



PUTRID HAND (I)

Speeds the decay of rotten organic matters touched by the caster. The spell affects up to a pound of dead material. The rate of decay is 300 times faster with Critical Success and 100 times faster with Marginal Success. It will last until the process is complete or the spell removed.

Under reasonably typical circumstances, meat rots in 2-4 days. MS with Putrid Hand might reduce this period to 10-30 minutes.

Bonus Effects

CML50+ May affect up to 1 pound of living organic material such as flesh, to induce the form of gangrene. It will not spread, affect bone or vital organs, or kill the victim. It is otherwise treated as an infection whose healing rate is [H4] with MS, or [H2] with CS.

CML70+ Touch no longer required. Range is CSI hexes.



EYE OF PERFECTION (II)

A spell to analyze the health of a single living creature. The basic spell determines either the number of physical injuries/ailments, or the nature of the worst injury/ailment. The caster declares which analysis he is attempting before casting. The caster must touch the patient.

Bonus Effects

CML60+ Touch no longer required. Range is CSI hexes.

CML80+ Caster can exclude known injuries/ailments from his inquiry and learn the nature of the worst ailment/injury he does not already know about.

CML90+ Spell can be used on dead creatures to determine the cause of death. Subtract number of days dead from EML.

Time: 25 - CSI seconds
Range: Touch/CSI hexes at ML70+

Duration: Indefinite

Time: 35 - CSI seconds
Range: Touch/CSI hexes at ML60+

Duration: none



FYVRIA 2



TAKARAS CURSE (II)

Causes a single open wound, touched by the caster to become infected. The basic spell will work only on open (non-bleeding) wounds or burns of Serious Injury, and is ineffective on wounds more than a day old.

Bonus Effects

CML70+ Touch no longer required. Range is 2 x CSI hexes.

CML80+ Spell can be used (at GM discretion) to cause minor internal infections (mouth, stomach etc.) in the absence of a wound.



SYNCOPE OF SHALOR (II)

Causes a single animal/person touched by the caster to grow drowsy or fall asleep. The victim may test his will to determine whether he succumbs. With marginal success (on Syncope) test 4 x Will; with critical success, test 2 x Will. The effect on the victim is determined by his success as follows:

Test	Effect on victim
CS	Victim is unaffected
MS	Victim accrues 2 FL
MF	Victim sleeps for 1 x CSI minutes
CF	Victim sleeps for 3 x CSI minutes

Bonus Effects

CML20+ Touch no longer required. Range is CSI hexes.

CML70+ Effect may (at caster's option) be over a zone whose radius from the caster is CSI hexes. All creatures (except the caster) within the zone are affected.

CML90+ Specific creature(s) may be excluded from the effect of the spell when it's cast as a zone.

Time: 15-CSI minutes
Range: Touch/CSI x2 hexes at ML70+
Duration: n/a

Time: 25-CSI seconds
Range: Touch/CSI x2 hexes at ML20+
Duration: See above





BALM OF HERL (III)

A spell to transfer a disease, infection or other natural ailment (not a wound) from one living creature (object) to another living creature (target). The spell may be used, for example, to move a disease from a human heart into the heart of an animal, leaving the patient from whom the ailment is removed in good (or better) health. The caster must touch both object and target while casting.

Bonus Effects

CML70+ With CS, ailments may be transferred into or out of organic, inanimate artifacts.

Time: 35-CSI minutes
Range: Touch (object and target)
Duration: n/a



NURTURE OF ISLA (III)

A spell to increase the healing rate of a single ailment suffered by a living creature (e.g. from H3 to H4) by 1. With CS the healing rate is increased by 2. The basic spell will not work on target wound still bleeding or infected, or if the patient is in shock. The spell causes the patient to enter a deep comatose state for 4d6 minutes per casting. If the spell increases the healing rate to more than H5 (only possible after ML80+) any infection is defeated.

Bonus Effects

CML40+ May be used to stop a wound from bleeding.

CML70+ May be used to eliminate shock on a patient in shock.

CML80+ May be used on infected wounds

Time: 35-CSI seconds
Range: Touch
Duration: Permanent (See above)



FYVRIA 4



MANKOR'S CURSE (IV)

A spell to induce a unique wasting disease in a single creature touched by the caster. The victim immediately accrues 2 FL's, and experiences a feeling of exhaustion. A secret 1d100 roll is made to determine how severely he succumbs to the effect. The (1d100) roll is made against End x 2:

Test	Effect on victim
CS	No additional effects
MS	Victim need a day to recover a FL
MF	Victim can't recover any FL's
CF	As MF and no healing rolls

Bonus Effects (none)

Time: 35-CSI seconds

Range: Touch

Duration: MS: CSI x 2 days; CS: Indefinite



REGENESIS (IV)

Accelerates the natural regeneration of living things. The rate increase depends on the success level (MS= 10 times normal, CS= 30 times normal). The basic spell will not, however, induce regeneration of thing which do not normally regenerate (e.g. nerve cells, human limbs). Beyond this, specific effects are left to GM discretion.

Regeneration is usually a slow process. It can also be very traumatic and fatiguing, often inducing a coma or other psycho-physical shock. The aged and or infirm may not survive the process.

Bonus Effects

CML70+ May induce regeneration of things which do not normally regenerate (eg. a severed limb). This is generally a slow process; the time required to generate a hand (for example) would be at least fifteen days.

CML90+ may induce regeneration of a dead organic material. This is always a slow process, and does not restore the object material to life.

Time: 35-CSI minutes

Range: Touch

Duration: Permanent





REGROWTH OF EVALA (V)

An enchantment that grows a complete organism (plant or animal) from a part thereof. The spell requires copious quantities of earth and clean water, and the investment of a good deal of time. The spell requires that the caster have most of the original organism in his possession (seed). The basic required seed is expressed as a percentage of the whole organism less than the caster's ML. Hence at CML70, the required seed is 30% (100-70) and at CML 25 the required seed is 75% (100-25) of the original organism. The minimum required seed is 1%. The time it takes for the new form to get complete is; 1 hour per 1% of seed needed to grow.

If the spell is attempted with less than required seed, EML will decline with 10 per each 5%. Hence 7% less seed will give the caster a -20 EML.

If the spell is attempted with more than required seed, EML will increase with 5 per each 5%. Hence 13% more seed will increase EML with 15.

The spell does not restore a dead organism to life. Once a dead organism is regrown, it stays "fresh" only for 2-4 days. The spell produces a perfect clone. But if the seed is damaged, decomposed or in poor condition, that part of the finished product is also damaged (eg. a seed of a leg that was damaged will still be damaged after regrowth, even if the rest of the body is in perfect condition).

Bonus Effects (none)

Time: 35-CSI minutes

Range: Touch

Duration: See above



SILME'S WARD (V)

An enchantment placed on a living plant or creature to alert the caster when a living entity intrudes within the subject's perceptive sphere (for most plants this is about three yards). In other words, Silme's Ward is a life detector.

The caster must be within Aura x 5 (or sensitivity Talent ML x 10 yards) to "hear" the alarm. With the basic spell, the intruding life form will not be identified, but the caster will know that it is there, and identification improves as spell is better mastered.

Only intruding life forms anomalous to the subject's environment will cause the subject to alert the caster – a plant will not, for example, notice insects and birds, unless they behave in an unusual manner.

Bonus Effects

CML60+ Caster is alerted about how many lifeforms there are intruding.

CML70+ Caster is alerted about the size of the lifeform intruding.

CML80+ Caster is alerted about the type of species/classes that are intruding.

CML90+ Caster may limit the alarm to specific species (eg. bears, humans).

Time: 35-CSI minutes

Range: Touch

Duration: CSI days (CS: CSI x 3 days)



SUCCOR OF BLEZIL (V)

A spell which causes dramatic healing of virtually any injury or physical ailment. The spell can be cast in two ways:

1. On a specific disease of injury, in which case the object disease or injury is completely cured.
2. Generally on all diseases and injuries, in which case each injury/disease is "halved" (GM discretion).

The effect is immediate and total and leaves little or no residue(s). The spell cannot regenerate lost body parts. Its effects are limited to normal (although fast) healing.

The patient accrues 1 FL per 1 IL removed, but will not enter shock as a result. Fatigue from disease curing is at GM discretion but minimum 2 FL's.

If the spell is cast on the same person more than once in a 24 hour period, it fails critically. CF usually gives the patient a serious (randomly generated) physical disorder. A disease similar to *Mankor's Curse* (Fyvria IV) is common.

Bonus Effects

CML+ 70 Patient suffers only half the FL's.

Time: 15-CSI minutes

Range: Touch

Duration: n/a



VESSEL OF GALANDA (VI)

A spell to grow a body from an unliving embryo or foetus. In general the spell will only work on mammals. The foetus must have been dead for no less than six hours and no more than 24 hours. The body will grow normally, but very rapidly, and will have no ethereal essence, no aura, and no soul. The usual purpose of the spell is to create a new host body for a disembodied spirit. The sorcerer must spend about ten hours in the initial casting, and at least four hours per day in attendance. The body must be kept fully submerged in a vat containing water and finely sifted earth. The spell requires that at least 50 gallons of water in the vat changes daily.

At the conclusion of the spell, the caster must "breathe the breath of life" into the subject, which is very exhausting (accrues 5 FL). The culmination takes about 15-CSI hours to complete.

If the body is not occupied within CSI hours of culmination it will "die". A spirit which occupies the body may be considered "native" after 30-CSI days, and will continue aging normally.

Bonus Effects (none)

Time: 25-CSI days

Range: Frequent Touch

Duration: See above





ESSENCE OF SINAD (VII)

A spell to halt biological aging- The spell involves a transfusion of (1 litre) of blood from a sindarin or similarly immortal specie; it also requires a secure source of fresh flowing water (usually a stream or small river) for purification purposes.

With MS the subject stops aging for 1d3 years, and life expectancy is increased by the same period. With CS, aging is halted for 2d6 years.

The spell leaves a slight residue of enchantment that interacts dangerously with this or other rejuvenation spells. It, therefore, should not be cast on the same subject more than once. Ignoring this can cause reversal of effect, heart damage and/or death – the same consequences may accrue if the spell is combined with any other rejuvenation spell.

Bonus Effects

CML80+ Instead of halting the aging process the caster may reverse it with the same result as above. However this process last only indefinite and may be removed with a casting of dispell.

CML90+ No dangerous residue is left, and thus the enchantment may be combined safely with the same or other rejuvenation magic.

Time: 15-CSI hours
Range: Frequent Touch

Duration: Permanent



TOUCH OF PTARIS (VII)

An enchantment that turns an organic (elemental) object (eg. a person) touched by the caster to stone (petrification). A victim tests Will x 3 to avoid the effect. While the victim is enchanted (petrified) his body and mental functions will slow to a negligible rate, but he is otherwise unharmed. If/when the enchantment is dispelled the victim is in the same psycho-physical condition as he was when enchanted. The enchanted victim is not immune to physical harm. A hammer and a chisel have the same effect on him as on ordinary stone. Such damage is translated into ordinary injuries at GM discretion when the enchantment expires or is removed. Significant damage to the altered form is often fatal.

Bonus Effects

CML60+ The spell can be used to turn its object to earth or wood. Earth tends to crumble immediately so this is usually fatal. A wooden victim can be burned or carved like ordinary hardwood.

CML70+ Victim tests Will x 2 to avoid effect.

CML80+ Victim test Will x 1 to avoid effect.

CML90+ Touch no longer required. Range is CSI x 5 hexes.

Time: 15-CSI seconds
Range: Touch/CSI x 5 hexes at ML90+

Duration: CSI days (Indefinite with CS)