid created by him and imbue it with life. To direct it the caster has to give orders verbally. With the basic spell the golem only understands orders that can be executed at once, e. g. 'Attack with the sword', 'Strike', 'Turn the winch clockwise'. More complicated orders are not understood, e. g. 'Stop them' (in which way shall the golem achieve that?) or 'Pull up the drawbridge'. In the latter case the golem might try to stand on the bridge and pull up the front end.

The GM shouldn't be too nitpicking about it but play the golem as dumb as possible. The more complex instructions in the bonus effects aren't caused by more intelligent golems but by a more thorough control of the golem, respectively a better transfer of the casters will. The spell only affects metallic humanoid objects, hence it is designed only for their animation.

If this spell is cast on a suitable object already possessing a *False Soul*, *Borondir's Column's* Duration is Indefinite or Permanent, depending on the Duration of *False Soul*.

Dependent on the mass of the golem separate sets of attributes apply. Use the set that is closest to the actual mass.

Size/weight	Str	End	Dex	Spd	Agil	Unarmed
10"/5 lbs.	05	12	11	08	06	80/0b
20"/50 lbs.	08	16	11	07	06	80/0b
30"/150 lbs.	12	18	10	07	06	75/1b
40"/350 lbs.	16	21	10	06	06	70/3b
50"/700 lbs.	21	24	09	06	06	70/5b
60"/1200 lbs.	27	27	09	05	05	65/7b
70"/1900 lbs.	35	31	08	05	05	60/9b
80"/2800 lbs.	45	35	08	04	05	60/12b
90"/4000 lbs.	58	40	08	04	05	55/15b

Armor: B 8 E 12 P 9 F 7 S 14 T 11
(Immune to non-magical weapons)

Damage Factor: END x 5. When the damage caused to the golem exceeds this figure the golem is destroyed. Except for weapons that are able to cut through metal, the golem doesn't have to make Kill-, Shock- or Amputation rolls. Usually they can only be destroyed by arduous demolition or natural catastrophes like rock fall, volcanic eruption, dropping into an abyss, etc. Further, some magic may damage them (*Lance of Merethos*, *Zathran's Doom* or similar spells).

Bonus Effects

ML41+ Complex orders are possible (e. g. 'Kill the intruder!')

ML61+ conditional orders are possible (e. g. 'Let no one pass through that door until I return'). The condition has to be bound to a location. The golem must stay within SI ft. of the specified location and must be able to perceive it. Golems have the perception of an average human. Tasks like: 'Pursue the next person passing by' or 'Kill all Shek-Pvar who enter the room' are thus impossible to fulfil for the golem. Time measurements can only be communicated vaguely by referring to the position of the sun. The golem has to have view of the sun from his viewpoint (he will not go to the window to check if it is already noon).

ML81+ Touch no longer required. Range is SI yards.

Fatigue: (15-SI) x4.5

Time: (15-SI) x 4 min.

Range: Touch/**ML81+** SI yards

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



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EVARKIN'S GOLEM (VII)

(Author/Contributor: Blair Wettlaufer & Evarkin)

This spell creates a vacant, artificial humanoid vessel. To create the Golem, the Lockcraft, Metalcraft, and Engineering skills are required, but not necessarily by the caster. The three skills are averaged, a roll is made, and the Value Enhancement Number (VE) is noted. If any of the skills are absent, their default value is an EML of 10. The Golem's stats follow. Roll VE for each Stat.

Height	Caster's Hgt (see ML41+)
Frame	massive (CS: choice)
Weight	calculated x 3
Str	SI x VE (+ or - 1/3 weight bonus)
Endurance	SI x VE
Dexterity	SI x VE
Agility	SI x VE (+ or - frame bonus)
Speed	Agl-4
Eyesight	SI x VE x1/2
Hearing	SI x VE x1/2
Smell/Taste	0
Tch	SI x VE x1/2
Voice	0
Armour	Average Plate

This spell will only create an immobile construct. If an ethereal of such animates it, it will move about freely, but if the caster wishes it to do his will, a Mental Conflict ensues. Otherwise to command it, the caster will have to research an animate golem spell.

Bonus Effects

ML41+ The caster can make the vessel up to ML % (CS x 3) greater or smaller than the caster's size.

ML81+ The caster can make animals or fantastic beast shape golems. The maximum size of such Golem will depend on the caster's own height (GM discretion).

Fatigue: (15-SI) x 4.0
Time: (15-SI) x 4 hours
Range: Touch
Duration: Permanent

ILVIR'S TOUCH (VII)

This is a spell designed to animate non-living objects (magical items must roll vs. their Ego to save). The object must be mostly metallic. The mobility of the object is the caster's ML. Its speed is ML/5. If blunt, the object will do the damage of a club, if edged, the object will do the damage of a long sword.

It does a bonus to damage depending upon the success of the casting.

MF: no bonus.

MS: +1 bonus to all aspects.

CS: +2 bonus to all aspects.

The object may attack once per round. Its means of propulsion is dependent upon what it is.

Tables, or other things with legs, will run. Rugs will slither across the floor. Solid objects will hop, swords will levitate, and so forth.

The caster can animate SI items up to a total of ML x 3 pounds.

Bonus Effects

ML61+ Range is ML feet

ML81+ Item is animated until dispelled

ML86+ SI/2 items may be animated, and attack twice per round.

Fatigue: (15-SI) x 4.0
Time: (15-SI) x 10 seconds
Range: Touch/**ML61+** ML feet
Duration: ML rounds/**ML81+** Indefinite



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RAZOR BLADE (VII)

A major or minor artifact power. If installed as a minor power it cannot be combined with any other enchantment. If installed as a major power it occupies 4 points of Ego/Will. The spell can only be cast on wholly metallic weapons with edge impact. The edge impact increase is SI/2 with MS or SI with CS. The increase is also added to all Amputation Rolls inflicted by the weapon. *Razor Blade* duration is Permanent if installed when the weapon is forged, otherwise it is Indefinite.

Bonus Effect

ML71+ The spell may be cast on mostly metallic weapons.

WALL OF SHELAR (VII)

This spell causes a metal wall made of quicksilver to form. It is 1 foot thick and has a height and width of SI feet. It will solidify from a mist in (SI-15) seconds. The walls form from the ground up, and descend into the earth SI inches. The wall can withstand ML x 2 IPs of damage before it can be breached. When duration expires, the wall will turn to mist and evaporate.

Any living thing touching the wall will suffer 1d6 burn impact per round. The burning will be quite painful, and creatures are quickly discouraged in touching the wall.

The wall, if dissipated due to damage, loses its form and pours outward (inward being the direction from which it was cast), as a silver wave. It will burn all it touches, before dissipating after SI/2 rounds.

The wall has a penetration value of SI x 2. Items that are attacking into the wall or through the wall, will suffer heat damage (to WQ) at 2 points if they penetrate the wall (Impact is over the penetration value), otherwise it will suffer 4 points of damage. Weapons that have an Impact of at least double the penetration value of the wall are unharmed. Weapons that suffer damage must make a Weapon Quality check to see if they are broken. Flammable weapons will catch fire after 4 points of damage have been accrued to them.

Bonus Effect

ML71+ The caster can shape the wall as he se fits. The wall thickness is always 1 foot, but it now covers a maximum surface of SI square feet.

Fatigue: (15-SI) x 4.0
Time: (15-SI) days
Range: Touch
Duration: Indefinite/Permanent

Fatigue: (15-SI) x 4.0
Time: (15-SI) x 2.5 minutes
Range: ML feet
Duration: See above or Indefinite



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LETHAL BLADE (VIII)

A major or minor artifact power. If installed as a minor power it cannot be combined with any other enchantment. If installed as a major power it occupies 4 points of Ego/Will. The spell can only be cast on wholly metallic weapons with edge/point impact. The increased edge/point impact is SI/2 with MS, or SI with CS. The increase is also added to all Kill Roll inflicted by the weapon. *Lethal Blade's* duration is Permanent if installed when the weapon is forged, otherwise it is Indefinite.

Bonus Effect

ML71+ The spell may be cast on mostly metallic weapons.

Fatigue: (15-SI) x 4.5

Time: (15-SI) days

Range: Touch

Duration: Indefinite/Permanent

