



CARESS OF PELENA (I)

An enchantment which causes the temperature of its object to gently increase by a few degrees. The effect is rarely harmful to its object.

Caress is mainly used to treat frost injury. It may be used only once on each frost injury to instantly heal 1 IL (MS) or 2 IL (CS).

Bonus Effects

CML50+ The caster may, if he wish, inflict mundane burns of 1d6 (MS) or 2d6. The spell will never ignite armour or clothing, but these will reduce burn impact normally.

Time: 15-CSI seconds
Range: Touch

Duration: Instantaneous



FINGER OF MARLAS (I)

This spell is used to enhance or ignite small (mundane) fires; flame and fuel must be used as the seed/object. The spell cannot create fire without fuel, but can help inferior fuel burn. One use is to start a fire with wet wood. An existing fire can be made to flare or burn more rapidly until the fuel is exhausted. In general, the rate of energy conversion can be doubled with MS or quintupled with CS. Adding new fuel terminates the spell, but not necessarily the fire.

Bonus Effects

CML70+ The effect may be delayed up to an hour after casting (assuming the fire is still burning).

CML80+ Fuel may be added without terminating the spell.

Time: 15-CSI seconds
Range: CSI x 2 hexes

Duration: CSI minutes



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BREATH OF CASYL (II)

A spell to manipulate fire/smoke to cause pyrotechnic displays. The effects are limited by the size of the seed fire, but as the caster gains proficiency, he is able to achieve more with less fire. Smoke and flame may be enhanced and directed, so as to form detailed shapes and exact colors. The effects must remain in contact with the seed fire, since they require its fuel to sustain them. This spell calls for a large degree of GM discretion and may never work exactly the same way twice. Effects tends to be amorphous, insubstantial, and unconvincing.

Bonus Effects

CML60+ Effects may be made to move up to CSI x 2 hexes from the seed fire.



CLOAK OF YAVARIS (II)

An enchantment which protects an object entity from cold. The basic spell can only be laid on the caster. The effect of the enchantment is to reduce frost impact by half CSI (MS) or CSI (CS). The spell protects the caster's entire body, and lies dormant until triggered by frost impact, or until its duration expires. It works only on the first triggering.

Bonus Effects

CML60+ Enchantment may be laid on an object entity other than the caster.

CML70+ Frost impact is reduced by CSI (MS) or CSI x 2 (CS).

CML80+ Enchantment remains in place and can be triggered any number of times until the duration expires.

Time: 15-CSI seconds
Range: CSI x 2 hexes

Duration: 1 minute

Time: 25-CSI seconds
Range: Self/Touch

Duration: CSI minutes





PYRE OF ONKH (III)

Causes an item of wood or other reasonable fuel to burst violently into (mundane) flame and to be consumed in a matter of seconds (one second per pound weight). The item may not weigh more than one pound times the casters CSI (MS), twice this with CS. Persons/animals who touch the flame sustain a mundane burn impact of 3d6/4d6 (MS/CS).

The spell may be used to dispose of unwanted items, or to discommode a person holding/wearing an item of fuel, such as a wooden club. In the latter case, the effect can be extremely dramatic if the victim's clothes catch fire as well. A sustained burn (over 10 seconds) is capable of melting metals with reasonable low melting points.

Bonus Effects

CML70+ Maximum object weight is increases to CSI x 2 pounds (MS), twice this with ML.

Time: 15-CSI seconds
Range: CSI x 2 hexes

Duration: 1 second per pound of fuel



TARGEN'S BRAND (III)

An enchantment which envelops an inanimate object in *ethereal fire*. The object is unharmed and does not itself burn. However, a victim touched or struck with the enchanted object sustains a 3d6/5d6 (MS/CS) *ethereal burn*, in addition to any physical impact that would normally be inflicted. A common use of the spell is to enchant a weapon. The basic spell is expended after one touch/strike or duration, whichever comes first.

A problem with the basic spell is that the entire object is affected; this means that only the caster, who is immune, can safely touch the enchanted object. The enchantment cannot be laid on an already enchanted object, nor combined in the same object with another enchantment.

Bonus Effects

CML60+ Enchantment is expended after CSI/2 strikes or duration, whichever comes first.

CML80+ Part of the object (eg. the hilt of a sword) may be excluded from the effect.

CML90+ The enchantment may (at GM discretion) be combined with other enchantments in the same object.

Time: 25-CSI seconds
Range: Self/Touch

Duration: CSI minutes



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HADIL'S ENVELOPE (IV)

A spell which creates a spherical zone about the caster causing anyone who enter it to grow uncomfortably warm. The caster is immune, but must remain stationary, and is enveloped by an *ethereal* fireball for duration. The zone has no effect on inanimate objects. The radius of the sphere is CSI x 2 hexes (MS) or CSI x 4 hexes (CS).

Envelope causes no physical injury, but any person/animal entering the zone experiences sensation of extreme heat. This is enough to discourage most animals. Those who progress further into the zone, the intruder tests Endurance x 5; when he penetrates 20% of the way to the center, he tests Endurance x 4; when he penetrates 40% of the center he tests Endurance x 3, and so on. Interpret the results as follows:

| Test | Effect on victim |
|------|---|
| CF | Intruder suffers a 4d6 Shock Roll |
| MF | Intruder must retreat from zone ASAP |
| MS | Intruder may advance to next test |
| CS | Intruder may ignore the zone for duration |

Bonus Effects

CML70+ The caster can exclude CSI persons or animals by touch.

CML80+ The caster can move about or leave the zone; the *ethereal* fireball remains at its center.

Time: 35-CSI seconds
Range: Self/Touch

Duration: CSI x 5 minutes



WALL OF SHANADOR (IV)

Causes a curtain of *ethereal* fire approximately a foot thick, whose frontal area is of any shape up to CSI x 2 square hexes (ML) or CSI x 5 square hexes (CS). The wall is stationary and will continue to "burn" without supervision. Any person/animal who attempts to pass through is subjected by *ethereal* burn; 2d6+ CSI (ML); or 3d6+ (2 x CSI) with CS. The caster may pass through the wall without harm.

Bonus Effects

CML50+ The caster can make persons/animals pass through the wall by touching them.

CML60+ If the caster is in *Range*, he may reduce the frontal area and volume of the wall. The reduction may not be reversed.

CML70+ If the caster is in *Range*, he may change the shape of the wall, but cannot increase its frontal area or thickness.

CML80+ The wall can be made to move up to 2 hexes per ten (10) seconds in a straight line. It will stop if it moves out of *Range*, or upon encountering a large solid object or significant enchantment. The caster can move to stay in range.

CML90+ If the caster is in *Range*, he can change the course and/or orientation of the wall while the spell is active. All courses are straight lines.

Time: 15-CSI seconds
Range: CSI hexes

Duration: CSI minutes





IMMOLATION (V)

Enchants the caster into a creature of *ethereal* flame and smoke. Items entirely within CSI inches of his body are similarly affected; any other items become ungraspable and are dropped. The fiery creature is able to squeeze through narrow openings, and is immune to most physical damage; if he encounters mundane or ethereal fire, he is treated as an ethereal. He is able to fly upwards to a maximum altitude of CSI x 2 hexes, but if he leaves the ground, he has no control and is at the mercy of the wind. The natural tendency is to float upward; the caster must make a conscious effort to remain near the ground. About 1 FL per 5 minutes.

In ethereal form the caster can work Peleahn magic normally, and his touch inflicts ethereal burns; 2d6+ CSI (MS) or 2d6+ (CSI x 2) with CS. Other effects/abilities are at GM discretion.

Bonus Effects

CML70+ The enchantment can be laid on persons/animals other than the caster. Non Peleahn, however, find the spell extremely uncomfortable. The must test Endurance x 4 at the instant of enchantment to remain conscious.

CML90+ The subject has some control over his flight. He can move through the air at ten hexes per ten (10) seconds but is still subject to the wind. Flight is tiring; double the FL gained.

Time: 35-CSI seconds
Range: Self/Touch

Duration: CSI x 2 minutes (CS: CSI x5)



PASSAGE OF AHNU (V)

Causes the caster to catch (ethereal) fire and burn rapidly, disappearing completely in 15-CSI seconds. The fire affects nothing but the caster's body (armour, clothing and items carried are left behind), and produces voluminous smoke but no ash. The dissolved caster is unconscious of his surroundings.

The smoke drifts downwind for 1d10 (4 hour) watches, then the caster is reformed near ground. The GM makes all rolls secretly and can determine the location of recombination by generating the windforce and direction for the appropriate number of watches. The leagues drifted each watch are determined by the windforce as follows:

| Windforce | Leagues drifted |
|-----------|-----------------|
| [0] | 1d8 |
| [1] | 2d10+ 4 |
| [2] | 5d6+ 20 |
| [3] | 4d10+ 44 |
| [4] | 1d100+ 87 |

The direction of drift may be affected by terrain features. If the drift is attempted indoors, the drift can (assuming no wind) be over a very short distance (CSI x 3 hexes at most).

Bonus Effects

CML80+ The spell may be cast on other entities.

Time: 25-CSI seconds
Range: Self/Touch

Duration: 1d10 x4 hours



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RING OF FIERY DOOM (V)

Creates a curtain of extremely hot (mundane) fire in a ring around the caster and his seed fire. The caster must remain close to the seed fire, and pass his hands through its flames to cast the spell. The ring is stationary and will continue to "burn" without supervision. The seed fire burns more dimly while the spell is active and extinguishes when the curtain does.

The curtain is one hex thick and so is the height. The caster may decide the interior radius somewhere between 1 hex and CSI hexes. Once the basic spell is cast these dimensions are fixed.

The caster is not immune to the fire, but the curtain radiates none of its heat. Touching the curtain causes a mundane burn of 3d6+ SI (MS) or 4d6+ (CSI x 2) with CS.

Bonus Effects

CML60+ The caster may double the height and the thickness of the curtain (note that the thickness expand outwards).

CML70+ Caster may open and close temporary passages in the portal to allow safe passages.

CML80+ Caster can expand and contract the ring at will but he may not exceed the maximum radius.

CML90+ Touch no longer required. Range is CSI x 5 hexes from seed fire (and line of sight).

Time: 35-CSI seconds
Range: Touch/CSI x 5 hexes at CML90+

Duration: CSI x 2 minutes (CS: CSI x5)



DANCE OF KURU-KESHTI (VI)

A spell to summon a salamander, or any ethereal whose elemental base is fire. The spell requires a reasonably large ethereal seed fire; alternately, a mundane seed fire may be used at half EML. Success on the casting is interpreted as follows:

| Test | Entity summoned |
|-----------|---|
| CF | An uncontrolled entity appears in the fire and may indulge a rather violent sense of malice/humor at the caster's expense |
| MF | Nothing Happens |
| MS | An entity appears in the fire which the caster may command to perform reasonably simple tasks |
| CS | An entity appears in the fire which the caster may command to perform more complex tasks |

The entity summoned is at GM discretion; no two are identical. A controlled entity (MS or CS) will obey for duration, but must be banished before duration expires or it is free in the caster's world.

Banishing the elemental will take *Time*, and is made by a single command from the caster. Uncontrollable entities can not be banished, but a fire ethereal can only remain in the mundane plane as long as the seed fire is lit.

Bonus Effects (none)

Time: 35-CSI seconds
Range: Touch (seed fire)

Duration: MS: CSI x 2 minutes





DOOM OF ZHATRAN (VII)

Creates a mundane fireball in the caster's hand that can be thrown in a straight line for CSI x 5 hexes. A seed flame is required. On creation, the diameter of the ball is one inch. As it progresses along its course, it gains on inch in diameter per hex traveled.

Upon touching any solid object, enchantment or magical residue, the ball explodes. If it intercepts no such impediment during its traverse, it blinks harmlessly out of existence.

The fireball is accurate but fairly slow (Low velocity). It can, therefore, be dodged. The burn impact of the exploding fireball is CSId6. This makes it very dangerous.

Bonus Effects

CML70+ The caster can increase the speed of the fireball (High velocity). This makes it harder to dodge. A victim in its path test one half dodge.

CML80+ The caster can explode the fireball at will, at any point of its traverse.

CML90+ The fireball is cast from the caster's hand (no seed required) or from any other seed fire within the range of the caster. If the latter is chosen, the traverse of the fireball originates from the seed fire, and not the caster.

Time: 25-CSI seconds
Range: CSI x 5 hexes

Duration: Variable



TOUCH OF KASRAK (VII)

Inflicts a severe *Ethereal* burn on a single victim touched by the caster. The victim is immediately wreathed in ethereal flame and experiences extreme agony for duration. The ethereal burn is 3d6+ CSI for every ten (10) seconds duration, which may, of course, be reduced at the caster's option.

Bonus Effects

ML70+ Touch no longer required; range is CSI hexes.

ML80+ Range is now CSI x 3 hexes

ML90+ Caster can designate up to CSI victims at once.

Time: 15-CSI seconds
Range: Touch (see bonus effects)

Duration: MS: CSI x 10 sec.

