



GOLDEN EYE (I)

A specialized divination, used to test for enchantment on a wholly metallic artifact held by the caster. The amount of information gained depends on the success level achieved. The spell is particularly sensitive to enchantment and/or magical properties but can also (with CS) gain psychometrical/peripheral information, such as who made the artifact, where it has been, who used it last, etc.

With MS, the caster will normally determine whether or not the item is enchanted, and whether the enchantment is Jmorvi, neutral or of some other convocation (but not which one). With CS, the level and general description of enchantments and/or residues may be revealed.

Bonus Effects

CML 70+ Mostly metallic Artifacts/Objects can be analyzed.

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

CML 90+ The spell may be used on partly metallic objects.

Time: 15-CSI minutes
Range: Touch/CSI Feet at CML 80+

Duration: n/a



LUSTRE OF YMAR (I)

A spell to clean and polish a metallic object. The caster rubs the object gently, and all rust, corrosion, and dirt are removed from the surface. The metal its self is not purified; this spell only cleans.

Bonus Effects

CML 50+ Touch no longer required: range is CSI hexes.

Time: 35-CSI Seconds
Range: Touch/CSI Hexes at CML 50+

Duration: n/a



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IRON STING (II)

A spell to enchant a (max 1 lb) wholly metallic otherwise unenchanted object (projectile). The enchantment lays dormant until the project is thrown at a target (invocation) or until *Duration* expires. The success roll is made as the enchantment is invoked (thrown). If the spell fails, or a person other than the caster throws the projectile, the enchantment is lost and the projectile performs as an unenchanted mundane object.

If the caster throws the projectile, and the spell succeeds, a second test of Iron Sting EML is made to determine missile accuracy (instead of testing Throwing skill). The projectile has the range modifiers given for a *Taburi*. Upon striking the target, the projectile's Impact is increased by CSI with CS or half CSI with MS.

Bonus Effects

CML 90+ Caster can lay the enchantment in "open mode". Such a projectile can be cast by a person other than the caster. In such cases, the enchantment is invoked by throwing and the accuracy is determined by testing the throwers Throwing ML.

Time: 15-CSI seconds

Range: Touch

Duration: CML Minutes



METALA OF ELKAL (II)

A spell used to modify, enhance, or dampen a *natural* property of a metallic object. Magnets may be more or less magnetic, steel can be made more or less conductive, and so on. The basic spell assumes an object of 2-5 pounds and requires Touch to cast. Transitions are generally slow and effects (at GM discretion). When *Duration* expires, the object returns to normal.

Bonus Effects

CML 30+ Spell may induce absent, but natural properties (eg. make iron magnetic).

CML 50+ Touch no longer required. Range is CSI yards.

CML 90+ Metallic objects may be made to bend (within reason) or to revert to original shape.

Time: 25-CSI seconds

Range: Touch/CSI Hexes at ML 50+

Duration: CSI Minutes





MEND (III)

This spell is used to repair a broken, unenchanted, wholly metallic weapon without regenerating a new Weapon Quality. A successful result will repair the weapon as good as new; a CF result destroys the weapon beyond repair.

The normal tools of weaponcraft are required to effect repairs.

Bonus Effects

CML 50+ The usual implements (tools, forge, etc) are no longer required, therefore the spell may be used to do field repairs on weapons.

CML 60+ Can be used on mostly metallic weapons.

CML 80+ May be cast upon a weapon that was enchanted, although it will not restore the enchantment.

Time: 15-CML hours

Range: Touch

Duration: Permanent



THERIS' CHARM (III)

A Major artifact power that can be installed in a wholly metallic weapon/artifact and "occupies" 3 points of Ego/Will. The Charmed weapon gives its wielder a bonus in the Attack and/or Defensive classes of the weapon. The total bonus to attack/defense class is divided among the 2 classes and equals the caster's CSI for Theris' Charm (eg. a Mage with CSI 8 in Theris' Charm may add 4 to AF and 4 to DF or 5 to AF and 3 to DF, etc.)

No weapon's AF or DF may ever be increased to more than twice its original value. With a CF result on Theris' Charm, the weapon may be destroyed (GM discretion). If *Charm* is installed in a weapon as it is being made, its Duration is Permanent, otherwise Indefinite.

Bonus Effects

CML 70+ May be cast on mostly metallic weapons.

CML 80+ If the caster achieves CS, he has the option to increase Time to Cast and Fatigue by 50% and go beyond the normal limitations to increase Attack and/or Defense Class(es) beyond twice their base values.

Time: 15-CSI hours

Range: Touch

Duration: Indefinite/Permanent



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SWORDBREAKER (IV)

A major/minor weapon/artifact power which increases the damage to opposing weapons it blocks or is blocked by. If installed as a major weapon-artifact power, Swordbreaker occupies three (3) points of Ego/Will. If installed as a minor power, it cannot be combined with any other enchantment.

If Swordbreaker is installed in an existing weapon or artifact, its Duration is Indefinite. If it is installed as the weapon is being made, its Duration is permanent.

The value of a Swordbreaker is determined by the caster-installer's SI and the success achieved. With MS the value is half CSI, with CS it is CSI. The value must be recorded. When an opposing weapon makes a damage check as a result of blocking or being blocked by the Swordbreaker, 1dValue is added to the roll. Hence, if the value is five, 1d5 is added to the roll. If a weapon makes a damage check against a Swordbreaker with a value of 7, it rolls 3d6 plus 1d7.

House Rules Note: When used Patrick Nilsson's House Rules is in use each 1dValue reduces the WQ check with 10 (e. g. 1d3Value is -30 on WQ check). If the WQ roll fails with MF then reduce the WQ percentage with 20 instead of 10. CF is an automatic break as usual.

Bonus Effects (none)

Time: 15-CSI Hours

Range: Touch

Duration: Indefinite/Perm. (see above)



WARD OF AKANA (IV)

A major/minor weapon-artifact power which protects its object from damage.

If installed as a major artifact power, Ward of Akana "occupies" two (2) points of Ego/Will. If installed as a minor power, Ward of Akana cannot be combined with any other enchantment.

A Warded weapon never has to make a weapon damage check except as a result of conflict with an enchanted weapon. Whenever a weapon with Ward of Akana is forced to make a Weapon Damage check, it rolls one less die than would an unwarded weapon.

If installed as the weapon is being made, the Ward's Duration is permanent, otherwise it is indefinite.

Bonus Effects (none)

Time: 25-CSI Hours

Range: Touch

Duration: Indefinite/Perm. (see above)





FIGURE OF CHUAN (V)

A spell which allows the caster to change the shape of a metallic object by power of will. The caster is limited to shapes that are naturally possible, and the effects may be further limited if the object is an alloy or otherwise impure (GM discretion). The spell never works on Warded objects.

As the caster achieves greater mastery, he might be able to work pure metal as if it were clay in his hands. When duration expires, the object resumes its previous shape just as slowly. The spell will not work on enchanted objects.

Bonus Effects

CML 60+ Touch no longer required except for fine details, range is CSI yards.

CML 80+ Spell will work on an unwarded, minor artifact (no Ego/Will) at half CML (minus the usual complexity level modifier).

CML 90+ Spell will work on an unwarded major artifact at half CML (minus 5x complexity level minus 2 x Ego/Will).

Time: 25-CSI minutes
Range: Touch/CSI Hexes at CML 60+

Duration: CSI minutes



TEARS OF KIMYAN (V)

A spell which extracts pure, or almost pure metal from impure ore. To perform the spell, the caster must have good knowledge of the ore/metal involved (GM discretion - Shek-Pvar know about getting iron from iron ore, but could not reasonably extract aluminum from bauxite). The caster must also have correctly identified the mineral. The basic spell works only on *native* metals (gold, copper, iron, etc.).

The process produces some heat, but not as much as smelting. The caster holds, shakes and squeezes the ore (which remains cool) and drops of hot liquid ore drip out.

The spell usually extracts about an ounce of metal (if there is an ounce present). The purity is 88+ CSI %.

Bonus Effects

CML 60+ Spell can extract non-native metals.

CML 80+ Spell can be used to purify extracted metals to 88+ CSI % purity. In this case the metal remains cool while hot impurities drip out.

Time: 15-CSI minutes
Range: Touch

Duration: n/a



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THERIS' RESTORATION (V)

This spell is used to restore a single, damaged or dispelled minor power (object power) to a (physically intact) minor artifact. The caster must be aware of, and be capable of installing the power he is attempting to revive. The caster is subject to enchantment object element modifier(s) if either the object power or artifact are non-Jmorvi. The greater the elapsed time since the power was lost, the more difficult it is to restore (see table below).

Time Lapse Spell ML Modifier

1 day	-1
1 month	-4
1 year	-8
10 years	-16
100 years	-32
1000 years	-64
10000 years	-100

Bonus Effects

CML 70+ May be used to restore an enchantment which the caster cannot personally cast.

CML 90+ May be used to restore a Major (Ego-dependent) power.

Time: 15-CML hours

Range: Touch

Duration: n/a



ESTA'S CURSE (VI)

A Spell which causes a tempered metal weapon (or artifact) touched by the caster to automatically shatter on its next weapon damage check, or strike. The enchantment lays dormant until invoked (by contact) or until its Duration expires, whichever comes first. The basic spell has no effect on enchanted weapons or artifacts and Curse never works on Warded weapons.

Bonus Effects

CML 40+ Touch no longer required. Range is CML feet.

CML 60+ Caster can cause the effect to apply immediately (instead of waiting for the weapon's next contact).

CML 80+ Spell may work on enchanted minor weapons/artifacts at half Spell ML.

CML 90+ Spell may work on major weapons/artifacts at half Spell ML; the weapon/artifact's Ego/Will is subtracted from the Spell ML after it is halved.

Time: 15-CSI seconds

Range: Touch/CSI Hexes at CML 40+

Duration: CML seconds





FORGE OF KANATAI (VI)

A self enchantment which allows the caster to work metals (with his bare hands) without using the normal tools of the trade(s). The spell cannot achieve anything that cannot be achieved by mundane weapon-craft or metalworking skills, and in terms of determining the quality of product, the caster's lowest applicable ML is applied. Eg. if he is making a sword, the lower of his *Weaponcraft* or *Forge of Kanatai* MLs is used.

Forge of Kanatai produces somewhat less heat than normal metalworking. This is still quite hot, but the caster (only) is able to withstand it.

Bonus Effects

CML 40+ Enchantment may be used to enhance the caster's weaponcraft ML by CSI for the Duration of the spell.

CML 60+ May be laid on a willing subject other than the caster (touch required).

CML 80+ The enchantment allows the subject to work at about twice as fast as he would normally be able to work.

Time: 25-CSI minutes

Range: Self/Touch

Duration: CML minutes



LANCE OF MEREDOS (VII)

A spell that draws a quantity of red hot primal iron into the world, forms it into a javelin and propels it towards a designated target. Range/accuracy modifiers are as for a javelin, but the caster tests his (unmodified) Lance of Meredos Spell ML (instead of Javelin AML) to determine strike location. This roll is in addition to the roll to actually cast the spell. The fatigue from casting the spell is not applied to the missile throw and there is no additional fatigue for actually throwing the spear.

The Lance can strike with devastating force, inflicting Point Impact of CSId6. After Duration, the Lance corrodes away to nothing in approximately thirty (30) seconds.

Bonus Effects (none)

Time: 15-CSI seconds

Range: Touch/As for Javelin

Duration: n/a

