



ALVID'S MOTE (I)

An enchantment that causes a brief bout of confusion. The effect of the confusion varies at GM discretion. In a combat or crisis situation, the *Mote* inflicts a Special Penalty based caster success and CSI as follows:

Success	Special Penalty	Duration
MS	-10	10 Seconds
CS	-15	30 Seconds

After duration, the victim returns to normal immediately. The basic spell can only be laid by touch.

The Special Penalty for tasks demanding clear thought (spells, psionics etc.) is doubled.

Bonus Effects

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

Time: 15-CSI seconds
Range: Touch/CSI hexes at ML60+

Duration: See above



ROANDA'S GLAMOUR (I)

An enchantment which can be placed on a written work, or other information-bearing object, to apparently change its meaning. The spell does not actually affects its object, but it does adjust a reader's/observer's understanding. The caster is not immune to the effect.

Glamour is limited by the nature and complexity of the object to which it is affixed. It can rarely seem to "adjust" more than ten percent of its object's intrinsic meaning. Because of its esoteric nature, *Glamour* calls for considerable GM discretion.

An educated reader/observer who reads the object several times, with exceptional care, normally sees through the deception.

Bonus Effects

CML40+ Caster is immune to the effect of *Glamour* he lays himself.

CML60+ Caster can obscure whole sentences/ideas. If properly used, this can radically modify the object's meaning.

CML80+ Caster can add one new idea to the object.

CML90+ Caster can lay the enchantment on a written work as he is himself creating it. In this case, the Duration of Glamour is indefinite or Permanent with MS or CS.

Time: 35-CSI minutes
Range: Touch

Duration: MS CSI x 20 min., CS: CSI hours



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TALESIEN'S EYE (II)

A spell by which the caster determines the psionic/aural nature of a specific entity he is touching. The basic spell reveals the subject's general mood and whether the subject's Aura is more or less than average (9-12).

Special Bonus: *Sensitivity* SI (if any) may be added to EML.

Bonus Effects

CML60+ Caster can learn the subjects exact Aura.

CML70+ Caster learns what Psionic talents (including dormant ones) the subject possesses, and a fairly comprehensive summary of his emotions at time of casting.

CML80+ Caster learns the ML of any/all talents. With CS, the caster also learns whether the subject is benevolent or malevolent to him.

CML90+ Caster learns of any psychological, aural, and/or emotional ailments/injuries possessed by the subject.

Time: 35-CSI seconds
Range: Touch

Duration: None



USELA'S PERCEPTION (II)

A self-enchantment which allows the caster to monitor surface emotions in any/all persons he touches. The basic spell detects only strong emotions such as anger, hostility, love, etc. With improved mastery, the caster may be able to analyze the emotion and even to pick up visual images from subjects minds. The caster is most sensitive to emotions about himself. This spell demands considerable GM discretion.

Special Bonus: A subject with *Sensitivity* talent adds his *Sensitivity* SI to the caster's EML.

Bonus Effects

CML40+ Touch no longer required. Caster can monitor an individual, or the general environment, within CSI x 2 hexes. The caster can freely alternate between monitoring his environment (within CSI x 2 hexes) or any individual within this range. More detail is generally required when monitoring an individual. When monitoring the environment, the caster is generally unaware of the though(s)/emotion(s) he receives.

CML90+ Enchantment can be laid on a person touched by the caster (making that person sensitive).

Time: 35-CSI seconds
Range: Self/Touch

Duration: MS: 20 seconds, CS: 1 minute





SCROLL OF PASALT (III)

A spell which causes writing to appear magically on a scroll or other written work held by the caster. The spell cannot work on enchanted objects. The basic spell leaves a detectable magical residue. If this is removed, the writing vanishes.

The number of characters that can be written in a single casting is determined by mastery, and is, for a typical complex alphabet, about CML characters per minute. The *Time* shown is the “startup” requirement, add more time for the amount written by the caster.

Bonus Effects

CML50+ Touch no longer required. Range is CSI hexes.

CML70+ The caster may, at his option, produce writing free of any magical residue, and indistinguishable from normal writing.

CML90+ Enchanted objects may be affected. *Scroll's* Duration cannot exceed that of any prior enchantment on its object.

Time: 25-CSI seconds (+ writing time)
Range: Touch/CSI hexes at CML50+

Duration: Indefinite/See CML90+



WISDOM OF USELA (III)

This spell may only be cast immediately the following *Violet Eye* [Savorya/I] (or some similar divination) and extends the length of the original trance. The purpose of the spell is to elaborate and enhance understanding of knowledge already obtained. Wisdom of Usela may also reveal hidden knowledge. MS will (at least partially) reveal ordinary secrets. See *Carak's Ward* [Savorya/VI] for guidelines concerning revelation of magical hidden knowledge. CS will reveal at least that there is hidden knowledge involved.

If the preceding Violet Eye was a CF (and produced false information) successful “Wisdom” will do no more than reveal the falsity of the original results. CF with Wisdom of Usela will reveal nothing (no lies). This spell may not be used to reveal the future.

Bonus Effects (none)

Time: 25-CSI minutes
Range: n/a

Duration: n/a



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ENESIN'S QUILL (IV)

An enchantment by which the caster improves the condition of a written work. Pen and Ink (or other appropriate media) are required. The general effect is to improve legibility based on the original author's intent (GM discretion). The spell cannot affect "Rigged" works. With MS the work's condition is increased by one level (eg. from Poor to Fair), with CS by two levels (eg. from Poor to Good). See *HårnMaster Treasure 8*. The spell can be used only once on a given written work (this prevents *any* mage from using such a spell a second time).

The spell has no effect on the script/language, so the caster may not be able to read a document, even after it is fully restored

Bonus Effects

CML60+ CS will warn the caster if the work is "Rigged" and permit safe aborting.

CML70+ MS/CS warns the caster if the work is "Rigged" and permit safe aborting.

CML80+ Spell can be cast without pen/ink etc.

CML90+ A caster with this level of mastery can cast the spell more than once of a given written work (effects are cumulative).

Time: 35-CSI min/page (about 200 words)
Range: Touch/CSI hexes at CML50+

Duration: Indefinite/See CML90+



FAROH'S TOUCH (IV)

An enchantment which creates or weakens a prejudice in a subject touched by the caster. The caster and subject must engage in conversation (subject not relevant) for the entire *Time* to cast. The effect of this spell is highly variable and its use demands GM discretion. It is generally easier to create a positive prejudice than to eliminate a existing one. Touch might, for example, be used to favorable a dispose a subject towards the caster personally, or towards an idea he is proposing. Critical Success achieves better results.

While *Faroh's Touch* does modify the subject's personality, it cannot perform major changes. If a given prejudice is well seated, the spell cannot normally remove it. A king's disinclination to hand his crown to the first vagabond that asks for it, for example, too strong to overcome. Successive CS castings may, however, break down even such prejudices as this.

The victim can test Aura x 1 or *Sensitivity* talent to detect the attempt at enchantment. If the enchantment is laid Indefinitely, dispelling it will restore the subject fully.

Bonus Effects

CML40+ Touch no longer required. Range is CSI hexes.

Time: 25-CSI minutes
Range: Touch/CSI hexes at CML40+

Duration: MS: Indefinite, CS: Permanent





BOLT OF MINTORA (V)

An enchantment which causes a single victim touched by the caster to suffer Aural Shock. In this condition, the victim is unable to use any Aura-independent talents or skills, including spells.

Once the enchantment is laid, it last indefinitely. Once a minute (MS) or once every three minutes (CS) the victim tests 1 x Aura (with 1d100) to recover.

Special Bonus: A caster with *Mental Bolt* talent may add its SI to EML.

Bonus Effects

CML50+ Touch no longer required. Range is CSI x 2 hexes

CML70+ Caster can expand the effect so that everyone in the range of CSI hexes is affected.

CML80+ Caster can exclude up to three persons from the effect above.



ARROW OF UTERN (VI)

A spell that inflicts a powerful psionic shock on a single victim. With MS, the victim accrues 1d3+2 FL's and with CS, the victim accrues 1d4+3 FL's. The basic spell requires that the victim is touched by the caster.

Special Bonus: A caster with *Mental Bolt* talent may add its SI to EML.

Bonus Effects

CML40+ Touch no longer required. Range is CSI x 2 hexes.

CML50+ Effect may be expanded to include all entities within Range, with reduced effect (subtract one 1d6 from FL). The caster is personally immune.

CML60+ Caster can exclude up to CSI individuals from the effect above.

Time: 25-CSI seconds
Range: Touch/CSI x 2 hexes at CML50+

Duration: Indefinite (see above)

Time: 15-CSI seconds
Range: Touch/CSI x 2 hexes at CML40+

Duration: n/a



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KNIFE OF KASRITH (VII)

An enchantment which severs the spirit and mind of a victim touched by the caster from his body. Automatic body functions, continue normally, hence the victim can see, hear, smell, taste, and feel normally, and can also chew/digest, but is unable to operate most muscles (eg. his limbs) and requires feeding etc.

Such a personality can perform psionic/magical actions as he was disembodied.

The victim test Will x 2 (MS) or Will x 1 (CS) to avoid the effect.

Bonus Effects

CML40+ Touch no longer required. Range is CSI x 2 hexes

CML70+ Caster can, at his option, permit the victim to retain designated bodily functions, for example speech, or walking. This would allow the caster to converse with the victim or lead him around by the hand.

CML80+ Caster can activate/deactivate bodily functions at will.



TOUNGE OF BYWAN (VII)

A self-enchantment which causes the caster to seem perfectly reasonable to anyone with whom he converses. With this spell the caster can convince guards to let him pass or shop keepers to hand over their products as gifts (this might be considered illegal in some jurisdictions, and it's certainly against the "laws" of the Shek-Pvar). The spell works by making suggestions to the victim. If suggestion is not unreasonable, he accepts it automatically, otherwise he tests Will x 2 (MS) or Will x 1 (CS) to refuse. The victim may be distressed if he is unable to satisfy the caster. A victim who achieves a CS on a Will test is no longer affected, but will not automatically act against the caster. This spell demands considerable GM discretion.

Bonus Effects

CML70+ The enchantment can be laid on a person other than the caster. This requires touch.

Time: 35-CSI seconds
Range: Touch/CSI x 2 hexes at CML40+

Duration: Indefinite

Time: 35-CSI seconds
Range: Self/Touch

Duration: MS: CSI min., CS: CSI x 5 min.

