



Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya.

Sàvôrya is the magic of mind and spirit, perhaps the most esoteric of the convocations of the Shek-Pvâr.

Sàvôryans deal with aura and knowledge, with principles which, they at least believe, stand above the other elements, and of the Shek-Pvâr.

A Sàvôryan is, probably, the greatest knowledge of psionics, and perhaps of Keléstia itself.

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

-10	Secondary (Lyáhvi or Odivshè) object
-15	Neutral elements (GM Discretion)
-20	Tertiary (Pèleáhn or Fývrian) object
-30	Diametric (Jmôrvî) object

The Basics for Mind Magic

By J. Patrick McDonald

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

Memory Complexity Level

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



Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Memory Checks

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

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

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

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

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

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

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

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

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

Index

AVID'S APOPLEXY (I) 1
CALSPETH'S FINGER (I) 1
DARIA'S INDEX (I) 2
TRUTH SENSE (I) 2
VIOLET BALM (I) 3
ZORGIN'S PEST REPELLENT (I) 3

AARDEN'S BARRIER (II) 4
AFFECTS OF LIZAVETA (II) 4
DARIA'S ENCYCLOPAEDIC RETRIEVER (II) 5
DETECT PEOPLE (II) 5
DISTRACTION (II) 6
EYE OF DEKÉJIS (II) 6
ILGHAZI'S PERCEPTION (II) 7
LARDI'S REVELATION (II) 7
LIGHT SENSITIVITY (II) 8
LIZAVETA'S BARGAIN (II) 8
REINWALD'S ASTRAL EXCHANGE (II) 9
REINWALD'S AUGURATION (II) 9
SILEKA'S MEMORY (II) 10
VIOLET PRISM (II) 10
ZORGIN'S DART (II) 11

CALADÂN'S SENSE (III) 11
CALSPETH'S ARROW (III) 12
EYES OF CALSPETH (III) 12
EYES OF KORPID (III) 13
FACADE (III) 13
IRON WILL (III) 14
MOGEN'S VEIL (III) 14
NARELDA'S RUNESTAFFS (III) 15
PSYCHIC TRACKING (III) 15
REINWALD'S BLOCKADE (III) 16
REINWALD'S ETHEREAL HAND (III) 16
REINWALD'S PALSEY (III) 17
SHIELD OF ILGHAZI (III) 17
SLIGHT OF MIND (III) 18
XEROX'S COPYIST (III) 18
ZARISA'S REFLEXES (III) 19
ZARISA'S WATCHDOG (III) 19

COMMAND OF ILGHAZI (IV) 20
FIRE NERVES (IV) 20
HYPOCHONDRIA (IV) 21
ILGHAZI'S DEADENING (IV) 21
ILSCORN'S GRIP (IV) 22
MEMORY OF ILGHAZI (IV) 22
REINWALD'S LIBRARY (IV) 23
SILEKA'S CHARM (IV) 23
TABAR'S BINDING (IV) 24
WALLFLOWER (IV) 24
ZARISA'S TRACE (IV) 25

ALARIEL'S TAPESTRY (V) 26
CALSPETH'S LANCE (V) 26
FEAR (V) 27
LARDI'S ABNORMAL USE (V) 27
LITANY OF FEAR (V) 28
REINWALD'S NEMESIS (V) 28
RUNEMARK (V) 29
ZORGIN'S DELAY (V) 29
ZORGIN'S MEMORY (V) 30

CALSPETH'S HAMMER (VI) 30
AZAGOTH'S TRANSFER SKILL (VI) 31
MAHARG'S RUMOUR (VI) 32
REINWALD'S VORTEX (VI) 32
SPIRIT WALK (VI) 33
TARONSULS SOURCE OF DISCORD (VI) 33

BIND FAMILIAR (VII) 34
GÉNIN'S PEACE (VII) 35
FADE TO GREY (VII) 35
NASORI'S WAY HOME (VII) 36
PANÁGA'S TRAP (VII) 36
TOUCH OF ILGHAZI (VII) 37
VOICE OF LÓTHRIM (VII) 37

LEOFFLED'S ENQUIRY (VIII) 38

GROK (XII) 39

FORGET (M) 40
MEMORY POOL (M) 40
PHANTOM MEMORY (M) 41
REINWALD'S VEIL (M) 41
REMEMBER (M) 42



Tome of the Ancient and Esoteric Mysteries of the Wisdom of Savorya

Avid's Apoplexy (I)

(Author: Padriag)

An enchantment which causes a momentary seizure resulting in a palsy in either the hands or the legs (causing either a Fumble Roll or a Stumble check, but not both) at the caster's choice. The base spell can only be laid by touch.

CS: Severe seizure, -2 penalty to check and +5 Fatigue Points to spell target.

MS: Standard Fumble or Stumble check.

Bonus Effect

ML61+ Touch is no longer required; Range is SI x 5 feet.

Fatigue: (15-SI) x 1.0

Time: (15-SI) seconds

Range: Touch/**ML61+** SI x 5 feet

Duration: 10 seconds

Calspeth's Finger (I)

(Author: R.B. Schmunk)

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

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

Bonus Effects

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

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

Fatigue: (15-SI) x 1.0

Time: (15-SI) seconds

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

Duration: Instantaneous





Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Daria's Index (I)

(Author: Ed Reppert)

A spell which examines a grimoire and creates or updates an index to it, allowing a mage to jump directly from the index page to the page containing a given spell.

Bonus Effects (None)

Truth Sense (I)

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

This spell does not misfire violently.

CS	Caster is absolutely sure if target is lying, or omitting details
MS	Caster is reasonably sure of direct lies, but would not detect small lies, or omissions
MF	Caster is reasonably sure of the truth. (Caster is unsure if the subject is being truthful or not.)
CF	Reverse answer given - caster is convinced of results being accurate

Bonus Effects

ML51+ The spell now has Range of SI feet.

ML71+ The caster may switch targets at will. However, the caster may not affect a single target more than once per casting.

Fatigue: (15-SI) x 1.0

Time: (15-SI) seconds

Range: Touch

Duration: Indefinite

Fatigue: (15-SI) x 1.5

Time: (15-SI) x 30 seconds

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

Duration: SI minutes





Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Violet Balm (I)

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

Bonus Effects (None)

Zorgin's Pest Repellent (I)

(Author: *Stephan Sundström*)

A self enchantment to repel common pests like insects, spiders, ticks, fleas and other small and obnoxious creatures that uses instinct. The spell radiates a rudimentary form of fear or danger understood by this sort of pests. The spell power radiates SI inches out from the recipient's body. The long casting time is to give the pests time to leave the recipient of the spell without "eating their way out in panic".

Caster with *Telepathy* Psionic talent adds his SI to ML.

Bonus Effect

ML61+ The enchantment may be cast upon any willing recipient (Touch).

Fatigue: (15-SI) x 0.5
Time: (15-SI) x 30 seconds
Range: Touch
Duration: N/A

Fatigue: (15-SI) x 1.0
Time: (30-SI) Minutes
Range: Self/ML61+ Touch
Duration: SI hours





Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Aarden's Barrier (II)

This enchantment allows the caster to block the pain of any one wound from his mind, reducing the penalty of that wound by half. The basic spell may only be used singly. However, since the caster is not favouring the wound, he is likely to make it worse - add one to three d6 IP to the wound after each activity that can make the wound worse (GM Discretion).

Bonus Effects

ML61+ The caster may apply this spell to another by touch.

ML81+ This spell may be cast on up to SI/4 wounds per individual.

Fatigue: (15-SI) x 2.0
Time: (15-SI) minutes
Range: Self/ML61+ Touch
Duration: SI hours

Affects of Lizaveta (II)

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

A spell to stimulate an existing emotion in a victim. The selected target must be touched at the culmination of casting. If the spell is successful, whatever emotion is currently felt by the victim will be enhanced or reduced (caster's choice). The caster does not have to know the nature of the emotion.

Enhancement of the emotion lasts for Duration. The victim may test his Will to determine whether he succumbs; roll against Will x 4 (MS) or Will x 2 (CS) with the following results:

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

Bonus Effects

ML51+ Touch not required. Range is SI x 5 feet.

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

ML96+ The spell may be cast over an area extending SI x 5 feet from the caster's head. Everyone within Range but the caster is affected. The new emotion option may not be exercised as a zone.

Fatigue: (15-SI) x 2.0
Time: (15-SI) x 2 seconds
Range: Touch/ML51+ SI x 5 feet
Duration: MS: SI minutes/CS: ML minutes



Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Daria's Encyclopaedic Retriever (II)

(Author: Ed Reppert)

A spell which examines the contents of a volume, and looks for a specified sequence of text.

Bonus Effect

ML61+ Spell can be used to examine multiple volumes.

Detect People (II)

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

A spell to detect the presence of people (members of species that have an aura/magical essence/soul/sentience and the power of speech). The caster will learn the approximate number of people (within a factor of 3) within one league.

If most (at least three quarters) are concentrated within a single small area, the spell will reveal the approximate distance and direction to these.

Bonus Effects

ML51+ A species can be specified.

ML81+ Up to SI species groups can be located.
(Specific, known targets, can be specified and found if within range)

Fatigue: (15-SI) x 2.0

Time: (15-SI) x 20 seconds

Range: Touch

Duration: 2 minutes x number of volumes to search.

Fatigue: (15-SI) x 1.5

Time: (15-SI) x 10 seconds

Range: 1 league

Duration: Instantaneous





Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Distraction (II)

(Author: Andreas H. Nicoletti)

A minor invocation that causes the target to briefly forget his/her current activity and seek out some perceived (but non-existent) noise or event. The caster can suggest a perception for the target's with a suggestive phrase like "What was that?" but cannot control it because the target's imagination fills in all the details.

Once the spell completes, the target realizes that "it was nothing" after all and returns to his/her original activity.

While under the spell's influence the spell may be broken by another distraction (normal or otherwise).

Special Bonus: If the target has Sensitivity a successful casting causes the target to be distracted for twice as long.

Special Bonus: If the caster has telepathy add his/her telepathy SI to *Distraction* EML.

Bonus Effects

ML66+ up to SI targets can be affected simultaneously.

Eye of Dekéjis (II)

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

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

Bonus Effects

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

Fatigue: (15-SI) x 1.5

Time: (15-SI) x 2 seconds

Range: SI yards

Duration: ML secs (x 2 if target has *Sensitivity*).

Fatigue: (15-SI) x 1.5

Time: (15-SI) x 4 seconds

Range: Self/**ML51+** Touch

Duration: **MS:** SI x 15 minutes/**CS:** SI hours



Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Ilghazi's Perception (II)

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

This spell searches a large area for the thought patterns of intelligent creatures.

Only creatures of nearly human intelligence (IQ 75+) will be detected. The area of effect is a sphere of ML feet (ML x 2 feet with CS) centred about the caster. The caster must have line-of-sight to a creature to detect the creature.

Bonus Effects

ML81+ Caster receives an estimate of degree of mental activity of the detected creatures.

ML91+ Centre of the area of effect may be about a Sàvôryan elemental object up to ML feet away from the caster.

ML96+ Line-of-sight is no longer needed. There must exist an unobstructed path between the caster and the subject of ML feet or shorter. The caster need not specify this path; it just needs to exist.

Lardi's revelation (II)

The Shek-Pvâr has to touch a person to be informed about his/her psionic talents.

In the basic form the caster only learns which psionic talents the person possesses and if they are active or not.

The victim may try to resist with Will x 3/Will x 1 (MS/CS).

Bonus Effects

ML31+ An approximate percent chance will be learned in steps of 30 percent (example: a ML of 57 would be between 30 and 60, a ML of 99 between 90 and 120.)

ML51+ The approximate percent chance goes in steps of 20 percent. (ML of 57 would be between 40 and 60, ML of 99 between 80 and 100).

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

ML71+ The percentage step is only 10.

ML91+ The caster learns the exact ML of the victim.

Remark: you can replace the numbers by saying the victim is 'rather good' or 'very good' with a talent.

Fatigue: (15-SI) x 1.0

Time: (15-SI) seconds

Range: Self

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

Fatigue: (15-SI) x 0.5

Time: 15-SI seconds

Range: Touch/ML61+ SI yards

Duration: Instant



Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Light Sensitivity (II)

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

This spell increases the recipient's sensitivity to light.

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

Range of sight is not increased, but the recipient is not penalized for their night vision (usually -3). The recipient sees as if it were a grey day. They cannot casually make out the different shades of colour, but base colours are still differentiable.

Bonus Effects

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

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

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

Lizaveta's Bargain (II)

(Authors: R.Reilly & R.B. Schmunk)

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

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

CS	Victim believes the caster is trying to con him and may become hostile.
MS	No effect
MF	Lesser effect. Victim is willing to purchase item at its base price (see Prices) times 0.5 x SI.
CF	Greater effect. Victim is willing to purchase item at its base price (see Prices) times SI.

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

Bonus Effect

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

Fatigue: (15-SI) x 1.0

Time: (15-SI) x 4 minutes

Range: Self/ **ML51+** Touch

Duration: **MS:** SI x 15 minutes/**CS:** SI hours

Fatigue: (15-SI) x 1.5

Time: (15-SI) x 4 seconds

Range: SI yards

Duration: SI hours



Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Reinwald's Astral Exchange (II)

Caster may communicate with a perceived shade or ghost or astrally projected soul via telepathy/empathic link.

The basic spell only allows the communication of basic concepts (about the level of communication of 5-year olds); however with CS full communication is achieved. This communication is not language. It deals directly with concepts and meaning.

Note: It may be role-played as a dialogue, so that the player and GM don't go bonkers trying to communicate something as simple as "where is the bathroom?"

Special Bonus: Add *Medium* SI to EML

Bonus Effects (None)

Reinwald's Auguration (II)

A divination spell that alerts the caster to the presence of shades/ghosts and astral projections within the Range of the spell.

MS notifies the caster of an astral presence. CS informs the caster of the number of astral beings within range.

Bonus Effects

ML61+ CS no longer required for number of astral beings to be revealed.

ML81+ CS now gives a mental image of the beings in range.

Fatigue: (15-SI) x 2.0

Time: 15-SI minutes

Range: SI x 5 feet

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

Fatigue: (15-SI) x 2.0

Time: 15-SI minutes

Range: SI x 5 feet radius

Duration: SI minutes





Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Sileka's Memory (II)

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

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

The spell enables the caster to remember everything he perceived during one specific event (even sub-conscious perceptions).

To work, the spell has to be cast within half an hour after the end of the event.

The event must not exceed more than a few minutes.

With CS the caster may be able to recall a longer period of memory. To recall the event last roughly three times longer than the actual event, i.e. the original event must not exceed SI minutes/MS or Si x 3 minutes/CS.

Bonus Effect

ML51+ The spell may be cast on willing persons other than the caster.

Violet Prism (II)

(Author: Blair Wettlaufer)

Allows the caster to view the strength of a target's Aura.

This will work on objects or people, and requires touch. The caster perceives the aura as a purple glow.

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

Bonus Effects

ML61+ The caster may now view the appropriate colour of aura for Pvâric alignment (enchanted artifacts or Shek-Pvâr)

ML101+ The caster may allow the visible aura to be perceived by all watching.

Fatigue: (15-SI) x 1.5

Time: (15-SI) minutes

Range: Self/**ML51+** Touch

Duration: MS: SI x 3min/**CS:** SI x 9min. (depending on the length of the event)

Fatigue: (15-SI) x 1.0

Time: (15-SI) x 2 seconds

Range: Touch

Duration: MS: SI seconds /**CS:** SI x 3 Seconds



Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Zorgin's Dart (II)

(Author: Stephan Sundström)

A spell that inflicts a Psionic shock on a single victim.

With MS, the victim accrues 5 Fatigue Points and makes a shock-roll. With CS, the victim acquires 10 Fatigue Points and makes a shock-roll. The basic spell requires the victim to be touched.

Bonus: A caster with the Psionic talent *Mental Bolt* adds its SI to ML.

Bonus Effect

ML81+ Touch is no longer required. Range is SI x 5 feet.

Fatigue: (15-SI) x 1.5
Time: (15-SI) seconds
Range: Touch/ **ML81+** SI x 5 feet
Duration: N/A

Caladân's Sense (III)

This spell alerts the caster (even wakes up from sleep), when an intruder or danger comes within ML yards of caster.

This spell also gives warning when something or someone inside the range turns suddenly hostile to the caster.

The basic spell doesn't give any specific information on the nature of the danger.

Bonus Effects

ML71+ Caster gets more information about the danger, perhaps nature, range and/or direction (GM decision).

ML81+ The caster can notice also when the hostility is directed at member of his party.

ML91+ The spell can be cast on another person by touch.

Fatigue: (15-SI) x 1.5
Time: (15-SI) x 4 seconds
Range: Self/**ML91+** Touch
Duration: MS: ML minutes/CS: SI hours



Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Calspeth's Arrow (III)

(Author: R.B. Schmunk)

A spell which inflicts a psionic shock in its victim.

The basic spell requires the victim to be touched. The victim may test his Endurance to determine whether he avoids being stunned; roll against Endurance x 4 (MS) or Endurance x 2 (CS). The effect on the victim is determined as follows:

CS	Victim is unaffected.
MS	Victim accrues 1d6 fatigue points.
MF	Victim accrues 2d6 fatigue points and is stunned for SI x 10 seconds.
CF	Victim accrues 3d6 fatigue points and is stunned for SI minutes.

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

Bonus Effects

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

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

ML86+ Specified creature(s) may be excluded from the effect of the spell when it is cast.

Fatigue: (15-SI) x 2.0

Time: (15-SI) x 2 seconds

Range: Touch/**ML41+** ML feet

Duration: See above

Eyes of Calspeth (III)

(Author: R.B. Schmunk)

A self-enchantment which temporarily improves vision.

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

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

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

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

Bonus Effect

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

Fatigue: (15-SI) x 2.0

Time: (15-SI) minutes

Range: Self/**ML56+** Touch

Duration: MS: ML minutes/CS: SI hours



Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Eyes of Korbid (III)

An enchantment that causes the victim to take no action, offensive or otherwise, as long as the caster concentrates (up to duration).

Caster must hold victim's gaze for duration, and cannot take any other action, other than communications skills (no other spells may be cast until this one is broken).

Victim has a chance to break the enchantment every round:

Casting	Victim test
CS	Will x 1
MS	Will x 3

For each life threatening situation that the victim faces (i.e. an attack), the victim receives an additional roll to break the spell:

Casting	Victim test
CS	Will x 4
MS	Will x 7

Bonus Effects

ML71+ Caster may take any action as long as eye contact is not broken (Attacks are at -20)

Fatigue: (15-SI) x 2.0
Time: (15-SI) seconds
Range: (SI/2) x 5 feet, Line of sight
Duration: ML seconds

Facade (III)

Causes the caster to appear harmless and amicable to anyone he converses with.

Increases Rhetoric, Oratory, &c. by SI x 4 (MS) or SI x 6 (CS) for Duration.

Also causes the caster (or target, see ML71+) d10 FP per hour and prevents resting while the spell is active.

Bonus Effects

ML71+ Touch

ML81+ Indefinite (max)

Fatigue: (15-SI) x 2.0
Time: (15-SI) x 3 seconds
Range: Self/**ML71+** Touch
Duration: **MS:** SI/2 hours (max)/**CS:** SI hours (max)
ML81+ Indefinite (max)



Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Iron Will (III)

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

Bonus Effects

ML71+ May affect a willing target by touch.

Mogen's Veil (III)

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

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

This may cause extreme disorientation, and may also cause the victim to panic - loose his moral and flee screaming, this can make other around the victim to flee as well.

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

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

Bonus Effects

ML51+ Touch not required. Range is SI x 5 feet.

ML61+ Effect can be cancelled by caster before expiration.

ML91+ The spell may be cast on a circular area with radius up to SI x 5 feet, centered anywhere within Range. Everyone within the area except the caster is affected. Duration is divided by number of victims.

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

Fatigue: (15-SI) x 2.0

Time: (15-SI) x 4 seconds

Range: Self/**ML71+** Touch

Duration: SI minutes

Fatigue: (15-SI) x 2.0

Time: (15-SI) x 3 seconds

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

Duration: MS: ML sec/CS: SI minutes. (See above)



Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Narelda's Runestaffs (III)

(Author: T. Mogensen & K. O. Kristiansen)

An enchantment which stores a spell in a compatible artifact by inscribing representational runes. *Narelda's Runestaffs* is cast first, and then the object spell (aborted if *Runestaffs* fails). The rune is inscribed in symbols from the mage's personal or convocational symbol set. Inscription takes thrice the time needed to create an equivalent Written Work (see Tome of the Shek-Pvâr). Object spell ML and the rune's Research Target Level (RTL) Value should be noted.

On storing, the caster specifies a key word to be spoken as the rune is touched to invoke the object spell. The time to interpret (not read) the rune is half the object spell's casting Time, after which its Duration begins. No Fatigue is lost invoking, but the inscribed runes immediately fade. On invocation, the caster tests for success interpreting the rune by rolling against object spell ML, plus a bonus according to rune type.

Equiv. Written Work	EML Bonus
Scholium	RTL
Tract	RTL x 2
Treatise	RTL x 3
Disquisition	RTL x 4

Bonus Effects

ML61+ Staff may be used in darkness.

ML81+ Up to SI identical spell runes may be inscribed and invoked singly. A separate casting of *Narelda's Runestaffs* and object spell is made for each inscription.

Fatigue: (15-SI) x 2.0

Time: See above

Range: Touch

Duration: MS: SI days/CS: SI weeks

Psychic Tracking (III)

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

This spell allows the caster to recognize and follow the psychic residue left by a known person. This allows tracking of the large scale movement of that person up to SI (MS) or SI x 4 (CS) hours after he/she has been present without relying upon physical evidence of a trail.

Like any trail, however, it is best noticeable if the caster tries to use it in secluded areas. If more than SI people have been over the area within ML hours, the trail becomes more difficult to follow (- 1 success level per SI people).

Example: If tracking a young boy through the woods, the odds of the trail being crossed are rather rare. If tracking that same person through a crowded city however, there could be SI x 2 people who've crossed that trail within ML hours, so the caster would need a CS just to succeed. (CS -2 = MF).

Bonus Effect

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

Fatigue: (15-SI) x 2.5

Time: (15-SI) minutes

Range: SI yards

Duration: MS: SI minutes/CS: SIx30 minutes



Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Reinwald's Blockade (III)

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

Bonus Effect

ML71+ The caster may now place this spell on others.

Reinwald's Ethereal Hand (III)

This dweomer generates a telekinetic force that may move SI (CS: SI x 2) lbs at a Speed of 3. It will only affect inanimate or unconscious objects, and requires total concentration on the caster's part for the duration of the spell.

Bonus Effects

ML61+ The spell will allow simple acts of manipulation (e.g. turning a key or opening a latch).

Fatigue: (15-SI) x 2.0
Time: (15-SI) minutes
Range: Self/**ML71+** Touch
Duration: **MS:** SI hours/**CS:** SI days

Fatigue: (15-SI) x 2.5
Time: (15-SI) x 3 seconds
Range: SI yards
Duration: **MS:** ML seconds/**CS:** ML x3 seconds



Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Reinwald's Palsey (III)

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

Bonus Effects

ML61+ This spell will now impair attempts to communicate, and serve as a penalty against all communication skills.

ML81+ The spell now has range of SI yards.

Shield of Ilghazi (III)

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

This spell enchants a person so that certain of his memories are undetectable via most Sàvôryan spells. Specifically these protected memories are immune to spells like *Mikaad's Ward*.

The subject must willingly submit for the spell to be effective.

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

Bonus Effects

ML51+ The enchantment may affect up to SI subjects.

ML61+ Range is SI yards.

ML81+ The spell may be cast on unwilling subjects.

ML91+ Duration is Indefinite.

ML101+ The spell may be cast to affect the knowledge gained in the SI minutes immediately preceding the casting of the enchantment.

Fatigue: (15-SI) x 2.5

Time: (15-SI) seconds

Range: Touch /ML81+ SI yards

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

Fatigue: (15-SI) x 2.0

Time: (15-SI) x 5 seconds

Range: Touch/ML61+ SI yards

Duration: MS: ML days/CS: SI months



Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Slight of Mind (III)

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

Bonus Effects

ML71+ With CS, Duration is Indefinite

ML91+ The range of casting is now SI yards

Xerox's Copyist (III)

An enchantment that causes information written on one parchment to be reproduced on another similar parchment.

Both parchments must be available to the mage at casting time, and the two must be within Range at the time of use. The degree of success of the reproduction may be determined on the Value Enhancement Table, using the writer's Script SI (Note that Script EML will also affect the readability of the original, and hence the copy).

Bonus Effects (None)

Fatigue: (15-SI) x 2.0

Time: (15-SI) minutes

Range: Touch/**ML91+** SI yards

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

Fatigue: (15-SI) x 1.5

Time: (15-SI) hours

Range: SI Leagues (Touch, for the original enchantment)

Duration: Enchantment: **MS:** SI days/**CS:** indefinite
Readable copy: **MS:** SI/range secs/**CS:** SI/range min



Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Zarisa's Reflexes (III)

(Author: James A. Chokey)

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

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

Special Bonus: If the caster possesses the *Sensitivity* talent, its SI may be added to EML.

Bonus Effects

- ML41+** Touch no longer required. May be used to anticipate the actions of any single target within ML feet. The caster may switch from target to target at will.
- ML61+** Spell may be used to monitor the general environment (i.e. anticipating the actions of any/all sentient beings within range) at reduced effect: +5 (MS) and +10 (CS). The caster may freely switch between the general environment and a specific target.
- ML81+** Enchantment may be laid on a subject other than the caster.

Fatigue: (15-SI) x 1.5

Time: (15-SI) x 5 seconds

Range: Touch/ML41+ ML feet

Duration: MS: ML seconds/**CS:** ML x 30 seconds

Zarisa's Watchdog (III)

(Author: James A. Chokey)

A counter-divinatory self-enchantment, designed to alert the caster when someone else conducts a divination pertaining to him. With the basic spell, the caster learns only the fact that such a divination is taking place and gains a general sense of the means being used (e.g. Sàvôryan spells, psionic talents, tarotry, etc.) The *Watchdog* lasts for Duration or until it is 'triggered' by the detection of a divination. If triggered, *Watchdog* may be followed up directly by *Wisdom of Uséla* to provide more information about the diviner.

Bonus Effects

- ML36+** *Watchdog* may be installed as a minor/major artifact (occupies 1 point of Ego) power. As a power, *Watchdog's* duration is Indefinite with either MS or CS. When installed thusly, it will detect divinations cast on anyone who is attuned to the artifact, but will be dispelled as soon as it is 'triggered'. [effects described as pertaining to 'the caster' are instead considered applicable for the person attuned to the artifact]. Casting *Watchdog* as an artifact power takes (15-SI)/2 hours.
- ML51+** The caster gets a vague sense of the kind of information that the diviner was hoping to find (e.g. location, companions, possessions, well-being.)
- ML71+** The caster learns the exact question(s) the diviner posed, and the answer(s) s/he receives. He also gets a vague sense of the identity of the caster
- ML91+** The caster may choose to reduce the success-level of the detected divination by one (MS) or two (CS).

Fatigue: (15-SI) x 2.0

Time: (15-SI) x 3 minutes /ML36+ see above

Range: Touch

Duration: MS: ML hours/ML36+ see above/ **CS:** Indefinite



Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Command of Ilghazi (IV)

(Author: Lee Short)

This spell temporarily subjugates the Will of the victim to the Will of the caster.

If successful, the victim will perform a single action specified by the caster. The subject will never commit a totally unnatural act such as stabbing himself or attacking his dear friends. Based on the “unnaturalness” of the act, the subject tests against Will according to the following:

(Willx2)–(SI x3)	Answer seemingly innocent questions
(Willx4)–(SI x3)	Buy a round for the house at a tavern
(Willx6)–(SI x3)	Fail to levy a tax
(Willx8)–(SI x3)	Implicate a friend in a crime
(Willx10)–(SI x3)	Attack a stranger

If the act cannot be completed within Duration, the subject will perform as much as possible before Duration expires. After Duration is complete, the subject may continue to perform the action if he fails to notice the enchantment (test against Aura x 3) and the action is not highly abnormal. He will experience a brief feeling of "why am I doing this? »

Bonus Effects

ML51+ Victim tests against Aura x 2 to detect enchantment.

ML61+ Range is ML feet.

ML71+ Victim tests against Aura to detect enchantment.

ML91+ Victim tests against Aura/2 to detect enchantment.

Fatigue: (15-SI) x 2.5

Time: (15-SI) seconds

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

Duration: MS: SI x 20 seconds/**CS:** SI minutes

Fire Nerves (IV)

This spell causes the target’s mind to perceive an all-consuming pain.

This causes the target to fall prone, and take no action for SI seconds (with CS, SI x3). At the end of the enchantment, the target takes SI fatigue (with CS, SI x3).

Bonus Effect

ML61+ Range is now SI yards

Fatigue: (15-SI) x 2.5

Time: (15-SI) seconds

Range: Touch/**ML 61+** SI Yards

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



Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Hypochondria (IV)

Causes the creation of an imaginary illness.

Symptoms will be physically measurable but the cause will be due to a belief as opposed to a physiological illness.

The victim/target of this spell will begin to act as if suffering from a randomly determined illness, and yet no external symptoms will be visible.

Area of Effect: 1 subject

Note: CF could give the caster a 'disease'

If the caster is successful, the victim tests 3 x Will (MS) or 1 x Will (CS) to avoid the effect. Severity depends on the victim's success:

CS	No effect
MS	Mild
MF	Moderate
CF	Severe

Bonus Effects (None)

Fatigue: (15-SI) x 2.5

Time: (35-SI) seconds

Range: SI x 5 feet

Duration: SI days

Ilghazi's Deadening (IV)

(Author: Lee Short)

This spell reduces a person's sensitivity to tactile sensations.

The subject's sense of Touch is reduced for Duration by 1d6. All Touch-dependent skills should be temporarily adjusted downwards; re-derive the affected SBs and subtract 5 x the decrease in Touch from MLs. However, all physical-contact induced Shock rolls are reduced by 1d6.

The basic spell may only be cast on willing subjects.

Bonus Effects

ML61+ Range is ML feet.

ML71+ The enchantment may affect up to SI subjects.

ML81+ The spell may be cast on unwilling subjects. Each victim may test against Will x 4 (MS) or Will x 2 (CS) to resist the enchantment and against Aura x 3 (MS) or Aura (CS) to notice the enchantment.

Fatigue: (15-SI) x 2.0

Time: (15-SI) x 2 seconds

Range: Touch/ML61+ ML feet.

Duration: MS: SI x 20 seconds/CS: SI minutes



Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Ilscorn's Grip (IV)

This spell causes the target's mind to lose contact and control of the body, stopping all voluntary actions from the neck down, for the Duration.

For this time, the target falls prone, but nothing prevents speech, observation, and the like.

Targets are permitted a Will x 5 check (with CS, Will x3).

Bonus Effects

ML51+ Range is now SI yards.

ML96+ The caster may now specify SI targets.

Memory of Ilghazi (IV)

(Author: Lee Short)

This spell allows the target person to later remember perfectly any perceptions he feels during Duration.

With the basic spell, the caster may only enchant himself.

Bonus Effect

ML71+ Spell may be cast on a willing subject;
Range is Touch.

Fatigue: (15-SI) x 3.0

Time: (15-SI) seconds

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

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

Fatigue: (15-SI) x 3.0

Time: (15-SI) x 4 seconds

Range: Self/**ML71+** Touch

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



Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Reinwald's Library (IV)

This spell allows the caster to store information within a minor/major artifact.

To do so requires 3 points of Ego in a major artifact.

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

Bonus Effects

ML41+ The effect will now last for Duration, regardless of the number of times "heard"

ML61+ The caster may now store up to ML words, or alternatively, a Spell Scholium. Please keep in mind that a Scholium is limited by the caster's speech SI.

ML76+ The duration of the spell is now Indefinite, and Permanent with CS.

ML81+ The spell may now contain the concepts involved for the equivalent of a Spell Tract.

ML101+ The caster may now store a single complex image, such as a memory map, drawing, etc.

Fatigue: (15-SI) x 3.0

Time: (15-SI) x 3 hours

Range: Touch

Duration: MS: SI months/CS: Indefinite

Sileka's Charm (IV)

Vâr Hyvrák magazine N°3 <http://www.edepol.de/vh/>

(Authors : S.Schmidt, S.Steininger & M. Deuringer/

Translation:Bengt Krezdorn)

The spell enables the caster to cause a living entity to believe the caster to be a lifelong friend and trust him.

The victim may test against a multiple of Will, modified by the attitude the victim has towards the caster. :

Attitude	MS	CS
Hostile	Will x 5	Will x 4
Objecting [wary]	Will x 4	Will x 3
Neutral	Will x 3	Will x 2
Friendly	Will x 2	Will x 1

The victim is generally friendly and cooperative. An animal would behave tame.

The caster cannot control the victim at will. He can only persuade his victim, e. g. volunteer information about a person or facts that he wouldn't have volunteered under regular circumstances.

If the victim is attacked by the caster during Duration, he may test against Will x 5/3 (MS/CS) to overcome the effects.

After the spell expires or after a successful Will test, the victim tests against Int x 5/3 (MS/CS). In the case of success the victim has noticed the manipulation and knows exactly who the manipulator is.

Bonus Effect

ML71+ The spell may be cast on an area. The area is spherical around the caster with a radius of ML yards. Every living entity inside the sphere at the spell taking effect is subject to the effects.

Fatigue: (15-SI) x 2.5

Time: (15-SI) x 3 seconds

Range: ML feet/ML71+ ML yards

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



Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Tabar's Binding (IV)

(Author: Blair Wettlaufer)

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

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

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

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

Bonus Effects

ML61+ The caster may now affect targets SI feet away.

ML76+ The spell will last for SI hours.

ML101+ The spell will last for SI days. With CS, the spell will last Indefinitely.

Fatigue: (15-SI) x 3.0

Time: (15-SI) x 4 minutes

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

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

Wallflower (IV)

(Authors: Robert Schmunk & Richard Reilly)

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

Each victim may test his Will to determine and measure the extent to which he succumbs; roll against Will x 4 (MS) or Will x 2 (CS) and check the effect against the following:

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

Bonus Effects

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

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

Fatigue: (15-SI) x 3.0

Time: (15-SI) x 2 seconds

Range: Self/**ML71+** Touch /**ML91+** SI feet

Duration: MS: ML x 5 seconds/CS: ML/2 minutes



Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Zarisa's Trace (IV)

(Author: James A. Chokey)

A major/minor artifact power that establishes a special psycho-divinatory relationship between the caster and the artifact.

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

Whenever the caster chooses to concentrate in this manner, there is a chance that a person in possession of the artifact will notice some kind of aural activity taking place. This chance is equal to the possessor's $Aur \times 3$ or *Sensitivity* ML (whichever is higher). A caster may not have *Trace* installed in more than SI artifacts at the same time. If a caster goes over this limit, the most recent spell to have been cast will automatically be dispelled and replaced by the new *Trace*. If a spell CF's under such circumstances, all *Traces* currently installed will be dispelled. If installed as a Major Artifact Power, *Trace* occupies two points of Ego.

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

Bonus Effects

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

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

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

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

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

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

Fatigue: (15-SI) $\times 1.5$

Time: (15-SI) hours

Range: Touch

Duration: MS: Indefinite/CS: Permanent



Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Alariel's Tapestry (V)

This spell allows the caster to attach a visual image to a continuous word or symbol as it is being written.

The caster must think of the image during casting, although this can be done from memory rather than being within current line of sight. The basic image is a still picture, with greater mastery movement and sound can be added. The image can be retrieved by touching the symbol, up to SI times. The chance of remembering the image is INT x SI/2 as the image can be quite vivid.

Originally designed to teach deaf children to read, chantries use it to create the Roll of Renegades where each name has an image of the renegade attached to their name. The image is copied at each chantry and forwarded to the next, eventually reaching all of Kèthîra. Copies are sent to other worlds, although it is less useful on those that radically change the physical appearance of travellers such as Yàsháin.

Bonus Effects

ML71+ SI seconds of motion can be added. An unmoving object can be rotated to give different perspectives.

ML91+ SI seconds of sounds can be added.

Fatigue: (15-SI) x 3.0
Time: (15-SI) seconds
Range: Touch
Duration: Indefinite

Calspeth's Lance (V)

(Author: R.B. Schmunk)

A spell which inflicts a powerful psionic shock in its victim, inducing symptoms much like fatigue and headache. The basic spell requires touching the victim. The victim tests against Endurance x 2 (MS) or Endurance (CS) with the following effect:

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

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

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

Bonus Effects

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

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

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

Fatigue: (15-SI) x 3.5
Time: (15-SI) x 2 seconds
Range: Touch/ML41+ ML feet
Duration: See above



Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Fear (V)

(Author: *Feanor*)

A spell to stimulate fear in all creatures in an area. The affected area is ML/2 feet radius centered on the caster's head. The caster is immune to the effect. Within the zone, each creature tests SI/2 d6 (MS) or SI/2+2 d6 (CS) against their Will to determine if they are affected. Those who succumb to the effect are overcome with fear and will try to run away. They will continue running for the duration of the effect.

Fail by:	
1	Generally try to get away in a safe manner. Won't run over or injure others in the way.
3	Drop anything impeding and get away as rapidly as possible. May fight if cornered/prevented.
6	Blind panic. Drop everything (GM opt) and flee. Likely to damage anyone/anything in the way.
9	Complete terror. Would jump off cliff to escape or kill self if cornered. Heart attack possible in weak/old.

Succeed by:	
0	Momentarily frozen with fear but (barely) control the urge to run. Tactical disadvantage: -50 (half action).
1	Feel fear but not compelled to run. Tactical disadvantage: -40.
3	Feel fear but not compelled to run. Tactical disadvantage: -20.
5	Feel fear but avoid any negative combat effects.
9	Fear negligible. Completely unaffected.

Bonus Effects

ML51+ The effect may be centered anywhere within ML feet (thereafter remains stationary).

ML61+ The caster can release SI-3 individuals from the effect by touching them.

Fatigue: (15-SI) x 6.0

Time: (15-SI) x 2 seconds

Range: Touch/ML51+ ML feet

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

Lardi's abnormal use (V)

The Shek-Pvâr can use/invoke psionic talents of his victim.

The caster has to know about the psionic talents of the person he wants to affect (either seen or divined). If the victim does not possess the talent the caster wants to invoke the spell misfires. The caster does not need to possess the talent by himself, but this would help him greatly. The ML of the spell is this:

$EML(\text{caster}) = ML(\text{spell}) + ML(\text{own talent}) - ML(\text{targets talent}) - Will(\text{target})$

The better the victim controls his own abilities, the harder it is for someone else to invoke it. When the spell succeeds the caster may use the talent as if it was cast by himself, but the "centre" of the talent, where it is coming from, is the victim from whom the talent was invoked.

Bonus Effects (None)

Fatigue: (15-SI) x 2.5

Time: (15-SI) x 2 seconds

Range: ML yards

Duration: Instant



Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Litany of Fear (V)

(Author: Timo Hanschke)

The spell strengthens (subliminal) fears of the victim or (in case of a CS) wakes up completely new fears. Persons who take menacing posture in front of the target can cause different reactions which vary between strong restraint and complete panic. If such persons lack (other living or undead entities), the target avoids the caster, estimating that the situation is dangerous. The tolerance threshold is lowered as mentioned above.

Target sympathy or antipathy with the caster affects the EML of the spell:

Friends	-10
Strangers	-5
Enemies	0

The Target can try to resist with will x 3 (MS) or will x 2 (CS). The resistance roll ML is modified as follow by the result of a test under the caster's Acting skill.

CS	-10
MS	-5
MF	0
CF	+10

The result is read on the Moral table:

CF	Complete panic
MF	Deduction of 30 on all tests in connection with the above described persons and situations for duration
MS	No result
CS	Like MF, only +10

Bonus Effects

ML51+ Range is SI yards

ML71+ Range is SI x 2 yards

Fatigue: (15-SI) x 3.0

Time: (15-SI) seconds

Range: Touch/**ML51+** SI yards/**ML71+** SI x 2 yards

Duration: SI minutes

Reinwald's Nemesis (V)

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

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

Bonus Effects

ML61+ The spell now affects all within SI feet

ML81+ The spell now affects all within ML feet

ML101+ The spell now affects all within line of sight.

Fatigue: (15-SI) x 3.0

Time: (15-SI) x 3 minutes

Range: Touch/see bonus effects

Duration: SI time ticks (variable)



Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Runemark (V)

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

Bonus Effects

ML61+ The caster has the option to make the rune work all the time, not just one strike. The enchantment is a major power and "occupies" three (3) Ego/Will. The enchantment is Indefinite, Permanent if cast during construction.

ML81+ Now group names can be inscribed for the +1 effect (Goblins, Laránians, Shek-Pvâr, etc.)

Zorgin's Delay (V)

(Author: *Stephan Sundström*)

An enchantment that delays the information from the sensory organs to the mind with one second.

This will give the target of the spell a one second sensory blackout and then he will receive all sensory input one second too late. This will make him reeling around trying to compensate for things that happened one second ago, (probably falling after only a few seconds, or dodging too late). All balance is lost, since all reactions will be too late to keep him standing.

MS: save at Will x 4

CS: save at Will x 2

Special Penalties are at GM discretion.

Bonus Effects

ML61+ Touch no longer required, range is now SI x 5 feet.

ML81+ Range is now ML x 5 feet.

Fatigue: (15-SI) x 3.5

Time: (15-SI) hours

Range: Touch

Duration: Until strike (see ML61+)

Fatigue: (15-SI) x 3.0

Time: (15-SI) seconds

Range: Touch (see above)

Duration: SI seconds



Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Zorgin's Memory (V)

(Author: Stephan Sundström)

An enchantment to create a read only, artificial memory, in a major artefact.

This power must be installed together with a *False Soul* or similar spell and must be programmed with the information at the time of casting. This spell is intended to be used as a spell book or information source, installed in an artefact. When installed it will use three points of EGO/WILL and it will store ML number of pages stored as one long scroll. Time to cast is just start up time and information storing will add 15-SI minutes per page. Use Grimore-rules to determine the number of pages per spell etc. Communication with the memory is quasi-telepathic since you must be touching it and attuned to the artefact. If the spell is cast when the item is first created, duration is Permanent

Bonus Effects

ML61+ The spell may be installed more than once in an artefact.

ML81+ The spell may be installed as a read and write memory (i.e. A pocket memory)

Fatigue: (15-SI) x 3.0

Time: (15-SI) Hours

Range: Touch

Duration: Indefinite/Permanent

Calspeth's Hammer (VI)

(Author: R.B. Schmunk)

An enchantment which causes a single victim touched during casting to experience the sensations which he would feel if the touched portion of his body had been struck a blow by a great hammer.

In short, that body location effectively takes 4d6 (MS) or 5d6 (CS) blunt impact. All associated injury rolls, including the kill roll, should be made as for a normal War hammer strike, but effects such as bruising, bleeding, etc., do not follow since the "damage" is all mental. All effects, of course, fade when Duration expires, and no healing is required except to counteract shock, if necessary.

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

Bonus Effects

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

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

Fatigue: (15-SI) x 3.0

Time: (15-SI) x 2 seconds

Range: Touch/ML71+ ML feet

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



Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Azagoth's Transfer Skill (VI)

(Author: R.Ransford/Contributor: G.Ashburn)

The caster instils a skill that he possesses in a target being (or vice versa). Skill transfer works best for skills of the purely mental variety relying on Aura, Intelligence and Will. It can be cast if a common language is present and similar experiences and SB's exist between caster and target.

The new skill OML depends on success and is expressed as a percentage of the donor's skill ML.

MS: opens at $(35 + \text{donor's ML}/3) \%$ of donor's skill ML

CS: opens at $(50 + \text{donor's ML}/2) \%$ of donor's skill ML

This percentage is first modified as follow:

-5	For each of the following attribute in the skill SB: Strength, Endurance, Dexterity, Agility, Comeliness, Speed, Voice, Eyesight, Hearing, Smell/Taste, Touch.
+/- 5	for each point of SB better or worse than the donor
-15 (or more)	Religion / belief based "skills"

Then add the average of the penalties from each of the two following categories:

+0	same language
-5	different dialect
-10	closely related language
-15	related but non-SP philosophy
-20	language in the same family
-30	unrelated philosophy and/or no common language
-45	no philosophy
-60	unrelated corporal entity
-90	unrelated discorporal entity

+0	already possesses the skill
-5	dissimilar skills
-10	dissimilar backgrounds
-15	few skills in the skill/weapon group (either participant)
-30	no skills in the same skill/weapon group
-45	no skills in category
-60	missing some background learning
-90	missing all background learning

Example:

MS @ ML60 = $35 + 20 = 55$

SB is 3 points higher = +15

-15 for Str, Dex, Dex

-45 is avg of: -45 for no philosophy, -45 for no skills in category

$55 + 15 - 15 - 45 = 10\%$ of donors ML

Once instilled in the recipient the skill can progress as normal.

Bonus Effect

ML71+ Always Permanent

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

Time: $(15 - SI) \times 6 \text{ min.}$

Range: Touch

Duration: MS: Indefinite/CS: Permanent

ML71+: always Permanent



Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Maharg's Rumour (VI)

(Author: Graham Dombkins)

An enchantment which transforms its caster into information, in which form he may travel to a designated, known person. The caster must specify some gossip, a rumour, to which that information attaches itself. At the end of casting, he dissolves in a dissipating snow like storm, leaving all clothing and possessions behind. The rumour is then seeded into SI sentient minds within a radius of one league. Gossip then takes its natural course.

The rumour may be embellished and altered in its travels, but provided its original intent is still the same (GM's discretion) it remains functional. When the designated person hears the rumour, the caster immediately reforms in his presence. If the designated person has not heard the rumour within a specified period of up to ML days (MS) or SI months (CS), the caster reforms at a random location to which the rumour has reached. The fact that someone is travelling in the form of a rumour may be divined unless hidden by some type of Ward.

Bonus Effects

ML51+ SI destination individuals may be specified. The caster reforms before the first to hear the rumour.

ML61+ A type of person rather than an individual may be specified (e.g., a Peónian priest of the third circle or higher)

ML71+ Caster may carry items as per Godstone effect on possessions.

ML81+ A target location, known to the caster may be specified. Caster will appear to the first individual to hear the rumour within that area.

ML91+ Spell may be cast on another willing person. Range is touch.

Fatigue: (15-SI) x 3.5

Time: (15-SI) minutes

Range: Self/ML91+ Touch

Duration: See above

Reinwald's Vortex (VI)

This spell removes free Sàvôryan principle from the mundane world, and restores it to the Sàvôryan demesne.

The basic spell will only expel loose principle, i.e. the results of a Release, a critically failed spell gone awry (one that has lost its form), and so on. It will not affect "anchored" Sàvôryan principles such as sanctums, spells, enchantments, etc.

Bonus Effects

ML61+ This spell now allows for spells and enchantments to be affected if they fail a (Level +SI) x 10 stability check. Note that 96+ is always a failure.

ML81+ The spell will now cause dissolution of ghosts, astral beings, etc., should they fail an Aura x 10 roll.

ML101+ The Spell now removes permanent enchantments, should they fail a (Level + SI) x 10 roll. This also affects natural sanctums.

Fatigue: (15-SI) x 4.0

Time: (15-SI) hours

Range: SI feet

Duration: Instantaneous



Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Spirit Walk (VI)

This spell removes the caster's ethereal spirit from his body.

A strong empathy exists between the two, and the spirit may always locate the body. If the spirit dies, so does the body (unless possessed). The spirit must return by end of Duration, or the body dies. (Make a 1d6 cumulative Killing Roll for every subsequent Duration period).

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

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

Special Bonus: *Disembodiment* SI may be added to EML.

Bonus Effect

ML81+ The caster may become perceivable to the real world (to be seen, heard, etc.) at will.

Fatigue: (15-SI) x 4.0
Time: (15-SI) x 4 minutes
Range: Self
Duration: SI x 10 minutes

Taronsuls Source of Discord (VI)

*Vâr Hyvrák magazine N°7 <http://www.edepol.de/vh/>
(Authors : Thorval Neumann & Marcus Wäldele/
Translation: Bengt Krezdorn)*

This spell causes its victim to get angry at every action and statement of a given person. With time this animosity will get stronger and may, depending on the moral disposition of the spells' victim, cause even murder. The caster and his victim have to be engaged in a conversation for all of the spells' Time.

The topic of this conversation is not the matter. The victim tests AUR x 2 or *Sensitivity* talent at MS or AUR x 1 or half *Sensitivity's* ML at CS to detect the manipulation and avoid it.

Bonus Effects

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

ML91+ Conversation no longer required.

Fatigue: (15-SI) x 3.5
Time: (15-SI) x 10 seconds
Range: Touch/**ML51+** SI yards
Duration: Indefinite



Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Bind Familiar (VII)

(Author: D. Wallace)

This spell enables caster to bind a mundane animal (3d6 INT) to the caster, through both mind and Aura.

Upon successful casting, the spell bestows up to SI (d2) points of intelligence, up to the casters INT, to the animal. In exchange, the animal bestows Aura equal to 1/4 the intelligence gain, back to the caster.

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

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

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

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

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

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

Bonus Effects

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

ML76+ Duration becomes SI weeks/ Indefinite.

ML81+ Range is equal to SI feet.

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

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

Fatigue: (15-SI) x 4.0

Time: (15-SI) x 10 minutes

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

Duration: SI days/**ML76+** SI weeks/Indefinite



Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Génin's Peace (VII)

This spell creates an aura of peace and well-being up to ML feet in radius. All creatures within radius must test vs. 4 x Will (x 3 with CS) and the result is compared to the table below:

CS	Ignore the spell effects for duration
MS	Able to initiate aggressive actions this turn. Roll again next turn and consult table again
MF	Unable to initiate aggressive actions this turn but may defend themselves. Roll again next turn and consult table again
CF	Unable to initiate aggressive actions for duration, but may defend themselves normally

Note: the caster is generally not immune to the spell's effects, but *Génin* generally won't initiate violence anyways.

Bonus Effects

ML81+ Targets now test against 3 x Will (1 x Will with CS)

ML101+ Caster may designate SI/2 people to be immune to the spell's effects.

Fade to Grey (VII)

Causes anyone and everyone (within Range) who meets or even sees the caster while he is affected by the spell to pay him less attention than usual and especially to forget about him more quickly than he normally would.

Requires much GM discretion, but typically, after a short conversation with him, the caster is forgotten in about a week, if not sooner. Repeated meetings that occur during one week period are typically forgotten in a month or two.

If contact with the caster continues after the spell wears out and is not renewed, there is only a reduced effect or none at all.

Bonus Effects (None)

Fatigue: (15-SI) x 4.0

Time: (15-SI) x 2 seconds

Range: ML feet

Duration: MS: ML seconds/CS: SI min

Fatigue: (15-SI) x 3.5

Time: (15-SI) x 5 seconds

Range: MS: SI x 2 yards/CS: SI x 5 yards

Duration: MS: SI hours (max)/CS: Indefinite (max)



Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Nasori's Way home (VII)

Vâr Hyvrák magazine N°7 <http://www.edepol.de/vh/>

(Authors : Thorval Neumann & Marcus Wäldele/

Translation: Bengt Krezdorn)

This spell may only be cast on a non-living object. If the object isn't touched by the caster for SI days, the spell is triggered. The next person to touch the object will experience the urge to travel. If the person resists the urge or travels in a direction other than the destination determined in the casting, the person will get the urge to give the object away to another person (sell it, etc.). This will occur until the object has reached the destination determined by the caster. Victims test against AUR x 2 or *Sensitivity* skill with MS or AUR x 1 or half *Sensitivity* skill with CS to sense the manipulation. This doesn't mean the person is not affected, but she may just leave the object alone.

This spell is mostly used when a Shek-Pvâr is lending an object. If the bearer of the object dies, the object will sooner or later turn up again in the chantry.

Bonus Effects

ML41+ The amount of time after which the enchantment is triggered may be set by the caster.

ML51+ The enchantment may be combined with other enchantments on the same object.

ML61+ One person may be exempt from the effects of the spell.

ML81+ SI persons may be exempt from the effects of the spell.

ML91+ The enchantment may be installed as a major artifact power (Ego 2). The object obeys to the will of the sorcerer who can define more precisely under what conditions the object becomes "lost".

Fatigue: (15-SI) x 4.0

Time: (15-SI) x 2 minutes

Range: Touch

Duration: Indefinite

Panága's Trap (VII)

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

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

Bonus Effects

ML61+ The spell now has SI yards range.

ML91+ The spell may now be cast on all in range.

Fatigue: (15-SI) x 4.5

Time: (15-SI) x 4 minutes

Range: Touch/ML61+ SI yards

Duration: MS: SI days/CS: Indefinite



Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Touch of Ilghazi (VII)

(Author Lee Short lvl 5/Revised by R. Downey lvl 7)

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

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

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

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

Bonus Effects

ML61+ Range is ML feet.

ML66+ The memory may be back as far as SI months.

ML91+ The memory may be back as far as SI years.

Voice of Lóthrim (VII)

(Author: Brian Malcolm)

The caster radiates an emotional and mental wave of fellow-feeling to all creatures with any intelligence. The effect is to cause all such creatures within a SI yard radius of the caster to be virtually charmed by the caster and beguiled into regarding him or her as their leader, comrade, friend, and/or mentor. There is no resistance versus this effect. The beguiled creatures will love and respect the caster. They will trustingly listen and obey insofar as communication is possible, and the instruction seems plausible and does not outwardly consign the beguiled to needless injury or destruction or go against their nature or morality.

Bonus Effects

ML81+ The caster may send beguiled creatures out of his zone of control, and they will remain under his control so long as they miss a resistance roll of 4/2 (MS/CS) times their willpower.

Fatigue: (15-SI) x 4.0
Time: (15-SI) x 2 seconds
Range: Touch/ML61+ ML feet
Duration: Indefinite

Fatigue: (15-SI) x 4.0
Time: (15-SI) x 10 seconds
Range: SI yards
Duration: ML minutes



Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Leoffled's Enquiry (VIII)

(Author: James Watson)

The basic spell allows the caster to detect the Aura of a specific Indefinite or Permanent duration enchantment if he touches the creature/object of the enchantment provided the enchantment is not warded. *Leoffled's Enquiry* will only detect Aura from a spell of a lower Level than itself.

Note: The protective magic must be dispelled, removed or “unlocked” before the basic spell will work.

Bonus Effects

ML41+ Caster will be aware of CF.

ML51+ Caster will be aware of the existence of protective magic but further inquiry will be necessary to determine type.

ML61+ Touch is no longer required range is SI feet.

ML71+ Caster will be able to visualize the caster of the spell being studied as to age, sex, complexion, height, and weight.

ML81+ Caster will be able to visualize fine details of the caster of the spell being studied including facial features, hair color, and color of eyes.

Fatigue: (15-SI) x 4.5

Time: (15-SI) x 10 minutes per Level

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

Duration: N.A.



Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Grok (XII)

(Author: *Feanor*)

This spell is a divining trance based in the ultimate expression of empathy and *psychometry*. For the duration of the spell the caster becomes “one” with the subject, fully encompassing the whole of its life and being, understanding its life/existence, its histories, enchantments and any other effects it is currently under or which has defined its existence.

The spell permits to understand intuitively or by empathy and communicate sympathetically with the subject. The caster becomes fully attuned to the subject. As such, enchantments, problems, emotional or situational conflicts currently affecting it become immediately obvious.

Being attuned to the whole of a person’s life and existence and understanding the choices and events that has shaped their life makes it “theoretically impossible” thereafter to hate them.

The spell affects profoundly the caster, his personality, and opinions. It may modify his morality in the direction of the personality of the subject. Mental resistance and relative personality development may come into play in some cases, with a less/more developed personality having a lesser/greater effect and posing lesser/greater risk. Casting the spell on inhuman entities: Sindârin, Khúzdul, gârgûn, ethereal, demonic, etc. would likely lead to insane experiences, from a human perspective.

For the caster, many confusions or misunderstandings the subject is operating under may become obvious (GM option). He comes to understand the choices and situations that have shaped the subject life as well as his weaknesses and common faults.

In addition to understanding a great deal about the person/object “in general” the effect of the spell allows the caster to divine a number of specific facts about the target of the spell or to understand a number of events that may have occurred that the object may have perceived or been involved in some way. (Even if the Object is not a perceptive being the object may provide information).

The caster can ask up to SI questions, each with a chance of getting an answer equal to the ML of the spell and with no chance of false/incorrect answers. The detail of each answer is generally fairly complete – being more detailed in general than *Wisdom of Uséla*.

Bonus Effect

ML61+ SI feet

Fatigue: (15-SI) x 6.0

Time: (15-SI) x 2minutes

Range: Touch

Duration: (trance) up to 10 + SI min



Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Forget (M)

(Author: J. P. McDonald, Revised by: R. Downey)

A spell to remove a memory from a sentient target.

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

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

Bonus Effects

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

ML61+ Spell may target similar species (i.e. Sindârin, Khúzdul for humans)

ML71+ Spell may target all humanoids (i.e. Gârgún, Hró, etc.)

ML81+ Memories at one Complexity Level below the spell are blacked out with MS.

ML91+ Non-humanoid sentient may be targeted (i.e. Dragons, Ílmè, etc.)

ML101+ Non-corporeal sentient may be targeted (i.e. Asîri, Elmíthri, etc.)

Memory Pool (M)

(Author: J. P. McDonald, Revised by: R. Downey)

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

Bonus Effects

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

ML61+ Spell may target similar species (i.e. Sindârin, Khúzdul for humans)

ML71+ Spell may target all humanoids (i.e. Gârgún, Hró, etc.)

ML81+ May target multiple species with the same spell.

ML91+ Non-humanoid sentient may be targeted (i.e. Dragons, Ílmè, etc.)

ML101+ Non-corporeal sentient may be targeted (i.e. Asîri, Elmíthri, etc.)

Fatigue: (15-SI) x Complexity Level

Time: (15-SI) minutes

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

Duration: Indefinite

Fatigue: Memory spell FP cost x Memory Pool CL

Time: (15-SI) x CL minutes

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

Duration: Indefinite



Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Phantom Memory (M)

(Author: J. P. McDonald/Revised by: R. Downey)

A spell to introduce or replace a specific memory (at or below the spells Complexity Level) into the memory of a sentient target of the caster's species.

This spell is highly discretionary. Complex memories are more difficult to maintain than simple ones.

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

Bonus Effects

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

ML61+ Spell may target similar species (i.e. Sindârin, Khúzdul for humans)

ML71+ Spell may target all humanoids (i.e. Gârgûn, Hrí, etc.)

ML81+ Memories at one complexity level below the spell are blacked out with MS.

ML91+ Non-humanoid sentient may be targeted (i.e. Dragons, Ílmè, etc.)

ML101+ Non-corporeal sentient may be targeted (i.e. Asîri, Elmíthri, etc.)

Fatigue: (15-SI) x 2 x Complexity Level

Time: (15-SI) x CL minutes

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

Duration: Indefinite

Reinwald's Veil (M)

This spell shields the caster from psionic or Sàvôryan enquiries and divination, by obscuring the facts obtained.

The spell works for only one inquiry, and then dissipates, however it may be cast multiple times upon the caster.

Bonus Effects

ML61+ The Veil now lasts for Duration, regardless of the number of inquiries.

ML91+ The caster is now aware of inquiries, if he successfully makes an Aura x 5 roll, if the Inquiring spell is lower level than the *Veil*.

Fatigue: (15-SI) x 1/2 Complexity Level

Time: (15-SI) x 2 minutes

Range: Self

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



Tome of the Ancient and Esoteric Mysteries of the Wisdom of Sàvôrya

Remember (M)

(Author: J. P. McDonald, Revised by: R. Downey)

A spell to awaken a memory that a sentient target has forgotten (through magical or natural means).

The spell will only affect memories at or below its Complexity Level. (Refer to the Memory Complexity Level for more information). The spell will not reveal otherwise magically hidden knowledge. With CS on *Remember* blacked out memories can be awakened.

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

Bonus Effects

ML41+ A sentient (of the caster's species) other than the caster may be enchanted.

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

ML61+ Spell may target similar species (i.e. Sindârin, Khúzdul for humans)

ML71+ Spell may target all humanoids (i.e. Gârgún, Hrí, etc.)

ML81+ Memories at one Complexity Level below the spell are blacked out with MS.

ML91+ Non-humanoid sentient may be targeted (i.e. Dragons, Ílmè, etc.)

ML101+ Non-corporeal sentient may be targeted (i.e. Asîri, Elmíthri, etc.)

Fatigue: (15-SI) x 1/2 Complexity Level

Time: (15-SI) minutes

Range: Self/**ML41+** Touch/**ML51+** SI x 5 feet

Duration: Indefinite