



Odivshe is the magic of slow, cool darkness, of water and ice, the opposite of fire and action. Odivshe mages study and work their spells on water and shadow, ice and cold. They are sometimes called the wizards of gloom. Odivshe foci invariably incorporate water and/or ice.

As well as these mundane elements, the Odivshe sometimes manipulate ethereal water. This “substance” takes a variety of forms, generally similar to ordinary water, but thinner, sometimes invisible. often it is described as an “icy pallor that robs away the breath and drowns the very spirit with its dark, clinging, gloom”.

It takes about twice as long to drown in ethereal water, although this may be small comfort to those who have the experience. In general, ethereal water is easier to walk/run through than mundane water (half air movement rates), and more difficult to swim in (double fatigue).

The Odivshe use it because it is easier to manipulate than mundane water. Ethereal water affects ethereal creatures as mundane water affects mundane creatures. It will also quench ethereal fire.

NOTE: when a mage of any convocation tries to use an Odivshe spell to enchant a non-Odivshe object, his EML is penalized:

- 10 Secondary (Fyvrian or Savorian) object
- 15 Neutral object (GM’s discretion)
- 20 Tertiary (Jmorvi or Lyahvi) object
- 30 Diametric (Peleahn) object

Level Determination for Odivshe Spells

- I cooling a mostly water substance,
 reducing/removing thirst for up to a day
 create a mist
 increasing bouyancy,
 creating a thin sheet of frost from a seed

- II creating gloom,
 resisting natural frost,
 freezing a small volume of water

- III creating a cone of ethereal frost,
 walking on snow,
 breathing under water

- IV engulfing an area in ethereal water,
 enchanting an item to inflict frost impact,
 causing light rain

- V enchanting a water source to become pure for a long time,
 turning into ethereal water

- VI summoning a weak water elemental,
 walking on water,
 calming choppy water

- VII object unmovable,
 creating an ever-full tankard,
 parting a shallow pond

- VII freezing an entire area,

- IX travelling on the currents as water,
 making ice as hard as steel
- X Causing minor floods,
 summoning a powerful water elemental,
 creating an artesian (sp?) well

- XV parting the waters of Lake Tontury,
 creating an ice fortress,
 diverting a small river

- XX extinguishing a volcano,
 parting Lake Benath,
 causing a drought or major flood

Principals of Odivshe

1. Detection - element of water
2. Duplication - liquids/water
3. Elementals - summoning water
4. Invulnerability - to water, liquids
5. Manipulation - of water, liquids
6. Absorption - of water, liquids
7. Base
8. Cold
9. Darkness
10. Deluge
11. Fog
12. Hail
13. Ice
14. Metabolic
15. Mist
16. Moisture
17. Paralysis
18. Rain
19. Shadow
20. Slowness
21. Snow
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* denotes a chantry specific spell. These spells may not be in common circulation. The name of the owning wizard is listed with the spell.

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Tome of Odiuzhe

Azure Hand (I)

A spell to gently reduce the temperature of an object. It works best on objects containing high proportions of water, and can cause minor discomfort to organic creatures. The spell is a good treatment for sunstroke, and can deaden pain.

Because effects vary according to the patient's/victim's nature and condition (i.e. whether or not he had sunstroke), they call for GM discretion. In general, *Hand* allows a bonus healing roll (see Healing).

At higher levels of mastery, the spell may be used as a weapon.

Bonus Effects

ML41+ Touch no longer required. Range is ML Yards

ML76+ Victim may be made to suffer frostbite of impact: 1d6+SI (MS); or 2d6+(SIx2) with CS. Impact is reduced by armor/clothing.

Fatigue: (15-SI) x 1.5
Time: (15-SI) seconds
Range: Touch/ML41+ ML Yards
Duration: MS: 5 secs./CS: 15 secs.

Bonal's Quencing (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 growing more thirsty or dehydrated.

Bonus Effects

ML71+ Enchantment can be laid on a person/animal other than the caster.

ML86+ Enchantment can be laid on a plant. The spell does not allow a plant to grow in the absence of water, but it will prevent it from dying for lack thereof.

ML91+ Touch no longer required. Range is 100 feet.

Fatigue: (15-SI) x 1.0
Time: (15-SI) seconds
Range: Touch/ML91+ 100 feet
Duration: MS: 8 hours/CS: 24 hours



Tome of Odiuzhe

*Chalsa's Sponge (I)

An enchantment which causes the caster to retain moisture. The effect is unpredictable (and left to GM discretion). In most cases *Sponge* reduces and/or prevents thirst, and prevents or inhibits the loss of bodily fluids such as sweat, tears, and urine. The spell is only perfectly effective with CS.

Sponge eliminates/reduces the need for water, but does not affect thirst. So it can be used to traverse a desert, but not comfortably.

After a few days, the subject becomes bloated with retained moisture; he is generally immobilized after five to seven days, and dies in ten.

The effect can be increased/decreased by environment. A subject in a hot humid climate may react differently than one in a cool dry location.

Bonus Effects

ML61+ Enchantment can be laid on a person/animal other than the caster. Touch is required.

ML81+ Caster has the option to eliminate thirst

ML91+ Touch no longer required. Range is 50 feet.

Fatigue: (15-SI) x 2.0

Time: (15-SI) x 5 seconds

Range: Self/ML51+ Touch/ML91+ 50 feet

Duration: MS: SI days/CS: Indefinite

*Chill (I)

(Author/Contributor: Klaus Ole Kristiansen)

This spell will cool one container and its contents to 4 deg C. The contents must be a water-based liquid. The container and its contents can weigh, at most, SI pounds.

The spell then immediately dissipates, and the container begins to raise (or lower) its own temperature back towards the temperature of the surrounding area.

This spell can be used on humans (or human-like creatures), as humans are composed of 75% water-based liquid. This will have the effect of giving the applied area 3d6 frostbyte damage. Stat-checks should be administered at GM's discretion.

Bonus Effects (none)

Fatigue: 15-SI

Time: 15-SI seconds

Range: Touch

Duration: Instantaneous



Tome of Odiuzhe

***Daenin's Specter (I)**

(By Ian c/o Blair Wettlaufer
brand@INTERLYNX.NET)

A self-affecting enchantment that enhances the natural odivshe properties of his or her shadow, basically forming a subliminal gate for ethereal gloom.

The effect of this spell causes all who pass through, or are touched by the caster's shadow during duration to feel extreme discomfort, chills, and ennui. Usually a caster's shadow at sundown is no longer than 150% of his or her height.

If the caster has no shadow, there is no effect. Please note, mid-day under a cloudless sky, or any time of a cloudy, rainy day, etc. is not the time to use this enchantment, and all who might be near the caster in a torch-lit chamber beware.

Bonus Effects

ML 71+All who pass under the caster's Specter gain 1d6 FP per combat turn.

ML 101+All who pass under the caster's Specter take special "Ennui" damage of a 1d6 general "wound" per combat turn. Please note this wound heals normally at a healing rate of H4.

***Frost Fairies (I)**

(By Ian Pongray squires@interlynx.net)

This spell creates drawn delicate patterns of frost on any damp surface (dew covered grass, window panes, damp walls etc...). The maximum area covered is SI square feet (SI*SI feet). The frost is left to decay under normal weather conditions after the basic spell is cast.

Bonus Effects

ML41+ The frost is magically sustained for SI minutes duration and is then left to the mercy of the elements.

ML 76+ Caster may direct the frost to form simple designs and geometric shapes. Precision varies, depending on weather conditions, success levels, etc.

ML 91+ Caster may create more complex forms in the frost (simple symbols, pretty spirals and the like). If used for words or scripts, only simple messages are possible.

Fatigue: (15-SI) x 1.5
Time: (15-SI) x 2 seconds
Range: Varies
Duration: MS: ML seconds /CS: ML x 3 seconds

Fatigue: (15-SI) x1 FP
Time: (15-SI) seconds
Range: Touch
Duration: Instantaneous (see 41+)



Tome of Odiuzhe

*Hasan's Mists (I)

(Author/Contributor: Tim Prestero)

This spell creates a thick, obscuring cloud of mist, which limits visibility, and muffles sound. The cloud occupies SIx100 cubic feet, and unless somehow restricted, spreads radially out from its center to a depth of 10 feet. The cloud deforms to fit in the surroundings, an important consideration when casting it indoors or underground. The cloud is centered on the caster or focus.

Vision in the cloud is reduced to two feet, and sounds are muffled and distorted, giving a -30 penalty to attempts to discern the direction or nature of the sound. If cast in an area smaller than the volume of the cloud, the cloud gets thicker, proportionally lowering visibility and increasing the Hearing penalty.

The vapors are rather heavy and dissipate slowly even if Hasan's Mists is cast in a drafty location. Duration is SI (MS) or SI x 3 (CS) minutes, divided by wind Force (treat Force 0 as Force 1).

Bonus Effects

ML41+ The cloud can move with the caster.

ML56+ The caster can have the cloud originate at any point within ML feet. The cloud is stationary when cast at range.

ML71+ The caster can move the cloud around at range, provided it remains in view, and within ML feet.

Fatigue: 15-SI

Time: 15-SI seconds

Range: Basic, touch ML56+, ML feet

Duration: MS, ML minutes/CS, MLx3 minutes

*Hewgon's Shield (I)

(By Blair Wettlaufer brand@INTERLYNX.NET)

This minor spell causes the caster's skin to become repellent to moisture, making rainstorms and shipboard travel somewhat more comfortable. Note that this spell does not protect hair or clothing, nor does it protect the caster from the temperature of the precipitation. If this spell is used for extended periods of time, skin will dry out and become irritated.

Bonus Effects

ML 66+ This spell affects the caster's hair

ML 86+ This spell may be laid upon another.

ML 91+ This spell may include clothing, and objects up to SI inches away from his body.

Fatigue: (15-SI) x1.5

Time: (15-SI) minutes

Range: Self (see ML 86+)

Duration: SI hours (CS: SI x3 hours)



Tome of Odiuzhe

*Indatha's Shield (I)

(By Blair Wettlaufer brand@INTERLYNX.NET)

This enchantment protects the caster from being harmed by any form of cold. It allows the caster to be protected by SI points of frost damage (CS: SI x 2), or be comfortable in Cold Weather without any other protection.

*Judral's Touch (I)

Author/Contributor: R.B. Schmunk

This spell "purifies" up to SI (MS) or SI \times 3 (CS) pints of liquid by causing all non-liquid matter (e.g., powders, silt, etc.) within the volume to immediately precipitate to the bottom. Gases trapped within the liquid will also bubble out.

Bonus Effects

ML 76+ The caster may affect others than himself, by touch.

ML 81+ The caster may now be comfortable in Freezing Weather without any other protection.

Bonus Effects (None)

Fatigue: (15-SI) x 0.5
Time: (15-SI) seconds
Range: Self/**ML 76+** Touch
Duration: SI minutes (CS: x 2)

Fatigue: (15-SI)
Time: (15-SI) \times 10 seconds
Range: SI inches
Duration: Permanent



Tome of Odiuzhe

Power of Ulmer (I)

An enchantment to increase the buoyancy of an object touched by the caster. The spell works on the object's liquid content by making it partially *ethereal* (lighter). It cannot, therefore, enchant dry objects and its effect is proportional to the objects liquidity. The effect is to reduce the object's specific gravity by half its liquid content. Hence, an object that is 90% water has its specific gravity reduced by 45% (to 55% of normal).

With the basic spell, the object's mass cannot exceed that of the caster. Any person/animal enchanted with *Power of Ulmer* floats easily, and has its Swimming ML doubled for Duration. A subject bearing a load that would normally prevent him from staying afloat (mail armor for example) might be able to swim as if lightly clad, allowing him, at least, time to remove encumbrances. Similarly, a lightly or unclad subject would be able to float without treading water, even to sleep while floating.

Bonus Effects

ML31+ Touch no longer required. Range is ML feet.

ML81+ Caster can enchant objects which out-mass him by expending proportionately more fatigue. Objects lighter than the caster allow a proportional fatigue saving.

Fatigue: (15-SI) x 1.5

Time: (15-SI) x 2 seconds

Range: Touch/ML31+ ML feet

Duration: ML minutes

*Teri's Drink (I)

(Author: Klaus Mogensen)

(Contributor: Klaus Ole Kristiansen)

This spell transforms one pint of liquid partly into alcohol. If it is cast on a larger volume, the alcohol content will be proportionally lower. It will not become higher for smaller volumes. The spell takes effect gradually over a time equal to the casting time.

The alcohol content of the pint is raised to 0.5xML/2% (MS) or ML% (CS), to a maximum of 100%. The spell can't increase the alcohol content above this limit, even if cast several times, or on a liquid that was alcoholic to begin with (though it won't reduce stronger alcohol).

Bonus Effects

ML36+ The drink can be cooled (but not frozen).

ML51+ Any herbs and spices added to the drink while the spell takes effect will add their tastes and properties (if any) as if they had been steeped in the drink for 2SI days. Any impurities present in the liquid before the spell is cast will precipitate.

Fatigue: 15-SI

Time: (15-SI)x2 seconds

Range: ML inches

Duration: Permanent



Tome of Odiuzhe

*Timmin's Mist (I)

(By Tobby, C/O By Blair Wettlaufer
brand@INTERLYNX.NET)

This spell creates a large mist/fog to arise from a sizeable body of water (no less than 15-SI yards wide). This mist shall cover the body of water, and all lands surrounding no higher than SI feet in elevation from the water, and up to ML yards away. CS doubles the area hight and range of the mist.

Bonus Effects

ML 81+ The temperature in this area will drop one rank (Hot to warm, Cool to cold, etc.) for the duration of the spell.

Yavari's Spoon (I)

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

Context is significant since a minor toxic effect can be fatal over time. If the caster is likely to drink only 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*.

The caster stirs the water while casting, usually with a spoon. Hence the name.

Bonus Effects

ML51+ 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.

ML81+ The caster may, at GM discretion, obtain minor information about impurities in the object water.

Fatigue: (15-SI) x0.5

Time: (15-SI) minutes

Range: SI feet

Duration: MS: SI hours /CS: SI x3 hours

Fatigue: (15-SI) x 1.5

Time: (15-SI) x 2 seconds

Range: Touch (or spoon range)

Duration: n/a



Tome of Odivshe

***Cloak of Cucyne (II)**

(by ??????)

An enchantment to protect an object entity from cold. The basic spell may only be laid on the caster. The enchantment reduces the effect of all Frost impact by half SI (MS) or SI (CS). It also allows the recipient to be more comfortable in a cold environment, treating the temperature as up to 5/10 times SI degrees warmer (but not to adjust the effective temperature above 70 degrees). Thus, an Odivshi with a ML of 70 could feel comfortable in 30-degree weather, as it would be effectively be 65 degrees to the caster.

Bonus Effects:

ML 51+ The spell may be extended to encompass items carried by the caster. For each inch it extends from the caster's body, reduce SI (for purposes of Frost and temperature resistance only) by one.

ML 76+ The spell may be laid on an individual other than the caster.

Fatigue: (15-SI) x 1.5
Time: (15-SI) x 3 seconds
Range: Self (**ML 76+** Touch)
Duration: ML minutes/SI hours

***Daenin's Chill Touch (II)**

(By Ian Pongray squires@interlynx.net)

A multi-purpose enchantment to rapidly reduce the temperature of an object by SI degrees Celsius (x2 with CS). It works best on non-living objects with high proportions of water. Object Element modifiers apply for non-Odivshe objects.

Up to ML pounds may be affected. Note that 1 gallon of water weighs ten pounds.

Bonus Effect:

ML 61+ Range is now up to SI yards.

Fatigue: (15-SI) x 1.5
Time: (15-SI) x 2 sec.
Range: Touch (ML 61+: SI yards)
Duration: N/A



Tome of Odiuzhe

Eye of Ultramarine (II)

A spell to determine the location of the *nearest* body of fresh/potable water. The basic spell only indicates direction, 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, ect.)

Bonus Effects

ML61+ Distance to the water source is learned.

Fatigue: (15-SI) x 1.0
Time: (15-SI) minutes
Range: SI miles
Duration: none

*Frostblade (II)

(Author: Klaus Mogensen)
(Contributor: Klaus Ole Kristiansen)

This spell creates a blade of crackling frost, extending from the caster's hand. It can be used as a melee weapon, using the ML of the spell. The weapon has an attack class of 2, and a Frost Impact of SI. It has a weapon quality of SI x 2.

The *FrostBlade* moves at lightening speeds and thus can neither be used to parry, nor can it be parried. Treat any attempt to block the attack as a counterstrike, ignoring damage scored by the defender.

The *FrostBlade* will lower temperatures around it, but seems to suffer no effects of surrounding temperatures itself. It is not immune, however, to being placed inside a fire. It will suffer double damage if struck with either flame or heat (etherial, natural or spell originated).

Bonus Effects

ML41+ The attack class is now 3.

ML81+ The attack class is now 4. The blade confers some immunity to fire and heat, subtracting 2 from the impact of such attacks.

Fatigue: (15-SI)x1.5
Time: 15-SI seconds
Range: Touch
Duration: SI x 30 seconds



Tome of Odiuzhe

*Frost Ward (II)

(By: Ian Pongray squires@interlynx.net)

An Enchantment that protects the caster from exposure to cold and bad weather by increasing his attunement to cold. While this spell is in effect, the caster receives an additional SI/2 points (SI with CS) of protection against frost impact for SI/2 watches (SI/2 watches with CS). The caster receives half this defence value against unnatural (magical etc.) cold and precipitation.

Bonus Effects:

ML 71+ Caster may now affect a willing target (touch required).

ML 101+ Duration is now SI/2 watches (SI watches with CS)

Fatigue: (15-SI) x 1.5
Time: (15-SI) x 2 minutes
Range: self (ML 71+: touch)
Duration: SI/2 Hrs / SI/2 watches

Shadow of Yanar (II)

An enchantment to create a sphere of darkness emanating from the caster's head (or focus). The spell creates total darkness only where there is already poor illumination. In full daylight, *Shadow* only creates a slight gloom. The intensity may increase with CS.

The maximum radius of the sphere is SI x 2 yards. The intensity of darkness is affected by the success level (GM discretion). The caster is able to see perfectly in the darkness he creates. This spell can also be used to neutralized an equivalent light spell.

Bonus Effects

ML46+ The enchantment may be attached to an object other than the caster. Touch required.

ML51+ The sphere can be fixed in space without being attached to an object. "Touch" required.

ML66+ Touch no longer required. The enchantment may be fixed in space, or attached to any object within ML feet.

Fatigue: (15-SI) x 2.0
Time: (15-SI) minutes
Range: Self /ML46+Touch/ML66+ ML feet
Duration: MS: 30 mins./CS:90 mins.



Tome of Odiuzhe

*Sight of Teri (II)

(Author: Klaus Mogensen)

(Contributor: Klaus Ole Kristiansen)

This spell enables the caster to see through any natural darkness, fog or precipitation. Things will be seen in shades of blue (i.e., no colors).

While the spell is in effect normal light cannot be seen, and the caster can't see through normally transparent solids, such as like glass or clear water.

The caster can disengage from the spell by ceasing to concentrate upon it.

Bonus Effects

ML51+ The caster can see clearly through water, even if its murky.

ML75+ The caster can see clearing through magical and etherial darkness, fog or precipitation.

ML91+ The spell can be cast on others. Range is touch.

Tarl's Alchemia (II)

A spell to separate discrete liquids from a mixture. The caster stirs a mixture and waits. After *Time*, the liquids will separate into strata within the container, and can be siphoned off as desired. The spell will not work on more than SI 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

ML66+ Caster can separate the stratified liquids simply by pouring them out. This is a matter of timing. The exercise must be completed within SI minutes after separation.

Fatigue: 15-SI

Time: 15-SI minutes

Range: Self/ML91+, touch

Duration: SI hours

Fatigue: (15-SI) x 1.0

Time: (15-SI) minutes

Range: Touch (or spoon range)

Duration: n/a



Tome of Madoshe

Breath of Dhivu (III)

Causes a cone of cold air to emanate forward from the caster (who is unaffected). The affected area is an equilateral, sixty degree cone. The Frost Impact of the blast is determined by distance to target in relation to the maximum blast *Range*. The following table shows Frost Impact with CS. MS impact is calculated as for CS, then halved.

Max	50%	25%	Point Blank
SI x 5	SI x 2.5'	SI x 1.25'	5' or less
1d6+SI	2d6+(SIx2)	3d6+(SIx3)	4d6+(SIx4)

EXAMPLE: a caster achieves *ms* with a skill index of 8. his maximum range is $SI \times 5 = 40'$. therefore, a target 15 feet away (38% distance - rounding up to 50% distance) would suffer a frost impact of $[2d6 + (SI \times 2)] / 2$

Note: that the spell causes atmospheric moisture to condense rapidly and, depending on the amount thereof, may produce spectacular visual effects.

The effect is primarily achieved by means of a variety of *ethereal* ice. Inanimate objects are rarely affected.

Bonus Effects

ML61+ The blast may be produced from any body of ice or water within ML yards of the caster (and in any direction)

Fatigue: $(15-SI) \times 2.5$

Time: $(15-SI) \times 2$ seconds

Range: $(SI \times 5)$ feet

Duration: negligible

*Cloak of Mados (III)

(By Blair Wettlaufer brand@INTERLYNX.NET)

This spell creates ennui and brings into effect an area centered around the caster that affects the force of movement. This spell affects up to SI inches away from the caster, and reduces blunt and squeezing impact by SI points of damage, caused by falling, steel maces, etc. It also reduces point, edge, and tooth & claw impact by SI/2 points.

Because this spell influences all motion within SI inches of the caster, including the caster himself, a special penalty of $(15-SI)$ applies to movement, unarmed combat, initiative, etc., and this is applied to the caster, and anything or anyone passing within the spell's zone.

Bonus Effects

ML 81+ The spell may be centered on any target up to SI yards away, including another person.

Fatigue: $(15-SI) \times 2.5$

Time: $(15-SI) \times 3$ seconds

Range: Self (see 81+)

Duration: SI minutes



Tome of Odiuzhe

*Douse (III)

(Author/Contributor: Klaus Ole Kristiansen)

A spell to extinguish fires. The basic spell will moisten one small, burning object, such as a candle or lamp wick, causing the fire to go out. The fire can not be relit until the material has dried throughly.

The spell is targeted upon a burning/lit object, and can not be redirected to something of lesser heat within range. If the spell can not extinguish the fire, it may lessen it.

***Note:** This spell will douse only non-chemical or grease based fires. Should it be used otherwise, it will have the effect of increasing the fire - and should be reported as a critical failure.*

Bonus Effects

ML31+ A fire the size of a torch flame can be doused.

ML51+ All small fires within range may be affected. The effect can be limited to an angle in front of the caster. Range can also be limited, but this is not very accurate.

ML61+ One fire up to two square yards may be doused.

ML76+ One or more fires totalling up to SI square yards may be doused.

Fatigue: (15-SI)x1.5
Time: 15-SI seconds
Range: ML yards
Duration: Instantaneous

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 ML 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 and Permanent with CS. The power "occupies" four points of EGO/Will.

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

Bonus Effects

ML91+ Touch no longer required. Range is SI feet.

ML96+ If CS is achieved, the spell may be cast a second time (cumulatively with itself). If laid as a major artifact power, each *additional* casting occupies only 2 points of EGO. Hence, if the spell is initially laid with CS, the caster can lay it a second time, producing a *Glamour* that occupies 6 EGO points in total.

Fatigue: (15-SI) x 2.5
Time: (15-SI) x 2 hours
Range: Touch/ML91+ SI feet
Duration: MS:ML days/Indefinite,
CS: Indefinite/Permanent



Tome of Odiuzhe

Mouth of Lathal (III)

Enables the caster to meet his need for oxygen by breathing water. Successful enchantment removes the caster's ability to survive in air (he becomes a fish out of water).

The spell can also be cast on a water-breathing creature, giving it the ability to survive in air (and not water).

*Passage of Ulmo (III)

(By Ian Pongray squires@interlynx.net)

This enchantment allows the caster to walk on any damp, wet, or snow covered ground as if it were packed earth/dirt road. The caster is able to traverse this terrain more quickly, ignoring movement obstacles and leaves tracks as if walking on a dirt trail.

Bonus Effect

ML51+ The spell may be cast on a willing subject other than the caster (touch required).

ML81+ Subject has the ability to breathe both air and water.

Bonus Effects:

ML 76+ Caster may affect a willing target up to ML x2 (CS: ML x4) lbs. by touch.

ML 96+ The caster may traverse damp, wet, or snow covered terrain without leaving tracks on the ground, but other signs of travel remain.

Fatigue: (15-SI) x 2.0

Time: 15-SI minutes

Range: Self/ML51+ touch

Duration: MS: SI hours/CS: SI x 3 hours

Fatigue: (15-SI)*2.5

Time: (15-SI) x2 min

Range: Self (ML 76+: MLx2/MLx4)

Duration: SI hours



Tome of Odiuzhe

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, SI 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 unpredictable and rather randomly they are let largely to GM discretion.

The spell is effective on precipitation that is currently falling on the caster. The modification(s) will be felt for ML yards around the caster (ML x 3 yards with CS).

Bonus Effects

- ML81+** Spell can be used to reduce the size of raindrops/snowflakes/hailstones by up to half ML %
- ML96+** Spell can be used to slow the fall of precipitation within range. This may make it seem as if more is falling (because each drop, flake, ect. remains airborne longer).

Fatigue: (15-SI) x 2.5
Time: (15-SI) x 10 seconds
Range: n/a
Duration: As long as the precipitation falls

Curse of Balrin (IV)

A spell which engulfs an area in Ethereal Water. This effect can cause drowning (in about twice the time normally required). With the basic spell, a specified area is affected. The maximum volume of the area engulfed is equal to a cube SI feet to a side. That is, at SI x 5, the maximum volume is $5 \times 5 \times 5 = 125$ cubic feet. This volume is tripled with CS (at SI x 5 to $125 \times 3 = 375$ cubic feet).

The ethereal water remains fixed in space for Duration, then flows away through ethereal space (regardless of mundane drainage) in about 15 - SI x 10 seconds.

Bonus Effects

- ML51+** Touch no longer required. Range is SI yards.
- ML71+** Caster is immune to *drowning* in the ethereal water.
- ML86+** The volume of water can be centered on an object or entity, with which it will move.
- ML91+** Caster and up to three other persons/creatures (touched) can be excluded from the effects of the ethereal water.

Fatigue: (15-SI) x 3.0
Time: (15-SI) x 10 seconds
Range: Touch/ML51+ SI yards
Duration: MS: MLx5 secs./CS:MLx15 secs.



Tome of Odiuzhe

*Dance of Himgalith (IV)

(By Ian Pongray squires@interlynx.net)

An enchantment that gently cools an area until its dewpoint is reached, causing mild to moderate precipitation. This spell will only work if there is cloud cover. Light cloud/overcast will result in light showers and heavy cloud will result in rain. The chain reaction caused by this cooling usually gives the enchantment a range of a SI kilometers

This spell can be very impressive if stored and released at a dramatic moment...

This enchantment by no means imparts any control of the weather effects; it merely pushes pre-existing conditions in the right direction.

Bonus Effects

ML71+ The caster may decrease the temperature of the area more rapidly, causing more pronounced weather effects like minor thunderstorms, hail or heavy snow.

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 (that in turn causes a special penalty of 2d6).

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 (END x .5)% dehydration, and die if dehydration reaches (END x 1.5)%.

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

Bonus Effect

ML61+ Caster can double the duration and halve the rate. This causes a more gentle effect over a longer period.

ML71+ 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 in this way, the spell will terminate when the subject achieves a normal moisture balance.

ML76+ Touch no longer required, range is now SI x 5 feet.

Fatigue: (15-SI)*3
Time: (15-SI)x2 minutes
Range: SI km Radius
Duration: one watch

Fatigue: (15-SI) x 2.0
Time: (15-SI) x 5 seconds
Range: Touch/ML76+ SI x 5 feet
Duration: MS: SI mins./CS SI x 3 mins.



Tome of Odivshe

*Frost Brand (IV)

(By Ian Pongray squires@interlynx.net)

This object enchantment infuses an object or weapon of up to SI pounds with Odivshe principle. It becomes very cold and exudes frosty vapours in warm weather.

Any creature (having an Aura stat) that touched or is touched by the object suffers a 2d6+SI (3d6+SI CS) ethereal frost burn for every round of exposure.

This enchantment occupies 4 EGO/Will in a major artifact, lasts Indefinitely and may be made Permanent if cast while the object is being made.

Bonus Effects (None)

Fatigue: (15-SI) x 2.5
Time: (15-SI) x 3 hours
Range: Touch
Duration: Indefinite/Permanent

*Hewgon's Exodus (IV)

(By Blair Wettlaufer brand@INTERLYNX.NET)

A spell that allows the caster to place his consciousness wholly within his shadow. Upon the departure of the caster's "soul", his body functions much like a body departed by an astral form, entering into a trance subject to possession, abuse, etc.

The shadow possessed by the caster's soul may detach itself from the body and act as the caster wishes, however it still retains the attributes of a shadow. It is able to maintain empathy with it's native body, and locate it if necessary.

The shadow only possesses Int, Aur, Will, much like an ethereal, but does exist within the material world. It may move at SI Movement (SI/5 Spd). It is possible for the shadow to perceive the world with vision only, no hearing, smell/taste, or touch. It's Eye value equal to SI. It cannot communicate (unless it knows charades). The shadow cannot cast spells or use psionic abilities.

A shadow of course, is likely to escape notice in poorly lit environs, unless of course the caster wishes to do something flamboyant.

If this shadow exposed to light (that would dispell a shadow normally) this will cause it's dissolution, and immediately return the caster's soul to his (hopefully unpossessed) body, upon which an E4 shock roll is required.

Bonus Effects

ML 61+ The caster may now "hear" activity through his shadow, with a Hrg of SI.

ML 81+ The caster may now use Psionic abilities or spells while possessing his shadow, but at half EML.

Fatigue: (15-SI) x3.0
Time: (15-SI) x3 minutes
Range: n/a
Duration: ML minutes (CS: SI x3)



Tome of Uduzhe

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 on the success achieved. MS in a typical cool maritime climate will produce about SI/10 pints per hour. CS doubles this amount. The effect continues as long as the caster remains in a trance.

Bonus Effect

ML76+ The spell may be used to cause rain within SI 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. With CS the caster is able to exert minimal control over movement of the clouds, but nature will take its course.

Fatigue: (15-SI) x 2.5

Time: (15-SI) x 4 seconds

Range: SI feet

Duration: Duration of trance

Pall of Veshel (IV)

Causes a dark, icy cloud to (seemingly) rise from a body of water, or from the caster's mouth. The fog extends horizontally ml feet from the caster (who is unaffected) and is SI feet deep. Within *Pall* visibility is zero. The cloud drains energy from those it touches, inflicting FP/shock. For each 10 seconds (or fraction) of exposure victims test END: the test-multiple depends on *Pall* success, and victim immersion. A victim whose mouth/nose are within the cloud for (most of) 10 seconds is *fully immersed*. This is, of course, determined by comparing the victim's height with the depth of the *Pall*.

Pall Success	Fully Immersed	Partially Immersed
MS	Test 2xEND	Test 4xEND
CS	Test 1xEND	Test 3xEND

CS: 3d6 FP + e4 shock roll

MS: 2d6 FP + e3 shock roll

MF: 1d6 FP + e2 shock roll

CS: victim is unaffected

Pall demands concentration for Duration; the caster must stand still. On termination, *Pall* dissipates in about 20 seconds. A pint of water per minute is needed to fuel *Pall*.

Bonus Effects

ML46+ Only token water is needed to fuel effect.

ML56+ The caster/*Pall* can move up to 1'/second

ML66+ Caster can move *Pall* by itself up to 1'/sec., in line of sight; it must adhere to a surface.

ML81+ Caster can vary *Pall's* shape (not volume)

Fatigue: (15-SI) x 3.0

Time: (15-SI) x 4

Range: N/A

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



Tome of Uduzhe

*Stabilize Ice (IV)

(Author/Contributor: Klaus Ole Kristiansen)

This spell will raise the melting point of ice to that of brass. Only one piece of up to SI lbs may be treated with each casting of the spell. The ice will not feel cold to the touch and it will still be very brittle.

The ice will have a dark blue sheen to it, to denote the magicked ice from any other piece. It will not lower temperatures, nor sweat in the heat. It can remain in direct sunlight for several hours without beginning to melt.

Melting or crushing the ice will dispell the enchantment. When melting or crushing the ice, the blue color slowly rolls out of the ice before the brick begins to crumble, and melt.

Bonus Effects (none)

Fatigue: (15-SI)x2.5
Time: 15-SI minutes
Range: Touch
Duration: Indefinite

*Strands of Lolth (IV)

(Author/Contributor: Tim Prestero) (revised)

With this spell, the caster creates a mass of sticky webs over a large area. The strands do not come from the caster, but are summoned from another plane or dimension. The caster designates the volume he wishes filled, and the strands begin to spew forth from his open hands. The web fills a specified volume of 8000 (MS) or 16000 (CS) cubic feet and must be at least ten feet thick. Creatures in the targeted region may attempt to Dodge once or be caught by the strands, according to the following:

- CF** Tripped up. Due to poor landing, time to struggle out is doubled.
- MF** Trapped, as described below.
- MS** Partially ensnared. Time to struggle free is halved.
- CS** Completely dodged strands, landing on a randomly determined side of the specified region.

For those ensnared, the basic time to escape the strands depends on the route taken by the victim in trying to escape (better take the shortest way out) and on his strength:

- 1-12 cannot move
- 13-17 can move SPD/10 feet in ten seconds
- 18+ can move SPD/5 feet in ten seconds

The webs are highly flammable, and if ignited, will burn completely away in ten seconds, causing 1d6 fire Impact to each location on one side of any trapped creature's body (as per explosion rules). If spread between two walls, or sprayed over a pit, the Strands of Lolth can support up to SIx50 pounds per ten-foot thickness.

Bonus Effects

- ML51+** The caster may choose not to release all of the strands. Unused strands cannot be used at a later time.
- ML71+** The caster can divide the strands into as many as SI separate groupings within a 90! arc, as long as the total volume occupied by all strands is less than the maximum.

Fatigue: (15-SI)x2.5
Time: 15-SI seconds
Range: ML/2 yards
Duration: MS: SI minutes /CS: SIx5 minutes



Tome of Odiuzhe

*Turgel's Perambulation (IV)

(Author/Contributor: Klaus Ole Kristiansen)

This spell enables the caster to walk or run on surfaces that are slippery due to ice as if it was firm, dry land. The basic spell will not prevent sinking, nor dirt(mud, water or whatever) from accumulating on the caster's clothings.

In short, *Turgel's perambulation* will not speed up the caster's progress, but will negate the need for stat checks for him to keep his balance. If cast while wearing ice skates, the skates will no longer function - and the caster can walk normally.

The caster may still loose his balance, should he be traversing say a log with no hand-support, or a rock-bridge that narrows steeply. But he will not "slip" on ice.

Bonus Effects

ML41+ The spell may be cast on another creature by touch.

ML51+ The spell recipient may move on mud and quicksand.

ML71+ The spell recipient may move on water as if it were dry land.

*Daenin's Cant (V)

(By Ian Pongray squires@interlynx.net)

This enchantment purifies a source or body of fresh water, such as a well, pond, spring, etc. of up to SI yards in radius/depth, an average well being 4-6 yards deep. After casting, the spell will fully effect the water after 100-ML days (half with CS). If this enchantment is used upon a manor, it will increase the Fief Index by SI/100, regardless of the number of water sources.

The spell removes impurities and disease from the water and will remove harmful effects (ie poisons etc.) introduced into the source within 100-ML days.

Bonus Effects:

ML 61+ Range is now ML feet (crawling down into the well is no longer required).

ML 76+ The caster may affect other bodies other than fresh water sources (ie. salt water, vinegar, wine etc.)

ML101+ With CS the duration is now indefinite.

Fatigue: (15-SI)x2

Time: (15-SI)x3 seconds

Range: Self/ ML41+, touch

Duration: MS, ML minutes/CS, SI hours

Fatigue: (15-SI) x 3..5

Time: (15-SI) x 3 hours

Range: Touch(ML61+: ML feet)

Duration: SI months



Tome of Odiuzhe

*Daenin's Quiescence (V)

(By Ian Pongray squires@interlynx.net)

An enchantment that enhances the natural tendency for things to lose energy and move to the lowest energy state it can. Anything touched by the caster suffers a special penalty of ML/2.

Object element modifiers apply to the caster's EML and inanimate. Any target that has its INI or MOV reduced to or below zero slump to the ground motionless. No permanent harm is done to the target; it simply lacks the energy to move.

Tools or weapons have their special penalty applied to the EML of anyone trying to use it. The effect is similar to watching slow-motion film or a wind-up toy winding down. Machines work slower, water flows in slow motion etc.

Bonus Effects

ML 61+ Ethereal creatures who have their INI reduced to or below zero become dormant.

ML 71+ Power of Mandos now has a range of SI x5 feet.

ML 81+ Spell now affects everything (caster included) in an SI x5 foot radius.

Fatigue: (15-SI)*3

Time: (15-SI)x4 sec.

Range: Touch, See above

Duration: ML sec. (x3 CS)

Figure of Aumos (V)

A self-enchantment which causes the caster to turn to water and flow away. After a randomly determined period (Duration), the caster reassembles. At this point he is often located in a lake or sea. While enchanted, the caster is unconscious and acts as normal water except that his entire volume remains contiguous. Reassemble normally occurs 6d6 days after dissolution, but this may vary according to the caster's distance to the nearest safe body of water. If, at GM discretion, after 6d6 days the caster is not in a safe location (eg. trapped in a bottle), he transforms into Ethereal water for 6d6 days and flows off in an unpredictable "ethereal direction". the caster always reassembles under open sky. The caster's possessions/clothing/etc. are left behind.

Bonus Effect

ML31+ Caster can increase minimum Duration up to one hundred days.

ML41+ For each significant possession/item of garb, caster tests one, two, three, four or five times his Aura (depending on water content) to determine if it accompanies him.

ML71+ Enchantment may be laid on a willing subject other than the caster (touch required)

ML81+ May be laid by touch on unwilling subject

ML91+ Touch no longer required. Range is 20 feet.

Fatigue: (15-SI) x 3.0

Time: (15-SI) x 4 seconds

Range: Self/ML71+ Touch/ML91+ 20 feet

Duration: 6d6 days water+ optional 6d6 days ethereal water



Tome of Udiuzhe

Hand of Ulmer (V)

An enchantment to manipulate body 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 SI feet cubed, SI feet per minute, or hold a minimal amount of water stationary against its natural inclination. Hence at ML 100 (SI 10), 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 ML feet above its *natural* level. The spell is flexible in its possible applications.

Bonus Effects

ML41+ can be used on unfresh water (e.g. sea water)

ML71+ Spell can be applied to liquids other than water. However, Object element penalties may apply if the object liquid contains alien elemental essence (lamp oil, for example, contains Peleahn principle).

Fatigue: (15-SI) x 2.5

Time: (15-SI) x 4 seconds

Range: ML feet

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

*Judral's Form (V)

Author/Contributor: R.B. Schmunk

An enchantment which turns the caster into water, but retaining his original (humanoid) form. Consequently, the caster is virtually invisible if immersed within a larger body of water during Duration. With the basic spell, he can not move and any possessions on his body (i.e., clothes) are not similarly enchanted. Any wound suffered during Duration causes body cohesion to fail unless the caster tests successfully against:

Impact Aspect	Test	with Penalty
Edge, Point, Tear	Will*5	Impact*3
Blunt, Fire/Frost	Will*6	Impact*2
Squeeze	Will*7	Impact

If the caster fails this test, or if during Duration he voluntarily lets his form collapse, he flows wherever gravity takes him. If after Duration he is in a place unsuitable for recorporation (GM discretion), he further transforms to ethereal water and flows to the nearest location under open sky and there returns to his mundane form. Although wounds may cause cohesion of the caster's form to fail, they cause no Injury Points.

Bonus Effects

ML41+ Caster may move, but movement faster than base Mobility causes form to fail unless he tests successfully vs. Will ∞ 4.

ML61+ Up to SI*2 pounds of objects on the caster's body may be enchanted. Any weapon so enchanted has blunt Impact 0 only, and its use disrupts cohesion unless caster successfully tests against Will*2.

ML81+ Spell may be cast on another willing person. Range is touch.

Fatigue: (15-SI)*3.5

Time: (15-SI)*4 seconds

Range: Basic, self(**ML81+**, touch)

Duration: MS, ML minutes/CS, SI hours



Tome of Odiuzhe

*Judral's Passage (V)

Author/Contributor: R.B. Schmunk

A self-enchantment which causes the caster and up to SI pounds of possessions on his body to turn into water. After transformation, the caster flows under the influence of gravity as does normal water, but with the basic spell, he is also capable of self-determined horizontal movement at a speed of SI feet (MS) or $CS \div 3$ (CS) feet every ten seconds. Such independent motion requires a surface to support his motion; the caster cannot leap across gaps.

Caster may terminate the spell any time during Duration. If at the time of spell's termination the caster is within a volume smaller than that which will support his body (e.g., cracks within a stone wall), he will further transform into ethereal water and flow for 6d6 hours to a location under open sky (GM's choice), where he re-assumes his normal form.

Bonus Effects

ML71+ Caster is capable of motion against gravity (i.e., upwards), at a rate of $SI/2$ (MS) or SI (CS) feet per ten seconds, but still needs a surface on which to travel.

ML81+ Spell may be cast on another willing person. Range is touch.

Fatigue: $(15-SI) \times 3.5$

Time: $(15-SI) \times 2$ seconds

Range: Basic, self(ML81+, touch)

Duration: MS, SI minutes\CS, SI*3 minutes

Toval's Rest (V)

An enchantment to place an object touched by the caster in stasis. The metabolism of a living object stops 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

ML41+ Touch no longer required. Range is ML feet.

ML91+ The enchantment may be laid on ethereal creatures, although this does not render them material, nor necessarily render them visible.

Fatigue: $(15-SI) \times 3.5$

Time: $(15-SI) \times 4$ seconds

Range: touch/ML41+ ML feet

Duration: MS: ML mins./CS: Indefinite



Tome of Odiuzhe

Web of Marias (V)

An enchantment which inhibits action 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 affected area becomes gloomy.

Persons affected move at half speed. The effect extends over a sphere ML feet in diameter (MS) or MLx3 feet in diameter (CS). The sphere of effect is initially centered on the caster's head and is not mobile; the spell is lost if the caster moves at all.

Bonus Effect

ML36+ Caster can exit the sphere without breaking the enchantment.

ML41+ Caster is immune to the effect. This means that, to affected entities, he *seems* to operate at twice his normal speed.

ML56+ Caster can exclude (by touch) up to SI persons from the effect (caster included in this allowance).

ML71+ Caster can exclude any number of persons (by touch).

ML86+ Caster can cause the sphere to originate and be centered on any point within ML feet.

Fatigue: (15-SI) x 3.5

Time: (15-SI) x 2 seconds

Range: Self (see above)

Duration: MS: SI x 10 secs./CS: SI x 30 secs.

*Cucyne's Watertamer (VI)

(by ???)

Calms the water around a vessel the caster is travelling on, with a maximum length of (SI x 10) + 20 feet, allowing it to travel easier.

Note that although the water is calmed, other conditions may affect travel (such as wind), and this spell only affects water which is travelled on by the vessel.

The spell reduces the MP values of currents as follows: MS -2; CS -3. The caster must concentrate on the spell during duration. Otherwise the effects are halved (rounded down).

Bonus Effects

ML 61+ The spell may be used to hinder the movement of a vessel by increasing the MP value of a current (MS +2; CS +3).

ML 71+ The caster may affect one vessel within ML yards.

ML 81+ The maximum length of the spell is now treated as a radius. This means that multiple ships can be affected.

Fatigue: (15-SI) x 3

Time: (15-SI) x 3 seconds

Range: Touch (see ML 81+)

Duration: SI hours



Tome of Udiuzhe

*Daenin's Eternal Fount (VI)

(By Ian Pongray squires@INTERLYNX.NET)

This major/minor artifact enchantment affects a sealable vessel (bottle, jug etc.) up to SI pint capacity. The object must be filled with water (or a mostly water substance) at the time of enchantment. This vessel never has to be refilled and may produce up to SI times it's volume of contents in a 24 hour period.

If cast on a major artifact, this spell occupies 3 EGO/Will, and has a permanent Duration if cast while the vessel is being made. Breaking the vessel dispells the enchantment.

Bonus Effects (None)

Fiend of Alsai-Dom (VI)

Animates an amorphous, quasi-elemental within a body of water. The size of the *fiend* is ML cubic feet (or the volume of the water, whichever is less). Each fiend is unique and its capabilities are left to GM discretion. In some cases, the spell might summon an elemental rather than create a new quasi-life form.

The *fiend* is usually semi-intelligent (IND: 1d4, AUR: 3d3, WIL:2d6) and capable of following simple orders. It is controllable by the caster with CS or by successfully testing 4 x WILL; otherwise it will act at GM discretion, ethereal departing (50% chance) or indulging in wanton destruction. Control demands concentration on the part of the caster.

The *fiend* is able to leave its parent body of water and move slowly across dry surfaces. It can also smash itself against solid objects with a blunt impact of 1d6 per caster SI.

On termination, the *fiend* loses cohesion over a few minutes, becomes ethereal, and flows away.

Bonus Effects

ML61+ Touch no longer required. Caster can create a *fiend* anywhere within ML feet.

Fatigue: (15-SI) x 3.5

Time: (15-SI) x 3 hours

Range: Touch

Duration: MS: Indefinite/CS: Permanent

Fatigue: (15-SI) x 3.5

Time: (15-SI) x 10 seconds

Range: Touch/ML61+ ML feet

Duration: MS: SI mins./CS: SI x 3 mins.



Tome of Odiuzhe

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 is weight down by a larger mass of dead weight.

Bonus Effects

ML76+ Enchantment can be laid on a living creature other than the caster, up to SI/2 times the caster's mass (SI x caster's mass with CS).

ML86+ Enchantment can be laid on an inanimate object. The maximum inanimate mass that can be enchanted is SI/2 (MS) or SI (CS) times the mass of the caster - it is, therefore, not very effective on large ships, although it may, at Gm discretion, have some beneficial effect.

ML96+ Caster (only) can "Swim" though water vapor (such as a cloud) assuming he can reach on (spell does not create cloud).

Fatigue: (15-SI) x 3.5

Time: (15-SI) x 5 seconds

Range: Self/Touch

Duration: MS: SI hours/CS: SI x 3 hours

Gaze of Crystal Power (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, ect.

Area of effect: ML square feet

Depth of effect: SI inches

Temperature reduction: SI °C

Affected Volume (MS): ML x (SI/12) cubic feet

With CS the caster can triple one of : Area, depth, or temperature. This may affect Volume. The affected area is centered on the caster (as geography allows).

***Example:** Cast on a large lake (which is at 5°C) at ML71 (SI7) 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 (MLxML) = 5,041 square feet.*

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

Bonus Effects

ML56+ Caster can proportionally modify the three factors (*Area, Depth, Temperature Reduction*) by up to 50%. This is, reducing one factor by 50% enables another factor to be increased by 50%. For example, the caster could reduce *Area* by 50% to get 150% of the *Depth* or 150% of the *Temperature reduction*

Fatigue: (15-SI) x 4.5

Time: (15-SI) x 20 seconds

Range: Touch (spoon Range)

Duration: n/a



Tome of Odiuzhe

Orb of Aumos (VII)

A self-enchantment which enables the caster to create and throw, in a single motion, a ball of eth3ral ice/snow up to SI times. This spell is sometimes called *Aumos' Snowball*. Throwing accuracy is determined by testing the greater of Throwing ML or *Orb* ML. The *Orb* can be *Dodged* normally. Duration ends as given below, or when SI orbs have been created and thrown. As he throws, the caster may opt for an *ice*, *frost*, or *ethereal water orb*.

Frost Orb: upon striking, a *frost orb* spreads over the entire surface of the victim in (13-SI) seconds. Thereupon it inflicts SI minor Frost injuries to randomly chosen body parts (armor/clothing are not effective). This is normally followed by a single, e3 chock roll.

Ethereal Water Orb: Spreads over the whole body surface and clings for SI x 10 seconds. The effect hinders breathing, inflicts 2d6 Fps and an e2 shock roll per 10 seconds. Multiple strikes on one victim are *not* cumulative. If the effect can be maintained for 3-8 minutes (depending on physical activity) the victim will drown.

Ice Orb: strikes the victim with blunt impact of Sid4 and melts away to nothing within five seconds.

Bonus Effects (none)

Fatigue: (15-SI) x 4.5
Time: (15-SI) seconds
Range: Self
Duration: MS: SI x 10 sec./CS: SI x 30 secs

*Daenin's Icy Doom (VIII)

(By Ian Pongray squires@interlynx.net)

This devastating spell opens a tiny portal to the icy void centered up to ML feet away from the caster. Anything within a radius of SIx5 feet of the event horizon is exposed to absolute zero for a fraction of a second.

All living things within the area affected must make a 3d6 (5d6) KILL roll or die from the extreme cold. Even if they survive, they (and all inanimate objects in the area) suffer an SIx6 general frost impact (armor defense applies) and must pass a shock roll of 1 dice greater than the kill roll.

Because this spell causes a violent implosion (creates a vacuum as all the air freezes) followed by an explosion that can be heard for quite a distance. Please note that the caster is not immune to this spell's effects if caught in the blast!

Bonus Effects (None)

Fatigue: (15-SI)x5
Time: (15-SI)x4 seconds
Range: ML feet
Duration: Instantaneous



Tome of Odivshe

Night Charm (ML)

(By Blair Wettlaufer brand@INTERLYNX.NET)

A simple enchantment that is precast in conjunction with any Odivshe spell to increase its EML by SI during night-time. The conjunctive spell must be announced prior to either casting roll. The casting time and fatigue of the spell are simply added to the other. CF causes the other spell to fail critically.

Bonus Effects

ML 81+ This spell will add 1/2 SI to secondary schools.

ML 101+ This spell will work in darkness as well as night.

Fatigue: 15-SI x1

Time: 13-SI seconds

Range: n/a

Duration: SI minutes

*Suppress (ML)

(By Ian Pongray squires@interlynx.net)

This enchantment actively seeks out and suppresses natural and artificial Pehlean principle by attacking it with odivshe principle. Range is SI yards (Six3 with CS) of the caster.

Natural principle (fire, smoke, heat etc..) or eligible Pehlean spells are reduced by ML% effectiveness. Introducing fresh principle (casting a new spell, lighting a fire etc..) suffers a -30 penalty to success rolls (affecting a diametric school) and then suffers the effects of suppression.

Suppress attacks only one source of Pehlean principle at a time, and will always attack the weakest spell/effect first. This spell only suppresses Pehlean effects of equal or lower level. Once Suppress is dispelled or duration expires, affected Pehlean principle returns to its normal level of activity (provided that it still has duration or fuel remaining).

Determining the level of naturally occurring Pehlean principle is up to GM discretion: a campfire should be around level I and a volcano should be around level XV.

Bonus Effects:

ML 71+ Caster may specify any eligible effect within range for suppression

ML 91+ Suppress now attacks all eligible Pehlean principle within range.

Fatigue: (15-SI) x half of level

Time: (15-SI) x 3 seconds

Range: SI yards

Duration: ML seconds (SI minutes with CS)



Tome of Odiuzhe
