



BEACON OF ISALA (I)

An enchantment which turns an everyday object into a soft, cool light source capable of illuminating a sphere up to CSI x Hexes in radius. The spell enchants an elemental object, and the caster requires a spark or other light source as a seed.

Bonus Effects

CML 50+ Caster can terminate affect at any time (but cannot turn the light back on again without recasting).

CML 70+ Light may be dimmed or brightened, or turned on/off at the caster's command during *Duration*.

CML 80+ Touch no longer required. Range to the illuminating object = CSI hexes.

Time: 25-CSI seconds
Range: Touch/CSI Hexes at CML 80+
Duration: CML minutes



CRIMSON RUNE (I)

Enchants an elemental object to glow softly where touched by the caster (the caster can paint in light with his hands). Crimson Rune may be used to leave messages. The glow is faint, normally visible for about ten feet. The caster is able to write for about CSI rounds (MS) or CSI minutes with CS. The enchantment (writing) remains in place for *Duration*. A spark or other light source is needed as a seed.

Bonus Effects

CML 50+ The spell may be made invisible to all but those attuned to Lyahvi.

CML 60+ The glow may be made invisible except in certain caster designated lighting conditions (eg. moonlight, firelight, etc.).

CML 80+ No spark/seed required.

CML 90+ The glow may be made invisible to all but caster designated persons (up to CSI individuals).

Time: 15-CSI seconds
Range: Touch
Duration: CML days





AERIC'S SILKEN VOICE (II)

A spell that temporarily enhances the quality of a caster's voice. The spell improves the EML of all voice based skills, determined by the success achieved and the specific skill.

With the following skills, EML is raised by 10 with MS and by 20 with CS: Acting, Animalcraft, Lovecraft, Oratory, and Rhetoric.

With the following skills, EML is raised by 20 with MS and by 40 with CS: Ritual and Singing.

Misfire Table (CF) Roll 1d20

- 1-15** Subject loses his voice completely for 1d20 hours.
- 16-19** Subject loses his voice completely for 1d10 days.
- 20** As 16-19 above, plus subject loses 1 point of Voice attribute, *permanently*.

Bonus Effect

CML 60+ The enchantment may be laid on a subject other than the caster.

Time: 35-CSI seconds

Range: Touch

Duration: CSI x2 minutes



LENS OF IKARA (II)

An enchantment which manipulates existing light phenomena. This spell may be used to make a single object seem larger or smaller, or of different shape, or make it seem more/less opaque. It may not be used to create illusions from nothing and the enchanted object must preserve a fair proportion of its normal appearance. Lens might make a puddle look like a pool or a pool look like a pond. Shadows might be made deeper, gemstones larger, clothing brighter, armor more impressive, etc.

All effects must be within the caster's line of sight; the illusion fades if the target object moves out of the caster's sight. The effects are fixed in space and the illusion created has no texture or tactile dimension.

Bonus Effects

CML 60+ The illusion may include up to CSI objects at GM discretion.

CML 80+ Illusion continues to duration even if it moves out of caster's line of sight.

Time: 25-CSI seconds

Range: Line of Sight

Duration: CSI minutes





CURSE OF BRYEN (III)

Causes a single victim touched by the caster to suffer a gradual improvement of eyesight, one point per day. At first, the effect may seem beneficial, but after several days, the victim's eyes will become more and more sensitive. With Eyesight at 26+ he will suffer from constant headaches in full daylight; at 31+ even candlelight will be intolerable; and at 36+ any light (even starlight) will be unbearable.

After duration, or if the Curse of Bryen is dispelled, Eyesight returns to normal at the rate of 1 attribute point per hour. There are no permanent after-effects.

Bonus Effects

CML 80+ Touch no longer required. Range is CSI hexes.

CML 90+ Caster can designate up to CSI victims all of whom must be in range.



SIGHT OF CASTRANEL (III)

An enchantment to enable the caster to view distant objects as if they were close by. The basic spell only works with a good line of sight, and can be blocked or greatly hindered by cloud or dust, but this improves with mastery. The spell allows the caster to see any object within CMLx3 yards (MS) or CML x10 yards (CS) as if it were within a few inches of his eyes. With MS, visions of objects more than half the range away may bobble or blur; with CS they are clear. The spell provides no illumination.

Bonus Effects

CML 80+ The enchantment may be laid on a subject other than the caster.

CML 90+ Vision may be projected around corners.

Time: 35-CSI seconds
Range: Touch/CSI Hexes at CML 80+

Duration: CML days

Time: 25-CSI seconds
Range: Touch (to cast)

Duration: CML seconds



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LIGHT OF AESTIR (IV)

Causes a multi-colored, gently shifting light to emit from the caster's focus. The light reveals a hazy image of any ethereal objects within *Range*, or objects hidden by arcane means, but the basic spell shows only inanimate objects.

Distinguishing the different types of phenomena and entities detectable by this spell requires practice. The clarity of the revelation depends on the caster's success level. With MS, objects will appear very hazy and will flicker in and out of view. With CS, objects appear more clearly (details can be picked out) and remain in view for as long as the object is in range until duration is expended.

Bonus Effects

CML 70+ *Light* will reveal animate objects/entities including otherworldly ethereals.

CML 80+ *Light* will reveal the true form of visible, disguised creatures. Since Pvaric philosophy holds that flesh is a manifestation of Aura, it follows that Aura is the true essential form. Therefore, anyone's true form will appear as a somewhat abstract mass of hazy light.

CML 90+ *Light* will reveal the true forms of invisible, ethereal and/or disguised entities.

Time: 35-CSI seconds

Range: CSI Hexes

Duration: CSI seconds



WIND OF SHARIS (IV)

Used to transmute a volume of gas into another type of gas. Only simple (elemental) gases may be transmuted (eg. oxygen or hydrogen) and the end product must be an inert gas (namely, one of argon, neon, krypton, or xenon), but these constraints improve with proficiency. The volume affected may not exceed CSIx100 cubic feet with MS or CSIx300 cubic feet with CS. Unless cast in an airtight volume of space, the effect will dissipate within several minutes (GM discretion).

***Note:** Perfect use of this spell would require modern Terran knowledge of physics/chemistry. Consequently, while the GM should know what type of transmutation is occurring, the Caster must be less specific. He could say, for example, "I wish to turn the air that nourishes into the air that makes us speak with higher voices..." but should not say "convert oxygen to helium".*

Bonus Effects

CML 70+ The individual components of gaseous substances may be isolated

CML 80+ The transmutation may be to any non-inert gas which remains gaseous and stable at the temperature and pressure in the area in which the spell has been cast.

Time: 35-CSI seconds

Range: CSI x2 Hexes

Duration: Permanent





EVARDIN'S TUBE (V)

A spell to render an inanimate object temporarily non-corporeal. The caster touches the object and speaks a brief incantation and the object becomes insubstantial. The enchantment may be laid on part of an object. The spell is able to render up to CSIx3 cubic feet with MS and CSIx5 cubic feet with CS of material non-corporeal such that other solid objects may pass through it. Any attempt to cast this spell on a non (Lyahvi) elemental object accrues the usual Special Penalty.

Bonus Effects

CML 80+ Touch no longer required. Range is CSI Hexes.



MOTES OF ARDIN (V)

Creates a storm of brightly flashing, dancing motes of light around the caster. The light storm is centered on the caster's head and extends for (up to) CSI Hexes in all directions. The motes are harmless, but very distracting. Sight-dependent skills used within the light storm function at 50%/25% ML for MS/CS castings. Sight dependent skills are those skills with Eye stat in the formula for the base. The motes also act as a special penalty in combat of 10 with MS and 20 with CS. The color of the motes in the basic spell is a pinkish hue. With improved mastery multi-colored lights can be created.

Bonus Effects

CML 50+ Caster may produce vari-coloured, flashing motes, change colours, etc.

CML 60+ Caster is able to render motes invisible to himself - this enables him to function normally within the field effect.

CML 70+ Caster may affix the spell to an elemental object, such as his focus. Non elemental objects may be used at the normal Special Penalty.

CML 80+ Caster is able to render CSI touched individuals immune to the effect.

Time: 35-CSI seconds
Range: Touch/CSI Hexes at CML 80+

Duration: CSI minutes

Time: 15-CSI seconds
Range: Touch

Duration: CSI minutes



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PASSAGE OF LYAH (V)

A spell to render the caster translucent and semi-corporeal. With CS, the caster has the option of invisibility. The caster/ethereal has difficulty moving. Normal air resists him as if he were under water and movement is reduced to a maximum rate of CSI Hexes per round. Assign one FL per minute traveled (MS) or per five minutes (CS).

The caster can penetrate solid objects, but the process causes discomfort and feels like swimming through molasses, moving no more than CSI feet per 10 seconds. The ethereal caster is immune to mundane injuries, but would feel, for example, a sword being slashed repeatedly through his form. This is a one-way effect; normal corporeal creatures cannot feel the ethereal at all (except as maybe a chill, depending on the subject's sensitivity to the supernatural). The caster's body accompanies his ethereal form and will remanifest as the spell wears off or is dispelled. If the caster happens to be half way into a solid object at the time, the remanifestation would be fatal.

Bonus Effects

CML 70+ Spell may be cast on a willing subject.

CML 90+ Spell may be cast on an unwilling subject. Save vs Willx3 (MS) or Willx1 (CS).

Time: 35-CSI seconds

Range: Touch

Duration: CML seconds



VISIONS OF SHERIDYN (V)

A spell to create powerful, vivid, invisible (subliminal) illusions. This is an extremely subtle spell used to help the caster's Rhetoric. The spell may be cast immediately prior to, or in the course of a conversation. Thereafter, for the Duration of the spell, the caster may give the single person he is talking to extremely brief illusion flashes that tend to act directly on the subconscious.

Visions can be unreliable to an inexperienced user. To determine the effect of the spell, two rolls are required. The first roll is to determine the success of the spell as per normal plus a second roll vs. spell EML to determine whether the end effect is a positive or a negative one. If both rolls are Marginal, then the bonus (or penalty) is 10+ CSI. If one is critical while the other is marginal, the bonus (or penalty) is CML/2. If both rolls are critical, the bonus (or penalty) is CML.

Bonus Effects

CML 60+ Spell may be cast in such a way as to increase the Rhetoric of someone other than the caster. Range is CSI Hexes.

CML 80+ Spell may be cast on an audience. In this way, the spell effects Oratory and is only half as effective. The range is increased to CSI Hexes.

Time: 25-CSI seconds

Range: Eye Contact/see CML 80+

Duration: CSI minutes





WIND OF ARDIAN (VI)

A spell which allows the caster to increase or decrease the wind force in his immediate vicinity. The effect is extremely localized and, while it can be used to drive a single ship the caster is on, it has no effect beyond that on the local weather. It could not be used to sail a fleet.

The caster declares to the GM before casting whether he wishes to increase or decrease the windforce. With success, the intent is achieved. With CF, the wind be randomly affected, and/or the caster will suffer the normal affects of misfire at GM discretion.

The spell cannot be used cumulatively: the caster could raise wind force from 0 to 1 and then 1 to 2, for instance.

The spell needs a significant volume of air to work properly. The spell cannot be used indoors, few indoor chambers would be large enough. Reduce effect at GM discretion.

Bonus Effects (none)

Time: 25-CSI minutes

Range: n/a

Duration: CML minutes



FIGURE OF AESTIR (VII)

A spell that renders the caster translucent and non-corporeal (ethereal). In this form the caster is immune to physical damage but remains vulnerable to enchantment. Also note that while a person is ethereal, ethereal attacks are treated as if they are real.

With the basic spell, the caster cannot achieve full etherealness. He can fell events in the material world but cannot affect them. The caster is not immune to physical harm, but injuries sustained leave no wounds and have their equivalent IL's converted to FL's as they are acquired.

Bonus Effects

CML 70+ Injury levels sustained while ethereal are halved before being converted to fatigue (keep track of half fatigue levels).

CML 80+ Caster can achieve full ethereal state and is now totally immune to physical harm. Injury levels are no longer converted to fatigue.

CML 90+ Caster may, upon casting, designate one item he is touching (such as a weapon) as a link. The link item has substance, but can still be touched by the caster. The link item can be used against the caster if he were to drop the item.

Time: 35-CSI seconds

Range: n/a

Duration: CSI minutes