



## BONAL'S QUENCHING (I)

An Enchantment to eliminate the caster's thirst for eight or twenty-four hours, depending on the success achieved. When the enchantment expires (or is dispelled) the caster is exactly as thirsty as he was before casting. Quenching cannot be used to produce/isolate water. Its effect is to make supplies of (a kind of) ethereal water available. This postpones the requirement for mundane water and prevents the caster from going more thirsty or dehydrated.

### Bonus Effects

**CML70+** Enchantment can be laid on a person/animal other than the caster.

**CML80+** Enchantment can be laid on a plant. The spell does not allow a plant to grow in the absence of water, but will prevent it from dying for lack thereof.

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

**Time:** 15-CSI seconds  
**Range:** Touch/CSI x5 hexes at CML90+

**Duration:** MS: 8 hours/CS: 24 hours



## YAVARIS SPOON (I)

A spell by which the caster determines whether a specific water supply is safe to drink. The information gained is simply yes or no. Critical Failure produces a random (yes or no) answer (no other misfires occurs).

Context is significant since a minor toxic can be fatal over time. If the caster is likely to drink once or twice, long-term effects are not detected. If the caster plans to build a house nearby and to draw his domestic water supply from the source, minor impurities might be detected.

Spoon does not detect indirect threats to the caster's health; an enchantment that will cause the drinker to run into a nearby cave to be eaten by a bear is invisible to Spoon.

### Bonus Effects

**CML50+** The caster has the option to specify that with CF, the spell will misfire instead of producing a random result. This guarantees the accuracy of the answer. Spoon does not usually misfire with great violence.

**CML80+** The caster may, at GM discretion, obtain minor information about impurities in the object water.

**Time:** 25-CSI seconds  
**Range:** Touch

**Duration:** n/a



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## EYE OF ULTRAMARINE (II)

A spell to determine the location of the nearest body of fresh/potable water. The basic spell only indicates direction, and not distance to the nearest water. Note that the nearest source is often underground. If there is no drinkable water within *Range*, the spell cannot work. CF may indicate an undrinkable water source (an alkali pond, a companion's bladder, etc.).

### Bonus Effects

**CML60+** Distance to water source is learned.



## TARL'S ALCHEMA (II)

A spell to separate discrete liquids from a mixture. The caster stirs a mixture and waits. After *Time*, the liquids will separate to strata within the container, and can be siphoned off as desired. The spell will not work on more than CSI pints at a time and cannot be used to break natural liquids into their components (eg. water could not be broken into hydrogen and oxygen, but ethanol could be purified from wine), nor to extract solids from liquids.

The discrete liquids usually remain in strata until disturbed, then (may) begin recombining over time.

### Bonus Effects

**CML60+** Caster can separate the stratified liquids simply by pouring them out. This is a matter of timing. The exercise must be completed within CSI minutes after separation.

**Time:** 15-CSI minutes  
**Range:** CSI miles

**Duration:** none

**Time:** 15-CSI minutes  
**Range:** Touch

**Duration:** n/a





## GLAMOUR OF FANON (III)

An enchantment to reduce the temperature of an inanimate object touched by the caster. *Glamour* can be installed as an artifact power. The duration of the spell is CML days, (MS), or indefinite (CS). If used as a minor artifact power, it cannot be combined with any other enchantment.

If installed as a major artifact power, *Glamour's Duration* is indefinite with MS or Permanent with CS. The power "occupies" four points of EGO/Will.

*Glamour* reduces the temperature of its object by (approximately) CSI degrees Celsius (twice this with CS). The basic spell cannot be combined with itself.

### Bonus Effects

**CML80+** Touch no longer required. Range is CSI hexes.

**CML90+** Caster may combine the spell with itself. If laid as a major artifact power, each additional casting occupies only 2 points of EGO/Will (eg. if laid twice the artifact would have 4+ 2 points of EGO/WILL).

**Time:** 25-CSI hours  
**Range:** Touch/CSI hexes at CML80+

**Duration:** (see above)



## TARL'S CRYSTALS (III)

An enchantment which enlarges snowflakes, raindrops, hailstones, or other precipitation over a wide area near the caster. Generally, the maximum effect is to combine, for example, CSI hailstones into one; hence there are proportionately fewer but larger hailstones. The spell cannot cause precipitation; it simply changes the way in which it falls. The effects are rather unpredictable and rather random; they are left largely to GM discretion.

The spell is effective on precipitation that is currently falling on the caster. The modification(s) will be felt for CML hexes around the caster (CML x3 hexes with CS).

### Bonus Effects

**CML80+** Spell can be used to reduce the size of snowflakes/raindrops/hailstones by up to half CML %.

**CML90+** Spell can be used to slow the fall of precipitation within range. This may seem as if more is falling (because each drop/flake/stone etc. remains airborne longer).

**Time:** 35-CSI seconds  
**Range:** n/a

**Duration:** As long as the precipitation falls



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## EVO'S SWEAT (IV)

An enchantment which causes moisture to exude from an object (or creature) touched by the caster at a high rate. If cast on a person/animal, the enchantment causes a cold sweat (which causes a special penalty of -10 MS, -20 CS, on the victim).

The general effect of the spell is to cause its object to exude one percent of its moisture per minute. Most mammals will collapse at (ENDx0.5) % dehydration, and die if dehydration reaches (ENDx1.5) %.

With CS, the caster has the option to double the *Duration* or double the rate of dehydration (to 2% per minute).

### Bonus Effects

**CML60+** Caster can double the duration and halve the rate. This causes a more gentle effect over a longer period.

**CML70+** Caster can use the spell to normalize an over-hydrated subject. That is, if the object/entity is retaining too much moisture, the spell can be used to sweat it off. If cast this way, the spell will terminate when the subject achieves a normal moisture balance.

**CML80+** Touch no longer required. Range is CSI x2 hexes.

**Time:** 35-CSI seconds  
**Range:** Touch/CSI x2 hexes at CML80+

**Duration:** MS: CSI min./CS: CSIx3 min.



## KALSOR'S TRAP (IV)

A spell to condense atmospheric water. *Kalsor's Trap* creates an invisible 1' diameter sphere of very cold air anywhere within *Range*. When atmospheric moisture contacts the sphere it condenses and drips down; if a bowl is placed under the sphere, water may be collected. The rate of collection depends on the atmospheric moisture available and the success achieved. MS in a typical cool maritime climate will produce about CSI/10 pints per hour. CS doubles this amount. The effect continues as long as the caster remains in trance.

### Bonus Effects

**CML70+** The spell may be used to cause rain within CSI km. In this form Kalsor's Trap is very hard to control and cannot be stopped once started. The result depends on the cloud cover/atmospheric moisture.

**Time:** 35-CSI seconds  
**Range:** CSI hexes

**Duration:** Duration of trance





## HAND OF ULMER (V)

An enchantment to manipulate bodies of fresh water. The spell can be used to make water flow uphill, move it out of a pond, increase the power of waves, and so on. With great mastery, the caster can create “hydro-sculptures”. Water must always adhere to at least one surface. This spell demands considerable GM discretion.

The spell can move a volume of CSI feet cubed, CSI feet per minute, or hold a similar amount water stationary against its natural inclination. Hence at CML 100 (CSI10), a caster could drain a 10'x10'x10' depression in about a minute, by drawing the water up its sides and away. Another use would be to hold such an amount of water in place for *Duration*. Water can be raised up to CML feet above its natural level. The spell is flexible in its possible applications.

### Bonus Effects

**CML50+** Can be used on unfresh water (eg. sea water)

**CML70+** Spell can be applied to liquids other than water. However, Enchantment Object Element (if used) penalties may apply if the object liquid contains alien elemental essence (lamp oil, for example, contains Peleahn principle).

**Time:** 35-CSI seconds

**Range:** CML feet

**Duration:** MS: 1 min./CS: 3 min.



## TOVAL'S REST (V)

An enchantment to place an object touched by the caster in stasis. The metabolism of a living and he (and his clothing etc.) are immune to any harm for *Duration*. The subject remains immobile and seems infinitely hard. A living object is unaware of the passage of time (or anything else) while enchanted.

### Bonus Effects

**CML50+** Touch no longer required. Range is CML hexes.

**CML80+** The enchantment may be laid on ethereal creatures, although this does not render them material, nor render them visible.

**Time:** 25-CSI seconds

**Range:** Touch/CSI hexes at CML40+

**Duration:** MS: CML min./CS: indefinite



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## WEB OF MARIAS (V)

An enchantment which inhibits actions within a wide area by flooding it with a variety of ethereal water. The effect is to slow all kinetic processes (GM discretion). With the basic spell, the caster is not immune. The effected area becomes gloomy.

Persons affected move at half speed. The effect extends over a sphere CSI x2 hexes (MS) or CSI x5 hexes (CS) in diameter. The sphere of the effect is initially centered on the caster's head and is not mobile; the spell is lost if the caster moves at all.

### Bonus Effects

**CML50+** Caster can exit the sphere without breaking the enchantment.

**CML60+** Caster is immune to the effect. This means that, to affected entities, he seems to operate at twice his normal speed.

**CML70+** Caster can exclude (by touch) up to CSI persons from the effect.

**CML80+** Caster can exclude any number of persons (by touch).

**CML90+** Caster can cause the sphere to originate and be centered on any point within CSI x2 hexes.

**Time:** 25-CSI seconds  
**Range:** Self/CSI x2 hexes at CML90+

**Duration:** MS: CSIx10 sec./CS: CSIx30 sec.



## STEPS OF ASARIND (VI)

A self-enchantment by means of which the caster can make himself float on a body of liquid. With practice, the caster can actually walk on calm water.

An object enchanted by this spell cannot sink unless it's weighed down by a larger mass of dead weight.

### Bonus Effects

**CML70+** Enchantment can be laid on a living creature other than the caster.

**CML80+** Enchantment can be laid on an inanimate object. The maximum mass the object can have is equal to the caster's (twice that with CS).

**CML90+** Caster can "swim" through water vapor (such as cloud) assuming he can reach one (spell does not create cloud).

**Time:** 35-CSI seconds  
**Range:** Self/Touch

**Duration:** MS: CSI hours/CS: CSIx3 hours







## BOROL'S GAZE (VII)

An enchantment which causes the temperature of a volume of water, touched/stirred by the caster, to drop dramatically. *Gaze* can be used to freeze ponds etc.

Area of the effect is ML square feet.

Depth of the effect is CSI inches.

The temperature reduction is CSI° C.

Affected volume with MS is CML x (CSI/12) cubic feet. With CS the caster can triple one of the effects; Area, Depth, or temperature reduction. The affected area is centered on the caster (as geography allows).

Example: Cast on a large lake (which is at 5° C) at CML70+ (CSI7) with MS, Gaze reduces the temperature of the top 7 inches of water by 7° C. Since the temperature of the water has been reduced to -2° C, this creates a sheet of ice with a surface area of (CMLxCML) = 4900 square feet.

**Note:** The freezing point of typical sea water is -4° C rather than 0° C. This does however, vary according to purity (mostly salinity). Saltier water freezes at lower temperatures.

### Bonus Effects (none)

**Time:** 15-CSI minutes

**Range:** Touch

**Duration:** n/a



## ORB OF AUMOS (VII)

A self-enchantment which enables the caster to create and throw, in a single motion, a ball of ethereal snow/ice. With the basic spell the orb can be dodged normally (low-velocity). The orb disappears after range if no surface is struck. When thrown, the caster may opt for an ice, frost, or ethereal water orb:

**Frost Orb:** Upon striking, Frost Orb spreads across the entire surface of the victim in (15-CSI) seconds. Thereupon it inflicts CSI minor frost injuries on randomly rolled locations (armour etc. is not effective). This is normally followed by a single 3d6 Shock Roll. After the effects, the frost "shatters" and the victim is free (but cold).

**Ethereal Water Orb:** Spreads across the whole body surface and clings for CSI x10 seconds (CSI x30 seconds with CS). The effect hinders the victim from breathing and inflicts a Fatigue Level plus a Shock Roll of 2d6, for each 10 seconds. If the effect last long enough, the victim may die from drowning.

**Ice Orb:** Strikes the victim with a blunt impact of CSId6 (the orb melts away to nothing within 5 seconds).

### Bonus Effects

**CML90+** The Orb's speed may be increased by the caster, making it more difficult to dodge. The victim tests half dodge (high-velocity).

**Time:** 15-CSI seconds

**Range:** CSI x 3 hexes

**Duration:** See above

