



The Tome of the Ancient and Esoteric Mysteries of the Artifice of Jmorvi.

The Jmorvi Shek-Pvar stands between fire and earth. His element is of the solid heart of the world, of steel and black iron. The Jmorvi affinity is for mineral, especially metallic minerals. The element and its manipulators are powerful and unyielding, but sometimes brittle and insensitive, brutal and shallow. Jmorvi magic abhors the spiritual, the soul of man which is unpredictable, wild and unreliable - it prefers the sureness and solidity of cold, clean steel. Most Jmorvi are artificers, their magic tends to run in a slower vein than that of other Shek-Pvar. theirs' is the study, making and manipulation of tangible metals, things that do not yield easily to the spirit, even the spirit of the mage.

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

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

In this tome the following special definitions are used: **Wholly Metallic** - an artifact which is at least 90% metal. **Mostly Metallic** - an artifact which is at least 51% metal. **Partially Metallic** - an artifact which is at least 21% metal.

Ordering of Metals

For proper casting of some spells, it is useful to know which of two or more metals is heavier (ie: denser). The GM has several options as to the scale he will use to compare metal density. Atomic weight is one option, but we prefer specific gravity, because medieval (and even ancient) alchemists can measure it with a scale and a couple buckets of water.

The following is a list of metals known to Lythian scholars with the Specific Gravities: Platinum (Mythral) 21.5; Gold 19.3; Gold Coin (electrum) 17.2; Quicksilver (Mercury) 13.6; Lead 11.3; Silver 10.5; Copper 8.9; Bronze 8.7; Brass 8.5; Iron 7.9; Steel 7.8; Tim 7.3; Zinc 7.1; Antimony 6.7; Arsenic (Grey) 5.7; Arsenic (Yellow) 2.0.

The specific gravity of a metal also depends on its purity so these figures should be deemed approximate. It should also be realized that, because the laws of physics vary from one universe to another, substances do not necessarily have the same properties on Ketheria as they do on Terra.

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GOLDEN EYE (I)

A specialized divination, used to test for enchantment on a single wholly metallic artifact held by the caster. The amount of information gained depends on the success level achieved. The spell is particularly sensitive to enchantment and/or magical properties, but can rarely gain psychometrical/peripheral information, such as who made the artifact, or where it has been.

With Marginal Success, the caster will normally determine whether or not the item is enchanted, and whether the enchantment is Jmorvi, neutral, or of some other convocation (not which one).

With Critical Success, the level and general description of enchantments and/or residues may be revealed (at GM discretion).

Bonus Effects

ML71+ Mostly metallic Artifacts/Objects (see introduction) can be analyzed.

ML76+ Touch no longer required. Range is SI feet.

ML96+ The spell may be used on partly metallic objects.

LUSTRE OF YMAR (I)

A spell to clean and polish a metallic object. The caster rubs the object gently, and all rust, corrosion and dirt are removed from the surface. The metal itself is not purified; this spell only cleans.

Bonus Effects

ML51+ Touch no longer required: Range is ML feet.

Fatigue: (15-SI) x 1.00
Time: (15-SI) minutes
Range: Touch ML76+ SI feet
Duration: n/a

Fatigue: (15-SI) x 0.50
Time: (15-SI) x 5 seconds
Range: Touch/ML51+ ML feet
Duration: n/a



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SIGHT OF ENELDIR (I)

A spell to detect/identify metallic minerals. There are two ways in which *Sight* can be used:

- (1) *General* - caster learns the direction and distance to the closest "good source" (see below). Cast in this manner, the spell will not identify the material unless Critical Success is achieved.
- (2) *Specific* - caster declares a specific metallic mineral (excluding all others) and learns the direction to the nearest (single) good source. With CS, he also learns the distance. Beyond maximum range the results are too ambiguous to be useful.

Good sources vary at GM discretion. A small amount of refined metal in close proximity, is more noticeable than a huge deposit of ore a hundred yards away. Unless the caster removes himself from possible sources of interference, he may only detect a companion's sword. The spell always ignores any focus through which it is cast.

Bonus Effects

- ML51+** Caster may exclude up to SI specific sources from the search
- ML76+** Caster can narrow the direction of search (eg. ignore everything behind him, or search only in a cone within 20 degrees of true north).

Fatigue: (15-SI) x 1.0
Time: (15-SI) minutes
Range: ML x 10 yards
Duration: None

WARD OF SIRIK (I)

An enchantment to temporarily protect a wholly metallic object from physical damage. The spell lies dormant until it is invoked or its Duration expires, whichever comes first. The *Ward* is invoked by the first event which could cause damage to the object (eg. if the object is a weapon, the *Ward* would be invoked by its first damage check in combat).

The *Ward* has the effect of reducing the number of dice used for its object's damage check by one. Hence, if upon striking an opposing weapon, the object is required to make a 3d6 damage check, it would make a 2d6 damage check instead. Once it is invoked, the enchantment is dispelled (it only works once). Touch is required to lay the spell.

Bonus Effects

- ML36+** Enchantment can be laid on a weapon or artifact containing some non-metallic part(s).
- ML46+** Touch no longer required. Range is SI yards.
- ML66+** The enchantment is not lost upon first invocation. It will work up to SI times, or until its Duration expires, whichever comes first.
- ML91+** The Ward lasts until its Duration expires for any number of invocations.

Fatigue: (15-SI) x 1.0
Time: (15-SI) x 10 seconds
Range: Touch/ML41+ SI yards.
Duration: SI x 10 sec; CS SIx30 sec



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ASPECT OF TARUS (II)

An enchantment which transforms the surface of a metallic object into another metal. *Aspect of Tarus* can be used to make lead look like gold, or *vice versa*. The enchantment is fragile and, because it only places and *extremely* thin veneer, "transformed" objects will not pass more than a cursory inspection. Scratching the object, even with a fingernail, removes some of the plating. With Critical Success, adhesion is better and the observer has to scratch with an object harder than the plating metal to reveal the solid metal underneath.

With the basic spell, the transformation can only be to any lighter metal, eg. from lead to copper (See *Introduction*.)

Aspect cannot be combined with any other enchantment.

The maximum weight of the object is SI lbs. The caster requires a minimum one ounce seed of the plating metal, but the seed is unaffected by the spell.

Bonus Effects

ML41+ Touch no longer required. Range is SI feet

ML81+ Transformation can be from any metal to any other metal (that is, the target veneer can be denser than the object).

Fatigue: (15-SI) x 2.0

Time: (15-SI) x 10 seconds

Range: Touch/ML41+ SI feet

Duration: MS:ML x 10 sec / CS: MLx30 sec

* HAMMERBLOW (II)

(Author: Klaus Mogensén)

(Contributor: Klaus Ole Kristiansen) (revised)

An enchantment to increase the impact of the next strike of an enchanted, wholly metallic, weapon - in any one aspect which the weapon already possesses, by SI (MS) or SIx2 (CS).

The spell will take effect the first time the weapon hits within Duration; otherwise, the enchantment is for naught. The caster must specify which aspect is being enhanced at the time of casting.

If this is cast while the weapon is being forged, it is considered a minor artificat power, and the effects remain indefinite/permanent if the rune takes up one Ego point. The spell may only enhance one aspect per weapon.

The spell puts a "rune" on the weapon, visible by Golden Eye and such.

Bonus Effects

ML61+ May be cast on a mostly metallic weapon.

ML71+ Up to SI Hammerblow runes may be put on one weapon. These will take effect on consecutive strikes, never at the same time.

ML81+ Effect may be delayed up to SI (MS) or SIx3 (CS) days until after a set time or until the Hammerblow rune is touched, this will start the normal Duration of the spell. Time to cast the spell with delayed effect is 30-SI minutes.

Fatigue: 15-SI

Time: 30-SI seconds (see above)

Range: Touch

Duration: MS:SIx5 minutes/CS:SIx15 minutes



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IRON STING (II)

A spell to enchant a (maximum 1lb.) wholly metallic object (projectile). The enchantment lays dormant until the projectile is thrown at a target (invocation) or until *Duration* expires, whichever comes first. The success roll is made as the enchantment is invoked (thrown). If the spell fails, or person other than the caster throws the projectile, the enchantment is lost and the projectile performs as an unenchanted mundane object; it may strike the target even if the spell fails.

If the caster throws the projectile, and the spell succeeds, a second test of Iron Sting ML is made to determine missile accuracy (instead of testing Throwing skill). The projectile has the range modifiers of a *taburi*. The Aspect of the missile strike is determined randomly (if there is a choice). Upon striking the target, the projectile's Impact is increased by SI (CS) or half this with (MS).

Iron Sting cannot be combined with any other enchantment.

Bonus Effect

ML61+ Caster can select strike aspect.

ML91+ Caster can lay the enchantment in "open mode". Such a projectile can be cast by a person other than the caster. In such cases, the enchantment is invoked by throwing and the accuracy is determined by testing the thrower's *Throwing ML*.

Fatigue: (15-SI) x 1.5

Time: (15-SI) seconds

Range: Touch

Duration: MS:ML mins/CS:MLx3 mins (dormant)

METAL OF ELKAL (II)

A spell used to modify, enhance, or dampen a *natural* property of a metallic object. Magnets may be made more or less magnetic, steel can be made more or less conductive, and so on. The basic spell assumes an object of 2-5 pounds and requires Touch to cast. Transitions are generally slow and effects minor (at GM discretion). When *Duration* expires, the object returns to normal.

Bonus Effects

ML31+ Spell may induce absent, but natural properties (eg. make iron magnetic).

ML46+ Touch no longer required. Range is SI yards.

ML91+ Metallic objects may be made to bend (within reason) or to revert to original shape.

Fatigue: (15-SI) x 1.5

Time: (15-SI) x 2 seconds

Range: Touch/ML46+ SI yards

Duration: MS:SI minutes/CS:Indefinite



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* SHEEN OF KRAZMA (II)

(Author/Contributor: Steve Bartlett)
(revised, variant of Tempering of Pytama)

An enchantment which treats a wholly metal artifact/weapon so that it will not oxydize, tarnish or rust. The enchantment is not an artifact power, "occupies" no Ego and leaves no residue. It cannot be laid on an enchanted artifact, but a weapon treated with Sheen can be subsequently enchanted. If cast as the artifact is being forged, the Duration of Sheen is indefinite (MS) or permanent (CS). If cast on a complete artifact, Duration is ML days (MS) or indefinite (CS). The caster must continually handle the item while casting this spell.

Bonus Effects

ML76+ May be laid on a mostly metallic weapon.

TEMPERING OF PYTAMA (II)

This enchantment may be laid, upon any wholly metallic weapon (see *Introduction*). Successful casting increases Weapon Quality by 1 point (MS) or 2 points (CS). WQ cannot be raised past the normal (unenchanting) maximum for the weapon (*HarnMaster* average WQ+4). Work of Pytama cannot be combined with any other WQ-increasing spell, and cannot be cast more than once on the same object weapon.

The enchantment is not an artifact power, "occupies" no Ego, and leaves no residue. It cannot be laid on an enchanted artifact, but a weapon improved with *Tempering* can be subsequently enchanted.

If cast on a weapon as it is being constructed, the Duration will be Indefinite (MS) or Permanent (CS). If cast on a completed weapon, the duration is ML Days (MS) or Indefinite (CS).

Bonus Effects

ML61+ WQ can be raised beyond the normal, unenchanted maximum for the weapon type, but not above 17.

ML76+ May be laid upon a mostly metallic weapon.

ML86+ If CS is achieved, the spell may be cast again (combined with itself to increase WQ further).

Fatigue: (15-SI) x 1.5
Time: 15-SI hours
Range: Touch
Duration: See above

Fatigue: (15-SI) x 1.5
Time: 15-SI hours
Range: Touch
Duration: See above



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ANVIL OF PYTAMA(III)

A major or minor artifact power. If installed as a minor power, *Anvil of Pytama* cannot be combined with any other enchantment. If cast as a major artifact power, Anvil "occupies" two points of Ego/Will. Anvil can only be installed in a wholly metallic weapon (see *Introduction*).

The Duration of *Anvil* is Permanent if installed as the weapon is being forged, Indefinite otherwise.

Successful installation increases the weapon's Impact, in All Aspects by SI/4, or SI/2 (CS). Rounding of fractions is done normally (ie. to the nearest integer).

Example: When casting *Anvil of Pytama* with a SI of 6, a successful casting increases the weapon's Impact by $6/4=1.5$ rounding to 2 points with MS, or $6/2 = 3$ with CS.

Bonus Effects

ML66+ May be cast on a mostly metallic weapon (see *Introduction*).

Fatigue: (15-SI) x 2.5
Time: (15-SI) x 10 hrs.
Range: Touch
Duration: Indefinite/Permanent

*EVARKIN'S HAND (III)

(By Blair Wettlaufer brand@INTERLYNX.NET & Evarkin (Ingo))

A spell to disrupt a mechanism, so it will not function. The basic spell only works on Complex devices (such as Golems, Locks of Complexity 6+, Terran Firearms, etc.) of an unenchanted nature.

Evarkin's Hand jams these devices, so an unlocked door would stay unlocked if the spell was cast upon the lock, but it would not open if cast on the hinges or latch. The spell must be cast once per mechanism.

Bonus Effects

ML 41+ Range is now ML feet

ML 61+ The spell will now disrupt Semi-Complex devices (Crossbows, Locks of Complexity 1-5, Mills, Catapults, Measuring Scales, etc.)

ML 81+ The spell will disrupt Simple devices (Wheels, Winches, Hinges, Latches, Rudders, Jewelry Clasps, Buckles, etc.)

Fatigue: (15-SI) x2.0
Time: (15-SI) seconds
Range: Touch / **ML41+** ML Feet
Duration: SI minutes



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MEND (III)

This spell is used to repair a broken, unenchanted, wholly metallic weapon (see *Introduction*) without regenerating a new Weapon Quality. A successful result will repair the weapon as good as new; a CF result destroys the weapon beyond repair.

The normal tools of weapon craft are required to effect the repairs.

Bonus Effects

ML51+ The usual implements (tools, forge, etc) are no longer required, therefore this spell may be used to do field repairs on weapons.

ML61+ Can be used on mostly metallic weapons.

ML76+ May be cast upon a weapon that was enchanted, although it will not restore the enchantment.

Fatigue: (15-SI) x 2.0
Time: 150-ML minutes
Range: Touch
Duration: Permanent

*OCHAM'S EDGE (III)

(Written by Andreas Nicoletti)

A spell to temporarily improve an impact one specified aspect of a wholly metal weapon. The caster moves his/her fingers or focus over the weapon surface that is to be enhanced. The caster must declare which aspect is to be enhanced before casting.

NOTE: *this spell is not cumulative.*

This spell is affected by how well the caster succeeds in casting.

CF	Aspect reduced by SI points
MF	No effect
MS	Aspect increased by half SI points; round up
CS	Aspect increased by SI points

Bonus Effects

ML64+ Range is line of sight

ML76+ Spell can be used on a mostly-metalic object

ML80+ Caste may specify creature or target (EG: +2E vs Gargun) that the bonus is applied to. With this option, the sword strikes at normal damage to everything else.

ML90+ The spell may be cast on partially-metalic weapons.

Fatigue: (15-SI) x 2.0 fp
Time: (15-SI) seconds
Range: Touch (ML64+ line of sight)
Duration: MS: ML days/CS: Indefinite



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SIRIK'S CANT (III)

An enchantment which causes an unenchanted, wholly metallic object (see *Introduction*) to resonate and grow warmer. This makes it difficult to use - if it is a weapon a 21-40 point special penalty results. The object cannot weigh more than SI points. After two minutes the caster will have increased the temperature of the object to the point where it inflicts a 1d10 minor burn per ten seconds on anyone holding it and a 1d6 burn on anyone touching (or being touched with) it.

The caster must concentrate to maintain the Duration. As soon as he "releases" the spell, it terminates.

Bonus Effects

ML76+ If the chant is continued for 3 minutes the caster can cause the object to shatter, or, at GM discretion, melt. Shattering terminates the spell.

ML81+ Spell can be used on a mostly metallic object.

SHEEN OF KRAZMA (III)

A spell to enchant a metal item so that it will no longer rust. During the casting of the spell the Shek-Pvar must continually handle the item. With the basic spell only iron or steel may be effected, and the item must already posses an EGO.

Bonus Effects

ML 41%+ other metals may be affected, for example the Shek-Pvar may prevent silver from tarnishing.

ML 61%+ the enchantment may be placed on EGO-less items, though with casting times and durations as given in the second column.

Fatigue: (15-SI) x 2.0
Time: (15-SI) x 2 seconds
Range: SI yards
Duration: Up to SI minutes

Fatigue: (15-SI) per pound
Time: (15-SI) hours / (15-SI) x 5 seconds
Range: touch
Duration: (ms) indefinite / (ms) SI hours
(cs) permanent / (cs) indefinite



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THERIS' CHARM (III)

A major artifact power that can be installed in a wholly metallic weapon/artifact (see *Introduction*) and "occupies" three (3) points of Ego/Will.

The *Charmed* weapon gives its wielder a bonus in attack/defence equal to SI. The bonus should be recorded.

CF may destroy the weapon (GM discretion).

If *Charm* is installed in a weapon as it is being made, its Duration is Permanent, otherwise Indefinite.

Bonus Effects

ML66+ May be cast on mostly metallic weapons.

ML76+ If the caster achieves CS, he has the option to increase Time to cast and Fatigue by 50% and Double the attack/defence bonus; this option causes *Charm* to "occupy" four points of Ego/Will instead of three.

Fatigue: (15-SI) x 2.5

Time: (15-SI) hours

Range: Touch

Duration: Indefinite/Permanent (see above)

FIST OF KUHAN (IV)

An enchantment which infuses one of the caster's hands or feet with Jmorvi essence, causing it to have the Impact and toughness of a mace. The weight of the mace (Heavy, Medium, or Light) is determined by the caster's strength:

Strength	Weight	Impact
7 or less	Light Mace	4(blunt)
8-13	Medium Mace	5(blunt)
14 or more	Heavy Mace	6(blunt)

The "mace's" WQ is equal to the caster's Endurance. If the "mace" suffers weapon damage in combat, it is translated into an appropriate strike. The "mace" is, however, considered to be an enchanted weapon.

The Impact and WQ have no effect on the caster's skill. His unarmed Combat ML is used to fight with the "mace".

The hand/foot "stiffens" only as it strikes or blocks, the rest of the time it behaves like an ordinary hand/foot.

Bonus Effects

ML71+ The enchantment can be laid on a person other than the caster (touch required).

ML91+ The effect can be extended to both hands or both feet.

ML96+ By using his finger(s), the subject can achieve Point aspect (equal to the appropriate Blunt aspect).

Fatigue: (15-SI) x 2.5

Time: (15-SI) x 5 seconds

Range: Self/ML71+ Touch

Duration: MS:SI x 10 secs/CS:SIx30 secs



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FORGE OF OBRAS (IV)

A spell to change one type of metal (object) into another, lighter (target) metal (see *Introduction*). This is a long, laborious process. A forge/etc., are needed to work the metal.

The target metal must have a lower specific gravity (see *Introduction*) than the object. The difference between the Specific Gravity of object and target metal cannot exceed 2 points - it is possible to change Steel (7.8) to Tin (7.3) but not Quicksilver (13.6) to Lead (11.3).

Purity is constant. If the object is 78% pure, then the target will be also - although the impurities may not be the same (GM discretion).

Concentration and constant handling are required, as well as a sees sample of the target metal (if the latter is not available, reduce ML by half). With CS< the caster may make the effect permanent (the object metal is no longer enchanted and is perfectly ordinary sample of the new metal).

Bonus Effects

- ML41+** Effect may be set to ear off at a particular time.
- ML71+** Target metal can be up to 3 points lighter than the object.
- ML91+** Can change an ounce of metal into a tenth of an ounce of heavier target metal. Target density cannot exceed object density by more than one point.
- ML96+** Target metal can be up to two points heavier than the object.

Fatigue: (15-SI) x 3.0 per ounce

Time: (15-SI) x 2 hours

Range: Touch

Duration: MS: Indefinite/CS: Permanent

SWORDBREAKER (IV)

A major/minor weapon/artifact power which increases the damage to opposing weapons it blocks or is blocked by.

If installed as a major weapon-artifact power, *Swordbreaker* "occupies" three (3) points of Ego/Will. If installed as a minor power, it cannot be combined with any other enchantment.

If *Swordbreaker* is installed in an existing weapon/artifact, its Duration is Indefinite. If it is installed as the weapon is being made, its Duration is Permanent.

The value of a *Swordbreaker* is determined by the caster-installer's SI and the success achieved. With MS the value is half SI, with CS it is SI. The value must be recorded. When an opposing weapon makes a damage check as a result of blocking or being blocked by the *Swordbreaker*, *1dValue* is added to the roll. Hence, if the value is 5, 1d5 is added to the roll. Consequently, if a weapon makes a damage check against a swordbreaker with a value of 7, it rolls 3d6 plus 1d7.

Bonus Effects (none)

Fatigue: (15-SI) x 2.5

Time: (15-SI) hours

Range: Touch

Duration: Indefinite/Permanent



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WARD OF AKANA (IV)

A major/minor weapon/artifact power which protects its object from damage.

If installed as a major artifact power, *Wand of Akana* "occupies" two (2) points of Ego/Will. If installed as a minor power, *Wand of Akana* cannot be combined with any other enchantment.

A *Warded* weapon never has to make a weapon damage check except as a result of conflict with an enchanted weapon. Whenever a weapon with *Ward of Akana* is forced to make a Weapon Damage check, it rolls one less die than would an unwarded weapon.

If installed as the weapon is being made, the *Ward's* Duration is Permanent, Otherwise it is Indefinite.

Bonus Effects (none)

Fatigue: (15-SI) x 3.0
Time: (15-SI) x 2 hours
Range: Touch
Duration: Indefinite/Permanent

FIGURE OF CHUAN (V)

A spell which allows the caster to change the shape of a wholly metallic object by power of will. The caster is limited to shapes that are naturally possible, and the effects may be further limited if the object is an alloy or otherwise impure (GM discretion). The spell never works on Warded objects.

The spell could be made to bend or curl an iron bar, warp a sheet of steel, or straighten a curved piece of metal. It could, for example, be used to break a wooden door by warping its iron reinforcement.

As the caster achieves greater mastery, he might be able to work pure metal as if it were clay in his hands. For this degree of artistry, Touch would always be required.

The caster must frequently stroke and touch the object and the effects are always rather slow to manifest. When Duration expires, the object resumes its previous shape just as slowly. The spell will not work on enchanted objects.

Bonus Effects

ML56+ Touch no longer required. Range is SI yards. However, to achieve complex/artistic effects, Touch is still required.

ML71+ Spell will work on an unwarded, enchanted object (not on a major artifact) at half EML.

ML91+ Spell will work on an unwarded major artifact at half EML; twice the object's Ego/Will is subtracted from (halved) EML.

Fatigue: (15-SI) x 3.0
Time: (15-SI) x 2 minutes
Range: Touch/ML56+ SI yards
Duration: MS:SI mins., CS:SIx3 mins.



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SIRIK'S WARD [V]

A spell to give a special power to metallic armour, though the basic spell will affect only plate. The armour must already possess an EGO (see False Soul). The effect is to cause a weapon striking the armour to make a weapon damage roll, though with the basic spell this only applies to metallic weapons.

If (ms) is achieved then the weapon damage roll is 3d6, and the spell is indefinite. With (cs) the roll is 4d6, and duration permanent. If the EGO is ever destroyed in the item then this enchantment will be lost. (mf) results in no enchantment, while (cf) destroys the item.

Bonus Effects

ML61+ protection may be applied to mail, though against blunt weapons one less die is rolled.

ML81+ may be cast on EGO-less armour, durations etc as in the second column below.

ML91+ protection extends to non-metallic weapons, though in all cases one less die is rolled.

Fatigue: (15-SI) x 3.5
Time: (25-SI) hours / (25-SI) seconds
Range: touch
Duration: (ms) indefinite / (ms) index minutes
(cs) permanent / (cs) 3x index minutes

TEARS OF KIMYAN (V)

A spell which extracts pure, or almost pure metal from impure ore. To perform the spell, the caster must have good knowledge of the ore/metal involved (GM discretion - Skek-Pvar know about getting iron from iron ore, but could not reasonably extract aluminum from bauxite). The caster must also have correctly identified the mineral (you cannot get something that is not there). The basic spell works only on *native* metals (gold, copper, etc.).

The process produces some heat, but not as much as smelting. The caster holds, shakes and squeezes the ore (which remains cool) and drops of hot liquid ore drip out. The caster is advised to catch carefully since the melting point of most metals is quite high.

The spell usually extracts about an ounce of metal (if there is an ounce present), The purity is 88+SI percent.

Bonus Effects

ML56+ Spell can extract non-native metals.

ML71+ Spell can be used to purify extracted metals to 88+SI percent purity. In this case the metal remains cool while hot impurities drip out.

Fatigue: (15-SI) x 3.5
Time: (15-SI) minutes
Range: Touch
Duration: n/a



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THARASIN'S WARD (V)

A spell to enchant wholly metallic armour. The enchantment of armour is expressed in terms of *Enchantment Levels*, each of which reduces the impact of any strike upon it by one (see Armour protection under *Combat*). Levels of enchantment which are successfully placed on armour must be carefully noted.

Tharasin's Ward cannot be combined with any other enchantment and can be cast only once on a single piece of armour.

The number of enchantment levels added to the armour depends on the success level achieved and the SI of the caster:

SI	Marginal Success	Critical Success
0-5	Enchantment +1	Enchantment +1
6-8	Enchantment +1	Enchantment +2
9	Enchantment +2	Enchantment +3
10	Enchantment +2	Enchantment +4
11	Enchantment +3	Enchantment +5
12	Enchantment +3	Enchantment +6

If the caster rolls MF with *Tharasin's Ward*, no enchantment is gained. If CF is rolled the armour is destroyed.

Duration is Indefinite if laid on an existing piece of armour, Permanent if laid as the armour is being made.

Bonus Effects

ML76+ Can be used on mostly metallic armour.

Fatigue: (15-SI) x 3.5

Time: (15-SI) x 2 hours

Range: Touch

Duration: Indefinite/Permanent

THEREIS' RESTORATION (V)

This spell is used to restore a single, damaged or dispelled minor power (object power) to a (physically intact) minor artifact. The caster must be aware of, and be capable of installing the power he is attempting to revive. The caster is subject to enhancement object element modifier(s) if either the object power or artifact are non-Imorvi.

The greater the elapsed time since the power was lost, the more difficult it is to restore. EML is adjusted according to the time elapsed since the power was lost/dispelled (see table right).

A Marginal Failure which is not a *Form Failure* implies that the object power is permanently and irretrievably lost. CF destroys the weapon and all major/minor power(s) permanently (GM discretion).

Time Laps	EML
1 day	- 1
3 days	- 2
1 month	- 4
1 year	- 8
10 years	- 16
100 years	- 32
1000 years	- 64
10000 years	- 1001

Bonus Effects

ML71+ May be used to restore an enchantment which the caster cannot personally cast.

ML86+ Can be used to restore the damaged Ego or a Major artifact.

ML96+ May be used to restore a Major (Ego-dependant) power.

Fatigue: (15-SI) x 3.0

Time: 130-ML minutes

Range: Touch

Duration: n/a



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ESTAI'S CURSE (VI)

A spell which cases a tempered metal weapon/artifact touched by the caster to automatically shatter on its next weapon damage check, or strike. The enchantment lays dormant until invoked (by contact) or until its Duration expires, whichever comes first. The basic spell has no effect on enchanted weapons/artifacts, and *Curse* never works on Warded weapons.

Bonus Effects

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

ML61+ Caster can cause the effect to apply immediately (instead of waiting for the weapon's next contact).

ML76+ Spell may work on (enchanted) minor weapons/artifacts at half EML.

ML96+ Spell may work on major weapons/artifacts at half EML; the weapon/artifact's Ego/Will is subtracted from EML (*after* it is halved).

Fatigue: (15-SI) x 4.0
Time: (15-SI) seconds
Range: Touch/ML31+ ML feet
Duration: ML seconds

FORGE OF KANATAI (VI)

A self-enchantment which allows the caster to work metals (with his bare hands) without using the normal tools of the trade(s). The spell cannot achieve anything that cannot be achieved by mundane weapon craft or metalworking skills, and in terms of determining the quality of product, the caster's lowest applicable ML is applied. EG: if he is making a sword, the lower of his weapon craft or *Forge of Kanatai* MLs is used.

Forge of Kanatai provides somewhat less heat than normal metalworking. This is still quite hot, but the caster (only) is able to withstand it.

Bonus Effects

ML36+ Enchantment may be used to enhance the caster's weapon craft or metal craft ML by (*Forge*) SI for Duration.

ML61+ Enchantment may be laid on a (willing) subject other than the caster (touch required).

ML76+ The enchantment allows the subject to work about twice as fast as he would normally be able to work.

Fatigue: (15-SI) x 3.5
Time: (15-SI) x 3 minutes
Range: Self/Touch
Duration: MS:ML mins/CS:MLx3 mins.



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BARL'S CLOAK (VII)

An enchantment which toughens the caster's skin to protect him like superior plate armour over his whole body (except where skin is absent - such as the eyes, or any open wound). *Cloak* stiffens as the caster is struck but otherwise retains its normal flexibility. The caster's skin assumes a slight blue-black pallor while the enchantment is in place.

The enchantment is active only when the caster is struck by a weapon (etc.). It does not allow him to strike with an iron fist.

Bonus Effects

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

ML76+ Touch is no longer required. Range is SI yards

ML81+ The *Cloak* performs as Superior Plate with one level of Enchantment.

ML91+ The *Cloak* performs as Superior Plate with two levels of enchantment.

Fatigue: (15-SI) x 4.5

Time: (15-SI) x 30 seconds

Range: Self/ML61+ Touch/ML76+ SI yards

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

*EVARKIN'S GOLEM (VII)

(By Blair Wettlaufer brand@INTERLYNX.NET & Evarkin (Ingo))

This spell creates a vacant, artificial humanoid vessel. To create the Golem, the Lockcraft, Metalcraft, and Engineering skills are required, but not necessarily by the caster. The three skills are averaged, a roll is made, and the Value Enhancement Number (VE) is noted. If any of the skills are absent, their default value is an EML of 10. The Golem's stats follow. Roll VE for each Stat.

Height	Caster's Hgt (see ML41+)
Frame	massive (CS: choice)
Weight	calculated x3
Str	SI xVE (+1/3 wgt. bonus)
Endurance	SI xVE
Dexterity	SI xVE
Agility	SI xVE
Speed	Agl -4
Eyesight	SI xVE x1/2
Hearing	SI xVE x1/2
Smell/Taste	0
Tch	SI xVE x1/2
Voice	0
Armour	Average Plate

This spell will only create an immobile construct. If an ethereal of such animates it, it will move about freely, but if the caster wishes it to do his will, a battle of Wills ensues. Otherwise to command it, the caster will have to research an animate golem spell.

Bonus Effects

ML 41+ The caster can make the vessel up to ML% (CS x3) greater or smaller than the caster's size.

ML 81+ the caster can form other shapes of vessels, in forms of animals, fantastic beasts, etc.

Fatigue: 15-SI x4

Time: 15-SI x4 hours

Range: Touch

Duration: Permanent



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LANCE OF MEREDOS (VII)

A spell that draws a quantity of red hot, primal iron into the world, forms it into a javelin and propels it towards a designated target. Range/accuracy modifiers are as for a javelin, but the caster tests his (unmodified) *Lance of Meredos* ML (instead of Javelin EML) to determine strike location. The fatigue from casting the spell is not applied to the missile throw, and there is no fatigue accumulated from the missile "throw".

Lance can strike with devastation force, inflicting Point Impact of SI6. After Duration, the *lance* corrodes away to nothing in approximately thirty seconds.

Bonus Effects (none)

Fatigue: (15-SI) x 4.5
Time: (15-SI) seconds
Range: Touch
Duration: n/a

ILVIR'S TOUCH (VII)

This is a spell designed to animate non-living objects (magical items must roll vs their ego to save). The object must be mostly metallic. The mobility of the object is the caster's ML. Its speed is ML/5. If blunt, the object will do the damage of a club, if edged, the object will do the damage of a long sword.

It does a bonus to damage depending upon the success of the casting.

MF: no bonus
 MS: +1 bonus to all aspects
 CS: +2 bonus to all aspects

The object may attack once per round. Its means of propulsion is dependant upon what it is.

Tables, or other things with legs, will run. Rugs will slither across the floor. Solid objects will hop, swords will levitate, and so forth.

The caster can animate SI items up to a total of ML³ pounds.

Bonus Effects

ML62+ Range is ML feet
ML80+ item is animated until dispelled
ML87+ SI/2 items may be animated, and attack twice per round.

Fatigue: (15-SI) x 4.0
Time: (15-SI) rounds
Range: Touch (ML 62+ ML feet)
Duration: ML rounds (ML80+ indefinite)



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WALL OF SHELAR (VII)

This spell causes a metal wall of SI height made of quicksilver to form. It is 1 foot thick. It will solidify from a mist in (SI-15) seconds. The walls form from the ground up, and descend into the earth SI inches. The wall can withstand ML x 2 Ips of damage before it can be breached. When duration expires, the wall will turn to mist and evaporate.

Any living thing touching the wall will suffer 2 Ips per round. The ips act as an H6 at first, but rise quickly. All damage is cumulative.

2 points	H6
4 points	H5
6 points	H4
8 points	H3
10 points	H2
12 points	H1

Additional damage is all accrued at the healing rate of H1 and should be treated as Fire/Frost. The burning will be quite painful, and creatures are quickly discouraged in touching the wall.

The wall, if dissipated due to damage, loses its form and pours outward (inward being the direction from which it was cast), as a silver wave. It will burn all it touches according to the above table, before dissipating after SI/2 rounds.

Items may be thrust into the wall, but will suffer heat damage at 2 points per attack. When their weapon quality goes down to 0, the weapon will be destroyed. If flammable, they will catch fire after 4 points of damage have been accrued. Items that penetrate the wall, will not go through the other side, regardless of length, and will suffer double damage per round (4 points instead of 2).

Bonus Effects (none)

Fatigue: (15-SI) x 4.0

Time: (15-SI) minutes

Range: ML feet)

Duration: see above or indefinite