



Tome of the Ancient and Esoteric Mysteries of the Quiescence of Odívshè



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Odívshè is the magic of slow, cool darkness, of water and ice, the opposite of fire and action.

Odívshè mages study and work their spells on water and shadow, ice and cold. They are sometimes called the wizards of gloom. Odívshè foci invariably incorporate water and/or ice.

As well as these mundane elements, the Odívshè sometimes manipulate ethereal water. This “substance” takes a variety of forms, generally similar to ordinary water, but thinner, sometimes invisible. Often it is described as an “icy pallor that robs away the breath and drowns the very spirit with its dark, clinging gloom”.

It takes about twice as long to drown in ethereal water, although this may be small comfort to those who have the experience. In general, ethereal water is easier to walk/run through than mundane water (half air movement rates), and more difficult to swim in (double fatigue).

The Odívshè use it because it is easier to manipulate than mundane water. Ethereal water affects ethereal creatures as mundane water affects mundane creatures. It will also quench ethereal fire.

NOTE: when a mage of any convocation tries to use an Odívshè spell to enchant a non-Odívshè object, his EML is penalized:

-10	Secondary (Fývrian or Sàvôryan) object
-15	Neutral object (GM’s discretion)
-20	Tertiary (Jmôrví or Lyáhvi) object
-30	Diametric (Pèleáhn) object





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Chill (I)

(Author: Klaus Ole Kristiansen)

This spell will cool one container and its content to 4 deg C.

The content must be a water-based liquid. The container and its content can weigh, at most, SI pounds.

The spell then immediately dissipates, and the container begins to raise (or lower) its own temperature back towards the temperature of the surrounding area.

This spell can be used on humans (or human-like creatures), as humans are composed of 75% water-based liquid. This will have the effect of giving the applied area 3d6 frostbite damage. Stat-checks should be administered at GM's discretion.

Bonus Effects (None)

Fatigue: (15-SI) x 1.0
Time: (15-SI) seconds
Range: Touch
Duration: Instantaneous

Daenin's Spectre (I)

(Author: Ian c/o Blair Wettlaufer)

A self-affecting enchantment that enhances the natural Odívszhè properties of the caster's shadow, basically forming a subliminal gate for ethereal gloom.

The effect of this spell causes all who pass through, or are touched by the caster's shadow during duration to feel extreme discomfort, chills, and ennui. Usually a caster's shadow at sundown is no longer than 150% of his or her height. Natural armor does not protect against the spell's effects, but enchanted armor may provide some defense (at GM's discretion).

If the caster has no shadow, there is no effect. Please note, mid-day under a cloudless sky, or any time of a cloudy, rainy day, etc. is not the time to use this enchantment, and all who might be near the caster in a torch-lit chamber beware.

Bonus Effects

ML71+ All who pass under the caster's *Spectre* gain 1d6 FP per combat turn.

ML101+ All who pass under the caster's *Spectre* take special "Ennui" damage of a 1d6 general "wound" per combat turn of exposure. Please note this wound heals normally at a healing rate of H4.

Fatigue: (15-SI) x 1.5
Time: (15-SI) x 2 seconds
Range: Varies
Duration: MS: ML seconds/CS: ML x 3 seconds





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Frost Fairies (I)

(Author: Ian Pongray)

This spell creates drawn delicate patterns of frost on any damp surface (dew covered grass, window panes, damp walls etc...). The maximum area covered is SI square feet (SI x SI feet). The frost is left to decay under normal weather conditions after the basic spell is cast.

Bonus Effects

ML41+ The frost is magically sustained for SI minutes duration and is then left to the mercy of the elements.

ML76+ Caster may direct the frost to form simple designs and geometric shapes. Precision varies, depending on weather conditions, success level, etc.

ML91+ Caster may create more complex forms in the frost (simple symbols, pretty spirals and the like). If used for words or scripts, only simple messages are possible.

Fatigue: (15-SI) x 1.0

Time: (15-SI) seconds

Range: Touch

Duration: Instantaneous/**ML41+** SI minutes

Hasan's Mists (I)

(Author: Tim Prestero)

This spell creates a thick, obscuring cloud of mist, which limits visibility, and muffles sound. The cloud occupies SI x 100 cubic feet, and unless somehow restricted, spreads radially out from its center to a depth of 10 feet. The cloud deforms to fit in the surroundings, an important consideration when casting it indoors or underground. The cloud is centered on the caster or Focus.

Vision in the cloud is reduced to two feet, and sounds are muffled and distorted, giving a -30 penalty to attempts to discern the direction or nature of the sound. If cast in an area smaller than the volume of the cloud, the cloud gets thicker, proportionally lowering visibility and increasing the Hearing penalty.

The vapors are rather heavy and dissipate slowly even if *Hasan's Mists* is cast in a drafty location. Duration is SI (MS) or SI x 3 (CS) minutes, divided by wind Force (treat Force 0 as Force 1).

Bonus Effects

ML41+ The cloud can move with the caster.

ML56+ The caster can have the cloud originate at any point within ML feet. The cloud is stationary when cast at range.

ML71+ The caster can move the cloud around at range, provided it remains in view, and within ML feet.

Fatigue: (15-SI) x 1.0

Time: (15-SI) seconds

Range: Touch/**ML56+** ML feet

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





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Hewgon's Shield (I)

(Author: Blair Wettlaufer)

This minor spell causes the caster's skin to become repellent to moisture, making rainstorms and shipboard travel somewhat more comfortable.

Note that this spell does not protect hair or clothing, nor does it protect the caster from the temperature of the precipitation. If this spell is used for extended periods of time, skin will dry out and become irritated.

Bonus Effects

ML66+ This spell affects the caster's hair

ML86+ This spell may be laid upon another.

ML91+ This spell may include clothing, and objects up to SI inches away from his body.

Indátha's Shield (I)

(Author: Blair Wettlaufer)

This enchantment protects the caster from being harmed by any form of cold.

It allows the caster to be protected by SI points of frost damage (CS: SI x 2), or be comfortable in Cold Weather without any other protection.

Bonus Effects

ML76+ The caster may affect others than himself, by touch.

ML81+ The caster may now be comfortable in Freezing Weather without any other protection.

Fatigue: (15-SI) x 1.5

Time: (15-SI) minutes

Range: Self/**ML86+** Touch

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

Fatigue: (15-SI) x 0.5

Time: (15-SI) seconds

Range: Self/**ML76+** Touch

Duration: MS: SI minutes/**CS:** SI x 2 minutes





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Judral's Touch (I)

(Author: R.B. Schmunk)

This spell “purifies” up to SI (MS) or SI x 3 (CS) pints of liquid by causing all non-liquid matter (e.g., powders, silt, etc.) within the volume to immediately precipitate to the bottom. Gases trapped within the liquid will also bubble out.

Bonus Effects (None)

Kevdra's Dehydration (I)

(Author: Claudia Jung)

This spell extracts water from dead matter, such as dead animals or picked plants.

Using this on food, its usability can be increased and volume/weight can be reduced. Duration is 2 months but damp conditions can reduce this. To make food edible, it has to be immersed in water for about 30 minutes. (This time period is not necessary for dried apples, raisins, or similar.) Cooking can reduce immersion time further. The spell can dehydrate the equivalent of a hare or a small marten. The basic spell can affect up to 10 lbs of matter.

Bonus Effect

ML51+ The spell can now affect SI x 2 lbs of matter.

Fatigue: (15–SI) x 1.0

Time: (15–SI) x 10 seconds

Range: SI inches

Duration: Permanent

Fatigue: (15–SI) x 1.0

Time: MS: (15–SI) minutes /**CS:** reduce by 50%

Range: Touch

Duration: Permanent (until water is reapplied)





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Kevdra's Rain-Protection (I)

(Author: Claudia Jung)

Increases the protective value of single piece of cloth up to the size of a cape.

The cape will thereby turn into a rain coat. Water protection is approximately doubled. Corollary conditions have to be considered, such as wind. The protective value cannot be increased by folding the cloth nor can the spell be cast multiple times on the same piece of cloth to increase the size - but the protective value can be increase by a factor of one for successive castings up to four.

Bonus Effect

ML61+ Spell can be cast on perforated material thereby sealing small holes.

Teri's Drink (I)

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

This spell transforms one pint of liquid partly into alcohol.

If it is cast on a larger volume, the alcohol content will be proportionally lower. It will not become higher for smaller volumes. The spell takes effect gradually over a time equal to the casting time.

The alcohol content of the pint is raised to ML/2 % (MS) or ML % (CS), to a maximum of 100%. The spell can't increase the alcohol content above this limit, even if cast several times, or on a liquid that was alcoholic to begin with (though it won't reduce stronger alcohol).

Bonus Effects

ML36+ The drink can be cooled (but not frozen).

ML51+ Any herbs and spices added to the drink while the spell takes effect will add their tastes and properties (if any) as if they had been steeped in the drink for 2 x SI days. Any impurities present in the liquid before the spell is cast will precipitate.

Fatigue: (15-SI) x 1.0

Time: (15-SI) minutes

Range: Touch/SI x 2 square feet

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

Fatigue: (15-SI) x 1.0

Time: (15-SI) x 2 seconds

Range: ML inches

Duration: Permanent





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Timmin's Mist (I)

(Author: Bobby, C/O By Blair Wettlaufer)

This spell creates a large mist/fog to arise from a sizeable body of water (no less than 15-SI yards wide).

This mist shall cover the body of water, and all lands surrounding no higher than SI feet in elevation from the water, and up to ML yards away. CS doubles the area height and range of the mist.

Bonus Effect

ML81+ The temperature in this area will drop one rank (Hot to warm, Cool to cold, etc.) for the duration of the spell.

Cloak of Cucyne (II)

(Author: Casey McGirt)

An enchantment to protect an object entity from cold.

The basic spell may only be laid on the caster. The enchantment reduces the effect of all Frost impact by half SI (MS) or SI (CS). It also allows the recipient to be more comfortable in a cold environment, treating the temperature as up to 5 (MS)/10 (CS) x SI degrees warmer (but not to adjust the effective temperature above 70 degrees). Thus, an Odívshè with a ML of 70 could feel comfortable in 30-degree weather, as it would be effectively be 65 degrees to the caster.

Bonus Effects

ML51+ The spell may be extended to encompass items carried by the caster. For each inch it extends from the caster's body, reduce SI (for purposes of Frost and temperature resistance only) by one.

ML76+ The spell may be laid on an individual other than the caster.

Fatigue: (15-SI) x 0.5

Time: (15-SI) minutes

Range: SI feet

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

Fatigue: (15-SI) x 1.5

Time: (15-SI) x 3 seconds

Range: Self/**ML76+** Touch

Duration: MS: ML minutes/**CS:** SI hours





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Daenin's Chill Touch (II)

(Author: Ian Pongray)

A multi-purpose enchantment to rapidly reduce the temperature of an object by SI degrees Celsius (x 2 with CS).

It works best on non-living objects with high proportions of water. Object Element modifiers apply for non-Odívshè objects.

Up to ML pounds may be affected. Note that 1 gallon of water weighs ten pounds.

Bonus Effect

ML61+ Range is now up to SI yards.

Dalorsin's Freezing Mist (II)

(Author: Herald/Contributor: Styrotdarquan)

Causes the area around the caster to be covered in frost.

Area is SI/2 (MS) or SI (CS) x 5 feet radius.

It causes any movement in the area to require a stumble roll. (S1 on earth, S2 on grass/weeds, S3 on stone)

Caster is not immune to the effects of the spell.

The effect is achieved by using ethereal ice to rapidly condense atmospheric moisture.

The spell has little effect in same vicinity as it condenses all moisture in area.

Bonus Effects

ML61+ Caster is immune to effect.

ML71+ Caster can exclude (by touch) up to SI/ 2 persons.

ML81+ Caster can exclude (by touch) up to SI persons.

ML91+ Caster can cause the effect to originate centered on a point up to ML feet away.

Fatigue: (15-SI) x 1.5

Time: (15-SI) x 2 seconds.

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

Duration: N/A

Fatigue: (15-SI) x 1.5

Time: (25-SI) seconds

Range: Self (see above)

Duration: Natural melting





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Effluvium (II)

(Author: W. V. Catterall/spells of Cedric of Kalbin
<http://www.melderyn.com/index.html>)

This Conjunction generates an out flowing of elemental water, which will coalesce into a sphere suspended in midair up to SI yards from the caster at a height above the ground along the line of the caster's gesturing index finger.

If such a point would imbed the water sphere in a solid object, the sphere will appear at a point as close to the original indicated spot (and upon the same path indicated by the caster) as possible. Within these restrictions, the caster may choose the distance of the *Effluvium*'s outflow from the Elemental Realm, as this distance will be imbedded in the recited incantation used by the caster to trigger the spell. The volume of water conjured will be (Index x Index) gallons, and this water will immediately show the physical properties of normal water and behave completely in keeping with any normal body of water (thus, in the case of *Effluvium* generated three feet above a normal dirt floor, the water will immediately splash to the ground and soak into the dirt). The only special property of the conjured water will be its absolute purity and absence of any contamination of any sort, although interaction with the Physical Realm will, of course, immediately degrade that state in a normal manner. (Note: This water is not *Enchanted Water*.)

Bonus Effects

ML 46+ Caster may hold the body of water in its spherical and suspended form as long as he concentrates. The water otherwise retains its normal properties (i.e., objects passing through the sphere of *Effluvium* will be submerged).

ML 61+ Duration becomes instantaneous.

ML 76+ Caster may hold the body of water in its form without concentration, up to (10 x SI minutes). Among other purposes, this would allow the caster to perform further magic upon the *Effluvium* as the caster sees fit.

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

Frostblade (II)

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

This spell creates a blade of crackling frost, extending from the caster's hand. It can be used as a melee weapon, using the ML of the spell. The weapon has an attack class of 2, and a Frost Impact of SI. It has a weapon quality of SI x 2.

The *Frost Blade* moves at lightning speed and thus can neither be used to parry, nor can it be parried. Treat any attempt to block the attack as a counter strike, ignoring damage scored by the defender.

The *Frost Blade* will lower temperatures around it, but seems to suffer no effects of surrounding temperatures itself. It is not immune, however, to being placed inside a fire. It will suffer double damage if struck with either flame or heat (ethereal, natural or spell originated).

Bonus Effects

ML41+ The attack class is now 3.

ML81+ The attack class is now 4. The blade confers some immunity to fire and heat, subtracting 2 from the impact of such attacks.

Fatigue: (15-SI) x 1.5
Time: (15-SI) seconds
Range: Touch
Duration: SI x 30 seconds



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Enchanted Water (II)

(Author: W. V. Catterall/spells of Cedric of Kalbin
<http://www.melderyn.com/index.html>)

This spell may be used to enchant a small quantity (SI/2 ounces) of plain water.

The enchantment is channelled through the caster's Focus, which is dipped into the water (or, where this would be impractical, the water poured over the focus onto another receptacle) during the casting of the spell. The spell will not work on any liquid aside from water, and any significant impurities in the water will decrease the chance of successful enchantment (GM's discretion). A successful enchantment of impure water, however, will cause those impurities to precipitate out from the liquid, leaving an enchanted distillate which can then be poured off. The enchanted water will resemble, in all respects, normal distilled water, with the following exceptions:

1) The *Enchanted Water* will give off a faint, sparkling glow under conditions of low or absent lighting, or when it becomes mildly chilled (such as on a cool winter day or when in a cool underground passage). This glow would require a considerable quantity (minimum 16 ounces) of enchanted water in order to dimly illuminate even a small 10' square room on its own, but in smaller quantities could prove useful in providing a minor amount of illumination (enough to read by with some difficulty, for instance). The enchanted water will glow with greater intensity when in close proximity to the Focus which was utilized in its enchantment – the enchanted water is linked specifically to that Focus and to no other (see below). In bright sunlight, conversely, the sparkling glow given off by the enchanted water would be faintly visible only when the Focus in question is quite close to it.

2) The water, while enchanted, will resist any attempts to physically taint or mix it with other substances, thus retaining its purified state. In most cases, the enchanted water will simply not mix with the other substance (usually another liquid, dye, substance to be dissolved in it, or significant amount of contaminant); in much the same way oil fails to mix with water.

A significant attempt to taint the enchanted water would likely require the water to “save” (roll ML/2 % or lower), failure of which would break the enchantment. Also, enchanted water will resist freezing, with a failure of this resistance resulting in a loss of the enchantment.

3) *Enchanted Water* behaves similarly to other magical enchantments with regard to its ability to be dispelled by magical means.

The main purpose of enchanted water is to function with other spells designed, or modified, for its use. In casting these spells, the enchanted water is often used as a trigger or catalyst for spell effects of varying kinds.

Note that, as mentioned above, *Enchanted Water* is generally quite specific to the particular *Focus* used in its enchantment, and thus may only be utilized in its main capacity as spell catalyst in spells cast through that same *Focus*. At the GM's discretion, an attempt to utilize water enchanted with a foreign *Focus* as a trigger or catalyst in a different *Focus*' spell would result in a high chance of failure (subtract *EW*'s SI x 5 from EML).

Bonus Effects

ML 41+ Duration of enchantment is doubled- The enchantment may not be dispelled by non magical means.

ML 51+ Duration of enchantment is tripled.

ML 71+ Duration of enchantment is permanent, and the enchantment becomes twice as difficult to Dispel.

Fatigue: (15-SI) x 1.5

Time: (15-SI) minutes

Range: Touch

Duration: SI hours



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Frost Ward (II)

(Author: Ian Pongray)

An Enchantment that protects the caster from exposure to cold and bad weather by increasing his attunement to cold.

While this spell is in effect, the caster receives an additional SI/2 points (SI with CS) of protection against frost impact for SI/2 hours (SI/2 watches with CS). The caster receives half this defense value against unnatural (magical etc.) cold and precipitation.

Bonus Effects

ML71+ Caster may now affect a willing target. Touch required.

ML101+ Duration is now SI/2 watches (SI watches with CS)

Ice Needle of Berain (II)

This spell creates a very hard ice needle (-40° C) from a seed.

The caster can fling this like a missile with skill equal to his ML. The needle has a Point impact equal to SI at origin and is reduced by 1 for each 5 feet traversed.

Bonus Effects (None)

Fatigue: (15-SI) x 1.5
Time: (15-SI) x 2 minutes
Range: Self/**ML71+** Touch
Duration: MS: SI/2 Hours/**CS:** SI/2 watches

Fatigue: (15-SI) x 1.5
Time: (20-SI) seconds
Range: SI x 5 feet
Duration: SI seconds



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Kevdra's Accompanying Fog (II)

(Author: Claudia Jung)

This spell creates a bank of fog around the caster. It has SI yards diameter and a SI/2 yards additional fringe radius.

The fog does not move when the caster moves after the spell was cast. The spell is dense in the middle such that sight is only 1 yard and at the fringes the fog is very thin - there is no clear cut border. Strong winds can dissolve the fog (wind speed 2; light winds are not sufficient). Rain, including a shower prevents successful use of this spell. The spell may be cast within enclosures, such as buildings.

Bonus Effect

ML51+ The fog may move with the caster. The caster must decide which variant he wants when casting.

Kevdra's Cool Down (II)

(Author: Claudia Jung)

Allows the spellcaster to reduce the body temperature of a willing (or unconscious) living being to the minimum which is required for essential body functions: the being appears as dead.

It may hear, smell and see but cannot react in any way, until the temperature is raised to normal, when the spell ends or is interrupted. During this time bleeders are reduced by 1 (not healed) and all healing is suspended, including the initiation and spread of infections. No food is necessary during this time. When the spell ends, the affected being makes an E2 Shock roll (CS: an E1 shock roll.) with the usual effects.

Bonus Effect

ML71+ No Shock roll required.

Fatigue: (15-SI) x 1.5
Time: (20-SI) seconds
Range: Self
Duration: SI x 10 minutes

Fatigue: (15-SI) x 1.5
Time: (20-SI) seconds
Range: Touch
Duration: ML minutes



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Kevdra's Shadow Body (II)

(Author: Claudia Jung)

Decolorizes a person, i.e. makes her appear gray-in-gray, including clothing.

She can hide more easily in shadow and near darkness conditions. (In fact, it apparently hides in conditions more dark/shadowy than actually exist.) A bonus of ML/2 is awarded to Stealth rolls. (CS: a bonus of ML is awarded).

Bonus Effect

ML71+ Range is now Touch.

Kevdra's Shower Bath (II)

(Author: Claudia Jung)

The humidity of the surrounding is concentrated into one spot and causes a strong rain.

The diameter of the rain area is 1 yard. The humidity must be at least 50%.

Bonus Effect

ML66+ It is sufficient if enough water is within ML x 10 yards, regardless of humidity.

Fatigue: (15-SI) x 1.0
Time: (120-ML) seconds
Range: Self/**ML71+** Touch
Duration: SI x 10 minutes

Fatigue: (15-SI) x 1.5
Time: (30-SI) seconds
Range: 10 feet
Duration: MS: SI minutes/**CS:** SI x 2 minutes



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Sight of Teri (II)

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

This spell enables the caster to see through any natural darkness, fog or precipitation. Things will be seen in shades of blue (i.e., no colors).

While the spell is in effect normal light cannot be seen, and the caster can't see through normally transparent solids, such as glass or clear water.

The caster can disengage from the spell by ceasing to concentrate upon it.

Bonus Effects

ML51+ The caster can see clearly through water, even if it's murky.

ML76+ The caster can see clearly through magical and ethereal darkness, fog or precipitation.

ML91+ The spell can be cast on others. Range is touch.

Caladân's Tears (III)

If there are any kinds of clouds in the range, they will begin to rain for the duration at least, in 2d6 minutes.

Intensity of the rain depends on caster's ML in this spell and current environment. Once the rain has started the caster has no control over it. The sudden change in weather may also cause natural weather changes (e.g. raise up a thunder storm, hurricane etc.).

Bonus Effect

ML86+ If there are no clouds in range, they will form or drift from somewhere. This can however take quite much longer time (upon GM's decision).

Fatigue: (15-SI) x 1.0
Time: (15-SI) minutes
Range: Self/**ML91+** Touch
Duration: SI hours

Fatigue: (15-SI) x 2.0
Time: (60-SI) seconds
Range: SI kilometers
Duration: SI minutes



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Cloak of Mandos (III)

(Author: Blair Wettlaufer)

This spell creates ennui and brings into effect an area centered around the caster that affects the force of movement by suppressing and opposing motion and action.

This spell affects up to SI inches away from the caster, and reduces blunt and squeezing impact by SI points of damage, caused by falling, steel maces, etc. It also reduces Point, Edge, and Tooth & Claw impact by SI/2 points.

Because this spell influences all motion within SI inches of the caster, including the caster himself, a special penalty of (15-SI) applies to movement, unarmed combat, initiative, etc., and this is applied to the caster, and anything or anyone passing within the spell's zone.

Bonus Effect

ML81+ The spell may be centered on any target up to SI yards away, including another person.

Fatigue: (15-SI) x 2.5

Time: (15-SI) x 3 seconds

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

Duration: SI minutes

Douse (III)

(Author: Klaus Ole Kristiansen)

A spell to extinguish fires.

The basic spell will moisten one small, burning object, such as a candle or lamp wick, causing the fire to go out. The fire cannot be relit until the material has dried thoroughly.

The spell is targeted upon a burning/lit object, and cannot be redirected to something of lesser heat within range. If the spell cannot extinguish the fire, it may lessen it.

***Note:** This spell will douse only non-chemical or grease based fires. Should it be used otherwise, it will have the effect of increasing the fire - and should be reported as a critical failure.*

Bonus Effects

ML31+ A fire the size of a torch flame can be doused.

ML51+ All small fires within range may be affected. The effect can be limited to an angle in front of the caster. Range can also be limited, but this is not very accurate.

ML61+ One fire up to two square yards may be doused.

ML76+ One or more fires totalling up to SI square yards may be doused.

Fatigue: (15-SI) x 1.5

Time: (15-SI) seconds

Range: ML yards

Duration: Instantaneous



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Hand of the Mist (III)

Vâr Hyvrák magazine N°2 <http://www.edepol.de/vh/>

(Authors : F. Bohnsack, O.Esper, O.Kapp & S.Steiningner/ Translation:Bengt Krezdorn)

A stream of dense mist is flowing from the casters hands spreading and thickening in the direction the casters hands are pointing.

The spell enables him to create a wall of mist within a very short time which can hide the caster from view. The spell produces about one m³ of mist in 20 seconds which enables the caster to be completely enshrouded in a sphere of mist within about 1,5 minute. The caster is withdrawn from the view of others but the sphere is more or less conspicuous, depending on the environment.

The caster may enshroud himself as well as others or fill whole rooms with the dank haze. GM discretion is needed to determine the limited lifespan of the mist due to wind and/or dryness of the surrounding air. The caster needs to renew his misty sphere accordingly if he wishes to keep it.

The basic spell requires 1 liter of water per minute of spell use.

Bonus Effect

ML71+ The sorcerer needs only one liter of water to cast the spell. Then the fog of ethereal water is generated (same effect).

Kevdra's Accompanying Darkness (III)

(Author: Claudia Jung)

As *Kevdra's Accompanying Fog*, but a dark cloud centered on the caster is created instead of fog. It has SI yards diameter and a SI/2 yards additional fringe radius.

Lighting is as during a cloudy new moon night. The cloud consists of odorless dark smoke. Entering light sources therefore have less range than under normal conditions.

Bonus Effect

ML51+ The cloud may move with the caster. The caster must decide which variant he wants when casting.

Fatigue: (15-SI) x 2.0

Time: (20-SI) seconds

Range: depending on the wind/several meters in calm conditions.

Duration: SI min.

Fatigue: (15-SI) x 1.5

Time: (20-SI) seconds

Range: Self

Duration: SI x 10 minutes



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Kevdra's Floating Ice (III)

(Author: Claudia Jung)

A sheet of ice is created on a sufficiently large body of water (at least 10 times the volume of the ice sheet).

The sheet drifts with the current. The sheet is always circular and generally cannot be guided or propelled by paddling.

The sheet can carry a weight of SI x 50 lbs. Under normal conditions the sheet volume remains constant for the spell's duration and deteriorates according to the weather and water conditions. (E.g. Salt water sheets melt faster.)

Duration depends of the temperature:

Temperature (°Celsius)	Duration
below 0 degrees	SI hours
0 to 15 degrees	SI x 30 minutes
15 to 25 degrees	SI x 10 minutes
above 25 degrees	SI x 5 minutes

Bonus Effects (None)

Kevdra's Misty Eyes (III)

(Author: Claudia Jung)

The victim's vision is blurred, he sees as if through a fog.

He becomes nearsighted for the Duration as well. Reduce the success level of ranged attacks by 1 (MS) or 2 (CS). Melee attacks MLs are reduced by 10 (MS) or 20 (CS).

Duration depends of the success of the victim's resistance roll against Eyesight (MS: 3d6 / CS: 4d6):

If the roll is a success, the spell has no effect. If it fails by 1, spell Duration is 1 minute; by 2: 2 minutes and so on up to 5 minutes max.

Bonus Effects

ML61+ Range is now SI feet.

ML81+ Duration is Indefinite if failure is 6 or more.

Fatigue: (15-SI) x 3.0

Time: (30-SI) seconds

Range: Touch

Duration: See spell description

Fatigue: (15-SI) x 1.0

Time: (15-SI) seconds

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

Duration: See spell description



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Kevdra's Tolerate Cold (III)

(Author: Claudia Jung)

Allows a living being to tolerate cold temperatures, as if the temperature were higher (in particular with respect to colds, frost bite, etc.)

The magical temperature tolerance increase equals SI degrees Celsius (CS: SI x 2 degrees) and can lead to a maximum felt temperature of 20 degrees. The spell does not force the touched being to endure high temperature (i.e. it cannot be used in an aggressive way).

Bonus Effect

ML51+ Range is now Touch.

Minor Frost Brand (III)

This enchantment infuses an object or weapon of up to SI pounds (x 3 with CS) with Odívshè principle.

It becomes very cold and exudes frost vapors in warm weather.

The normal impact caused by the object weapon is complimented with an additional frost impact of SI/2. The wielder of the object will suffer a frost impact of SI/2 unless proper hand insulation is worn. The weapon also becomes slightly weaker than normal and suffers a WQ/DEF penalty of 1.

This enchantment occupies 4 Ego/Will in a major artifact, has an Indefinite duration and may be made Permanent if cast while the object is being made. *Minor Frost Brand* cannot be combined with any non-Odívshè weapon enchantments. MF will reduce the WQ/Def of the target object by 1 and CF generally destroys the artifact.

Bonus Effect (None)

Fatigue: (15-SI) x 1.0

Time: (15-SI) minutes

Range: Self/**ML51+** Touch

Duration: SI hours

Fatigue: (15-SI) x 2.5

Time: (15-SI) x 3 hours

Range: Touch

Duration: see above



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Passage of Ulmo (III)

(Author: Ian Pongray)

This enchantment allows the caster to walk on any damp, wet, or snow covered ground as if it were packed earth/dirt road.

The caster is able to traverse this terrain more quickly, ignoring movement obstacles and leaves tracks as if walking on a dirt trail.

Bonus Effects

ML76+ Caster may affect a willing target up to ML x 2 (CS: ML x 4) lbs. by touch.

ML96+ The caster may traverse damp, wet, or snow covered terrain without leaving tracks on the ground, but other signs of travel remain.

Protection from Normal Cold (III)

(Author/Contributor: Jodi Tanner/Gary Ashburn)

An enchantment which enhances the casters attunement with his element and allows him to withstand normal cold to ML degrees below freezing (32 degrees).

It has no effect on sudden bursts of damaging magical-type cold.

Bonus Effects

ML36+ Effective for 25%/50% of caster's or recipient's body. (MS/CS)

ML46+ Effective for 50%/75% of caster's or recipient's body. (MS/CS)

ML56+ Can cast on others by touch.

ML66+ Effective for 75%/100% of caster's or recipient's body. (MS/CS)

ML76+ Effective for 100% of caster's or recipient's body. (MS/CS)

Fatigue: (15-SI) x 2.5

Time: (15-SI) x 2 minutes

Range: Self/**ML76+** Touch

Duration: SI hours

Fatigue: (15-SI) x 2.5

Time: (15-SI) minutes

Range: Self/**ML56+** Touch

Duration: **MS:** 2 x ML minutes/**CS:** SI/2 hours



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Vision of Arlman (III)

A spell that lets the caster sense all large creatures or vessels (length exceeding 15 feet) moving in a body of water within 2 leagues of the caster.

The basic spell only informs the caster of the general type of object (ship, fish, whale, mammal, squid) and the direction of movement.

Note that this spell is useless if there are more than 20 large objects moving within spell range.

Bonus Effects

ML61+ Caster may determine the objects speed.

ML81+ Caster can roughly estimate the size of the object.

Crystal's Breath Liquid (IV)

(Author/Contributor: Jodi Tanner/Gary Ashburn)

This spell allows the caster to breath and survive in a liquid environment while not losing his ability to breath air.

Bonus Effects

ML71+ Caster can cast on others.

ML76+ Caster can breath in water-based environments (quick sand).

ML86+ Caster can breath in liquid-based environments (oil).

Fatigue: (15-SI) x 2.0
Time: (15-SI) x 10 seconds
Range: 2 leagues
Duration: SI minutes

Fatigue: (15-SI) x 2.5
Time: (15-SI) x 5 seconds
Range: Self/**ML71+** Touch
Duration: MS: ML/2 min/**CS:** SI/2 hours



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Bond of Tésien (IV)

(Author: W. V. Catterall/spells of Cedric of Kalbin
<http://www.melderyn.com/index.html>)

This spell acts as an application to bond any closable opening or existing fastening.

The spell forms a magic seal similar to a very strong adhesive, which will effectively fasten or secure solid objects together and prevent their separation. The objects or portions of the objects to be bonded with the spell must already be in contact for the spell to take effect, must have been moistened with some sort of liquid (typically water), and the caster must be able to touch at least one portion of the edge of this joined area in order to successfully implant the spell. While the bond can be subjected to physical separation and thus broken at lower ML levels, there is a chance that the material itself might break or tear prior to the spell giving way (GM discretion), as the spell does nothing to strengthen the material of the object itself. The spell affects SI continuous square inches of material or surface and, while it is not necessary to cover the entire area to be joined with the spell's effects, a failure to do so will, along with other factors specific to the material, typically increase the likelihood of the bond or material yielding to physical force. The bond itself may be broken at lower ML levels (see below) through such force, with the individual needing to roll under 5 x Strength at the same time that the Spell fails to roll under SI x 5 (only one opportunity per person).

The spell is designed to be rendered dysfunctional when a small amount (one ounce) of *Enchanted Water* associated with the same *Focus* is sprinkled upon or applied to any portion of the perimeter of the seal. At lower ML levels (see below), the *Bond of Tésien* will effectively be dispelled upon this application, and will need to be reapplied to the surface if it is to be subsequently rebonded.

Bonus Effects

ML 41+ The spell's Duration becomes SI x 2 days.

ML 51+ The spell will retain its effect following its being rendered dysfunctional in the above manner, given that the Duration of the initial spell has not been expended. Thus, an application of *Enchanted Water* will temporarily negate the spell's effects, but the *Bond* can be re-established within the bounds of the spell's Duration by simply reconnecting the surfaces as before.

ML 61+ The spell becomes immune to physical force - the *Bond* may only be broken by being *Dispelled* through magical means. The spell's Duration becomes SI x 3 days.

ML 71+ Duration of enchantment becomes Permanent, apart from complete physical erosion of the materials involved.

Fatigue: (15-SI) x 2.5

Time: (20-SI) minutes

Range: Touch

Duration: MS: SI days/**CS:** SI x 2 days



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Curtain of Darkness (IV)

(Author: Joseph Teller)

The area being affected will slowly darken until the spell is completed.

The curtain is complete darkness, blocking all light from passing thru it from either side. Multiple castings of this can be put in a row to form longer areas of coverage as needed.

The spell affects a plane area of 2 yards square

Bonus Effects (None)

Dance of Himgalith (IV)

(Author: Ian Pongray)

An enchantment that gently cools an area until its dew point is reached, causing mild to moderate precipitation.

This spell will only work if there is cloud cover. Light cloud/overcast will result in light showers and heavy cloud will result in rain. The chain reaction caused by this cooling usually gives the enchantment a range of SI kilometers.

This spell can be very impressive if stored and released at a dramatic moment.

This enchantment by no means imparts any control of the weather effects; it merely pushes pre-existing conditions in the right direction.

Bonus Effect

ML71+ The caster may decrease the temperature of the area more rapidly, causing more pronounced weather effects like minor thunderstorms, hail or heavy snow.

Fatigue: (15-SI) x 2.5
Time: (15-SI) x 6 seconds
Range: ML yards
Duration: SI minutes

Fatigue: (15-SI) x 3.0
Time: (15-SI) x 2 minutes
Range: SI kilometers Radius
Duration: 1 watch



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Freshening of Murazor (IV)

(Author: Lee Short/Revised by: R. Downey)

This spell decreases the subject's rate of recuperation by slowing his metabolic processes.

This allows the victim to accrue up to double the normal amount of fatigue throughout the spells duration. The victim will seem to be in robust health, tiring at half normal rate. But even during the spell, the victim will tire.

At the end of the spell's duration, the subject accrues one additional fatigue point for each hour of duration all at once, taking a shock roll if necessary (GM's discretion). The shock roll must be made against the total fatigue accrued (during the duration and at the end of the spell) as well as any IP.

The effects of the spell must be lapsed for at least an amount of time equal to the spell's duration before it may be cast again on the same subject. The spell will not function if cast in rapid succession. After the second casting, the lapse must be twice the spell's duration. All residual effects of the spell pass after one week of normal activity (8 hours of sleep each night, two square meals, and light exercise daily), or three weeks of abnormal activity.

Bonus Effects

ML51+ The caster may specify any duration up to SI hours.

ML76+ The caster may cast the spell on another willing target; range is touch.

ML91+ The spell may be cast on an unwilling target; range is SI yards. Battle of Wills takes effect.

Fatigue: (15-SI) x 3.0

Time: (15-SI) x 10 seconds

Range: Self/**ML76+** Touch/**ML91+** SI Yards

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

Frost Brand (IV)

(Author: Ian Pongray)

This object enchantment infuses an object or weapon of up to SI pounds with Odívshè principle.

It becomes very cold and exudes frosty vapors in warm weather.

Any creature (having an Aura stat) that touched or is touched by the object suffers a 2d6 + SI (3d6 + SI with CS) ethereal frost burn for every round of exposure.

This enchantment occupies 4 Ego/Will in a major artifact, lasts Indefinitely and may be made Permanent if cast while the object is being made.

Bonus Effects (None)

Fatigue: (15-SI) x 2.5

Time: (15-SI) x 3 hours

Range: Touch

Duration: Indefinite/Permanent



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Hewgon's Exodus (IV)

(Author: Blair Wettlaufer)

A spell that allows the caster to place his consciousness wholly within his shadow.

Upon the departure of the caster's "soul", his body functions much like a body departed by an astral form, entering into a trance subject to possession, abuse, etc.

The shadow possessed by the caster's soul may detach itself from the body and act as the caster wishes; however it still retains the attributes of a shadow. It is able to maintain empathy with its native body, and locate it if necessary.

The shadow only possesses Int, Aur, Will, much like an ethereal, but does exist within the material world. It may move at SI Movement (SI/5 Spd). It is possible for the shadow to perceive the world with vision only, no hearing, smell/taste, or touch. Its Eye value is equal to SI. It cannot communicate (unless it knows charades). The shadow cannot cast spells or use Psionic abilities.

A shadow of course, is likely to escape notice in poorly lit environs, unless of course the caster wishes to do something flamboyant.

If this shadow is exposed to light (that would dispel a shadow normally) this will cause its dissolution, and immediately return the caster's soul to his (hopefully unpossessed) body, upon which an E4 shock roll is required.

Bonus Effects

ML61+ The caster may now "hear" activity through his shadow, with a Hrg of SI.

ML81+ The caster may now use Psionic abilities or spells while possessing his shadow, but at half EML.

Fatigue: (15-SI) x 3.0

Time: (15-SI) x 3 minutes

Range: Self

Duration: MS: ML minutes/CS: ML x 3 minutes

Jivvin's Water Breathing (IV)

(Author: Jodi Tanner /Contributor: Gary Ashburn)

Caster gains ability to breathe water without losing ability to breathe air.

Bonus Effect

ML51+ Gain ability to cast on others

Fatigue: (15-SI) x 2.0

Time: (15-SI) minutes

Range: Self/**ML51+** Touch

Duration: MS: SI hours/CS: SI x 3 hours



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Kalbin's Cascade (IV)

(Author: W. V. Catterall/spells of Cedric of Kalbin
<http://www.melderyn.com/index.html>)

This spell causes a jet of liquid to spring forth from a body of water and extend for a distance of up to SI x 2 yards from the point of emanation in the direction desired by the caster. The caster must be within SI feet of the body of water with a clear line of sight to said body. The point of emanation may be from any part of the water that is within range. The amount of water to pass through the effect is equal to ML gallons per minute, and the diameter of the effect will remain about one or two inches in diameter along its length throughout the duration of the spell. The arc must maintain a generally straight or 'natural' course from point of emanation until its terminus; any physical object interrupting its path will scatter the effect as it would any mechanically driven jet of water.

Bonus Effects

ML41+ CS doubles the rate of water flow as well as the range of the effect.

ML51+ With CS, the stream can be used as a 'riot control hose' with limited aim. It inflicts a Blunt strike equal to SI and a S3. The target may try to dodge the strike.

ML61+ The jet need not be straight, but the caster must have a Line Of Sight to the terminus.

ML71+ The caster need not be able to see the intended point of terminus. However, he must know where it is, and can only use the *Cascade* as a weapon if he can see the target.

ML76+ The caster can always use the *Cascade* as a weapon, he may aim it, and does damage in the following way: CS = Blunt strike at 2 x SI and S5; MS = Blunt strike at SI and S4. The target may attempt to evade. An equal or higher level of success versus the caster's roll successfully avoids the strike.

Fatigue: (15-SI) x 2.5

Time: (30-SI) seconds

Range: SI feet

Duration: SI minutes

Ketherian's Snowfall (IV)

An enchantment that gently cools an area until its dew-point is reached and the dew turns to snow, causing mild to moderate precipitation.

This spell will only work if there is cloud cover or within any region out of direct sunlight. Even if the range of the spell is beyond the darkness, the spell will only have a visible effect out of direct sunlight. The entire range, however, will be greatly reduced in temperature. Centering at the caster, the temperature will rise equally across the maximum distance of the spell.

Within the range where the temperature is zero or less, it will snow. Outside that range (where the temperature is above zero degrees Celsius) it will be cold but without precipitating. The temperature drops 1 degree Celsius per meter.

Light cloud/overcast will result in a light dusting and heavy cloud will result in more snowfall. The chain reaction caused by this cooling usually gives the enchantment a range of SI/2 kilometers.

This spell can be very impressive if stored and released at a dramatic moment.

A MF results in no effect. A CF results in rain lasting 1/10th the time and centered on the caster.

This enchantment by no means imparts any control of the weather effects; it merely pushes pre-existing conditions in the right direction.

Bonus Effect

ML91+ The caster may decrease the temperature of the area more rapidly, causing more pronounced weather effects like minor hail, wet rain or heavy snow.

Fatigue: (15-SI) x 3.0

Time: (15-SI) x 2 minutes

Range: SI/2 Km Radius

Duration: MS: 3 Hours/CS: 6 Hours



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Kevdra's Dark Eyes (IV)

(Author: Claudia Jung)

The victim sees only black.

Duration depends of the success of the victim's resistance roll against Eyesight (MS: 3d6 / CS: 4d6):

If the roll is a success, the spell has no effect. If it fails by 1, spell Duration is 1 minute; by 2: 2 minutes and so on up to 5 minutes max.

Bonus Effects

ML61+ Range is now SI yards.

ML81+ Duration is Indefinite if failure is by 6 or more.

Kevdra's Slippery Ground (IV)

(Author: Claudia Jung)

Using the humidity of the surrounding air, a very slippery, iced surface is created on appropriate ground, making it hard to find good footing, especially on inclined surfaces.

The affected area is 10 feet radius (CS: 20 feet).

Duration depends of the temperature:

Temperature (°Celsius)	Duration
below 0 degrees	SI hours
0 to 15 degrees	SI x 30 minutes
15 to 25 degrees	SI x 10 minutes
above 25 degrees	SI x 5 minutes

After the duration has expired the ice will melt as appropriate for the weather conditions; this means that with frost it remains, above freezing will cause it to melt. The ground must be mostly plane. Removal of items from the plane can cause holes in the icing and living beings or moving objects cannot be "iced in".

Bonus Effect

ML66+ Range is now SI feet.

Fatigue: (15-SI) x 1.5

Time: (20-SI) seconds

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

Duration: See spell description

Fatigue: (15-SI) x 1.5

Time: (15-SI) seconds

Range: Touch/**ML66+** SI feet

Duration: See spell description



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Korbid's Icy Bite (IV)

Causes a victim to suffer frostbite on a random body part (ML -10 for high or low zone).

Since this is not a frost “impact” attack, but rather affects the body part directly, armor offers no protection to the victim.

Damage	
MS	SI + 1d6
CS	SI + 2d6

Bonus Effects

ML51+ Caster may ignore high/low zone penalties.

ML91+ Caster may specify a specific body part.

Seal of Kalbin (IV)

(Author: W. V. Catterall/spells of Cedric of Kalbin
<http://www.melderyn.com/index.html>)

This spell creates a waterproof seal on the surface of an inanimate object.

The area of the effect is equal to: (SI x SI) square feet. The surface area of the spell need not be flat, but the target of the spell must be a solid object (i.e. the spell may not be cast on the surface of a liquid, etc.) The target object may be wet or submerged when the spell is cast; the Seal will effectively dry any wet object it is cast upon, as the surface will no longer be in contact with the neighbouring liquid.

Bonus Effects

ML 41+ Duration is SI days.

ML 51+ Range is SI yards.

ML 71+ May be cast upon a living organism. Note that this can be dangerous over extended periods of time, as bodily functions involving ingestion and excretion of liquids will be prevented.

Fatigue: (15-SI) x 2.5
Time: (15-SI) seconds
Range: SI x 5 feet
Duration: N/A

Fatigue: (15-SI) x 2.5
Time: (15-SI) minutes
Range: Touch/**ML51+** SI yards
Duration: SI hours/**ML41+** SI days



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Sight of Murath (IV)

This spell enchants the caster's eyes, filling them with ethereal water and shadow, allowing him to see better in the presence of naturally occurring Odíвшè phenomenon (fog, shadow, underwater etc.).

The basic spell does not allow the caster to see in total darkness, nor does it allow the ability to see in magically created Odíвшè phenomenon.

Penalties imposed to Eyesight due to poor lighting, heavy fog or rain, and being under water are halved (eliminated with CS) for a range equal to ML Feet. As a side effect of this spell, the caster's eyes turn totally black and exude frosty vapors. The caster is also more sensitive to bright light, halving his Eyesight stat when exposed to it and causing 1d6 fatigue per round of exposure.

Bonus Effects

ML66+ The caster may now see at night with the same effects listed above.

ML86+ The caster may now see in total (natural) darkness with Eyesight stat equal to $1/3(2/3)$ with CS) its normal value with a range of SI yards.

ML96+ The caster may now see through magically created Odíвшè (*Shadow of Yanâr*, etc.) as if they were their nearest mundane counterpart.

Fatigue: (15-SI) x 3.0

Time: (15-SI) minutes

Range: Self

Duration: MS: ML minutes/CS: ML x 2 minutes

Stabilize Ice (IV)

(Author: Klaus Ole Kristiansen)

This spell will raise the melting point of ice to that of brass.

Only one piece of up to SI lbs may be treated with each casting of the spell. The ice will not feel cold to the touch and it will still be very brittle.

The ice will have a dark blue sheen to it, to denote the magicked ice from any other piece. It will not lower temperatures, nor sweat in the heat. It can remain in direct sunlight for several hours without beginning to melt.

Melting or crushing the ice will dispel the enchantment. When melting or crushing the ice, the blue color slowly rolls out of the ice before the brick begins to crumble, and melt.

Bonus Effects (None)

Fatigue: (15-SI) x 2.5

Time: (15-SI) minutes

Range: Touch

Duration: Indefinite



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Strands of Lolth (IV)

(Author: Tim Prestero)

With this spell, the caster creates a mass of sticky webs over a large area. The strands do not come from the caster, but are summoned from another plane or dimension. The caster designates the volume he wishes filled, and the strands begin to spew forth from his open hands. The web fills a specified volume of 8000 (MS) or 16000 (CS) cubic feet and must be at least 10 feet thick. Creatures in the targeted region may attempt to Dodge once or be caught by the strands, according to the following table:

CF	Tripped up. Due to poor landing, double time to struggle out
MF	Trapped, as described below
MS	Partially ensnared. Half time to struggle free
CS	Completely dodged strands

For those ensnared, the basic time to escape the strands depends on the route taken by the victim in trying to escape and on his Strength:

1-12	cannot move
13-17	can move Spd/10 feet in ten seconds
18+	can move Spd/5 feet in ten seconds

The webs are highly flammable, and if ignited, will burn completely away in 10 seconds, causing 1d6 fire Impact to each location on one side of any trapped creature's body (as per explosion rules). If spread between two walls, or sprayed over a pit, the *Strands of Lolth* can support up to SI x 50 pounds per ten-foot thickness.

Bonus Effects

ML51+ The caster may choose not to release all of the strands. Unused strands cannot be used at a later time.

ML71+ The caster can divide the strands into as many as SI separate groupings within a 90° arc, as long as the total volume occupied by all strands is less than the maximum.

Fatigue: (15-SI) x 2.5

Time: (15-SI) seconds

Range: ML/2 yards

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

Turgel's Perambulation (IV)

(Author: Klaus Ole Kristiansen)

This spell enables the caster to walk or run on surfaces that are slippery due to ice as if it was firm, dry land.

The basic spell will not prevent sinking, nor dirt (mud, water or whatever) from accumulating on the caster's clothing.

In short, *Turgel's perambulation* will not speed up the caster's progress, but will negate the need for stat checks for him to keep his balance. If cast while wearing ice skates, the skates will no longer function - and the caster can walk normally.

The caster may still lose his balance, should he be traversing say a log with no hand-support, or a rock-bridge that narrows steeply. But he will not "slip" on ice.

Bonus Effects

ML41+ The spell may be cast on another creature by touch.

ML51+ The spell recipient may move on mud and quicksand.

ML71+ The spell recipient may move on water as if it were dry land.

Fatigue: (15-SI) x 2.0

Time: (15-SI) x 3 seconds

Range: Self/ML41+ Touch

Duration: MS: ML minutes/CS: SI hours



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Water Walk (IV)

(Author: Jodi Tanner /Contributor: Gary Ashburn)

Using an anti-kinetic field projected down from the feet, the *Water Walk* spell allows the caster the ability to walk/move on water (fresh or salt) as if it were a normal ground.

At higher mastery levels, the caster can walk on water-based or water-saturated surfaces like mud and quicksand and other liquid-base areas like pools of acid. The caster must negotiate waves and rapids as if the surface of the water or liquid were a rough, uneven terrain. (Affects caster's Mobility at GM's discretion based on height and frequency of the waves and rapids.) The liquid does not adhere to the surface of the caster's area of contact. For example, the caster doesn't come away with wet or muddy boots and the soles of the shoes are not eaten away by the pool of acid. The caster or recipient can carry a base weight of 100 pounds plus (2 x ML) pounds. Every 10 pounds over the maximum will cause the projected field to sink into the liquid at an inch/sec (1 pound = 1 inch / round). For example, a caster with a ML71 casts the spell on a fighter weighing 242 pounds (body, armour, and gear total), the spell maximum, who then picks up a bag of gold that weighs 25 pounds and crosses a river. The fighter's feet will sink 2.5 inches below the surface of the river as he crosses each second (25 inches after the first round). If the current is strong enough and the distance at which the spell recipient sinks is deep enough, the recipient could be swept off their feet.

Bonus Effects

ML51+ Caster can move across water-based areas like quick sand.

ML61+ Caster can move across areas that have a large amount of water in them like mud.

ML71+ Caster can cast on others.

ML76+ Caster can walk or move across liquid-based surfaces (pool of acid, sea of oil).

Fatigue: (15-SI) x 2.5

Time: (15-SI) x 4 seconds

Range: Self/ML71+ Touch

Duration: MS: SI minutes/CS: ML minutes.

Calming of Davan (V)

An enchantment to calm the sea up to SI x 25 feet from a ship.

The spell prevents damage to the ship's hull from the seas movement. It will not prevent wind from damaging the rigging or stop the ships movement.

Bonus Effects

ML61+ Caster may reduce the wind force by 1 in the affected area.

ML91+ Caster may prevent the ships movement if this movement is caused by sea currents or wind.

Fatigue: (15-SI) x 3.0

Time: (15-SI) x 10 seconds

Range: Touch

Duration: SI hours



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Cone of Cold (V)

(Author: Jodi Tanner /Contributor: Gary Ashburn)

Allows the caster to cause cold blast to shoot in a cone emanating away from him.

Cone begins 1 foot in front of caster and extends to either maximum range or target range whichever the caster has determined.

Damage is $SI \times 6 - \text{Range}/2$ (in feet)

Damage is “Explosive” (shielding effects apply). It affects all body parts in the area of effect.

Ground surfaces in the blast area may ice over (if surface is wet) and remain slippery for: $[(\text{Impact} - 20) / ((\text{Temp} - 32)/20)]$ rounds.

Bonus Effects (None)

Control Water and Current (V)

(Author: Jodi Tanner /Contributor: Gary Ashburn)

Caster has some control over waters surrounding him (i.e. calm waters during storms, cause currents, etc.)

EML Bonuses to weather hazard/damage control rolls (also to ships movement points):

Effect	MS	CS
Speed bonus per watch	+ SI/4 mp	+ SI/3 mp
Reduce hull damage and flooding by	SI x 2	SI x 3
Reduce rigging damage, crew hazard, and weather hazard by	SI	SI x 1.5

Bonus Effect

ML76+ Can move center of sphere of control (e.g. cast on boat)

Fatigue: $(15 - SI) \times 3.5$

Time: $(15 - SI) \times 2.5$ seconds

Range: max. width of cone = $1/3$ length
max. length of cone = $ML/2$ feet

Duration: 2 seconds

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

Time: $(15 - SI)$ minutes

Range: ML feet Radius

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



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Crystal's Enhanced Web of Marias (V)

(Author: Jodi Tanner /Contributor: Gary Ashburn)

With the *Enhanced Web of Marias*, the caster creates an area of anti-kinetic energy that slows all kinetic processes (more than the original *Web*). The affected area becomes gloomy and slightly cold.

The area of effect extends over a sphere ML feet in diameter (MS) or ML x 3 feet in diameter (CS). The sphere is initially centered on the caster's head and is not mobile; the spell is lost if the caster moves at all.

Beings affected are slowed in kinetic activity (moving, swinging a weapon, etc.) to 1/2. As the caster improves his ability the penalty becomes greater based on the following chart:

SI 1-5	1/2
SI 6-7	1/3
SI 8-9	1/4
SI 10	1/5
SI 11	1/6

All appropriate abilities that are related to kinetics are subject to penalties based on the spell.

Bonus Effects

ML36+ Caster can exit the sphere without breaking the enchantment.

ML51+ Caster is immune to the effect.

ML76+ Caster can exclude (by touch) up to SI persons from the effect (including himself).

ML86+ Caster can cause the sphere to originate and be centered on any point within ML feet.

Fatigue: (15-SI) x 3.5

Time: (15-SI) x 3 seconds

Range: Self (see spell description and Bonus Effects)

Duration: MS: ML seconds/CS: ML x 3 seconds

Daenin's Cant (V)

(Author: Ian Pongray)

This enchantment purifies a source or body of fresh water, such as a well, pond, spring, etc. of up to SI yards in radius/depth, an average well being 4-6 yards deep.

After casting, the spell will fully affect the water after 100 - ML days (half with CS). If this enchantment is used upon a manor, it will increase the Fief Index by SI/100, regardless of the number of water sources.

The spell removes impurities and disease from the water and will remove harmful effects (i.e. poisons, etc.) introduced into the source within 100 - ML days.

Bonus Effects

ML61+ Range is now ML feet (crawling down into the well is no longer required).

ML76+ The caster may affect other bodies other than fresh water sources (i.e. salt water, vinegar, wine, etc.)

ML101+ With CS the duration is now Indefinite.

Fatigue: (15-SI) x 3.5

Time: (15-SI) x 3 hours

Range: Touch/ML61+ ML feet

Duration: SI months



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Daenin's Quiescence (V)

(Author: Ian Pongray)

An enchantment that enhances the natural tendency for things to lose energy and move to the lowest energy state it can.

Anything touched by the caster suffers a special penalty of ML/2.

Object Element Modifiers apply to the caster's EML and inanimate. Any target that has its Ini or Mov reduced to or below zero slump to the ground motionless. No permanent harm is done to the target; it simply lacks the energy to move.

Tools or weapons have their special penalty applied to the EML of anyone trying to use it. The effect is similar to watching slow-motion film or a wind-up toy winding down. Machines work slower, water flows in slow motion etc.

Bonus Effects

ML61+ Ethereal creatures that have their Ini reduced to or below zero become dormant.

ML71+ *Daenin's Quiescence* now has a range of SI x 5 feet.

ML81+ Spell now affects everything (caster included) in a SI x 5 foot radius.

Galvan's Net (V)

(Author: Ed Reppert)

A spell which increases the inertia of moving objects in an area, causing them to slow.

Spell affects all objects in an area around the caster with a radius of SI feet. The caster is unaffected. Objects are slowed by a factor of (speed / (12-SI))

Bonus Effect

ML61+ Caster may leave specific people in area unaffected. Touch required.

Fatigue: (15-SI) x 3.0

Time: (15-SI) x 4 second.

Range: Touch/**ML71+** SI x 5 feet

Duration: MS: ML seconds/**CS:** ML x3 seconds.

Fatigue: (15-SI) x 5.0

Time: (15-SI) x 5 seconds

Range: N/A

Duration: SI x 5 seconds



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Jervon's Arctic Armor (V)

(Author: Conrad Doskey/Contributor: Gary Ashburn)

Allows caster to create a complete suit of plate armor composed of enchanted ice.

The spell requires up to 2 gallons of water to create the armor {2 gals. x [1 - (ML/200)]}. The armor created is equal to inferior plate armor with the added benefit that it only weighs 1/8 normal. The armor provides a single layer of coverage to 100% of the body [allows for breathing, protects eyes [(10-SI SP) due to vision interference].

Bonus Effects

ML66+ The armor can be cast on other people within range.

ML71+ Upgraded to average plate

ML81+ Upgraded to superior plate

ML91+ Requires weapons striking the armor to roll versus breaking due to freezing effects (3d6)

ML101+ Requires weapons striking the armor to roll versus breaking due to freezing effects (4d6)

Jervon's Friendly Water (V)

(Author: Conrad Doskey /Contributor: Gary Ashburn)

Enables caster to summon water from a nearby source and shape it to his will.

The maximum volume affected is 2 gallons x SI sq. Once shaped by the caster, the water freezes to enchanted ice with an equivalent strength of steel and remains in that form. Maximum range for summoning is ML feet. The caster can reshape with another skill roll.

16.4 ml = 1 in cubed

7.5 gallons = 1 ft cubed

Bonus Effects

ML76+ Object can be flexible, as much as wood

ML86+ Object can be flexible, as much as leather

ML96+ Object can be very flexible, like rubber

Fatigue: (15-SI) x 3.0

Time: (15-SI) x 2.5 seconds

Range: Self/ML66+ SI yards

Duration: MS: ML minutes/CS: SI/2 hours

Fatigue: (15-SI) x 3.0

Time: (15-SI) x 3 seconds

Range: ML feet

Duration: MS: SI minutes/CS: ML/2 minutes



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Jivvin's Suspended Animation (V)

(Author: Jodi Tanner /Contributor: Gary Ashburn)

This is an anti-kinetic spell which puts the target(s) into stasis for the duration of the spell.

The target (and all clothing, items and equipment within SI inches of its body) becomes motionless and locked into the position they held when the spell hit them - becoming immovable and unaffected by attack, spell, or environment.

Bonus Effects

ML46+ Range is now ML feet.

ML76+ Caster can affect multiple targets equal to (SI-5) in a (SI+5) feet radius anywhere in range.

ML81+ Caster can omit (SI-6) specific beings from area of effect.

Fatigue: (15-SI) x 3.5

Time: (15-SI) x 4 seconds

Range: Touch/**ML46+** ML feet

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

Judral's Form (V)

(Author: R.B. Schmunk)

An enchantment which turns the caster into water, but retaining his original (humanoid) form.

Consequently, the caster is virtually invisible if immersed within a larger body of water during Duration. With the basic spell, he cannot move and any possessions on his body (i.e., clothes) are not similarly enchanted. Any wound suffered during Duration causes body cohesion to fail unless the caster tests successfully against:

Impact Aspect	Test	with Penalty
Edge, Point, Tear	Will x 5	Impact x 3
Blunt, Fire/Frost	Will x 6	Impact x 2
Squeeze	Will x 7	Impact

If the caster fails this test, or if during Duration he voluntarily lets his form collapse, he flows wherever gravity takes him. If after Duration he is in a place unsuitable for recorporation (GM discretion), he further transforms to ethereal water and flows to the nearest location under open sky and there returns to his mundane form. Although wounds may cause cohesion of the caster's form to fail, they cause no Injury Points.

Bonus Effects

ML41+ Caster may move, but movement faster than base Mobility causes form to fail unless he tests successfully vs. Will x 4.

ML61+ Up to SI x 2 pounds of objects on the caster's body may be enchanted. Any weapon so enchanted has blunt Impact 0 only, and its use disrupts cohesion unless caster successfully tests against Will x 2.

ML81+ Spell may be cast on another willing person. Range is touch.

Fatigue: (15-SI) x 3.5

Time: (15-SI) x 4 seconds

Range: Self/**ML81** Touch

Duration: MS: ML minutes/**CS:** SI hours



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Judral's Passage (V)

(Author: R.B. Schmunk)

A self-enchantment which causes the caster and up to SI pounds of possessions on his body to turn into water.

After transformation, the caster flows under the influence of gravity as does normal water, but with the basic spell, he is also capable of self-determined horizontal movement at a speed of SI feet (MS) or SI x 3 feet (CS) every ten seconds. Such independent motion requires a surface to support his motion; the caster cannot leap across gaps.

Caster may terminate the spell any time during Duration. If at the time of spell's termination the caster is within a volume smaller than that which will support his body (e.g., cracks within a stone wall), he will further transform into ethereal water and flow for 6d6 hours to a location under open sky (GM's choice), where he re-assumes his normal form.

Bonus Effects

ML71+ Caster is capable of motion against gravity (i.e., upwards), at a rate of SI/2 (MS) or SI (CS) feet per ten seconds, but still needs a surface on which to travel.

ML81+ Spell may be cast on another willing person. Range is touch.

Fatigue: (15-SI) x 3.5

Time: (15-SI) x 2 seconds

Range: Self/**ML81+** Touch

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

Kotýn's Inertial Armor (V)

(Author: Gary Ashburn)

Creates a pool of energy in a field around the caster's body that draws inertial energy from approaching objects before they can harm the caster.

Casting the spell creates a pool of energy equal to the caster's ML + (SI - 2) 2 EP on a Marginal success and 2 ML + (SI) 2 EP on a Critical Success.

Each round of combat (10 sec) reduces field by 1 EP. Each point of impact absorbed reduces field by 1 EP. Below ML51 only 25% of impact can be absorbed.

***Note:** Barrier will allow slow moving objects through so a dagger/spear thrust allowing an additional half of missing impact can be achieved by slowly placing point against throat, etc. and thrusting with strength alone (usually requires caster to be immobilized).*

Grappling/entangling attempts are made at -2 x SI to achieve hold but holds are exploited normally (though falling damage will be reduced).

Additional castings are not cumulative - only the higher EP value / SI effect remains.

Bonus Effects

ML51+ 50% of impact can be absorbed.

ML76+ 75% of impact can be absorbed.

ML91+ 90% of impact can be absorbed.

ML101+ 100% of impact can be absorbed.

ML111+ Weapon striking normally must make a 3d6 breaking roll if hit is achieved, alternately receives 1d6 blunt impact to fist, etc.

Fatigue: (15-SI) x 4.0

Time: (15-SI) x 5 seconds

Range: SI/2 inches radius of caster

Duration: See Above



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Malbere's Bane (V)

(Author: W. V. Catterall/spells of Cedric of Kalbin
<http://www.melderyn.com/index.html>)

This Projectile Conjunction generates a quantity of Elemental Water (see *Effluvium*) which is accelerated as a weapon at a target.

This water coalesces into a sphere suspended in midair up to SI yards from the caster, at a height above the ground along the line of the caster's gesturing index finger. The volume of water conjured will be (SI x SI) gallons. Upon completion of the outflow of the *Effluvium* water from the elemental realm, a sweeping gesture of the caster's index finger toward the target causes the sphere of water to accelerate at a high speed toward that end point.

The globe of water will largely remain in spherical form during the brief (about 1 second) flight, although encountering any solid objects in its path will degrade the ultimate impact on the target partially or entirely (at GM's discretion) and consequently deliver some minor or major impact upon the intervening object. (N.B.: This includes the obstruction of the caster, should he be so foolish as to generate the water sphere a full 180 degrees from his target!). While an unsurprised target may attempt to dodge the projectile, at the GM's discretion, the velocity of *Malbere's Bane* is relatively fast. The water will inflict an impact of $2d6 + SI$ (MS) or $4d6 + (SI \times 2)$ (CS), as well as soaking the target to the extent that its volume dictates. Range applies both to distance from caster to generation point, and to distance from caster to target. Note that the additional impact damage due to the "SI" factor represents damage derived from acceleration gained in traversing the distance to the target, and presupposes as close to maximum range from generation point to target as possible. Therefore, damage is always decreased by $[(SI \times 2) - (\text{distance in yards from generation point to target})]$.

Bonus Effect

ML61+ Duration becomes 1 second as generation becomes Instantaneous.

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

Time: $(60-(2 \times SI))$ seconds

Range: SI yards

Duration: $1 + SI$ seconds

Queris' Elemental Binding (V)

This spell subjugates the will of a water Elemental or quasi-Elemental to that of the caster.

The entity is bound to the caster and loses its' autonomy, becoming a literal extension of the caster's will.

Caster must make a successful battle of wills against the Elemental to gain control, after which no further concentration is required.

If the Caster loses a battle of wills the Elemental is usually hostile to the caster and will attempt to harm him.

Once bound, the caster can both manipulate the Elemental's form as well as perceive through its senses.

Bonus Effects

ML51+ Range is SI yards.

ML91+ The caster can bind other rare types of Odívshè Elementals. (Such as darkness Elementals, and entropy Elementals)

Fatigue: $(15-SI) \times 3.5$

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

Range: Touch/**ML51+** SI yards

Duration: MS: SI hours/CS: Indefinite



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Walking Blizzard of Bolop (V)

This spell creates a whirling vortex of snow from a seed (of snow) around the caster.

The vortex has a radius of SI feet. It's possible to look out and fire missiles out. It's impossible to look in and missile fire directed at the center of the vortex has a penalty of -50%. Anyone touching the vortex (except recipient) takes a frost impact equal to SI. The vortex moves with the caster. If the caster is wearing skis his skiing EML increases by 30% and cross-country speed by 50%. (This is irrelevant if there is no snow under his feet.)

Bonus Effects

ML81+ Range is Touch

ML91+ Requires only a seed of water.

Fatigue: (15-SI) x 3.0

Time: (35-SI) x 10 seconds

Range: Self/**ML81+** Touch

Duration: SI hours

Crystal's Anti-Missile Field (VI)

(Author: Jodi Tanner /Contributor: Gary Ashburn)

This spell is not unlike the *Enhanced Web of Marias* except that instead of being a sphere, it is a cube that is SI yards high, ML feet wide and SI feet thick on a MS or SI yards high, ML x 2 feet wide and SI feet thick on a CS.

The caster can place the field center up to SI yards away from him. The field once cast is not mobile and remains where placed. It does not have to be in contact with anything in particular so the field could be cast to shield the top of the castle wall or could be cast beside a ship at sea, etc.

Speed, Impact and damage of incoming missiles (arrows, boulders, etc.) coming into the shield will be reduced to 1/2. As the caster improves his spell ability, the penalty becomes greater based on the following chart:

SI	Obj.		
	<3*SI #s	<3-8*SI #s	>8*SI #s
SI 1-5	1/2	5/6	Unaffected
SI 6-7	1/3	4/5	7/8
SI 8-9	1/4	3/4	6/7
SI 10	1/5	2/3	5/6
SI 11	1/6	1/2	3/4

For example, a caster with an ML of 80 casts a shield that is 8 yds by 80' by 8'. Since momentum and speed of incoming objects (like arrows) are reduced to 1/4, then the shield likewise reduces the impact and damage of incoming objects by 75%.

Bonus Effects

ML76+ Caster can move the field at (SI-5) x 2 feet per round.

ML81+ Caster can fire through it with no penalty.

Fatigue: (15-SI) x 3.5

Time: (15-SI) x 6 seconds

Range: SI yards

Duration: MS: SI x 2 minutes/CS: SI x 3 minutes.



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Crystal's Azure Blast (VI)

(Author: Jodi Tanner /Contributor: Gary Ashburn)

As *Azure Hands* except the spell can no longer be used to heal. Also, the victim can be made to suffer frostbite impact.

Impact is reduced by armor/clothing and distance (see below).

This spell has increased accuracy based on the following chart:

Range	Short	Medium	Long
Distance (in yards)	0 to ML/3	ML/3 to ML/2	ML/2 to ML
MS	1d6"	3d6"	5d6"
(dev)	.5	1.5	2.5
Damage	4d6 + SI	3d6 + SI	2d6 + SI
CS	direct	1d6"	3d6"
(dev)	0	.5	1.5
Damage	5d6 + 2SI	4d6 + 2SI	3d6 + 2SI

Bonus Effects (None)

Fatigue: (15-SI) x 4.0

Time: (15-SI) x 4 seconds

Range: ML yards

Duration: MS: 5 seconds/CS: 10 seconds.

Crystal's Shadow Armor (VI)

(Author: Jodi Tanner /Contributor: Gary Ashburn)

Creates a pool of anti-energy in a field around the caster's body that draws a wide spectrum of energies from approaching objects before they can harm the caster. It appears as a uniform black field of armor. These energies include Fire, Kinetic, and Light - additionally the caster is protected from cold as the caster must be attuned to the Odívshtë energy to dwell within the armor without harm. Casting the spell creates a pool of energy equal to ML EP on MS and ML x 1.5 EP on CS. Each round of combat (10 sec) reduces field by 1 EP. Each point of impact absorbed reduces field by 1 EP. Below ML76 only 25% of impact can be absorbed.

Touching the armor will cause SI/2 points of Frost impact (reduces field by 1 EP). Grappling the armor will cause SI points of Frost impact to each area sustaining contact (reduces field by SI/2).

Grappling/entangling attempts are made at -1 x SI to achieve hold but holds are exploited normally (though falling damage will be reduced).

Additional castings are not cumulative - only the higher EP value / SI effect remains.

Notes:

1/Barrier will allow slow moving objects through so a dagger/spear thrust allowing an additional half of missing impact can be achieved by slowly placing point against throat, etc. and thrusting with strength alone (usually requires caster to be immobilized).

2/Barrier cuts down incoming light. As ML increases, the spell adapts to allow more light in from the visible spectrum w/o losing protection vs. light based spells. A vision penalty reduces Eyesight by (100 - ML) % reducing related skills by 5 times the reduction and penalizes Awareness by the lesser of (100 - ML) % or 10 times the reduction in eyesight.

Bonus Effects

ML76+ 50% of impact can be absorbed.

ML91+ 75% of impact can be absorbed.

ML101+ 90% of impact can be absorbed.

ML121+ 100% of impact can be absorbed.

Fatigue: (15-SI) x 3.5

Time: (15-SI) x 5 seconds

Range: SI/2 inches radius of caster

Duration: See Above



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Cucynes Water Tamer (VI)

*Vâr Hyvrák magazine N°6 <http://www.edepol.de/vh/>
(Author : Casie McGirt/Translation:Bengt Krezdorn)*

The spell calms the waters surrounding the ship and thus alleviates the vessels journey.

The maximum length of the ship may not exceed $(SI \times 2) + 10$ feet. Even though the waters are calmed, other factors (such as wind) may nevertheless hinder the journey of the ship. The spell reduces the MP-Value (Movement Points, v. Pilots' Almanac p. 5) of currents by 2 with MS and by 3 with CS. The caster has to concentrate on the spell for the entire duration or the effects are halved (rounded down).

Bonus Effects

ML61+ The spell may be used to hinder the journey of a ship by enhancing the MP-value of a current by 2 with MS or by 3 with CS.

ML81+ The spell may be cast upon a ship within a radius of ML yards.

Fatigue: $(15-SI) \times 3.0$
Time: $(15-SI) \times 4$ minutes
Range: Touch/**ML81+** ML yards
Duration: SI hours

Daenin's Eternal Fount (VI)

(Author: Ian Pongray)

This major/minor artifact enchantment affects a sealable vessel (bottle, jug etc.) up to SI pint capacity.

The object must be filled with water (or a mostly water substance) at the time of enchantment. This vessel never has to be refilled and may produce up to SI times it's volume of contents in a 24 hour period.

If cast on a major artifact, this spell occupies 3 Ego/Will, and has a Permanent Duration if cast while the vessel is being made. Breaking the vessel dispels the enchantment.

Bonus Effects (None)

Fatigue: $(15-SI) \times 3.5$
Time: $(15-SI) \times 3$ hours
Range: Touch
Duration: MS: Indefinite/CS: Permanent



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Fiend of Jarmal (VI)

A spell which creates an elemental fiend in an area of darkness within SI x 5 feet.

The size of the fiend is ML cubic feet. Each fiend is unique and its capabilities are left to GM discretion. Usually the spell summons a darkness elemental from the Odívshè elemental plane.

The fiend is semi-intelligent (Int: 1d4, Aur: 3d3, Wil: 3d6) and capable of following simple orders. It is controllable by caster with a CS casting or by winning or tying a mental conflict. If uncontrolled, it will act at GM discretion, either departing (50% chance) or indulging in wanton destruction. Control demands concentration on the part of the caster.

The fiend is able to leave its parent body (Mov: 2d6). It will completely extinguish any mundane light sources it touches. It will also counter Lyáhvi spells of lower level that touches it, but there is then a percentage chance equal to 10 times level of spell for the elemental to depart. All creatures touched by it will be struck blind for SI hours.

Direct sunlight has a 30 % chance pr. round of causing it to depart.

Bonus Effects (None)

Fatigue: (15-SI) x 3.5
Time: (15-SI) x 10 seconds
Range: SI x 5 feet
Duration: SI minutes

Jivvin's Improved Arctic Armor (VI)

(Author: Jodi Tanner /Contributor: Gary Ashburn)

Allows caster to create a complete suit of plate armor composed of enchanted ice.

The spell requires up to 2 gallons of water to create the armor {2 gals. x [1 - (ML/200)]}. The armor created is equal to inferior plate armor with the added benefit that it only weighs 1/8 normal. The armor provides a single layer of coverage to 100% of the body [allows for breathing, protects eyes (10-SI SP) due to vision interference].

If the full amount of water for the *Arctic Armor* spell is not available, then whatever % of it is available is what % of the total protection yielded by the spell. For example, if only 75% of the needed water is available, then the protection of the plate created is only 75% of the full amount (6 instead of 8).

Bonus Effects

ML66+ The armor can be cast on other people within range.

ML71+ Upgraded to average plate

ML81+ Upgraded to superior plate

ML91+ Requires weapons striking the armor to roll versus breaking due to freezing effects (3d6)

ML101+ Requires weapons striking the armor to roll versus breaking due to freezing effects (4d6)

Fatigue: (15-SI) x 3.0
Time: (15-SI) x 3 seconds
Range: Self/ML66+ SI yards
Duration: MS: ML minutes/CS: SI/2 hours



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Servant of Alsai-Dom (VI)

This spell summons a quasi-elemental within a body of water.

The size of the fiend is less than SI cubic feet. This fiend is similar to the *Fiend of Alsai-dom*, but it is quicker and more manipulative than its larger cousin.

This pint sized fiend is semi-intelligent (Int: 1d2, Aur: 1d3, Wil: 1d6). Capable of small tasks (like washing dishes, scrubbing a floor, cleaning a room fetching small objects, and a host of other relatively simple tasks) the servant will follow simple orders without concentration by the caster, though after completion of the task, the fiend will gleefully dampen and soak random areas until the duration runs out. With a CS the fiend will take up a more open ended series of commands, (in other words control is more exact).

Bonus Effects

ML51+ As little water as a few drops is sufficient to create the servant anywhere within SI feet of caster.

ML71+ Multiple servants can be summoned and controlled, although control is more difficult. (MS: 3d3 / CS: 3d6)

Fatigue: (15-SI) x 3.5
Time: (15-SI) x 5 seconds
Range: Touch/**ML51+** SI feet
Duration: MS: SI hours/CS: Indefinite

Shadow Minion (VI)

This incantation summons a Husarri, a creature of elemental darkness, and binds it to the caster's shadow.

The Husarri will obey simple commands from the caster without question, but dangerous (attack a superior foe, etc.), complex instructions, or tasks that conflict with the creature's morality will require a Battle of Wills.

The familiar may leave his master's wake and move around (when permitted or ordered), leaving the caster with no shadow.

The Husarri normally assumes the shape of the caster's shadow, but may change its shape at will (often of its own accord). Also, the creature has some substance on the material plane. Its abilities are determined as follows:

Str, Dex, Agl, Tch, Hrg, Smt, Aur, Voi	1D6
Int, End, Eye, Tch	2D6
Will, Morality	3D6
All armor values	1D6

Note: A specific Husarri may be summoned if its True Name is known.

A Husarri is totally invisible in darkness/shadows (otherwise its stealth is 60%) and makes no noise when it moves. It generally prefers to stick to the shadows when away from its master.

A strong symbiosis exists between caster and Husarri, and any damage dealt to one is felt as fatigue to the other. Stumble, shock, fumble and killing rolls are shared by both beings as well. This bond also allows telepathic communication with effectiveness similar to *Tongue of Pvéra*.

The caster may release a willing Husarri from his service at any time before duration ends, but one that does not wish to leave the material world requires a Battle of Wills or must be dispelled.

Bonus Effect

ML71+ The familiar may act as an additional focus for the caster: Level = SI, Bonus = 1d6+SI

Fatigue: (15-SI) x 4.0
Time: (15-SI) x 2 hours
Range: N/A
Duration: MS: ML hours/CS: Indefinite



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Benáth's Passage (VII)

This self enchantment allows the caster to travel through major bodies of fresh water (streams, rivers, lakes, seas etc.) by merging with it and moving with the currents and tides. Up to five leagues may be travelled in an hour for up to SI hours, although the basic spell leaves him at the mercy of the natural flow of the water.

The caster may take along any Odívshè artifacts and any mundane items within SI inches of his body. Other items are left at the place where the caster merged with the water.

When the spell's Duration expires, the caster will reform his body near the surface of the water and close to shore if possible. If the caster is still in open waters at the time of reforming, the spell will place the caster as near to the surface and shore as possible, but a good flotation device is a wise precaution. Misfire will cause the caster to flow in a random direction and reform after Duration. The caster is unaware of his surroundings while merged with the water.

Bonus Effects

ML61+ Caster may move against the current/tides.

ML71+ The caster may choose a general direction (one of six directions provided by the hex map) in which to travel a straight line.

ML81+ The caster may travel through salt water.

ML86+ The caster may choose a more precise destination to travel to provided that he is familiar with the area.

Fatigue: (15-SI) x 4.0
Time: (15-SI) x 5 minutes
Range: Self
Duration: SI hours

Protection from Magical and Normal Cold and Raining (VII)

By attuning to the Odívshè principles, the caster creates a field that radiates SI/3 feet (radius) from his body and protects him and whomever or whatever is within this range from cold, ice, raining, etc., magical and otherwise. The spell grants complete immunity to normal cold. Magical cold protection equals the following:

MS	SI x 3 pts of protection
CS	SI x 5 pts of protection

Bonus Effect

ML66+ Can cast on others by touch.

Fatigue: (15-SI) x 3.5
Casting Time: (15-SI) x 4 seconds
Range: Self/ML66+ Touch
Duration: **MS:** SI x 2 minutes/**CS:** SI x 3 minutes.



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Crystal's Mass Rest (VIII)

(Author: Jodi Tanner /Contributor: Gary Ashburn)

This spell works like *Továl's Rest* except that it targets an area of effect that is SI yards in diameter, SI feet in height and up to ML x 2 feet from caster.

This spell targets all objects, creatures, etc. in the area of effect but excludes metals, gasses or energy (no tertiary or diametric objects) nor objects/entities attuned to these. (Note that a Pèleáhn mage in the area of effect is still subject to the spell but if he were attuned to his element via a spell like *Immolation* or *Attune to Fire*, he would not be). Living targets must make a K1/E2 roll upon being released from stasis.

Creatures only partly in the area of effect are targeted if more than half in the area and less volume than the whole area of effect.

Bonus Effects (None)

Fatigue: (15-SI) x 5.0

Time: (15-SI) x 6 seconds

Range: ML x 2 feet

Duration: MS: SI min/CS: ML/2 min.

Daenin's Icy Doom (VIII)

(Author: Ian Pongray)

This devastating spell opens a tiny portal to the icy void centered up to ML feet away from the caster.

Anything within a radius of SI x 5 feet of the event horizon is exposed to absolute zero for a fraction of a second.

All living things within the area affected must make a 3d6 (5d6 with CS) Kill roll or die from the extreme cold. Even if they survive, they (and all inanimate objects in the area) suffer a SId6 general frost impact (armor defense applies) and must pass a shock roll of 4d6 (6d6 with CS).

Because this spell causes a violent implosion (it creates a vacuum as all the air freezes) followed by an explosion that can be heard for quite a distance. Note that the caster is not immune to this spell's effects if caught in the blast.

Bonus Effects (None)

Fatigue: (15-SI) x 5.0

Time: (15-SI) x 4 seconds

Range: ML feet

Duration: Instantaneous



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Hail Storm (VIII)

(Author: Jodi Tanner /Contributor: Gary Ashburn)

Spell causes formation of large hail stones in the atmosphere.

All moisture in the affected atmosphere collects together, freezes, then rains down in large hail balls and sleet. The strength of the storm is directly related to the amount of water present in the atmosphere and Wind Factor in the area (see below).

Current Weather	Hail as large as:
Clear skies	(SI/3) cm diam.
Partly cloudy	(SI/2) cm diam.
Overcast	SI cm diam.
Raining	SI x 1.5 cm diam.
Snow, hail	SI x 2 cm diam.

Exposed objects, beings will effectively suffer a single Blunt Impact from hail equal to diam. (cm) + WF – 3 per 6 rds (in dry environment), 4 rds (in normal environment), or 2 rds (in a wet environment) of exposure where WF equals Wind Force. If armor protection is significantly less than the level of damage above, the object/beings can effectively suffer more damage since numerous smaller blows will occur.

Area of effect	Long	Wide
MS	SI/3 miles	SI/3 miles wide
CS	SI/2 miles	SI/2 miles

Edges of affected area deviate depending on the WF. Deviation is equal to 50 ft. x (WF + 1). The effect is halved this distance outside the zone.

The Hail storm can be moved at up to ML yards per minute x WF when going with the wind, ML feet per minute when going perpendicular to the wind, and (SI - WF) yards per minute when going against the wind. The caster can target the storm edges to be up to SI/6 miles away from him on MS and SI/5 miles on CS.

Bonus Effects (None)

Fatigue: (15-SI) x 5.0

Time: (15-SI)/2 minutes

Range: MS: SI/6 miles/CS: SI/5 miles

Duration: MS: ML/2 minutes/CS: SI/2 hours

Monument of Tarsin (VIII)

Vår Hyvråk magazine N°5 <http://www.edepol.de/vh/>

(Authors : M.Deuringer, O.Esper & S.Schmidt/

Translation: Bengt Krezdorn)

This spell will shock-freeze its target. All water in its body changes to ice at once. This is fatal to the victim even though the body doesn't sustain obvious damage. In frozen state it is rather rigid but not invulnerable, like with *Továl's Rest*.

If the body is thawed and reduced to average body temperature (evenly for the whole body, e. g. in a bath of warm water or through a *Pèleáhn* enchantment) it may be revived through the Healing Psi-talent or a similar *Fývria* spell.

The basic spell only affects beings of human size at most if they fail a roll against 3 x Will on MS or 1 x Will on CS. The caster must touch his victim.

Bonus Effects

ML41+ Victim may be 50% bigger (heavier) than the caster.

ML51+ Roll against 2/1 x Will / (MS/CS)

ML61+ Victim may be 100% bigger (heavier) than the caster.

ML71+ Roll against 1 x Will or no saving throw with (MS/CS).

ML81+ Touch no longer required. Range is SI x 3 yards. Victim may be 200% bigger (heavier) than the caster.

ML91+ No saving throw allowed.

Fatigue: (15-SI) x 4.5

Time: (15-SI) seconds

Range: Touch/ML81+ SI x 3 yards

Duration: N/A



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Stalking Iceberg of Ossidar (VIII)

Allows the caster to animate an iceberg of up to SI x 10000 cubic feet.

The iceberg can move slowly at approximately 1 league per hour. It can be given a simple task for instance to transport itself to a given location follow an object or ram or obstruct a named given ship. If it is impossible to follow the instruction the iceberg will go dormant. It can sense its target if within 10 leagues.

Bonus Effect

ML91+ Caster can control the iceberg for the duration if remaining in touch with it.

Tidal Wave (VIII)

(Author: Demonmaster)

This spell creates a huge wave SI x2 (MS) or SI x4 (CS) yards high.

The height of the *Tidal Wave* will decrease as it goes and after a league or two it will only be a couple of feet high. The tidal wave is ML yards wide with MS or double that with CS.

Once launched the caster has no control of the tide and it will go at the direction that the ocean goes to. This is controlled by the wind direction and/or onshore (day) / offshore (night) wind effects.

Bonus Effect

ML61+ The height and wide of the tidal wave can be set from 1 to the normal maximum depending on SI, the tidal wave has always more wide than height though.

Fatigue: (15-SI) x 4.5
Time: (15-SI) minutes
Range: Touch
Duration: SI days

Fatigue: (15-SI) x 4.5
Time: (15-SI) x 2 minutes
Range: Line Of Sight
Duration: Instantaneous



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Ice Age (X)

(Author: Jodi Tanner /Contributor: Gary Ashburn)

Spell temporarily alters the weather in an area to approach arctic conditions. The spell pulls moisture and cold from a large amount of the atmosphere. This moisture condenses and falls in massive quantities as hail, sleet, snow and ice.

Temperature in the area of effect drops to the average of [current temperature + (-1.5 * ML)] degrees on a MS and [current temperature + (-2.0 * ML)] degrees on a CS.

With the basic spell, the weather condition at the time of casting is altered by 1 factor.

Current Weather
Clear Skies
Partly Cloudy
Overcast
Raining
Hailing / Snowing

Note: as the weather changes, modify as did the original weather.

Area of effect	Long	Wide
MS	SI/4 miles	SI/4 miles
CS	SI/3 miles long	SI/3 miles wide

Temperature and weather changes: no change for wind WF of 0 to 1; otherwise divide effects and temperature change by WF and distribute over WF times Area.

The caster can target the *Ice Age* closest edges to be up to SI/6 miles away from him on MS and SI/5 miles on CS.

Bonus Effects

ML51+ Weather condition altered by 2 factors

ML76+ Weather condition altered by 3 factors

ML91+ Weather condition altered by 4 factors

Fatigue: (15-SI) x 6.0

Time: (15-SI) x 2 minutes

Range: MS: SI/6 miles/**CS:** SI/5 miles

Duration: SI hours

Night Charm (ML)

(Author: Blair Wettlaufer)

A simple enchantment that is precast in conjunction with any Odívshè spell to increase its EML by SI during night-time.

The conjunctive spell must be announced prior to either casting roll. The casting time and fatigue of the spell are simply added to the other. CF causes the other spell to fail critically.

Bonus Effects

ML81+ This spell will add 1/2 SI to secondary schools.

ML101+ This spell will work in darkness as well as night.

Fatigue: (15-SI) x 1.0

Time: (15-SI) seconds

Range: N/A

Duration: SI minutes



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Suppress (ML)

(Author: Ian Pongray)

This enchantment actively seeks out and suppresses natural and artificial Pèléahn principle by attacking it with Odívshè principle. Range is SI yards (SI x 3 with CS) of the caster.

Natural principle (fire, smoke, heat etc.) or eligible Pèléahn spells are reduced by ML% effectiveness. Introducing fresh principle (casting a new spell, lighting a fire etc.) suffers a -30 penalty to success rolls (affecting a diametric school) and then suffers the effects of suppression.

Suppress attacks only one source of Pèléahn principle at a time, and will always attack the weakest spell/effect first. This spell only suppresses Pèléahn effects of equal or lower level. Once *Suppress* is dispelled or duration expires, affected Pèléahn principle returns to its normal level of activity (provided that it still has duration or fuel remaining).

Determining the level of naturally occurring Pèléahn principle is up to GM discretion: a campfire should be round level I and a volcano should be around level XV.

Bonus Effects

ML71+ Caster may specify any eligible effect within range for suppression

ML91+ *Suppress* now attacks all eligible Pèléahn principle within range.

Fatigue: (15-SI) x half of level

Time: (15-SI) x 3 seconds

Range: MS: SI yards/**CS:** SI x 3 yards

Duration: MS: ML seconds/ **CS:** SI minutes