



Tome of the Ancient and Esoteric Mysteries of the Powers of Pèleáhn

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

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

The Pèleáhn also deal in *Ethereal Fire*, which significantly differs from *mundane* fire. Ethereal Fire does not require a mundane seed and its fuel is extra dimensional. It tends to be more transparent and less active. In the mundane world, Ethereal Fire can affect only *conscious creatures*; it has no effect on inanimate objects and is, therefore, unaffected by armor. To a mundane creature, an *Ethereal Burn* is a *shock roll*: if the Burn's "Impact" (plus EI) exceeds the victim's Endurance, he has failed the shock roll and loses consciousness.

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

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

-10	Secondary (Lyáhvi/Imôrvî) elements
-15	Neutral Elements (GM discretion)
-20	Tertiary (Sävôrya/Fývria) elements
-30	Diametric (Odívshè) elements

Any fire, flame, or burning fuel is deemed to be a Pèleáhn elemental object. Persons and animals are *Fývrian* objects, but any Shek-Pvâr is *also* an object of his *own* convocation.

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Amber Eye (I)

(Author: Klaus Ole Kristiansen)

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

Bonus Effect

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

Fasalvik's Spontaneous Fire (I)

(Author: Keith Done)

The caster is able to cause a small hand held piece of fuel to spontaneously burst into mundane flame. The fuel source must be something that would normally burn easily (dry tinder, twigs, parchment, etc.). The spell does not ignite liquid or gaseous fuel sources, only solids.

The size of the fuel that can be ignited is limited to something that can be enclosed in the caster's fist, although the summoned fire can spread to other flammable objects by natural means.

The fuel source will smoulder and ignite in 1d3 rounds (MS) or may burn instantly (CS)

Bonus Effects

ML51+ Fuel source always ignites instantly.

ML71+ Spell can ignite flammable gases.

ML91+ Spell can ignite flammable liquids.

Fatigue: (15-SI) x 1.5

Time: (15-SI) x 5 seconds

Range: ML yards

Duration: MS: SIx10 seconds/CS: SIx20 seconds

Fatigue: (15-SI) x 1.0

Time: (15-SI) seconds

Range: Touch

Duration: Until fuel is exhausted.





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Fenton's Pipe (I)

(Author: Mark Hazen)

A spell which affects the amount of smoke generated by a target fire of diameter no greater than SI feet.

Smoke production is increased/decreased by decreasing/increasing the efficiency of the fuel combustion.

The basic spell reduces/increases the amount of smoke by 50% (MS) or 75% (CS) and requires suitable fuel. The spell does not affect the amount of fuel consumed; only how well it is consumed.

Addition of extra fuel during Duration disrupts the spell, causing the fire to return to normal efficiency.

Bonus Effects

ML61+ Spell is not dispelled by the addition of new fuel.

ML91+ Caster can affect fires or fuel from SI yards away.

Fenton's Space Heater (I)

(Author: Mark Hazen)

A spell which affects the amount of heat and light generated by a target fire.

Heat generation is increased or decreased by decreasing or increasing the efficiency of the fuel combustion, while light generation varies in inverse proportion.

The basic spell will reduce/increase the amount of heat by 50% (MS) or 75% (CS) and requires suitable fuel. The spell does not affect the amount of fuel consumed only how well it is converted to either of the energy forms.

Bonus Effects

ML51+ Spell is not dispelled by the addition of new fuel.

ML76+ Caster can use the spell to prepare fuel rather than affect a fire that has already been started, but must be able to touch the fuel.

ML81+ Caster can affect fires or fuel from SI yards away.

ML96+ Caster is able to increase or decrease the rate of consumption by varying the amount of heat and light generated independently. Thus by reducing the amount of light generated for a constant heat output a fire will last longer for the same amount of fuel.

Fatigue: (15-SI) x 1.0

Time: (15-SI) x 10 seconds

Range: 1 yard/**ML91+** SI yards

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

Fatigue: (15-SI) x 1.0 x cu. ft. of fuel

Time: (15-SI) x 10 seconds

Range: 1 yard/**ML81+** SI yards

Duration: **MS:** SI x 30min/**CS:** SI hours (or until fuel is consumed)



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Perception of Murazor (I)

(Author Lee Short/Revised by R. Downey)

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

Bonus Effects

ML46+ Range is SI Yards.

ML51+ The spell may determine if the creature is resting (regaining fatigue) or not.

ML66+ Caster may determine if target has a fever, as well as its temperature.

ML76+ Range is ML feet.

Torch of Omka (I)

(Author: Klaus Ole Kristiansen)

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

Bonus Effects

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

ML71+ No seed-fire is needed.

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

Fatigue: (15-SI) x 1.0

Time: (15-SI) seconds

Range: Touch/ **ML46+** SI yards/ **ML76+** ML Feet

Duration: (15-SI) seconds

Fatigue: (15-SI) x 1.0

Time: (15-SI) x 2 seconds

Range: N/A

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





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Ashes of Maileoi (II)

(Author: John Kuzma)

An enchantment that enables the caster to decipher the ashes of a spent fire. With the basic spell, the caster is able to determine when the item was burned, but not what started the fire.

Bonus Effects

ML51+ The caster can determine if the fire came from a mundane or esoteric source.

ML91+ The caster can determine the exact cause of the fire. If the fire was esoteric, the caster can determine the convocation and general level of the spell (MS) or the exact spell (CS). (Note: if caster does not know the spell, CS reveals an exact description of the effects).

Awakening of Murazor (II)

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

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

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

The spell may be stored on an item (branch, wire, etc) and set at a boundary of an encampment. When the branch or wire is touched, the spell would go off and the caster would awake. It is also a convenient way for a mage on watch to awaken the encampment without moving, or making any noise (spell casting methods notwithstanding).

Bonus Effects

ML71+ Range is ML yards.

ML91+ Up to SI targets within Range may be affected.

Fatigue: (15-SI) x 1.5

Time: (15-SI) x 2 seconds

Range: Touch

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

Fatigue: (15-SI) x 1.5

Time: (15-SI) x 2 seconds

Range: SI yards/ **ML71+** ML yards

Duration: Instantaneous



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Belly of the Beast (II)

(Author: Rebecca Downey)

An enchantment to protect the caster (or target after ML 66+) from ethereal or natural fire. At higher ML, this spell can be used as a major artifact power (3 points minimum).

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

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

Bonus Effects

ML66+ Enchantment can be laid on a target entity other than the caster. Touch is required.

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

Dangha's Delight (II)

(Author: Katja Rohde)

Leaves SI/SI x 2 (MS/CS) ethereal flames (height approx. 4 inches) develop in the hand or the focus of the caster. These are initially invisible but can however be converted by the caster at any desired time into bright flames. If they come in contact with an object they become likewise visible.

The flames can be moved in straight lines and stopped at will. The flames are accurate, but not too fast (0.5 inch/sec.), so the visible flames can be avoided. Maximum range of the flames is SI inches of the caster.

The caster is immune to the flames, every different one who comes in contact with them takes a 2d6/3d6 (MS/CS) burns.

Bonus Effect

ML51+ The caster is able to move the flames in a desired direction.

Fatigue: (15-SI) x 2.5

Time: (15-SI) minutes

Range: Self/**ML66+**Touch

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

Fatigue: (15-SI) x 1.0

Time: (15-SI) seconds

Range: SI inches

Duration: **MS:** SI x 4 seconds/**CS:** SI x 6 seconds.





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Fasalvik's Resilient Flames (II)

(Author: Keith Done)

This enchantment causes a fire to be less affected by mundane elements or effects that would normally put the fire out (e.g. Dousing in water, smothering, etc.). The flames are still subject to attack by magical means, dispelling, etc.

The fire is 60% resistant to being extinguished (MS) or 80% resistant (CS). The caster can affect an area equal to SI x cubic feet.

Bonus Effects

ML71+ Area of effect is SI x 2 cubic feet.

ML81+ Duration is SI x 5 minutes.

ML91+ Fire is 100% resistant to mundane elements and effects.

Fenton's Sling (II)

(Author: Mark Hazen)

This spell enchants a sling so that Missiles thrown from it are engulfed in flame on release. Targeting of Missiles is not automatic; the user of the sling must still apply Sling skill to successfully strike his target. Missiles must be made of wholly flammable material, which material is consumed during the missile's flight. Each resulting missile has fire Impact of 1d6+SI/2 (MS) or 1d6+SI (CS) only. Like its missiles, the sling is also consumed by flame when Duration expires.

Bonus Effects

ML61+ Missiles may be made of mostly flammable material and so have 30% of normal Impact plus the fire Impact of Sling. Impalement is possible if the non-flammable portion of the missile is suitably pointed.

ML76+ The sling is not consumed at the end of Duration.

ML91+ Missiles may be made of partly flammable material and so have 70% of normal Impact plus fire Impact.

Fatigue: (15-SI) x 1.5

Time: (15-SI) seconds

Range: SI feet

Duration: SI x 2 minutes/**ML81+** SI x 5 minutes or until fuel source is extinguished

Fatigue: (15-SI) x 1.5

Time: (15-SI) x 2 seconds

Range: Touch

Duration: **MS:** ML seconds/ **CS:** ML x 2 seconds



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Fenton's Smoking Vial (II)

(Author: Mark Hazen)

This spell compresses SI cubic meters of fire smoke into a fist-sized volume which can be enclosed within a container. If the container is subsequently opened during Duration, the smoke is released and rapidly, but non-explosively, expands to its original volume. Upon release and expansion, the smoke reassumes its original properties, including density and temperature (ML56+).

The basic spell allows creation of only one such container. If the container is not opened during Duration, then smoke will begin to leak out of any cracks or seams immediately afterward. If the container is tightly sealed, then the lapse of Duration will cause it to heat rapidly and possibly explode (GM's discretion) if it is made of weak material.

Bonus Effects

ML56+ Smoke can be made to be as hot on release as when prepared.

ML61+ Caster may create up to SI/2 (MS) or SI (CS) such containers of smoke.

ML81+ Smoke can be made noxious and thereby nauseate all who breathe it. Each victim should test vs. Will x 4 (MS) or Will x 2 (CS) to avoid vomiting.

Fatigue: (15- SI) x 2.0 (option: x # of bombs)

Time: (15-SI) x 10 minutes

Range: 1 yard

Duration: MS: SI months/CS: SI years

Fenton's Umbrella (II)

(Author: Mark Hazen)

This spell enchants a plume of smoke, such as from a pipe or fire, to form a protection from rain. Should the supply of smoke be disrupted during Duration, the enchantment also dissipates. The spell weaves a conical umbrella of diameter SI feet (MS) or SI x 3 feet (CS) of smoke directly over the caster's head which will shed rain and which follows the caster. The efficiency of protection varies, shedding mist and light rain (MS) or medium and heavy rain (CS).

Bonus Effects

ML76+ Caster may reorient the umbrella so that it protects from driving rain.

ML91+ Caster may anchor umbrella to a focus type object.

Fatigue: (15-SI) x 1.5

Time: (15-SI) x 6 seconds

Range: Touch

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



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Hafgan's Fireball of Blindness (II)

(Author/Contributor: Björn Blum/Timo Hanschke)

Creates a ball of ethereal flames, roughly two inches in diameter, which can be thrown (throwing skill) up to ML feet in a straight line towards a target. Upon touching any solid object, the ball explodes. The radius of the explosion is 8 inches (MS) or 16 inches (CS). If the target's eyes are hit by the ball or covered by the explosion, it causes blindness for ML seconds. This results in a special penalty of -50 on all skills employing eyesight (e.g. combat skills). Additionally, the ball has an ethereal fire impact of 1d6/ 2d6 (MS/CS) causing a shock roll for the victim. It only harms victims of low endurance.

Bonus Effects

ML71+ The ball can be thrown as a High Velocity missile.

ML81+ The explosion radius is now 12/24 inches (MS/CS).

Hafgan's Flame (II)

(Author/Contributor: Björn Blum/Timo Hanschke)

This spell increases the temperature of a flammable item to a degree where it ignites. The maximum weight of the target may be up to SI pounds (MS) or SI x 3 pounds (CS). The basic version of this spell requires touch. There is no seed needed. On contact, the flames cause 1d6 (MS) or 3d6 (CS) damage. The ignited item burns with normal speed.

Bonus Effects

ML51+ Touch is no longer required. Range is SI x 5 feet.

ML71+ The caster may limit ignition to certain parts of the item, the tip of a stick for example. The ignited material may not exceed the weight given above.

ML91+ On impact, the flames cause 2d6 (MS) or 3d6 (CS) points of damage.

Fatigue: (15-SI) x 1.5

Time: (15- SI) seconds

Range: ML feet

Duration: Instantaneous (effects ML seconds)

Fatigue: (15-SI) x 1.5

Time: (15-SI) seconds

Range: Touch/ **ML51+** SI x 5 feet

Duration: Instantaneous





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Eder's Light (II)

(Author: Dogberry)

Creates an ethereal flame with the brightness and appearance of a candle flame/lantern wick. It is usually cast on a candle or lantern wick which must be touched by the caster during the casting process. The flame is rather cool and does no damage, and can't ignite anything. A seed/spark is required.

Bonus Effects

ML61+ No seed or spark is required.

ML81+ Can create a Torchlight-size flame. Damage is only 1d6 per round of continuous contact, and it can ignite stuff.

ML101+ Range becomes SI x 5 feet.

Parch (II)

(Author: Klaus Ole Kristiansen)

This spell forces all water to retreat from one or more objects, totalling up to SI pounds. This is useful for drying herbs or firewood. If used on a living creature, it will cause considerable harm (even fatal dehydration); the effect of this is at GM discretion.

The caster must touch the target throughout the casting time.

Bonus Effect

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

Fatigue: (15-SI) x 1.5

Time: (20-SI) seconds

Range: Touch/**ML101+** SI x 5 feet

Duration: SI Hours

Fatigue: (15-SI) x 2.0

Time: (15-SI) x 10 seconds

Range: Touch

Duration: Instantaneous





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Torch's Flame (II)

This spell causes a source fire, no larger than a torch, to quiver a few seconds and then leap up to SI/2 x 5 feet in a random direction. The flame stays at the spot it hits if it can burn there. Otherwise, it simply singes the spot and goes out. Singes equates to a 1d6 (MS) / 2d6 (CS) Fire impact strike.

Bonus Effect

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

Uhrar's Mastership over Smoke (II)

(Author: Matthias Fuchs)

This spell prevents the air the caster breathes from being mixed with smoke and poisonous gasses. It works by creating a field around the caster's body that controls/prevents the mixing of the air inside the field with the air outside. It also keeps the Oxygen level stable. The field's size is SI feet (or SI yards with CS).

Other persons around the caster may also benefit from the field but the duration will be reduced (1/2 for 2 Persons; 1/3 for three persons and so on) if the surrounding air does not contain Oxygen. The field will refreshen itself with Oxygen if possible. In this case the reduction of the duration does not apply and the field can be kept up if spending additional fatigue.

Bonus Effects

ML51+ Concentration is no longer needed.

ML76+ The field may be created without being tied to the caster's body (radius is SI yards).

ML96+ The spell may be laid on others.

Fatigue: (15-SI) x 1.5

Time: (15-SI) seconds

Range: SI x 5 feet

Duration: N/A

Fatigue: (15-SI) x 1.5

Time: (15-SI) x 2 seconds

Range: Touch/**ML 96+** SI feet

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



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Ariondh's Firedarts (III)

(Author: Tim Prestero)

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

A target, if capable, may attempt normal defensive manoeuvres versus a Low Velocity missile. Upon a successful hit, each dart inflicts 1d6 (2d6 with CS) fire impact, and the caster rolls for hit location normally.

Bonus Effects

ML51+ Seed fire no longer necessary.

ML71+ Dart speed has increased such that the missile is treated as High Velocity missiles.

ML91+ Dart speed has increased such that only passive cover (shields, walls, etc.) can save the target.

Fatigue: (15-SI) x 2.0
Time: (15-SI) seconds
Range: SI x 5 feet
Duration: Instantaneous

Beam of Fire (III)

Var Hyvrak magazine N°2 <http://www.edepol.de/vh/>

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

The spell creates a beam of fire shooting from the index finger of the caster. Objects or living entities hit by the beam sustain the following damage: MS: 2d6+SI/CS: 4d6+SI. The beam is treated as a High Velocity missile for dodge/block purposes.

The beam can reach objects up to SI x 2 yards away and only hits one strike location. A throw against the same ML as for the spell determines the accuracy of the hit. The usual modifiers are applied to hit a specific strike location.

A ML lower than 31 requires a seed fire.

Bonus Effects

ML31+ Seed fire no longer necessary.

ML71+ The beam may originate from a seed fire up to ML yards from the caster (range is calculated from that seed fire)

Fatigue: (15-SI) x 2.0
Time: (15-SI) seconds
Range: Self/ **ML71+** ML yards
Duration: Instantaneous



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Dangha's Dedication (III)

(Author: Katja Rohde)

The caster and articles, which are at a distance up to SI inches from its body, are surrounded by an ethereal glowing. Everyone who affects the user in this condition suffers burns of 2d6 + an E2 shock roll / 2d6 + E3 shock roll (MS/CS) in the place of the contact. Inflammable as well as fusible articles (wood, metal etc..) can, if they come for a long time enough into contact with the caster become so hot that they can possibly catch fire (duration is material dependent).

The caster is in this condition not immune to physical damage, probably however against fires and heat. Pèleáhn magic applied to the caster is lowered in its effect by a step.

The caster can exercise further Pèleáhn magic while Dangha's Dedication Duration. (Other effects/abilities lie in the discretion of the game master)

Bonus Effects

ML66+ The caster can limit the glowing to certain portions of its body.

ML71+ The caster can make articles glow, which are not in contact with its body.

ML91+ The caster can warm up other persons/animals (effect is similar to a high fever; in order to remain conscious, they must make a shock roll against 3 x Endurance).

Fatigue: (15-SI) x 2.5

Time: (15-SI) seconds

Range: Touch

Duration: MS: SI x 10 seconds/CS: SI x 30 seconds

Darkfire (III)

(Author Lee Short/Revised by R. Downey)

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

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

Bonus Effects (None)

Fatigue: (15-SI) x 2.0

Time: (15-SI) x 2 seconds

Range: ML feet

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



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Fasalvik's Cold Fire (III)

(Author: Keith Done)

This spell causes mundane fire to radiate no heat. The fuel source is not consumed while the spell is in effect, although the flame is still visible. The fire and its effects are shifted slightly out of phase with reality during the duration of the spell. No damage is sustained from the fire while it is under the effects of this spell.

The spell affects an area equal to SI x 2 cubic feet.

Bonus Effect

ML81+ The spell can affect creatures whose source of power is based upon Pèleáhn magic. Such creatures make a resistance roll based upon Will x 4 (MS) or Will x 2 (CS)

Fenton's Fire Watch (III)

(Author: Mark Hazen)

This spell uses aspects of the *Eyes of Niyâr* spell to establish a circular barrier perimeter of SI (MS) or SI x 3 (CS) yards that will detect the heat of any creature as large or larger than a small human (i.e. Six year old child) that crosses it.

Upon detection the magical energy of the spell will return to the seed fire and cause it to flare as bright as a bonfire for SI seconds, possibly igniting other combustible materials in the zone.

The spell requires that the circle be established with some combustible material, and there be a seed fire at the centre. The caster can cross the barrier with no effect.

Bonus Effects

ML51+ Caster can opt to be awakened instead of having the seed fire flare.

ML61+ Caster can opt to have the circle flare up in intense flame as the result of being tripped. (1D3 x SI)

ML71+ Seed fire no longer required, but some combustible material must lie at the centre of the zone.

ML81+ Caster may specify the enchantment require a certain number of perimeter violations before it is activated.

ML96+ The caster can designate others at the time of casting whose crossing will not trip the spell.

Fatigue: (15-SI) x 2.0

Time: (15-SI) seconds

Range: SI x 15 feet

Duration: SI x 10 seconds or until fuel is exhausted.

Fatigue: (15-SI) x 3.0 x rad. (m) of area protected

Time: (15-SI) x 10 seconds

Range: 1 yard

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



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Fieron's Battlefury (III)

(Author: Casie McGirt)

Invigorates the caster, so that Physical Penalty will be halved for the purpose of calculating EML and EI during duration.

When the spell expires, the caster (or subject, at higher ML's) gains 12 (MS)/ 6 (CS) fatigue per minute the spell lasted (2/1 per 10 seconds), and must make a shock roll.

Bonus Effects

ML41+ The caster may affect another person by touch.

ML51+ The caster may choose to cancel the spell's effect on himself (but not another) at any time.

ML61+ The caster may cast this spell at a range of ML feet.

ML81+ The caster may affect all beings in a radius of SI feet (including himself). If this option is chosen, ALL within the radius must be affected, except the caster, who can choose to exclude him. Those attempting to resist the spell roll Endurance x 5 to escape the effects.

Fatigue: (15-SI) x 2.0

Time: (15-SI) seconds

Range: Touch/**ML 61+** ML feet/**ML 81+** SI feet radius

Duration: SI minutes

Fieron's Fireweapon (III)

(Author: Casie McGirt)

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

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

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

Bonus Effects

ML41+ Any (melee) weapon that the caster has used before (at least one month of training, or used in actual combat) may be created.

ML51+ A source fire is no longer required.

ML61+ The caster may create a weapon for another. The subject gains the same amount of fatigue as the caster does from casting the spell. Only a willing subject may be affected.

Fatigue: (15-SI) x 2.0

Time: (15-SI) seconds

Range: Touch

Duration: SI/2 minutes



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Hafgan's Fireblade (III)

(Author/Contributor: Björn Blum/Timo Hanschke)

This spell creates a sword of ethereal fire in the caster's hand, which is immune to the burning impact. The blade has about the size of a broadsword and its attack rating is 3. Since it is made of ethereal flames, *Hafgan's blade* cannot be blocked or used for blocking. A hit does 3d6 (MS) or 4d6 (CS) ethereal fire damage and causes a shock roll. Sword skill (or, if present, specialization) is used to attack with *Hafgan's Fire blade*. If the bearer of *Hafgan's Fireblade* fails a fumble roll etc., the spell ends.

The spell lasts for SI minutes or SI/2 hits (whatever is first).

Bonus Effects

ML61+ Caster may create a blade with the size of a bastard sword (attack rating 4).

ML71+ Caster may create a blade with the size of a battle sword (attack rating 5).

ML91+ Duration is expanded to SI x 2 minutes/ SI hits (whatever is first).

Fatigue: (15-SI) x 2.0

Time: (15-SI) seconds

Range: Self

Duration: SI min or SI/2 hits/**ML91+** SI x 2 min or SI hits

Little Orbs of Dangha (III)

(Author: Katja Rohde)

Produce 3 fire balls measuring 1 inch over the hand or the focus of the caster, which can be moved in an absolutely straight line.

Except with a setback the caster is immune to the fire. It needs spark or another source fire. The fire balls are rather fast, but due to their size they require an exact targeting of the goal.

The balls can be fired at the same time or successively (also on different goals). If they meet a firm object, a spell or arbitrary magic appears, the fire balls explode.

The maximum range of the balls amounts to ML inches, afterwards they dissolve. The radius of the explosion amounts to 1 inch and causes with direct hit 1d6/2d6 (MS/CS) burn, indirectly (within the radius) still half of the damage.

Bonus Effects

ML51+ No spark or other source fire is needed.

ML71+ The caster can let the balls explode at any time.

ML91+ The fire balls can develop in any source fire of the caster choice. Their range is computed from the source fire.

Fatigue: (15-SI) x 2.0

Time: (15-SI) seconds

Range: Touch (see ML91+)

Duration: Variable



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Patience's Fiery Kinetic Cyclone (III)

(Author: Kathleen Seide/Contributor : Gary Ashburn)

This spell enhances the *Kinetic Cyclone* spell by lacing it with ethereal flame. Swirls of ethereal flame spin into the *KC*. Leaves, paper, dust etc. caught up in the cyclone catch on fire and add thick black smoke and burning debris to the mix.

Without the *Kinetic Cyclone*, the swirls of ethereal flame form a free standing pillar of intertwined flame strands that is SI feet high and SI inches in diameter. The column is stationary. The pillar does equivalent damage to the *Wall of Shánadôr* (see spell) to anyone or anything that hits it or passes through it, etc. Spell duration is halved when *FKC* is cast without the *Kinetic Cyclone*. Below ML51, the caster needs a source flame within SI yards.

Due to random dispersal of the flame, a man-sized creature within the *FKC* has a (100 - adjusted dodge) chance per round of getting hit by ethereal fire for burn impact of 2d6 + SI/2 pts on a MS (or 3d6 + SI pts on a CS). The marginal or critical nature of the damage is determined by the casting of the *FKC*, not on the percent chance to get hit.

Additionally, each round within the *FKC*, beings take SI damage from breathing smoke and flame and SI/3 damage to each exposed body part.

Exposure to heated environ of the *FKC* will heat exposed objects so that metal items will cause damage to wearer/bearer if in direct contact with skin (or light material). Damage starts at 0 and increases by SI/9 per round to SI/3 max. Metal remains heated for one round after leaving the *FKC*, but will then begin to cool. Combustible objects have a normal chance of catching on fire (16-AP).

Penalty in %	Kinetic Cyclone (see spell)		Fiery Kinetic Cyclone	
	MS	CS	MS	CS
Visibility	ML/2	ML/2	+ ML/4	+ ML/3
Skills	SI x 3	SI x 5	+(SI x 2)	+(SI x 3)
Missile fire	ML/8	ML/5	+ ML/12	+ ML/8

If	ML% to also hit
Eyes	Face
Elbow	Upper Arm
Groin	Hip
Knee	Thigh

Bonus Effects

ML51+ Caster no longer requires a seed flame. Also, caster can move with the *KC* and *FKC* at (ML-50) ft/round.

ML81+ Caster can cast *FKC* within SI yards and move it with the *KC* independently at (ML-60) ft/round up to ML/2 feet away (center or "eye").

Fatigue: (15-SI) x 2.0

Time: (15-SI) x 2 seconds

Range: Self/ML51+ SI yards

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



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Murazor's Bolt (III)

(Author Lee Short/Revised by R. Downey)

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

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

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

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

The bolt travels slowly enough that it can be dodged.

Bonus Effects

ML51+ Spark or seed fire no longer required.

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

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

Smoke of Laris (III)

(Author: Lance D. Gelb)

This spell produces a thick black smoke that reduces all actions requiring sight or smell (-5d6 % to EML). It requires a small fire of some kind (candle to bonfire). Area: SI square yards.

Bonus Effects

ML51+ Has a range of ML feet

ML81+ No longer requires fire

Fatigue: (15-SI) x 2.0

Time: (15-SI) seconds

Range: SI feet/**ML91+** ML yards

Duration: Variable

Fatigue: (15-SI) x 2.0

Time: (15-SI) minutes

Range: Self/**ML51+** ML feet

Duration: SI minutes



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Arc of Fiery Ribbons (IV)

(Author : Demonmaster)

This spell creates a dozen multi-hued ribbons of flame that leap from the caster's hand and fly out SI/2 x 5 feet. They cover a 60° arc. All those in the arc take are struck with a 2d6 (MS) or 3d6 (CS) fire impact on 1d3 randomly determined body locations. Anyone who sees the ribbons coming can attempt to dodge or block the attack as versus Low Velocity missile.

Bonus Effect

ML71+ Ribbons move so rapidly that they are treated as High Velocity missiles.

Fatigue: (15-SI) x 2.5
Time: (15-SI) x 2 seconds
Range: (SI/2) x 5 feet
Duration: Instantaneous

Cloud of Reban (IV)

Var Hyvrak magazine N°5 <http://www.edepol.de/vh/>

(Authors : M.Deuringer, O.Esper & S.Schmidt/ Translation: Bengt Krezdorn)

The spell creates a thick cloud of smoke from a seed fire within SI yards. The smoke may emanate from the fire, the caster's focus or his/her clothes. The cloud covers an area of ML feet around the caster with a height of SI feet. It takes 30-SI seconds for the cloud to fully develop. The cloud may never cover a body of water with more than half of its size or it will collapse and be absorbed by the water.

Beings inside the cloud have a reduced vision of 1 foot which is practically nil. Furthermore the smoke will hinder breathing. Living beings not holding their breath suffer from coughing and breathlessness and may get smoke poisoning, which may in turn even kill them. Holding breath is treated like diving (see HârnMaster Skills). The smoke also stings the eyes, so if they are not closed or otherwise protected, strong lacrimation will occur, hindering orientation and use of skills further. Penalties from -50 to -80 may be justified. The cloud is opaque to beholders from outside.

The caster is not hindered by the effects of the cloud (no vision impairment !). The spell demands a high level of concentration however. If the caster is disturbed or moves, the cloud dissipates within 30 seconds.

Bonus Effects

ML51+ No seed fire needed anymore.

ML71+ The caster may move the cloud independently of him/herself. Maximum speed is 10 feet per round. The cloud has to be in view of the caster.

ML81+ The caster may create the cloud from any given seed fire within ML yards.

ML86+ The caster may change the shape of the cloud as s/he sees fit. The volume of the cloud is unchanged however (e. g. this enables the caster to exclude or surround an entity).

ML91+ The caster may exclude up to SI persons from the effects of the cloud.

Fatigue: (15-SI) x 3.0
Time: (15-SI) x 2 seconds
Range: SI yards/**ML81+** ML yards
Duration: **MS:** SI min/**CS:** SI x 2min.



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Grazikain's Cauterization (IV)

(Author/Contributor: Gary Ashburn)

This spell causes the caster's hands to grow "Red Hot" (the caster suffers no damage from the effect).

The spell is designed to cauterize wounds - slowing or stopping blood loss or closing open wounds so they are less likely to become infected. Application of this treatment allows the caster to perform a cauterization or stop blood loss attempt with the normal chance of success (Base EML plus 1/2 physician ML) plus a bonus of half the caster's ML with this spell (2/3 ML with CS).

Attempts to stop blood loss cause damage equal to 2d6 per attempt and can be attempted twice per round. Attempts to cauterize wounds cause normal damage as per the cauterization table and requires a full round to perform.

If used in combat any strike causes fire impact of 1d6+SI/3 - in addition to normal damage for the blow. Any touch will cause 1d4 impact/damage.

Bonus Effects

ML61+ Impact/Damage from attempted treatments is reduced by (SI-5) for attempting to stop blood loss and 2 x (SI-5) for a cauterization attempt.

ML76+ This spell may be cast on another by touch.

Fatigue: (15-SI) x 2.0

Time: (15-SI) seconds

Range: Self/**ML76+** touch

Duration: SI rounds - up to a maximum number of applications: **MS:** (2/3) SI half-round applications/**CS:** SI half round applications. (or half that many full-round applications.)

Hafgan's Zone of Heat (IV)

(Author/Contributor: Björn Blum/Timo Hanschke)

This spell creates a sphere with a diameter of SI/2 x 5 feet at a chosen location in range. Within this sphere, the temperature is raised insomuch that every creature within it accrues 5 (MS) or 10 (CS) fatigue points per round. The caster is immune to the effect.

Bonus Effects

ML81+ The caster can place the centre of the spherical zone on a creature. The zone will move with this creature.

ML91+ The sphere's diameter is increased to SI x 5 feet.

Fatigue: (15-SI) x 2.5

Time: (15-SI) seconds

Range: ML feet

Duration: **MS:** 1 minute/**CS:** 2 minutes



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Hornet Fire (IV)

(Author: Demonmaster)

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

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

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

Bonus Effects (None)

Fatigue: (15-SI) x 2.0

Time: (15-SI) x 2 seconds

Range: ML Yards

Duration: MS: SI x 10 seconds/CS: SI x 30 seconds

Keirin's Pace (IV)

(Author: Blair Wettlaufer)

This spell speeds a subject's metabolism, so that its Fatigue Rate is halved and its Movement is doubled. However, for each hour (or part thereof) that the enchantment is held, the creature must roll a 1d6 Kill Roll at the end of Duration. This spell is most commonly used on steeds. The target is permitted a resistance roll of Will x3 (CS: Will x1). Regardless of whether the target lives, it suffers a 1d10 general wound per hour of enchantment (HR 5).

Bonus Effect

ML61+ The caster may terminate the spell any time before Duration ends.

Fatigue: (15-SI) x 2.5

Time: (15-SI) x 4 seconds

Range: Touch

Duration: MS: SI x 3 minutes/CS: SI x 30 minutes



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Maileoi's Leap (IV)

(Author: John Kuzma)

Causes a fire within Radius to leap from its current location to another location within Radius. With the basic spell, the fire can be no larger than a torch flame. The leaping flame is purely mundane, can be dodged and will cause damage depending on its size. The flame does not bring fuel for itself, and will flare out in an instant if the target area is not flammable. Also, the area the flame leapt from will be without fire for a moment, but unless something is done to alter the heat/fuel/oxygen combination the area will almost certainly re-ignite!

Bonus Effects

ML61+ Fire source may be as large as a campfire.

ML81+ Fire source may be as large as a bonfire.

ML96+ Fire source may be as large as a burning building.

Maileoi's Prism (IV)

(Author: John Kuzma)

An enchantment that enables the caster to peer out of any flame within the target area. The basic spell is limited by range, the fact that the “image” transmitted by the spell is hard to decipher, and the inability of the caster to control which flame he is looking through (if there are multiple flames within the target area the caster's point of view shifts randomly). The basic spell does not allow the caster to hear from the flame's vantage point.

Bonus Effects

ML41+ The caster may specify which flame in the target area he wishes to peer from, once the random shifting has already allowed him to see through it. Caster can shift “vantage point” at will.

ML66+ The flickering of the “prism” is reduced to the point that the caster can clearly recognize individuals, items, etc. It is still difficult to read words on a page.

ML81+ Range is increased to SI leagues.

ML91+ Sounds may now be heard through the prism(s), although the back-ground noise of the source fire may make it difficult to hear soft voices, etc.

ML96+ Caster may cast Pèleáhn magic through the prism(s).

Fatigue: (15-SI) x 2.5

Time: 15-SI seconds

Range: ML yards

Duration: Instantaneous

Fatigue: (15-SI) x 2.5

Time: (15-SI) x 30 seconds

Range: ML yards/**ML81+** SI leagues

Duration: **MS:** SI x 2 minutes/**CS:** SI x 6 minutes



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Murazor's Vision (IV)

(Author: Lee Short)

A self-enchantment which alters the caster's visual perception so that he can only see infrared radiation.

The caster can perceive the approximate temperature of the heat source and its approximate size. He can distinguish temperature differences of 10 C° or more. The caster has great difficulty perceiving detail in objects of uniform temperature, and with the basic spell, he is unable to differentiate between a single large heat source and multiple smaller heat sources of the same temperature.

The caster's range of sight is extended greatly, allowing him to perceive the following, provided they are within line of sight:

Distance, up to:	Fire	Living Matter
ML yards	candle	dog
50 x ML yards	cooking fire	person
SI miles	campfire	horse, or 4-5 people
ML/3 miles	bonfire	4-5 horses

Bonus Effects

ML61+ Caster can discern between multiple small heat sources and a single large source by concentrating for 15-SI seconds.

ML86+ Caster can switch between normal vision and enchanted vision, each transition requires concentrating for (15-SI) x 2 seconds.

Fatigue: (15-SI) x 2.5

Time: (15-SI) x 10 seconds

Range: Self

Duration: MS: SI x 2 minutes/CS: SI x 6 minutes

Ocher Mantle (IV)

(Author: Klaus Ole Kristiansen)

An enchantment, which protects the recipient from harm or discomfort, caused by exposure to cold temperatures. The target of *Mantle* will experience any below-freezing temperature down to -ML C° as if it were at freezing (±0°C). The value of this protection is highly variable depending on the amount of moisture in the air and on the wind speed.

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

Bonus Effects (None)

Fatigue: (15-SI) x 3.0

Time: (15-SI) minutes

Range: Touch

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



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Patience's Kinetic Cyclone (IV)

(Author : Kathleen Seide/Contributor : Gary Ashburn)

This spell allows the caster to summon kinetic energy into a swirling area that picks up loose objects and stirs them into a dense, violent dust storm, possibly blinding those in the area and/or deflecting incoming objects, projectiles, birds, etc. away. The caster is in the eye/center of the whirlwind and is not affected.

The size of the *Kinetic Cyclone* is equal to (SI + 2) feet radius. Its height is SI feet. The eye is centered on the caster and extends a foot out from him.

Any being around human size within the *Cyclone* is subject to blunt impact of SI/3 pts to general body from any flying objects that have got caught by the cloud. (Since circumstances and objects will vary, the spell assumes SI/3 general body rolls can be made per man-sized creature in area).

Below ML51+, *Cyclone* is stationary. At higher ML, the *KC* can move with the caster at (ML-50) ft/round. If the caster moves faster than that, he overruns the center and is affected by the spell.

The dirt, twigs and light weight debris that the *Kinetic Cyclone* picks up blinds and irritates beings caught within it. Visibility decrease is equal to (ML/2) % of spell. (If the caster's ML is 50, then visibility is reduced by 25%). Any skills based on eyesight are reduced to reflect this penalty. All beings within *KC* have a special penalty of 3xSI % on a MS and 5xSI % on a CS to any reasonable skills (GM's discretion).

Beings outside the *KC* have reduced visibility of things going on within the *KC*. For beings shooting missiles and the equivalent into it, the penalties are ML/8 % on a MS and ML/5 % on a CS reduction from their EMLs. Damage for projectiles fired from the outside through or into the *KC* is reduced by 1 pt for every 40% of ML on a MS or 1 pt for every 30% of ML on a CS.

Reduction	MS	CS
0 pt	ML40% or lower	ML30% or lower
1 pt	ML80% or lower	ML60% or lower
2 pts	ML120% or lower	ML90% or lower
3 pts	ML121% or greater	ML120% or lower

Bonus Effects

ML51+ Caster can move with the cyclone at (ML-50) ft/round.

ML71+ Caster can dispel the *KC* at will.

ML81+ Caster can cast *KC* within SI yards and move it independently at (ML-60) ft/round up to ML/2 feet away (center or "eye").

Fatigue: (15-SI) x 2.5

Casting Time: (15-SI) x 2 sec

Range: Self/ML81+ SI yards

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



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Pizon's Firetrap (IV)

(Author/Contributor : Huscarl/Ken Snellings)

Pizon's Firetrap causes a fire of campfire size or greater to violently explode in a large fireball when sufficient motion is detected during spell duration within 10 feet.

The radius of the explosion, which cannot be dodged, is 5 + SI feet. The impact of the exploding fireball is 1d6 (MS) or 2d6 (CS). This impact is determined once and applied to 1d6 randomly generated body parts for each person in the blast radius. Armor and clothing reduce impact normally.

Sufficient motion is generally created by an object the size of a cat moving through the ten foot detection range.

Except in the case of a misfire, the caster cannot trigger the trap.

Bonus Effects

ML51+ The radius of the explosion can be set to a reduced level during the casting of the spell

ML71+ Range is ML feet in line of sight

ML81+ A flame of any size can be used to house the spell

ML91+ Sufficient motion can be precisely defined

Weapon of the Virulent Flame (IV)

(Edited by Rebecca Downey)

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

Note: After SI x 20 seconds the weapon will begin to melt unless otherwise protected. Weapons will suffer 1d3 damage to their WQ per round after duration if the spell is recast - or somehow continued.

For duration, the weapon cannot create bleeding wounds.

Bonus Effects (None)

Fatigue: (15-SI) x 2.5

Time: (15-SI) x 2 seconds

Range: Touch/**ML71+** ML feet in line of site

Duration: Until triggering or SI hours

Fatigue: (15-SI) x 3.5

Time: (15-SI) seconds

Range: Touch

Duration: SI x 20 seconds



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Chandéla's Summoning (V)

A major/minor artifact enchantment that enchants a censer, brazier, bowl etc. with the ability to summon a variety of pseudo-elemental made of smoke.

The elemental is summoned when incense is burned in the artifact and a successful invocation is made. The elemental will then perform a simple task if the summoner can make a 5 x Will check. The elemental is small and weak (physical attributes are 1d6 each, personality 2d6, morality 3d6) and cannot leave (caster's) ML yards (at time of artifact creation) of the controlling artifact.

This artifact is dependent on charges and must be charged using another spell or other arcane means. The object, which is empty of charges, to start with, will hold up to the caster's SI (SI x2 with CS) charges at the time the artifact is created.

This artifact power occupies 4 EGO/Will and duration is Indefinite or Permanent if cast while the object is being made.

Bonus Effects (None)

Fatigue: (15-SI) x 3.0
Time: (15-SI) x 2 hours
Range: Touch
Duration: Indefinite/Permanent

Chinuak's Passage (V)

(Author: R.B. Schmunk)

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

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

Bonus Effects

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

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

Fatigue: (15-SI) x 3.0
Time: (15-SI) x 2 seconds
Range: Self/**ML91+** Touch
Duration: 1d10 watches/**ML66+** 1d8 to 1d12 watches



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Hafgan's Hornetfire (V)

(Author/Contributor: Björn Blum/Timo Hanschke)

Creates a hive of large insect sized fireballs from a campfire sized seed fire. The fireballs move according to the casters orders but cannot move further than 25 (MS) or 50 (CS) feet away from the seed. The hive causes confusion among the victims. Contact or close proximity causes a special penalty of 15 (MS) / 30 (CS) to all skills among the designated target(s). Maximum number of designated targets is SI + 2.

Upon contact, the fireballs immediately die down, due to their small size without inflicting any damage. They may, at GM discretion, ignite easily flammable materials though.

Bonus Effects

ML71+ Range is increased to SI x 10 feet.

ML81+ The fireballs may move up to 50/75 feet (MS/CS) from the seed.

Sight of Laris (V)

(Author: Lance D. Gelb)

This spell enables the caster and whomever it is cast upon to see in smoke (+5d6 % to EML) created magically or naturally.

Bonus Effects

ML56+ 1d6 targets

ML81+ Range of ML feet

Fatigue: (15-SI) x 3.0
Time: (15-SI) seconds
Range: SI x 5 feet/**ML71+** SI x 10 feet
Duration: ML seconds

Fatigue: (15-SI) x 3.0
Time: (15-SI) seconds
Range: Touch/**ML81+** ML feet
Duration: SI hours



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Hafgan's Flaming Fury (VI)

(Author/Contributor: Björn Blum/Timo Hanschke)

This spell causes a seed fire to explode like if it was struck by a mighty vertical squall. The spell extinguishes the seed fire. The radius of the explosion and the damage it causes depend on the size of the seed fire and the success level achieved.

Size of seed fire	Explosion radius (x 5 feet)	Damage MS/CS
Campfire	SI/2	2d6/3d6
Large campfire	(SI/2)+2	3d6/4d6
Small burning building	SI+2	4d6/5d6
Large burning building	SI+4	5d6/6d6

The explosion strikes 1d6 random generated body locations. Normally, dodging is impossible but at GM discretion a victim may try to dodge (at half ML for example).

Bonus Effects

ML71+ Range is increased to SI x 50 feet.

ML101+ Damage is increased by another 1d6.

Horak's Candle (VI)

(Author: Lothraem)

A self-enchantment which causes the caster's body and all his possessions to ignite to mundane fire. Caster himself is immune to fire and its effects, as is his possessions, but surrounding are not. Everyone touched by caster in flames gets SI+1d6 (MS) or SI+2d6 (CS) of damage. Spark is needed with this spell.

Bonus Effects

ML51+ Caster is able to end the duration of spell.

ML61+ Caster is able to control the area of effect in his body.

ML71+ Caster may choose between mundane and ethereal fire.

ML81+ Spark is no longer needed.

ML91+ Spell may be laid upon willing creature.

Fatigue: (15-SI) x 3.5

Time: (15-SI) x 2 seconds

Range: SI x 25 feet/**ML71+** SI x 50 feet

Duration: Instantaneous

Fatigue: (15-SI) x 3.5

Time: (25-SI) seconds

Range: Self/**ML91+** Touch

Duration: SI x 10 seconds



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Nahari's Fiery Doom (VI)

(Author: Paul A. Thompson)

A spell that creates 1d6 x 5 jets of searing flames that shoot from the caster's fingertips. The caster's arms are stretched out in front, while the hands are held together at the thumbs and the fingers are splayed out. The flame-jets, which appear as 5-foot long, 2-inch diameter burning spears, fan out from the fingertips in a horizontal arc of about 100 degrees in front of the caster. Any individual or creature struck by a flame jet receive serious burns and are thrown back 1d10 feet from their original position, receiving further impact damage from striking the ground or any object in the path of the knock-back. Upon being struck, the flame jet flashes and throws out a shower of sparks that illuminates an area up to 20 feet in diameter.

A direct strike (CS) to an individual or creature results in a Grievous burn anywhere from the thighs to the head (random determination). The locations immediately around the strike location receive a Serious burn for each location.

A grazing strike (MS) to an individual or creature results in a Serious burn to the same range of body locations, with Minor burns to those locations immediately around the strike location. The victim must make a Shock Roll, regardless of whether CS or MS.

A near miss (MF) results in easily flammable items (i.e., clothing, hair, etc.) catching fire with Minor burns resulting to locations directly affected (i.e., top of head if hair ignites, chest and torso if front of tunic ignites, arm if tunic sleeve ignites, etc.).

A complete miss (CF) results in no damage to the target. Non-living targets such as trees, bushes, buildings, etc., will catch fire on results of CS and MS, otherwise the jets flash upon impact with a shower of sparks and disappear.

The enchantment is not directed at specific targets, rather it is intended to cause as much damage as possible to anyone and anything in the path of the spell. The flame jets move at such a rate of speed that anyone in the path of one rarely dodges or ducks in time to avoid them (-50 EML to Dodge attempts, Acrobatics, etc.).

Anyone who is a victim of or witness to the spell will have a severe Morale crisis: (See Combat 18 for descriptions of Broken and Desperate.)

01-60 Automatically flees, or attempts to flee, in abject terror
61-90 Broken
91-100 Desperate

CS: 1 or more individuals or creatures are struck by a flame jet (at least one living target, if living targets are present, will be struck). Several non-living targets will be struck – half of the flame jets will strike something. Determine whether the strike was direct or indirect for each and determine damage separately for each victim. Roll ML for each target hit to determine if strike is CS, MS, MF, or CF. Flammable items are immediately set on fire and burn for 1d10 x 10 minutes or until consumed. The jets have a range of 50 plus 1d10 x 5 yards.

MS: 1 or more individuals or creatures are struck by a flame jet (at least one living target, if living targets are present, will be struck). Several non-living targets will be struck – half of the flame jets will strike something. Determine whether the strike was direct or indirect for each and determine damage separately for each victim. Roll ML for each target hit to determine if strike is CS, MS, MF, or CF. Flammable items are immediately set on fire and burn for 1d10 x 10 minutes or until consumed. The jets have a range of 20 plus 1d10 x 5 yards.

MF: The spell blows up in the caster's face, causing Grievous burns to the caster's hands and forearms, and Serious burns to the caster's elbows and upper arms. The caster also receives Minor burns to the face, neck, shoulders, thorax, and abdomen. Caster must make a Shock Roll.

CF: The spell incinerates the caster and all possessions on his or her body. Anyone within 10 feet of the caster receives Serious burns to most of his or her body – especially the side facing the caster. The victim(s) must make a Shock Roll. Anything flammable within this zone catches fire.

Bonus Effects (None)

Fatigue: (15-SI) x 3.5

Time: (15-SI) seconds

Range: See above

Duration: Instant



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Pilum of Fire (VI)

(Author: Demonmaster)

This spell produces a spear-shaped jet of fire with a diameter of two inch, that flies from the seed fire (that must be touched), in the desired direction.

The jet of flame does 5d6 burn damage to a single target.

The Pilum may be dodged, as a Low Velocity missile.

Damage is reduced by 1d6 for every 10 feet the target is from the source of the jet. The jet of fire dissipates into nothing if it doesn't hit anything and there is no more dice left.

Example: With a SI of 5, the first 10 feet has a fire impact of 5d6, 11 to 20 feet has a fire impact of 4d6, 21 to 30 feet has a fire impact of 3d6 burn and so on until it reaches 50 feet at which it will end.

Bonus Effect

ML71+ Touching the seed is no longer required. Range is now SI x 5 feet.

Eruption (VIII)

(Author: Demonmaster)

This spell activates the volcanic activity in the region. The effect of this spell is depending on the natural volcanic activity and the natural seismic activity in the affected region. In a region that normally doesn't have any volcanic activity, the effect can be an underground volcanic eruption, which can in a small scale reach the surface or at least be treated as an earthquake. In a region that normally has volcanic activity the effect can be disastrous, and a new volcano can be 'built'. The caster has no control of the process once initiated.

Bonus Effects

ML71+ The caster has some initiate control of the effect. He can lessen or strengthen the effect (within reason).

ML81+ The caster can control the flow of lava (if it reaches the surface), this control lasts only ML minutes, and after that the lava will flow naturally. This bonus effect can be used to build lava seas and rivers designed by the caster.

ML91+ The caster can have the flow of lava not to cool down naturally, this means that the lava flow will flow for a longer period of time unless it is cooled down by esoteric means or by a very long exposure of cold element (water/ice). Eventually the lava flow will cool down, but it will take a long time.

Fatigue: (15-SI) x 3.5

Time: (15-SI) seconds

Range: Touch/**ML71+** SI x 5 feet (to seed)

Duration: Instantaneous

Fatigue: (15-SI) x 4.5

Time: 15-SI hours

Range: Line of Sight (Good)

Duration: N/A



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Murazor's Cloud (VIII)

(Author Lee Short/Revised by R. Downey)

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

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

Bonus Effects

ML71+ Caster is not affected by the cloud.

ML91+ Caster may designate by touch up to SI other creatures that will not be affected by the cloud.

Fatigue: (15-SI) x 5.0

Time: (15-SI) x 5 seconds

Range: Touch

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

Murazor's Hastening (VIII)

(Author Lee Short/Revised by R. Downey)

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

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

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

Bonus Effects

ML66+ Fatigue accumulation is now 150%

ML81+ Range is touch.

ML91+ Fatigue accumulation is now normal.

Fatigue: (15-SI) x 5.0

Time: (15-SI) x 2 seconds

Range: Self/ML81+ Touch

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



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Murazor's Summoning (VIII)

(Author Lee Short/Revised by R. Downey)

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

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

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

CF	The elemental is uncontrolled.
MF	The elemental is controlled, but not subjugated. So long as the elemental is controlled, it may not leave the seed fire, nor may it use any powers beyond the extent of the seed fire. The caster may voluntarily loose his control at any time, and he automatically loses control if he moves farther from the seed fire than his casting range.
MS	The elemental is partially subjugated. The caster may command the elemental, but he must concentrate for 15-SI seconds to do so. Any injury to the caster requires a new control check.
CS	The elemental is completely subjugated. The caster may command the elemental at will.

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

Bonus Effects

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

Fatigue: $(15-SI) \times 5.0$

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

Range: SI yards

Duration: **MS:** $SI \times 3$ minutes/**CS:** ML minutes



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Murazor's Field (X)

(Author Lee Short/Revised by R. Downey)

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

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

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

Bonus Effects

ML86+ The caster can shrink and expand the sphere at will. He cannot shrink it below 1 foot, nor expand it beyond ML yards. He may change its size by SI feet per second. He may create it at any eligible size.

Fatigue: (15-SI) x 6.0

Time: (15-SI) minutes

Range: Touch

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

Fenton's Filter of Magic (ML)

(Author: Mark Hazen)

Spell establishes a tunable wall of elemental fire that will block a particular spell or family of spells from affecting the space within the wall. The spell being blocked must be familiar to the caster, and the area must be outlined with a combustible material that is consumed as the spell is activated. Use of divination type spells like *Feel* can be used to determine the type of spell being blocked but will result in less than 100 % protection.

The basic spell will only protect against Pèleáhn spells. Wall blocks both incoming and outgoing spells. Incoming spells of higher level are reduced in their effect depending upon distance and difference in level (GM discretion).

Bonus Effects

ML51+Caster can protect against neutral and grey spells.

ML61+Caster can protect against spells of other convocations; and Divine spells to a limited extent.

ML81+Caster can cast multiple filters at the same time.

ML91+Caster can make the filter one way so that spells can be cast from within the wall, or without.

Fatigue: (15-SI) x level x rad. (m.) of area protected

Time: (15-SI) x 10 seconds.

Range: 1 yard

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



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Energize Projectile (ML)

(Author: Gary Ashburn)

A spell to accelerate an object (projectile). Upon successful casting a given amount of energy is imparted to the object to accelerate it in a chosen direction.

Any object (within a wide range of weight and hardness) is accelerated over a short distance with a great deal of force (similar to an arrow) and able to strike a man sized target within ML yards with accuracy. For Complexity >6: (complexity/6)*ML yards.
(Maximum distance thrown for most small objects of reasonable density can be much farther; however both accuracy and impact will be greatly reduced).

Damage is to a single target location rolled on the body location chart.

Impact is Point for small stones or lead bullets but Blunt for projectiles larger than “ideal”.

If the object has multiple impact aspects (dagger) the Aspect of the missile strike is determined randomly (below ML 61).

Complexity	Base Impact
<=6	(Level/2) x SI
>6	2 x (Level-5) x SI

Base impact is added to projectile damage based on success level of the spell : On MS add 2d6, on CS add 3d6.

Base impact is reduced by 10% beyond ML ft and 20% beyond 2 x ML ft (more for less ideal projectiles).

“Ideal” weight, hard, dense projectiles should provide described Impact and accuracy within listed ranges.

Heavier projectiles may be much slower and may allow for target to dodge.

Lighter projectiles may increase range and speed but will lose Impact much more quickly.

Soft projectiles cause Blunt and may lose impact at shorter ranges.

Ideal missile weight = [factor of 10 more or less]

15 times Impact grains [1.5 to 150]

1 times Impact grams [1/10 to 10]

.03 times Impact ounces [.003 to .3]

Minimum range to allow the acceleration to take place is about 2-5 feet.

The spell is designed to work with primary, secondary or neutral objects. For tertiary/diametric projectile objects there should be an appropriate EML penalty.

** Alternately the same spell could lift an object to a given height ($KE=mGh$ // $KE=Impact^2*5$ in ft-lbs: 6th complexity @ 7SI = 21 base impact = 2205 ft-lbs could lift a 10 lb object to 220' height – or a 220 lb man to 10' height)

Bonus Effects

ML41+ Touch no longer necessary – projectile must be within SI yards.

ML51+ Caster can choose target hit location if within 2 x SI yards (not eyes, ears, or fingers).

ML61+ Caster can select strike aspect.

ML71+ Projectile no longer necessary – caster can do blunt impact to a target within SI yards. (Choose location not random body location).

Fatigue: (15-SI) x (1+level/2)

Time: (15-SI) seconds

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

Duration: Fraction of a second



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Flaming Shield (ML)

(Author: Klaus Ole Kristiansen)

A spell that wreathes the caster in ethereal fire that protects him from harm by cold magic of the same or lower level.

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

Flaming Shield will not protect an Odírvshè sorcerer.

Bonus Effects

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

Fatigue: (15-SI) x (CL/2)

Time: (15-SI) x 2 seconds

Range: Self

Duration: SI x 10 seconds