

**Tome of the
Ancient and Esoteric Mysteries
of the Forces of**

FYVRIA



COLUMBIA GAMES INC.

#4505

**Tome of the
Ancient and Esoteric Mysteries
of the Forces of
FYVRIA**



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FYVRIA

Fyvrianism is the magic of the earth, of green and growing, of pale and dying things, of the cycles of growth and decay that underlie the natural world. The base of Fyvria is fertile earth, where life swarms in its endless struggle to survive and prosper.

Fyvrian mages employ life symbols as foci: wooden staves and wands, bags of earth, even living *familiars*.

A Fyvrian mage has a respect for life, and a profound understanding of the great, ineffable forces of life.

NOTE: When a mage of any convocation tries to use a Fyvrian spell to enchant a non-Fyvrian elemental object, his EML is penalized.

-10	Secondary (Jmorvi/Odivshe) object.
-15	Neutral elements (GM discretion)
-20	Tertiary (Peleahn/Savorya) object
-30	Diametric (Lyahvi) object



BALM OF GRESAN

Allows a single patient touched by the caster to make one additional Healing roll for a caster-designated injury/ailment/etc. The caster must be aware of the nature of the object injury ailment. The basic spell cannot restore blood loss, and will not work on infected wounds. The spell does not remove fatigue.

Bonus Effects

ML66+ The spell works on infected wounds.

ML76+ Caster requires no knowledge of the object injury/ailment. If cast without declaring an object injury/ailment, the spell works on a randomly chosen injury/ailment.

ML81+ The caster can restore (one point of) blood loss.

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

Fatigue: $(15-SI) \times 0.5$

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

Range: Touch/ML91+ SI yards

Duration: n/a



FIGURE OF AESTRAS

An enchantment which causes a single object plant to grow in a particular configuration. The spell could, for example, be used to shape a tree to look like a person, or, with multiple castings to make a row of bushes weave themselves into a tight hedge/wall.

The spell does not speed growth, just direct it. At lower ML, the effect tends to be limited, but with greater mastery fine detailing is possible. The spell only works on an individual that is growing (or regenerating). Multiple castings are necessary for any species that takes longer to mature than Duration. For the results to be exactly as planned, the caster must cast sufficient spells for the object to be enchanted as long as it is growing.

Bonus Effects

ML61+ Spell can be laid on an animal. It can only work, however, when the animal is growing. Since few animals will mature within Duration, multiple castings are nearly always necessary to achieve noticeable results.

Fatigue: (15-SI) x 1.5

Time: (15-SI) hours

Range: Touch

Duration: MS:ML days, CS MLx3 days



PUTRID HAND

Speeds the decay of rotting organic matter touched by the caster. The spell affects up to a pound of dead material. The rate of decay is multiplied by 300 with Critical Success and by 100 with Marginal Success, until the process is complete or the spell is removed.

Under reasonably typical circumstances, meat rots in 2-4 days. MS with Putrid Hand might reduce this period to 10-30 minutes.

Bonus Effect

ML51+ May affect up to 1 pound of living organic material such as flesh, to induce a form of gangrene. It will not spread, affect bone or vital organs, or kill the victim. It is otherwise treated as an infection whose healing rate is [H4] with MS, or [H2] with CS.

ML71+ Touch no longer required. Range is SI feet.

Fatigue: $(15-SI) \times 1.0$

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

Range: Touch/ML71+ SI feet

Duration: Indefinite



VERDANT HAND

Accelerates the natural growth of a living thing touched by the caster. The rate of increase depends on success: MS=100 times normal; CS=300 times normal. The basic spell does not induce growth in things which are not already growing (eg. adults). Removing the enchantment stops growth, but does not return the object to its original size.

Bonus Effect

ML:41+ Touch no longer required. Range is SI feet.

ML71+ May induce growth in living things which are not already growing (ie. adults). The maximum growth possible in this case is 1% of original mass, although the enchantment may be laid more than once on the same subject.

Fatigue: $(15-SI) \times 1.0$

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

Range: Touch/ML41+ SI feet

Duration: MS:SI days, CS:SIx3 days



EYE OF PERFECTION

A spell to analyze the health of a single living creature. The basic spell determines either the number of physical injuries/ailments, or the nature of the worst injury/ailment. The caster declares which analysis he is attempting before casting. The caster must touch the patient.

Bonus Effects

ML61+ Touch no longer required. Range is ML feet.

ML81+ Caster can exclude known injuries/ailments from his inquiry and learn the nature of the worst ailment/injury he does not already know about.

ML91+ Spell can be used on dead creatures to determine the cause of death. Subtract number of days dead from EML.

Fatigue: $(15-SI) \times 1.0$

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

Range: Touch/ML61+ ML feet

Duration: none



HAND OF ILIAM

An enchantment which prevents a caster-designated disease, wound or ailment from worsening. The caster must be aware of the nature and extent of the object ailment/etc., and must touch it for the Time to Cast. The spell does not heal in any way, it only prevents the object ailment from getting worse (eg. from getting infected). The basic spell cannot halt blood loss.

Hand of Iliam is generally used to stabilize a patient when proper care is likely to be delayed.

Bonus Effects

ML61+ Spell can be used to reduce the blood loss from a bleeding wound by one. After Duration, the bleeding resumes at its previous level.

ML81+ Spell can be used to protect a single entity from becoming (more) infected.

Fatigue: (15-SI) x 1.0

Time: (15-SI) x 2 seconds

Range: Touch

Duration: MS:MLx5 secs., CS:MLx15 secs.



SYNCOPE OF SHALOR

Causes a single animal/person touched by the caster to grow drowsy or fall asleep. The victim may test his Will to determine whether he succumbs. With Marginal Success (on Syncope) test 4 x Will; with Critical Success, test 2 x Will. The effect on the victim is determined by his success as follows:

- CS** Victim is unaffected
- MS** Victim accrues 3d6 fatigue points.
- MF** Victim sleeps for 1 minute x caster's SI.
- CF** Victim sleeps for 3 minutes x caster's SI.

Bonus Effects

ML21+ Touch no longer required: Range is SI yards.

ML71+ Effect may (at caster's option) be over a zone whose radius from the caster is SI yards. All creatures (except the caster) within the zone are affected.

ML86+ Specified creature(s) may be excluded from the effect of the spell when it is cast as a zone.

Fatigue: $(15 - \text{SI}) \times 2.0$

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

Range: Touch/ML21+ SI yards

Duration: see above



TAKARA'S CURSE

Causes a single open wound, touched by the caster to become infected. The basic spell will work only on open (non-bleeding) wounds of 6+ Injury Points or burns of 16+ IPs, and is ineffective on wounds more than a day old.

Bonus Effects

ML71+ Spell will work on any open wound.

ML81+ Touch no longer required. Range is ML feet.

ML91+ Spell can be used (at GM discretion) to cause minor internal infections (mouth, stomach, etc.) in the absence of a wound.

Fatigue: (15-SI) x 1.5

Time: (15-SI) minutes

Range: Touch/ML81+ ML feet

Duration: n/a



BALM OF HERL

A spell to transfer a disease, infection or other natural ailment (not a wound) from one living creature (object) to another living creature (target). The spell may be used, for example, to move a disease from a human heart into the heart of an animal, leaving the patient from whom the ailment is removed in good (or better) health. The caster must touch both object and target while casting.

Bonus Effect

ML76+ With CS, Ailments may be transferred into or out of organic, inanimate artifacts.

Fatigue: (15-SI) x 2.0

Time: (15-SI) x 4 minutes

Range: Touch (object and target)

Duration: n/a



FAVRIN'S BAR

A enchantment which causes wood to temporarily expand, primarily across its grain. The effect is most dramatic with green or living wood. The amount of expansion is expressed as a percentage of overall volume and depends on the success level achieved by the caster and his Skill Index for the Spell. With the basic spell, the amount of expansion is randomly determined within the range given. Higher ML brings more control.

Age of Wood	MS	CS
Living Wood	SIx2%	SIx4%
Green Wood	SI%	SIx3%
Seasoned Wood	SI/3%	SI%

Expansion of confined wood (a closed door for example) can cause considerable stress. The spell is often used to seal or to open doors. A small expansion jams a door solidly, and a large one can destroy either the door or its frame. When the wood returns to its normal size, it has usually been weakened.

Bonus Effects

ML56+ Touch no longer required; range is SI yards.

ML66+ The caster may declare a maximum expansion which will not be exceeded as long as the spell is successful.

ML76+ Caster can declare the amount of expansion.

Fatigue: $(15 - \text{SI}) \times 1.5$

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

Range: Touch/ML56+ SI yards

Duration: MS:SI/CS:SIx3 minutes



NURTURE OF ISLA

A spell to increase the healing rate of a single ailment suffered by a living creature (eg. from H3 to H4). With CS the healing rate is increased by 2. The basic spell will not work on a target wound still bleeding or infected, or if the patient is in shock. The spell causes the patient to enter a deep comatose state for 4d6 minutes per casting. See Combat (29). If the spell increases healing rate to more than H5 (only possible after ML81+) any infection is defeated.

Bonus Effects

ML41+ May be used to stop/reduce a bleeding wound's rate of bloodloss by one (MS) or two (CS).

ML76+ May be used to eliminate shock, on on a patient who is in shock.

ML81+ May be used on infected wounds.

Fatigue: (15-SI) x 2.0

Time: 50-index seconds

Range: Touch

Duration: Permanent (see above)



POWER OF SHARADORN

An enchantment to temporarily increase one of the caster's physical attributes (Strength, Endurance, etc.) by 1d2 (MS) or 1d3 (CS). The enchantment cannot be combined with any attribute-enhancing spell (even itself).

The MLs of skills based on the object attribute are also raised, by five times the attribute increase. If the skill has the attribute in its SB twice its ML is increased by ten times the attribute increase. Eg., if a 1 point enchantment is laid on Agility, Climbing is increased by 5, and Acrobatics is raised 10. CS doubles increases. On CF, the subject rolls 1d10 for aftereffects (which are treated as III level Fyvrian enchantments for the purpose of dispelling/etc.).

- 1 Reduce object attribute by 1, *indefinitely*.
- 2-7 Reduce object attribute by 1d2 for 1d20 hours.
- 8-10 Reduce object attribute by 1 for 1d3 hours.

Bonus Effects

ML51+ Enchantment can be laid on a person/animal other than the caster. Touch is required.

ML61+ Touch no longer required. Range is ML feet

ML81+ Spell can be cast cumulatively with itself, but still cannot be combined with other spells.

Fatigue: (15-SI) x 2.5

Time: (15-SI) x 4 seconds

Range: Self/Touch ML61+ ML Feet

Duration: MS:SI x 20 secs., CS:SI mins.



DREAM OF GALEGA

Causes a single corporeal entity touched by the caster to fall into a deep slumber. An unwilling subject (victim) tests 5xWill to avoid the effect. If the caster achieves CS, the victim reduces his success level by one (eg. from MS to MF):

Victim	Effect on Victim
CS:	Victim is unaffected.
MS:	Victim becomes drowsy for 10-30 seconds (causes a 20 point special penalty in combat/critical situations).
MF:	Victim falls asleep for ML/Will minutes (Caster ML/Victim Will).
CF:	Victim sleeps for ML minutes.

A *willing* patient *chooses* MF or CF. While asleep, the target entity (or victim) makes one bonus healing roll for each ailment/disease/injury (as applicable) per thirty minutes or fraction thereof. If a second attempt is made on the same victim or patient in a 24 hour period, the spell fails critically.

Bonus Effects

ML61+ Unwilling victim tests 4xWill.

ML71+ Unwilling victim tests 3xWill.

ML81+ Unwilling victim tests 2xWill.

ML91+ Unwilling victim tests 1xWill.

ML96+ Touch no longer required. Range is 30 feet.

Fatigue: (15-SI) x 2.5

Time: (15-SI) x 2 seconds

Range: Touch/ML96+ 30 feet

Duration: See table above.



MANKOR'S CURSE

A spell to induce a unique wasting disease in a single creature touched by the caster. The victim immediately accrues 2d6 fatigue points, and experiences a feeling of exhaustion. A secret 1d100 roll is then made to determine how severely he succumbs to the effect. The (1d100) roll is made against the victim's (Will + Endurance) x 2:

CS No additional effects.

MS Victim's fatigue recovery rate is reduced to one. Overnight resting will only recover half fatigue.

MF Victim cannot recover fatigue at all.

CF No recovery from fatigue, and no healing rolls.

Bonus Effects (none)

Fatigue: (15-SI) x 3.0

Time: (15-SI) x 4 seconds

Range: Touch/ML81+ SI feet

Duration: MS:3d6 days; CS:Indefinite



REGENESIS

Accelerates the natural regeneration of living things. The rate of increase depends on the success level (MS=10 times normal, CS=30 times normal). The basic spell will not, however, induce regeneration of things which do not normally regenerate (eg. nerve cells, human limbs). Beyond this, specific effects are left to GM discretion.

Regeneration is usually a slow process. It can also be very traumatic and fatiguing, often inducing coma or other psycho-physical shock. The aged and or infirm may not survive the process.

Bonus Effects

ML71+ May induce regeneration of things which do not normally regenerate (eg. a severed limb). This is generally a slow process; the time required to regenerate a hand (for example) would be at least fifteen days.

ML91+ May induce regeneration of dead organic material. This is always a slow process, and does not restore the object material to life.

Fatigue: $(15-SI) \times 2.0$

Time: $(15-SI) \times 5$ minutes

Range: Touch

Duration: Permanent



VINE OF ALGUINAS

Causes extremely rapid, temporary, growth in succulent vines. A small plant (perhaps a pound weight including roots) can grow to a volume of approximately 1000 cubic feet of tough, tangled vines in approximately ten seconds. Basic casting requires at least a kilogram of earth and several litres of water. The vines begin to rot rapidly as soon as the growth is complete (time); after "duration" there is nothing left but rotten vegetation and mud. In general, a plant cannot be made to behave in a manner alien to its nature – trees cannot be made to act like vines, nor vines like trees. Touch is required to start the spell below ML61.

Bonus Effects

ML41+ Can be cast on thorny/non-succulent plants.

ML61+ Touch not required: Range is SI yards.

ML71+ Spell may be cast on up to SI plants simultaneously (or SI x 3 plants with Critical Success).

ML91+ Plant(s) may be made to root, sink tendrils into cracks, writhe and tangle on command, but they still cannot be made to act in a manner contrary to their natures (except faster).

ML96+ Spell may be cast on isolated plant matter. That is, no earth or water are required. However, the subject plant must be clearly visible to the caster (no micro-organisms).

Fatigue: (15-SI) x 3.0

Time: (15-SI) x 2 seconds

Range: Touch/ML41+ SIx1 yard

Duration: MS:SI/CS:SIx3 minutes



ANIMUS OF NITHRI

Restores a small portion of a dead creature's animus, which can to a limited degree be controlled by the caster. This is a kind of necromancy to produce a zombie. The basic spell activates the metabolism to a small degree (perhaps the vocal chords and memory of a dead man) but it is not possible to make the cadaver move under its own power. With the example given, the corpse could be asked questions and made to talk about its past life or events in its "view" (corpses are not bright, and will not volunteer information). The effects depend on the condition of the corpse (the more recently dead the better). Of course, it might be possible to regenerate the subject first.

Bonus Effects

ML41+ The zombie can be ordered to use its muscles (assuming it has any) but control is verbal, literal, and very difficult.

ML81+ Control is by instinct (or pseudo telepathy) and considerably improved. The caster is better able to extract the zombie's knowledge.

ML91+ Control is as fine as possible (depending on the condition of the zombie – no quality of control can make a skeleton use muscles it does not have). A just slain body may be made to fight etc. This kind of effect requires extreme concentration on the part of the caster and cannot be attempted out of his view.

Fatigue: (15-SI) x 3.5

Time: (15-SI) minutes

Range: Touch/ML56+SI yards

Duration: SI minutes



REGROWTH OF EVALA

An enchantment that grows a complete organism (plant or animal) from a part thereof. The spell requires copious quantities of earth and clean water, and the investment of a good deal of time. The spell requires that the caster have most of the original organism in his possession (seed). The basic required seed is expressed as a percentage of the whole organism less the caster's ML. Hence at ML70, the required seed is 30% and at ML25 the required seed is 75% of the original organism. The minimum required seed is 1%. Seed material in poor condition, decomposed, damaged, etc., is of less value (GM discretion).

If the spell is attempted with less than the required seed, ML is reduced by the shortfall. Eg. If the required seed is 45% and only 32% of the original organism is available, the caster suffers a $45-32=13$ point ML penalty.

The ML bonus for having more than the required seed available is equal to *half* the surplus (rounded *down*). Hence if the required seed is 74% and the caster has 89% available, he enjoys an $(89-74)/2=7.5$ (rounding to 7) ML Bonus.

The spell does not restore a dead organism to life. Once a dead organism is regrown, it stays "fresh" only for 2-4 days. (The spell produces a perfect "clone", but if the seed is damaged, that part of the finished product is also damaged.)

Bonus Effects (none)

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

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

Range: Touch

Duration: n/a



SILME'S WARD

An enchantment placed on a living plant or creature to alert the caster when a living entity intrudes within the subject's perceptive sphere (for most plants this is about three yards. In other words, Silme's Ward is a life detector.

The caster must be within $Aura \times 5$ yards (or Sensitivity Talent $ML \times 10$ yards) to "hear" the alarm. With the basic spell, the intruding lifeform will not be identified, but the caster will know that it is there for as long as it is there, and identification improves as the spell is better mastered.

Only intruding lifeforms anomolous to the subject's environment will cause the subject to alert the caster - a plant will not, for example, notice insects or birds, unless they behave in an unusual manner.

Bonus Effects

ML761+ Caster is alerted in general terms, as to the size and/or nature of the intruding lifeform (eg. large humanoid, small quadruped, medium-sized serpent, huge avian, etc.)

ML86+ Caster is more specifically alerted as to the nature and numbers of intruding lifeform(s), but the information is limited by the sensory abilities of the subject lifeform.

ML96+ Caster may limit the alarm to a specific species/class(es) of intruder (eg. humans, bears, etc.). This reduces the number of false alarms.

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

Time: $(15-SI) \times 5$ minutes

Range: Touch

Duration: $MS:SI \times 1$ hour/ CS :Indefinite



SUCCOR OF BLEZIL

A spell which causes dramatic healing of virtually any injury or physical ailment. The spell may be cast in either of two ways:

- (1) On a specific disease or injury, in which case the object disease or injury is completely cured.
- (2) Generally on all diseases and injuries, in which case each injury/disease is "halved" (GM discretion).

The effect is immediate and total and leaves little or no residue(s). The spell cannot regenerate lost body parts. Its effects are limited to normal (albeit fast) healing.

The patient accrues 1d3 Fatigue points per Injury Point removed, but will not enter shock as a result. Fatigue accrued from disease curing is at GM discretion.

If the spell is cast on the same person more than once in a 24 hour period, it fails critically. CF usually gives the patient a serious (randomly generated) physical disorder. A disease similar to *Mankor's Curse* (Fyvria IV) is common.

Bonus Effects

ML71+ Patient suffers only 1d2 Fatigue Points per Injury Point removed.

ML81+ Patient accrues only 1d2-1 Fatigue Points per Injury Point removed.

Fatigue: (15-SI) x 3.0

Time: MS: (15-SI)x30 secs.; CS: (15-SI)x10 secs.

Range: Touch

Duration: n/a



PASSAGE OF CHABAR

A self-enchancement which allows the caster to transmogrify his physical form to *melt* through stone, earth, or wood, but not forged metal, enchanted objects of any type, or living material. With the basic spell, only the caster's (naked) body is affected.

Speed of penetration varies according to the substance, and is expressed as a percentage of Walk rate: Earth 25%; Wood 15%; Stone 10%. Being in the middle of a solid wall when the spell wears off is fatal. Entities undergoing Passage of Chabar are often unnerved by the experience.

Bonus Effects

ML46+ Enchantment can be extended to include organic (elemental) materials (clothes) within Aura inches of the caster's skin.

ML61+ Enchantment can be extended to up to SI living beings in skin contact with the caster.

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

Fatigue: (15-SI) x 4.0

Time: (15-SI) minutes

Range: Self/Touch

Duration: MS:ML secs./CS:MLx3 secs.



VESSEL OF GALANDA

A spell to grow a body from an unliving embryo or foetus. In general the spell will only work on mammals. The foetus must have been dead for no less than six hours and no more than 24 hours. The body will grow normally, but very rapidly, and will have no ethereal essence, no Aura, and no soul. The usual purpose of the spell is to create a new host body for a disembodied spirit. The sorcerer must spend about ten hours in the initial casting, and at least four hours per day in attendance. The body must be kept fully submerged in a vat containing water and finely sifted earth. The spell consumes approximately 50 gallons of water daily.

At the conclusion of the spell. The sorcerer must "breathe the breath of life" into the subject, this is exhausting (E5 shock roll). The culmination takes about 15-SI hours.

If the body is not occupied within a few hours of culmination it will "die". A spirit which occupies the body may be considered "native" after about a month and will continue aging normally.

Bonus Effects (None)

Fatigue: (15-SI) x 4

Time: (15-SI)

Range: Frequent Touch

Duration: See above.



ESSENCE OF SINAD

A spell to halt biological aging. The spell involves a transfusion of (1 litre) of blood from a Sindarin or similarly immortal specie; it also requires a secure source of fresh flowing water (usually a stream or small river) for purification purposes.

With MS the subject stops aging for 1d3 years, and life expectancy is increased by the same period. With CS, aging is halted for 2d6 years.

The spell leaves a slight residue of enchantment which interacts dangerously with this or other rejuvenation spells. It, therefore, should not be cast on the same subject more than once. Ignoring this can cause reversal of effect, heart damage and/or death – the same consequences may accrue if the spell is combined with any other rejuvenation spell. Dispelling the enchantment removes the residue.

Bonus Effects

ML66+ If the caster achieves CS, he can cast the spell a second time on the same subject without undue risk to the subject.

ML86+ Instead of halting the aging process, the caster may, if he so desires, reverse it. The subject's biological ages is reduced by 1d2/2d2 years (MS/CS)

ML91+ No dangerous residue is left, even with MS – thus the enchantment may be combined safely with the same or other rejuvenation magic.

Fatigue: (15-SI) x 4.5

Time: (15-SI) x 1 hour

Range: Frequent Touch

Duration: MS:Indefinite/CS:Permanent



TOUCH OF PTARIS

An enchantment which turns an organic (elemental) object (eg. a person) touched by the caster to stone (petrification). A victim tests 3xWill to avoid the effect. While the victim is enchanted (petrified) his bodily and mental functions slow to a negligible rate, but he is otherwise unharmed. If/when the enchantment is dispelled the victim is in the same psycho-physical condition as he was when enchanted. The enchanted victim is not immune to physical harm. A hammer and chisel has the same effect on him as on ordinary stone. Such damage is translated into ordinary injuries at GM discretion when the enchantment expires or is removed. Significant damage to the altered form is often fatal.

Bonus Effects

ML61+ The spell can be used to turn its object to earth or wood. Earth tends to crumble immediately so this is usually fatal. A wooden victim can be burned or carved like ordinary hardwood.

ML71+ Victim tests 2xWill to avoid effect.

ML81+ Victim tests 1xWill to avoid effect.

ML91+ Victim cannot test Will to avoid effect.

ML96+ Touch no longer required. Range is 100 feet.

Fatigue: (15-SI) x 4.5

Time: 15-SI seconds

Range: Touch/ML 96+ 100 feet

Duration: MS:SI Days/CS:Indefinite



SPELL	SB	ML
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SPELL	SB	ML
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SPELL	SB	ML
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JMORVI

SPELL	SB	ML
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NEUTRAL

SPELL	SB	ML
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ODIVSHE

SPELL	SB	ML
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PELEAHN

SPELL	SB	ML
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LYAHVI

SPELL	SB	ML
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SAVORYA

SPELL	SB	ML
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11		
12		



Fatigue:
Time:
Range:
Duration:



Fyvria Chantries

Berema/Emelrene	8	****
Dariam/Byria	10	***
Denqua/Homora	8	*****
Feslium/Azeryan	12	***
Gelimo/Melderyn	8	****
Kolomir/Karejia	8	**
Kotyn/Molkura	8	*****
Makjin/Diramoa	12	***
Orlet/Quarphor	10	***

Chantries of Arcane Lore

Abdega/Argola	8	***	Inri/Byria	12	***
Ain Dao/Diramoa	30	***	Isynen/Hepekeria	24	***
Ain Kyamu/Diramoa	8	***	Jebanta/Kaneum	12	***
Aleath/Kanday	8	***	Karemus/Shorkyne	12	***
Amlacht/Altland	12	**	Kesara/Azeryan	12	***
Areshomes/Trierzon	14	***	Kotyn/Molkura	36	*****
Arketh/Karejia	8	****	Lankorium	20	****
Berema/Emelrene	16	*****	Livelis/Karejia	24	***
Busra/Pechosu	16	****	Meokolis/Azeryan	48	***
Cherafir/Melderyn	12	*****	Mokora/Chogoro	12	****
Coranan/Tharda	12	**	Natha/Dalkesh	20	***
Darbo/Pechosu	8	***	Neshaga/Shoju	12	**
Denqua/Homora	12	***	Purimal/Azeryan	18	***
Ekyne/Reksyna	8	***	Silgora/Falana	10	***
Fuhreling/Ivinia	8	****	Suth/Chomsun	8	****
Hacherdad	24	***	Ubarian/Trierzon	20	**
Idepan/Mafan	10	***	Vitho/Dalanya	8	***
Ifane/Harbaal	8	***	Yling/Jankor	12	****

These lists show [1] the name of the settlement/region where a chantry is located; [2] the normal number of resident masters; and, [3] the relative quality of the institution from 1 star (poor) to five stars (excellent). Not all Chantries of Arcane Lore have resident *Peleahn* masters (10% chance). Where both types of chantry exist in the same town, these will be two different chantries.

TOME OF FYVRIA

I

BALM OF GRESAN
FIGURE OF AESTRAS
PUTRID HAND
VERDANT HAND

II

EYE OF PERFECTION
HAND OF ILIAM
SYNCOPE OF SHALOR
TAKARA'S CURSE

III

BALM OF HERL
FAVRIN'S BAR
NURTURE OF ISLA
POWER OF SHARADORN

IV

DREAM OF GALEGA
MANKOR'S CURSE
REGENESIS
VINE OF ALGUINAS

V

ANIMUS OF NITHRI
REGROWTH OF EVALA
SILME'S WARD
SUCCOR OF BLEZIL

VI

PASSAGE OF CHABAR
VESSEL OF GALANDA

VII

ESSENCE OF SINAD
TOUCH OF PTARIS