HârnMaster™

SHEK-PVAR

Magic Rules & Environment

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The Ancient & Esoteric Orders of the
Shek-Pvar

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Wheel of the Shek-Pvar

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Origins of the Shek-Pvar

The origins of the Ancient and Esoteric Orders of the Shek-Pvar are lost in the prehistoric past, but it is almost certain that their understanding of the arcane arts is a legacy of the Earthmasters. Some believe that the first Shek-Pvar were themselves Earthmasters left behind when that enigmatic people departed Kethira nearly sixteen millennia ago, but most think the first Shek-Pvar merely solved clues in the artifacts, architecture, and writings of those powerful Ancients. All six convocations of the Shek-Pvar seem to predate the founding of Melderyn by at least a thousand years.

The Sindarin were practitioners of the hidden arts, even before they came to Kethira. They have always tended to stress the Fyvrian convocation, the magic of nature, although this does not mean that there is a lack of elven practitioners of the other convocations. The Sindarin have the requisite high aura and, because of their immortality, the time to excel at magic.

Khuzdul who have had the natural talent to practice magic have tended to favor the Jmorvi convocation, the magic of artifice, although there are also Fyvrians among the dwarves. The Khuzdul have time and patience, but nature has not blessed them with high aura and this can be a severe impediment.

Wheel of the Shek-Pvar

Nevertheless, throughout Lythia, nearly all organized mystic arts are unified, to one degree or another, by a shared belief in Pvaric principles.

While it is true that the earliest schools of Pvaric thought ascribed to the belief that all substances were comprised of a small number of "psycho-physical" elements, most modern Pvarists now perceive the elements as *mental templates*, as ways to grasp and manipulate Kelestian "realities". This point is driven home by the existence of divergent elemental grouping systems, some of which recognize more or less than six elements, yet still seem to work.

Nevertheless, in recent centuries, the major arcane schools, including the Shek-Pvar, have gradually come to adhere to the "hexagonal wheel" of six elements. To the Shek-Pvar, and to those who share their world view, the key principles are *light, fire, metal, earth, water,* and *aura.*

These are no more than names. A modern Shek-Pvar would deem it simplistic to view each item in the universe simply as being composed of varying amounts of these six basic "elements". When the contemporary Pvaric philosopher says "earth" he means far more than the dirt beneath his feet. He is referring to the innumerable, natural cycles of birth, life, growth, death, and decay.

Pvaric Philosophy

Individual mages employed Pvaric principles long before the convocations were organized, and some still continue to practice the hidden arts independently. Most Shek-Pvar hold that the elements and processes of Pvaric philosophy are things to be discovered, rather than invented. Only the most chauvinistic mage will promote his personal philosophy as the only valid world view, but the set of beliefs collectively known as *Pvarism* is the most widely held by Lythian arcanists.

Pvaric philosophy is essentially a way of perceiving Kelestia, the cosmic all, in terms of key *elemental* principles. The various schools of arcane lore place different stress on these elements, and exploit different principles.

Pvarism requires a trans-intellectual identity with Kelestia, an ineluctable *feel* for the way of things. While its beliefs involve logic and physical law, it is more a *style of enlightenment* that must be embraced by the whole being. One cannot ascribe to Pvarism simply by reading Pvaric books and agreeing with their contents.

While all pvarists share beliefs and feelings about the world, it should not be forgotten that Pvarism is a pluralistic world view; each of the six elements makes unique demands upon the minds and bodies of those who would embrace them, and these disparate demands are exceedingly difficult to reconcile within the compass of a single being. For this reason it is generally necessary for practitioners to specialize.

Convocations

The Shek-Pvar is divided into six sub-orders called *convocations*. Each employs its own element/principles to achieve its unique brand of magic. It is difficult for an individual to employ more than a narrow range of compatible principles to drive his spells because attunement to one range tends to preclude others. A mage attuned to fire, for example, finds water abhorrent. The principles are *"organized"* in accordance with the Wheel of the Shek-Pvar, and this arrangement is the origin of the convocations. The six convocations, their symbolic hues, natural elements, and principles are:

Convocation	Hue	Element	Principles
Lyahvi	Red	Air	Light/Illusion/Etherealness
Peleahn	Orange	Fire	Heat/Energy/Dryness
Jmorvi	Yellow	Metal	Metallic/Mineral/Artifice
Fyvria	Green	Earth	Life/Growth/Decay
Odivshe	Blue	Water	Cold/Darkness/Moisture
Savorya	Violet	Spirit	Knowledge/Mind/Meaning

The convocation to which a Shek-Pvar belongs is his *Primary* Convocation. Those adjacent to his primary on the Wheel are his *Secondary* Convocations. The convocation opposite the Primary is the *Diametric*, and those adjacent to the Diametric are *Tertiary*.

Example: *The secondary convocations of a Savoryan Shek-Pvar are Lyahvi and Odivshe; Peleahn and Fyvria are his Tertiaries, and Jmorvi is his Diametric.*

The wheel of the Shek-Pvar is symbolic of the relationships between convocations. The color assigned to each convocation is in harmony with its neighbors, and symbolizes the more complex ways in which the convocational magics blend with each other at their "edges". The fact that the six are joined in a ring reflects the unity of Pvarism, that all things share an identity within Kelestia, and that the whole is greater than the sum of its parts.

A mage is best able to learn spells of his own convocation, but can, with more difficulty, learn those of his secondary convocations, and with great difficulty, those of his tertiary convocation. It is virtually impossible to master spells of diametric convocations.

The Hub: Neutral Magic

There are also neutral principles, the hub of the Wheel, which mages of any convocation can employ with equal ease/difficulty. Affinity with neutral principles is more difficult to achieve. There are spells which use the neutral principles, but only the most accomplished and talented Shek-Pvar advance to the point where they can free themselves of convocational restraints and invent "grey" magic.

LYAHVI (Lee-AH-vee)

Lyahvi is the magic of air, of the insubstantial, the invisible, the ethereal, and the illusory. Lyahvi mages manipulate reflection, refraction, light, and confusion. Their effects are swift and ambiguous. The essence of Lyahvi is bright, sterile, unliving.

PELEAHN (Peh-lay-ANN)

Peleahn manipulate heat, smoke, and fire to produce pyrotechnic effects. Peleahn is, perhaps, the most active, destructive, and least thoughtful school of magic. The Peleahn also deal in *Ethereal Fire*, which requires no mundane seed, tends to be more transparent and less active, and is somewhat less dangerous.

JMORVI (Zh-MORE-vee)

The element of the Jmorvi is mineral, especially metal. Their magic tends to run in a slower vein, the study, making, and manipulation of metallic artifacts, powerful, unyielding, but sometimes brittle. Jmorvi is the convocation of smiths. Jmorvi foci are the solid heart of earth, steel and black iron, and alloys of many kinds.

ODIVSHE (Oh-DIV-shay)

Odivshe is the magic of slow, cool darkness, the opposite of fire and action. Odivshe mages study and manipulate water, ice, darkness, and cold to achieve their gloomy ends. Their foci incorporate water and ice. It is said that the Odivshe manipulate inertia, although the picture is far more complex than that.

FYVRIA (FIV-ree-ah)

Fyvria is the magic of the green and growing, and of the pale and dying - the cycles of growth and decay that underlie the natural world. The base of Fyvria is fertile earth where life swarms. Fyvrian mages use life-symbols as foci: wooden staves, bags of earth, even live familiars.

SAVORYA (Sah-VOY-ya)

Savorya is the magic of mind. The most esoteric Savoryans deal in aura, knowledge and spirit, and thought and concept, all of which, they believe, stand over the other elements. A Savoryan's is the greatest knowledge of psionics, and perhaps of Kelestia itself.

Ethereal Power

The energies used to drive the spells of the Shek-Pvar are ethereal powers released by a mage, spell, or artifact from the fundament of Kelestia itself. The exact origins of this energy are obscure, and of only academic interest. A common theory suggests such power is drawn from the *First Gods*, since the principles involved are analogues of those ambiguous entities. All that is really known is that mages of the Shek-Pvar attune themselves to these ethereal powers, draw them into their Auras and, with practice and discipline, can shape the energies to their will.

Magic and Religion

One of the errors that can be committed in religious or magical circles is to confuse magic and religion. There is a vital difference between a spell and a miracle, between magic and religion. As the mage Genin wrote:

> *He who names a miracle magic, insults churches and gods, and he who attributes unto a spell divinity, insults its caster. Confusing magick and religion is offensive and blasphemous.*

Miracles are instances of divine intervention. A person invokes his deity to act on his behalf. This is not a matter of skill; it is a function of piety and the will of the deity. If intervention occurs, the deity manipulates the basic force involved and the mortal who invoked him simply watches in wonder.

When a Shek-Pvar casts a spell, he is reaching out and manipulating the primal forces himself; there is no divine intermediary. The action is one of knowledge and personal skill on the part of the spellcaster who would be justifiably insulted at the suggestion that a deity was involved.

There are, however, those who intentionally, or through ignorance, ascribe their powers' origins falsely. Such persons are generally regarded as charlatans.

Chantries

Each convocation has its own chantries, places of learning where members may study, learn, and practice. When Shek-Pvar remember (or are politely reminded) they make donations to support their chantries, but there are no regular dues. The chantry is administered by a seneschal and a serving staff. The seneschal is usually a Shenava of minimal accomplishments, but does not *have* to be a mage at all. The staff is generally comprised of apprentices, those who wish to be apprentices, and a few servants who lack the superstitious fear to avoid the place. Most chantries house a combination of transient and permanent residents.

Guild of Arcane Lore

The orders of the Shek-Pvar are associate members of the Guild of Arcane Lore, the loose association of practitioners of the esoteric arts. The Shek-Pvar remains, a separate organization, or more accurately six separate organizations, within the greater guild.

Ethics

There are good and evil members in every convocation. They are unified only by common belief in Pvarism and the practice of magic. Permanent residents of a chantry *tend* to share similar codes of behavior; like most folk, they are more comfortable with people of their own kind. The chantry is a sanctuary for *all* members of the convocation. Personal battles may never be resolved within the gates of the chantry. Any member who violates this *Oath of Peace* is declared renegade.

There are pragmatic limits on the ways in which Shek-Pvar may interfere in the affairs of the outside world. It would be relatively easy for an accomplished mage to seize power in the human world. Fortunately the academic discipline involved in belonging to the Shek-Pvar leaves little time or inclination for abuse. But if any member achieves too much prominence, or takes excessive advantage of his arts, some of the brotherhood will oppose him, either because they are ethically hostile, or because they believe the Shek-Pvar are threatened by too much visibility. Hence, the Shek-Pvar are self-policing. Anyone who exploits his lore to manipulate society will inevitably be opposed.

Laws of the Shek-Pvar

The Shek-Pvar have few rules that apply to all orders, but the following are rigidly enforced:

I

Bring not the scorn of the Kvikir [ordinary folk] upon thy brothers, nor make with thyne art a place for thyself above them.

II

Spread not thy lore, even among thy brothers, without sanction of thy peers.

III

Keep sacred and free from harm, thy house of lore.

IV

Succor not a renegade of the art, but strike him down with thy power, else summon brothers to thyne aid.

V

Make tithe to thy house [chantry] a portion of thyne arcane treasure to thy brothers' benefit.

Renegades

Violating any of five basic rules causes a mage to be declared renegade. In addition, *any* member who (in the opinion of six or more masters) opposes the general interests of a convocation can be declared renegade. A renegade forfeits his membership and it is the duty of all Shek-Pvar to oppose him. The renegade does not, of course, lose his powers, just his status.

In "opposing" a renegade, one is not expected to commit suicide. If one encounters a renegade against whom one could not hope to prevail, it is enough to quickly report the encounter to the nearest chantry or master of superior power.

A minor infringement may prompt a warning from a master, group of masters, or chantry. The following note was sent to Kadrol of Aest in 703 by the masters of his own chantry.

Thy brothers have learned that thou hast taught thyne art unto a brother not of thy convocation, without consent, and without making unto thy chantry such gifts as are customary. Therefore, it is the duty of the governors of thy chantry to advise thee, that unless thou ceaseth such action, and make unto thy chantry such gifts and acts of contrition as are prescribed, that thy name be added to the roll of renegades, and be made known to Shek-Pvar in all the seven worlds.

Kadrol was sufficiently impressed by the threat to give his chantry 15,000d and half his collection of enchanted artifacts, some 13 priceless items. He also appeared naked on his belly before the assembled chantry council and formerly begged forgiveness. Kadrol then served in the chantry kitchen for three months. All this despite the fact that the main onus is on the student to acquire the necessary permissions.

The mage to whom Kadrol had illicitly taught an "innocent II level spell" was prouder than his mentor. He was sent two similar warnings, from his own chantry masters, which he ignored, forcing both Chantries to add his name to the Roll of Renegades. The *Order of the White Hand* assembled a "team" of three accomplished Shek-Pvar. One was a powerful Savoryan who used extremely subtle divination spells to hunt him down. The second was a Grey Mage, a specialist in counter-magick who prevented the renegade from using his magic effectively. The third, a Peleahn, battered down the renegade's defences and destroyed him. No quarter was asked, nor offered.

Regardless of whether the renegade heeds the warning and recants, or is destroyed, the Shek-Pvar usually try to *rectify* his renegade actions. Sometimes this is an extremely complex process which might involve removing even the memory of the renegade from the minds of dozens or hundreds of *Kvikir*.

Organization and Ranks

While it is true that most accomplished mages are members of the Shek-Pvar, it is certainly not necessary to be a member to practice magic. The following ranks denote status within the Shek-Pvar and do not necessarily indicate expertise.

MAVARI (Apprentice)

Any full Master (Viran) may adopt *Mavari* into his convocation. This involves the taking of an oath to obey the convocation's laws, enrich it in wealth and knowledge, and to conserve its secrets. The Mavari swears to serve and obey his master. The master agrees only to teach his apprentice as much as "he deserves to learn". This wording, individually interpreted by each master, often results in long apprenticeships.

A Mavari performs menial tasks, assists with research, runs errands, and so on. Most of what the apprentice learns is from watching and listening to the master or by reading the master's tomes. Many masters are niggardly with their instruction, and often deny access to their most valuable written works. If he is diligent and lucky, shows promise, and his master becomes favorably disposed towards him, the Mavari will learn some spells.

Some Mavari lose their masters or are taken into a convocation without being given a particular master, usually at a chantry. They serve any resident masters needing help, learning what they can. The agreement between master and student is an individual one.

SATIA-MAVARI (Senior Apprentice)

One of the few universal rules of apprenticeship is that when an apprentice reaches a certain level of competence, he must leave his master and/or chantry and go out into the world as a *Satia-Mavari*, a rank between apprentice and journeyman. It is hoped that the Satia-Mavari will test and refine his art. He is also expected to gather some treasures for the chantry, items of value to aid in its upkeep, or items of esoteric interest to aid its members' studies.

The custom is for the Satia-Marari to submit three items, and three "original" spells, but the decision to promote or not promote a Satia-Mavari is made by men and, therefore, is not uniform from one master or chantry to another.

If the Satia-Mavari fails to return, so be it. The custom is intended to weed out the weak and incompetent. If the Satia-Mavari survives in the outside world for a year and a day, and fulfils his duty to enrich his chantry, he may call himself Shenava.

SHENAVA (Journeyman)

The Shek-Pvar make little effort to keep their "journeymen" safe and comfortable, or even to educate them further. A *Shenava* is an independent mage. This is the highest rank attained by most Shek-Pvar; many do not even get this far. A Shenava may travel, or reside in a chantry (paying reasonable rent). He may seek advice and instruction from masters or other Shenava, but, in general, he develops his art through his own efforts. This is a divergent stage in the evolution of a Shek-Pvar, designed to create variety in the higher echelons as each mage pursues his separate studies in his own way.

VIRAN (Master)

Only the most accomplished Shenava achieve the rank of *Viran.* The only way to become a Viran is by earning the respect and recognition of other Virana. From time to time, a Shenava's achievements will come to the attention of a master. If he is impressed, he will circulate a *Petition of Excellence* among his peers. This document praises the Shenava and suggests that he be elevated to the rank of Viran. If a total of six Virana sign the petition, the Shenava is summoned to a convenient chantry and presented with the document in a solemn, but simple ceremony. Copies are filed at all chantries in the region, and the new Viran keeps the original as proof of his status. Some masters inform a Shenava that he is the subject of a Petition of Excellence, others do not. Shenava, aware that a Petition is circulating, have been known to help Virana make up their minds by becoming demonstrative. Left to itself, a petition can circulate for years before enough masters are suitably impressed. Sometimes the Shenava dies while the Petition is still circulating. On the other hand, some masters will sign on the advice of a respected colleague, without ever having met the Shenava in question.

Masters may reside in a chantry without paying rent although most in fact donate time and/or money. They may create/train Mavari, may remove (within reason) artifacts and writings from the chantry for study, and are accorded great respect by those aware of their status. Most who achieve the lofty rank of Viran have learned how little they really know and spend their time further perfecting their art to the exclusion of all else. Mastery seems to preclude interest in mundane affairs and promotes a mystical lifestyle centered on arcane pursuits for their own sake.

First shall the Mavari learn the noble art of concentration, and this shall engage him for several years. Most who try shall fail. If he succeeds, then shall he be taught to focus his very being upon the Element of his convocation, to feel, to know, to be the principle from which he will draw power...

Genin, On Learning the Art

Joining the Shek-Pvar

Players can have their PCs become Shek-Pvar in the Pregame or in the course of play. When a player wishes his character to become a Shek-Pvar, the GM assesses his chance of being accepted into the organization based on Family, Aura, and Sunsign. A player who really wants to play a mage, but is thwarted by poor connections, low Aura, or unfavorable stars, may express disappointment, but he should probably not pursue a vocation for which he is unsuited. This would not, however, prevent an established character from dabbling in magic, provided he was willing to take the time necessary to learn Self-Discipline and Elemental Attunement.

Ultimately, it is the wit of the player that really counts. A character's ability to cast spells is never as important as a player's own common sense, in this case knowing when to make magic, to what degree, and when to refrain from action. Powerful magic is no substitute for good roleplaying.

Getting an Apprenticeship

Anyone who discovers the location of a chantry may apply to its masters for apprenticeship. Alternately, one may apply to an individual master to become his personal Mavari. Since membership in a convocation requires *attunement* to its elemental principles, no one can belong to more than one convocation. Wishing to become a Shek-Pvar does not make it so. Four factors determine whether a character is accepted into a convocation, or by a master: Aura, Sunsign, Family Connections, and the Master's Personality.

Aura

It is difficult to succeed as a mage with low Aura. Those with high Aura may be accepted if they show intelligence and have a favorable Sunsign. Masters are generally able to sense high Aura, but it may take time.

Family Connections

The child of a Shek-Pvar will be given at least a probationary apprenticeship if he has a reasonable Aura. If his Sunsign is inappropriate, it may be possible to apprentice in another convocation. Few Virana, however, take the time to have families, or even a wife.

Sunsign

The stars always favor at least one convocation. Problems arise only when a character selects a convocation for which he is ill-starred. A high-Aura character may select his sunsign's diametric convocation, to balance his ability to learn spells in all convocations, but this choice should be made cautiously as one's career tends to start with more difficulty.[1]

Viran's Personality

All of this means nothing if the master will not give the applicant the time of day. The GM should generate at least a partial personality profile for any master to whom the candidate applies. The attitude of the applicant will have an effect, and the situation and mood of the master listening to the application will decide matters.

Self-Discipline

Self-Discipline is the ability to effectively focus one's being. It is not the private preserve of mages, but the Shek-Pvar practice a unique *style* of Self-Discipline that must be mastered before they can attune to a convocation. A character has Self-Discipline or he does not. Acquiring it is a full time task and takes (25-Will)x2 months if "taught" by someone who has already mastered the art, twice as long without. Characters who, in the opinion of the GM, have already mastered some other Self-Discipline style, may learn the art in half the time.

Elemental Attunement

Attunement is a matter of affinity for magic in general and for the convocation in particular. Once the character has mastered Self-Discipline he may begin the full-time process of attuning himself to an element. Instruction by someone already attuned to that element is essential. To calculate the time required for a character to attune, work out his Skill Base for a *zero level* spell and use the following formula: (25-SB)x3 months. A character remains attuned to his convocational element until he dies, or becomes a *Grey Mage*. He may later be declared renegade and cast out of his convocation, but this does not affect his attunement.

Skills & Spells

Only when the Viran is satisfied with an apprentice's command of Self-Discipline and Attunement, a process that can take four to six years, will he seriously consider teaching his charge his first few spells. The scope and proficiency of this training can vary dramatically.

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1 A character who wishes to, eventually, become a Grey Mage, may, depending on his Aura, have to opt for a convocation opposite his Sunsign. The Sunsign bonus may be the only way a diametric spell can be opened, keeping in mind a minimum SB1 is necessary.

The Pregame

A PC beginning play as a Shek-Pvar is presumed to have spent the entire pregame studying magic, and to have mastered Self-Discipline and Attunement to his convocational element. He begins play as a new Satia-Mavari, about to embark on his year and a day "sabbatical" in accordance with time-honored tradition. The following section outlines the "set-up procedure" for a character starting play as a Satia-Mavari.

Automatic and Family Skills

Satia-Mavari open the same Automatic and Family skills as everyone else (See *HârnMaster*) plus a Script.[1] These are opened to the normal OMLs, but may be improved – see below.

Option Points

Instead of specific occupational and optional skills given to most other newly generated PCs, a Satia-Mavari has Option Points equal to the sum of his Intelligence and Aura. OPs are expended to open spells and/or appropriate occupational skills. OPs can also be used to develop such skills/spells. A starting Satia-Mavari can expend his OPs as follows:

Options	OP
Open an Occupational Skill appropriate to his convocation (see Table) to its normal OML (see *HârnMaster*)	2
Increase the ML of an open automatic, family or occupational skill by his SB (once only per skill).	2
Open a spell of his own convocation to SB2	1/CL
Open a spell of his own convocation to SB3	2/CL
Open a Neutral spell to SB2	2/CL
Open a Neutral spell to SB3	3/CL

CL means *Spell Complexity Level*; hence the "cost" to open a Neutral III level spell to SB2 is 6 OPs, to open a neutral IV level spell to SB3 – 12 OPs, and so on.

Example: *Caswalon has 24 Option Points and has entered the Savoryan Convocation. He opts to open:*

Tarotry to SB1 (normal OML) ..... 2 OP
Improve his (automatic) script by SB..... 2 OP
3 I level Neutral spells to SB2..... 6 OP
2 I Level Savoryan spells to SB3..... 4 OP
1 II Level Savoryan spell to SB3..... 4 OP
1 III Level Savoryan spell to SB2..... 6 OP

1 The ability to read/write is essential to all Shek-Pvar. They open an appropriate Script at normal OML as an "automatic skill".

Convocational Skills

What constitutes an appropriate skill for an apprentice open during the Pregame is a matter of GM discretion. Skills opened must be appropriate to the study of magic and the convocation, and *available* to be learned. Guidelines follow:

Appropriate Skills

Lyahvi: Legerdemain; Jewelcraft.

Peleahn: Weapon Skills based on the sunsigns: Angberelius, Nadai, or Ahnu.

Jmorvi: Lockcraft; Metalcraft; Mineralogy; Weaponcraft.

Fyvria: Agriculture; Animalcraft; Carpentry; Herblore; Masonry; Physician; Timbercraft.

Odivshe: Seamanship; Swimming; Piloting.

Savorya: Drawing; Mathematics; Tarotry.[2]

Any/All: Acting; Alchemy; Astrology; Musician.

Spell Selection

A character may open Neutral or Primary spells in the Pregame. Spells of other convocations may **not** be opened in the Pregame. Because higher-level and neutral spells require more OPs to be spent, PCs should develop their spell-selection strategy with care. Most characters are well-advised to concentrate on lower level spells of their own convocation. Additional spells, including those of other convocations, may be learned in the course of play (see *Spell Research* p.11).

Equipment

Satia-Mavari usually begin their sabbatical with little of material value. Apprentices are unpaid and, therefore, have nothing to save. Some might still have possessions they owned before apprenticeship, but most will have bargained away such trifles for knowledge and to meet basic needs. The average chantry or master will probably give the Satia-Mavari a week's food and water, the clothes on his back (perhaps even a new outfit), a knife/dagger, and 12-36 pence.

Becoming a Shenava

No Satia-Mavari may become a Shenava in less than 361 days; most take longer. The character must also have invented at least three new spells, and brought at least three reasonably valuable artifacts to his chantry. PCs who wish to become Shenava had best get busy.

2 Tarotry skill was not included in *HârnMaster* and is brought into play only at GM discretion. It is the ability to use the Harnic (and other) tarots for divination and other purposes. SB is Int, Aur, Wil (Tar/Tai +2; Sko/Hir +1) and OML is SB1.

Skill Base for Spells

Each spell is a unique skill with its own Skill Base, Development Rolls, and Mastery Level. If a character's SB for a spell is less than one, he has no chance of learning that spell. Calculate a spell SB as follows:

Aura + Aura + Intelligence;
Divide by three;
Subtract Convocational Modifier (if any);
Add or Subtract Astrological Modifier (if any);
Subtract Spell Complexity Level.

Convocational SB Modifier

Spells of the secondary, tertiary, and diametric convocations are progressively harder to master.

Primary Convocation ..... +0
Secondary Convocation ..... -4
Neutral ..... -6
Tertiary Convocation ..... -8
Diametric Convocation ..... -12

Astrological SB Modifier

Astrological modifier is determined by comparing the mage's sunsign with the convocation of the spell. There is no astrological modifier for Neutral spells. If the mage is born on a cusp (the first two, and last two days of a sunsign) he uses the more advantageous modifier.

	Convocation					
Sunsign	**Lya**	**Pel**	**Jmo**	**Fyv**	**Odi**	**Sav**
Ulandus	**-3**	**-1**	**+0**	**+3**	**+0**	**-1**
Aralius	**-2**	**+0**	**+2**	**+2**	**+0**	**-2**
Feneri	**-1**	**+0**	**+3**	**+0**	**-1**	**-3**
Ahnu	**+0**	**+2**	**+2**	**+0**	**-2**	**-2**
Angberelius	**+0**	**+3**	**+0**	**-2**	**-3**	**-2**
Nadai	**+2**	**+2**	**+0**	**-2**	**-2**	**+0**
Hirin	**+3**	**+0**	**-2**	**-3**	**-2**	**+0**
Tarael	**+2**	**+0**	**-2**	**-2**	**+0**	**+2**
Tai	**+0**	**-2**	**-3**	**-2**	**+0**	**+3**
Skorus	**+0**	**-2**	**-2**	**+0**	**+2**	**+2**
Masara	**-2**	**-3**	**-2**	**+0**	**+3**	**+0**
Lado	**-2**	**-2**	**+0**	**+2**	**+2**	**+0**

Complexity SB Modifier

Finally, subtract the spell's complexity level. (eg., -4 for a level IV spell, -2 for a Level II spell, and so on).

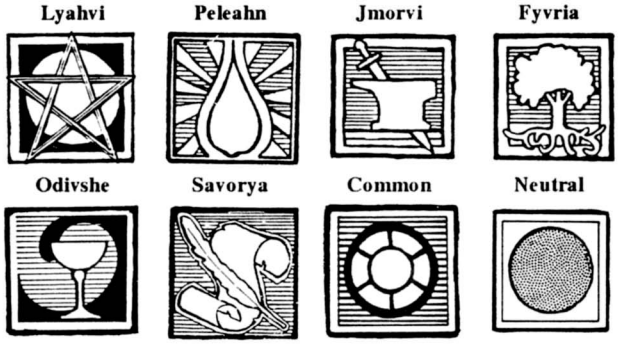
Example: *Karveth, a Jmorvi Shek-Pvar born under Ahnu, has an Aura of 17, an Intelligence of 13, and is calculating his SB for a Peleahn II Level spell. (Aur+Aur+Int)/3 = 16. Minus 4 for a Secondary spell = 12. Plus an Astrological Bonus of 2 = 14. Minus 2 for the spell's complexity level gives him SB12.*

Spell Format

Each spell in the system has a unique description outlining fatigue and other casting requirements, and its range of effects. A caster should not assume that a spell cast with equal success under identical conditions will always work the same way (that would be sterile and unchallenging). An interesting magic system demands imagination from its users. This system is a framework within which unpredictable things are expected to happen, where the out of place is commonplace.

[1] Symbol

The arcane spell symbol itself indicates the spell's convocation. There are eight such symbols:



Convocation

All spells belong to one of the six convocations or are neutral. Common spells are *not* neutral; they are spells for which a separate version (with its own SB, ML, etc.), exists in each convocation. A spell's convocation must be recorded on the character profile.

Complexity Level

Spell complexity level appears in Roman numerals (VII) in the middle of each spell symbol.

An "**M**" indicates a *Multi-Level Spell* indicating that a distinct version exists for each complexity level. Shek-Pvar must first learn the I level version and subsequent levels in order. PCs can begin play knowing only first-level versions of multi-level spells. A mage can "convert" one level-version to the next: The SB of the new version is one point less (cannot be learned if less than one). The mage meets normal requirements for learning the *new* version, but then opens it by testing the *old* version ML:

CS: Open new/higher version to 75% of *old* ML
MS: Open new/higher version to 50% of *old* ML
MF: Upgrade Fails, (keep old version)
CF: Upgrade Failes —Misfire (keep old version)

If the new version is opened, the old version is erased from the profile and no longer available.

Common/Neutral Multi-Level Spells

Some multi-level spells are both Common and Neutral. Their Descriptions include *both* Arcane Symbols. This means that a version exists at each complexity level in all convocations and that there is also a Neutral version at each Level.

This kind of spell usually acts upon other spells. In general, a convocational, multi-level spell can affect spells of its own convocation which are of equal or lower Complexity Level. Hence, a III level Fyvrian spell can affect I, II, or III level Fyvrian object spells, but can have no effect on IV, V, VI (etc.) level spells. A neutral multi-level spell can affect neutral object spells of equal or lower complexity level AND are often able to affect convocational object spells of lower level.

[2] Name

A spell's name is a matter of personal taste, but duplication should be avoided. It is *highly* advisable to record both the convocation (or neutrality) and the Level of every spell on the character/spell profile.

[3] Description

A guide to what (hopefully) happens if the spell is successfully cast. These effects may be varied within reasonable limits by the caster or GM, and are often modified by Critical Success or Failure. The description may also list special casting requirements. Players should remember that it is unreasonable to expect a spell's effects to consistently adhere to its Description.

[4] Bonus Effects

As the sorcerer's ML increases to certain preset Levels, he may have the option to invoke additional (bonus) effects. These effects are optional (on the part of the caster) as/before the spell is cast.

[5] Fatigue

The "cost" in Fatigue (or Energy) Points to cast the spell, expressed as a formula of the form **(15-SI) x FM** where SI is the caster's Skill Index for the spell (at the time of casting) and FM is a Fatigue Multiple. The spell's complexity determines its FM range. The following table shows the first five levels; higher levels can be determined by simple extrapolation:

Level	Minimum	Mean	Maximum
I	0.5	1.0	1.5
II	1.0	1.5	2.0
III	1.5	2.0	2.5
IV	2.0	2.5	3.0
V	2.5	3.0	3.5

[6] Time (to cast)

The amount of gametime required to cast the spell. Time to Cast is usually expressed as a formula dependent on SI eg. *"(15-SI) minutes"*. The effect(s) begin once the caster has "expended" the Time to Cast (provided, of course, that there are any effects).

In most cases (at GM discretion) the caster may opt to *hasten* his casting. This option allows him to complete casting the spell in as little as half the normal Time. However, the EML of a hastily cast spell is reduced in porportion to the hastening.

Example: *Badinel opts to cast a spell for which her EML is 60 and for which the Time formula is (15-SI) x 2 seconds. Since her SI is 6, her normal Time to Cast is (15-6) x 2 = 18 seconds, but she opts to spend only 12 seconds (two thirds of the required Time) and this reduces her EML by a third from 60 to 40.*

[7] Range

A spell's Range is the *maximum* distance between its caster and its object/effect(s). The Success Level achieved in casting, and the caster's ML (not EML) may affect the spell's Range. In some spell descriptions, Range is expressed as a formula such as *"ML feet"* or *"SI leagues"*. *"Touch"* indicates that the caster must establish physical contact with the spell's object. A spell with a Range of *"Self"* has no range – the caster can lay it upon himself.

[8] Duration

The length of time that the spell's effects (once they start) will normally continue, if not dispelled. Duration can be *temporary*, *indefinite*, or *permanent*:

Temporary effects last for a specified period, and then automatically dissipate. Most spells are of Temporary Duration. The caster (at GM discretion) has the option to cast a spell for less than the specified Duration. Some spells have no/negligible Duration.

Indefinite effects continue until dispelled.

Permanent effects continue Indefinitely and cannot be removed without destroying the objects on which they are placed.

Spell Research

Many there are who watch their brothers and sisters, learn by watching, and make much of what they see. But the great mage gazes inward to behold the image of Kelestia that men carry in their souls, and there finds the fountainhead of inspiration, the source of true knowing. It is in the nature of magick that one cannot be taught of it. Each must find his own inspiration, his personal manner. This is as well, for learning by rote would be an unenlightening foundation for such noble arts.

***Genin,** On Learning the Art*

It is the nature of magic that all spells must be researched. A mentor or written work can help the research along, but the researcher invests most of the effort and achieves insight that cannot be taught.

Once he begins play, a Shek-Pvar can learn new spells only by researching them. A Shek-Pvar who has mastered self-discipline and attuned himself to a convocation, can attempt to learn any spell for which his Skill Base is greater than zero. A person attempting to learn a spell is termed a researcher. Unless he is assisted by a mentor or has a Spell Disquisition or Spell Treatise (see: *Written Works* p.16) a student can only research spells of his own convocation.

Spell Descriptions

A *Spell Description* is a set of *HârnMaster* rules outlining the requirements and effects of a spell. Before a spell can be researched, a Spell Description must exist. There are two sources of spell description: those contained in this and other *HârnMaster* publications, and those invented by the GM/players. From the point of view of the researcher, there is no difference between these two types. From a *player's* point of view, the only difference is that the latter type must be written before the spell is researched. There are plenty of published Spell Descriptions, but inventing new ones can be fun.

Creating New Spell Descriptions

The player prepares a Spell Description in the appropriate format, and submits it to the GM. The GM decides whether the spell's driving principles (elements) are those of the mage's convocation; if there is an inadequate match, the spell is rejected. For a convocational spell, the element and the derivation of effects must be *pure*. Convocational spells cannot rely on alien elements, or derive their effects by means of muddled logic or improper processes. If the GM detects flaws in either the elemental *"premises"*, the *logical structure,* or the *conclusive effect(s),* the Description should be sent back to the drawing board.

The GM may suggest ways to make the Description acceptable and may adjust the wording and/or effects as necessary to make the spell compatible with the overall system. The final Spell Description may not necessarily resemble the spell that the player was trying to invent.

Once a Spell Description is completed and approved by the GM, he assigns a Complexity Level and "adopts" it into his version of the *HârnMaster* system where it can be researched.

Alternately, the GM might simply let a player submit a description without comment, let his PC research it, and simply have the research procedure misfire if he believes the Description to be flawed. GM participation in the Spell Description process is a matter of style.

Implications of Research

If magick is thought of as a body of law, then each spell is a precedent. Just as a case in law can influence generations of citizens, the tone of a new, well-founded, arcane machination might hold the power to alter nature herself...

***Genin,** On Learning the Art*

The best guides to creating new Spell Descriptions are the precedents manifested by established spells, but sometimes their underlying principles, intent, and rationale may not be clear.

The GM can use spell research as a very versatile tool for establishing and controlling the "laws" of magic in his personal version of Kelestia. In fact, there is no choice. Each time the selection of Spell Descriptions is amended, the laws of magic are, necessarily, altered to some degree. For example, the absence of a flying spell from the *HârnMaster* system implies that flying by means of magic is not possible, so if the GM allows a flying spell, he is amending the laws of magic as they apply in his universe (and must carefully consider the implications). New, powerful spells raise the overall *magic level.* Reducing the availability of powerful magic lowers the overall level of magic.

Magical Meta-Laws

There are two ways for players/GMs to interpret this concept. The first is to assume that the *laws* of magic are fixed and unaffected by any derivation from them; such derivations must be errors on the part of the GM which represent temporary aberrations caused by the operation of some superior law – a ripple across the *meta-magical dimensional planes* that somehow transcends or (briefly) suspends "normal" magic. This position assumes that the laws of magic are there, just waiting to be *discovered.*

The other approach assumes spells do not just follow laws, they also make them. This includes a presumption that the nature of the universe is changeable. In terms of roleplaying, this is the easiest assumption to make. It means that all spells approved by the GM are, by definition, valid, but that validity is subject to change.

Regardless of the approach taken, it is clear that the GM can change the laws of magic. If/when he withdraws an existing spell from play, revises one, and each time he adopts a new spell into the game he is, in some degree changing the laws of his universe. It might be assumed that the laws of magic are somehow "striving" toward perfection, that their very malleability is a natural law. This point of view also obliges Shek-Pvar to stay alert to the nature of the universe, to keep inventing spells that will work under changing conditions.

There are still assumptions to be made about the rate at which this ineluctable supra-universal law of magic changes. One GM might assume changes take place in geological time, another that they occur daily.

Taking this point a little further, there is no reason to assume that a given spell will work the same way each time it is cast. The perfect magic system might well be one where you never know what the results are until after you are finished, one where any set of magical laws or principles can be overruled or suspended by higher, ineluctable forces. After all, isn't a universe where everything unfolds as it *should*, apt to be a little tedious?

Elements of Spell Design

One of the greatest mages I ever knew rarely cast a spell. At dawn he would rise to break his fast and withdraw into his special place. There would he sit, silent, all day, then would he sup and retire. I asked of his apprentice, 'what does thy master?' and this worthy answered me that his master was contemplating his element. Then I asked what lesson was taught? The lad replied that he had learned the wisdom of patience, and that one day, perhaps, his master, and perhaps he too would understand his element.

***Genin**, On Learning the Art*

The spell designer is advised to approach research from his element, to focus on his convocation's underlying principles. A spell is really nothing more than a way to control and form an element. If one is Peleahn one must think *fire, heat, action... What effects can they achieve? Can I make things colder, by using the heat principle?* Reversibility is a useful approach: *If I can make things hotter, can I transfer heat from one object to another? What about action?*

Finding Inspiration

If spells *define* magic, it follows that the best sources of inspiration for the spell-designer must be existing spells, and the most useful must be those of the same convocation. A secondary source of ideas are spells of other convocations because extra-convocational magic may reveal effects which can be simulated through one's own convocational element(s).

The simplest, least powerful, most elegant spell that can do the job is the best. An effect, barely noticeable in the real world, which avoids gross distortions of "mundane reality" is easier to develop, learn, and cast.

A spell description must suit the *elemental* logic of its convocation, but does not (necessarily) have to meet the requirements of Aristotelian logic and certainly not the standard of modern Terran scientific thought. Within these constraints a designer can find infinite room.

Elemental Basis and Derivation

The GM's first consideration in evaluating a Spell Description is *element.* Are convocational element(s) used to achieve the effect(s) and, if they are not, is the GM willing to assign the principles used to the designer's convocation? Can the inventor convincingly explain how the effect(s) are derived? The spell-designer must understand his element, and this is not always easy. The elements are defined by rules and by published spells. Odivshe principles are water, cold, darkness, rest; Peleahn deal in fire, heat and action; and Fyvrians manipulate life cycles. But each roleplaying group necessarily refines such broad definitions for its own use.

Residual Principles

It would not be possible, within the scope of a finite publication, to assign every possible object and principle to a convocation. So there are objects and forces which we have not identified; these *residual* principles are left to the GM to assign, or leave unassigned, as he deems fit. Some should remain neutral, either because their convocations are unclear, or because they clearly belong to multiple convocations. Others might be defined as neutral because placing them within a convocation makes the practitioners of that convocation too "powerful" or because assigning them to a convocation will destroy the essential, elemental character of the convocation.

This definition process is a dialectic between Players and GM. A player should feel free to identify and lay claim to these residual principles for his PC's convocation. Perhaps the GM will allow the claim; it certainly does not hurt to try. Bear in mind that each time a player makes a spell description he is making a claim about how a convocation works.

Power Effect

The principal criterion for assessing the complexity level of a spell is power. How does the spell's *power effect* compare with other spells in the convocation? Extra-convocational comparisons may not be valid as the convocations are not equally balanced in this regard.

Power Effect is more elusive than just how much energy is involved. Magic is supposed to be a subtle art, so careful consideration must be given to *perceived* effect as well as a sheer force. A relatively unnoticeable effect, such as a minor change in the weather, could require massive energy and very deft control. It is best, if for no other reason than the "Laws" of the Shek-Pvar, to avoid big, flashy effects that can be explained only in terms of magic. Pulling a rabbit out of a hat in the marketplace might be an acceptable (if pathetic) way to amuse oneself and earn pocket money. Such a trick can be achieved with legerdemain and the audience could comfortably believe such an explanation, but a Shek-Pvar who produced a horse out of a hat would be asking for serious trouble. How magic can reasonably be used should have some bearing on what spells the mage designs.

Power Effect must be considered from several points of view. Magic does not create anything, it only channels forces, perhaps with modifications along the way. Consequently, the GM will be suspicious of any spell which seems to actually *create* an object or force. The GM looks at power, usefulness, subtlety, difficulty of control, etc., in relation to other convocational spells. Because of the infinite extent of the system, he has to finally "rate" the spell in terms of power and assign a comparative complexity level.

Mitigating Power Effects

Power Effect is relative. The GM/designer have two Power Effect adjustment options. The first is to reduce the effect(s) – this should be tried first and used for "crude" adjustment. The second option is *Mitigation* – it may be used to fine tune the power effect. A spell with too much *Power Effect* for its level can be mitigated by including limitations on the effect(s), control problems, after-effects, side-effects, special misfires, etc. In an imperfect world, such complications tend to make magic more realistic, and certainly more interesting.

Negotiation and Other Options

The process of creating a Spell Description often looks like of bargaining session between player and GM: *I'll let you have it at IV level, if we add a nasty side-effect...* Each time a version is produced, the GM identifies what he dislikes about the spell and either he, or the player suggests a trade-off. The following variables are used as the bargaining points:

Spell is too Effective	Spell is too Ineffective
Increase Level	Reduce Level
Add Side Effects	Remove Side Effects
Introduce Victim Attribute Test	Remove Victim Attribute Test
Increase Fatigue	Reduce Fatigue
Increase Casting Time	Reduce Casting Time
Reduce Range	Increase Range
Reduce Object Class	Increase Object Class
Shorten Duration	Increase Duration
Reduce Bonus Effects	Add Bonus Effects
Require Seed	Remove Seed Requirement
Remove Certainty	Increase Certainty
Reduce Effect Value	Increase Effect Value
Limit Combination with other spells	Allow combinations

Negotiation can be fun, and is probably most advisable if either the GM or the designer lacks experience or confidence. But it is not the only option.

The Crucible Approach

Some GMs simply accept the spell description without comment, and make the player's PC research it. If the GM dislikes something about the spell, he informs the player by giving his PC an automatic misfire. After putting out the fires and paying the physician, the player goes back to the drawing board. This is quite a *realistic* approach. After all, medieval Terran wizards did not have someone standing next to them telling them to use a little less oomph. This approach appeals to GMs and players who value realism. It also appeals to cruel GMs and masochistic players. In the final analysis, a compromise between negotiation and trial and error is probably the most workable and enjoyable.

Standards of Acceptance

The standards of acceptance inevitably vary from one GM to another. The examples and descriptions laid out here are fairly rigid. Many GMs feel they can afford to be more generous. Whatever criteria are set in a version of Kelestia, the GM is strongly advised to define, and the players to try to discover, these fundamental standards.

The Spell Description is not a facsimile of a document that exists in the fantasy world. The designer may and probably does make notes, but the Spell Description written by the GM/Player represents unwritten theory; writing spells down is a separate issue.

The Research Process

A Shek-Pvar who has mastered self-discipline and attuned himself to a convocation, can attempt to learn any spell for which his Skill Base is greater than zero. Unless he is assisted by a Mentor, or has a Spell Disquisition or Spell Treatise (see: *Written Works*p.16), researcher can only learn/research spells of his own convocation. Only a spell for which a Spell Description exists can be researched.

Research Target Level (RTL)

The research attempt is made (as for a Skill Roll) against a *Research Target Level.* RTL is comprised of the applicable Skill Base modified by the following Factors:

[1] Researcher's Esoteric Knowledge Factor (EKF)
[2] Environment Resources
[3] Time Factor
[4] Focus/Sanctum (if any)
[5] Aural Interference Factor
[6a] Originality Factor (if any)
[6b] Mentor Factor (if any)
[6c] Written Work Factor (if any)

[1] Esoteric Knowledge Factor (EKF)

EKF represents arcane experience, how much the researcher already knows about spellcasting. Because it is derived from the SIs and Levels of all known spells, it is a fair indication of the researcher's ability to learn/invent new spells.

A mage's EKF increases as he gains experience by learning new spells and improving the MLs of those he already knows. A Shek-Pvar calculates his EKF by multiplying the Skill Index (SI) for each spell he knows by its level and adding the products together. Convocation is not relevant to EKF calculation.

***Example:** Chaswen the Fair, knows the following spells.*

Spell	Level	(ML)	SI	Product
Caress of Pelena	I	(103)	10	10
Zyrgin's Heat	I	(70)	7	7
Aidan's Hastening	II	(86)	8	16
Breath of Casyl	II	(79)	7	14
Orb of Zatara	III	(81)	8	24
Eyes of Niyar	III	(79)	7	21
Charachi's Fever	IV	(52)	5	20
EKF				**112**

The researcher adds one tenth of his EKF to his RTL, to a maximum value of (object spell) SB.

***Example:** Chaswen the Fair, with an EKF of 112, could add a maximum of 11 to her RTL. If, however, her Skill Base for the object (research) spell were only 8, she could only add 8 to her RTL.*

[2] Environment Resources

Ideally, the student must have peace and quiet, reasonable comfort, and samples of any elemental materials used by, or on which the spell is intended to work, and any other equipment, objects, or materials used by the spell. Failure to meet appropriate requirements will cause the GM to impose learning penalties at his discretion. If all reasonable requirements are met, RTL is not modified. If they are not met, reduce RTL 5-20 pts.

Size of Workplace: The "laboratory" should be larger than the effect(s) of the spell being worked on. If the effects cannot be contained within the workplace, reduce RTL by 10-20. Note that if the effects cannot be contained, neighbors may be irritated.

[3] Time

Allow two full days of elapsed time (48 hours) for each complexity level of the object spell. Once the researcher begins study it must be his only significant activity until the attempt ends. If this is done, the Time Factor has a +0 effect on RTL. The GM will assess RTL penalties for violation. RTL Penalties of 5-10 for minor interruptions (normal sleep and eating *excluded*), and 10-30 for major interruptions are appropriate. Some interruptions may be so severe (researcher falls ill, chantry catches fire, major flood or earthquake, etc.) that research must be aborted entirely, with some chance of a spell misfire. For a more detailed research time system, see *Research Scheduling* (p. 31)

[4] Focus and Sanctum

If the researcher has a *focus* of the same convocation as the object spell, to which he is attuned, it may be used to increase his RTL by its value. The GM may also allow other enhancements at his discretion. A *Sanctum* affects research in the same way it affects spellcasting.

[5] Aural Interference

While the researcher may use a *Sanctum* and/or *Focus* to modify his Research Target Level, other kinds of enchantment, particularly those he might wish to cast to enhance his personal abilities, are likely to interfere with the aural background necessary to the process. The researcher should remove all unrelated enchantments from his environment before starting.

The presence of spells or enchanted artifacts in the workplace interferes with the learning process, even if such enchantment(s) were laid by the researcher. A spell/enchantment/artifact of the primary convocation reduces RTL by 10 points per complexity level, secondary by 20 points per level and so on.

This implies that researchers cannot cast or maintain unrelated spells while conducting research. Also, if another mage were to cast *any* spell within the research area during or between research sessions, a *severe interruption* would be generated. This would be an excellent way to sabotage someone's research effort.

Example: *Bordras wants to use* ***Perfection of Sif*** *(Savorya/I) to increase his Aura, reasoning that since all spell SBs are Aura-dependent the spell must temporarily increase his SB for the object spell. The GM calculates that, while his SB increases from 6 to 8, the aural interference the spell causes inflicts a 10 point RTL penalty. Since the spell wears off in 9 minutes, and Bordras cannot maintain it while conducting research, he decides to forget it.*

[6A] ORIGINALITY FACTOR

If the researcher is consulting no Written Works and has no Mentor, he is conducting *original* research. Original research can only be conducted into spells of the researcher's *Primary* convocation. The fact that the researcher is developing the spell without any assistance gives him a certain, special affinity – increase RTL by (object spell) Skill Base.

[6B] MENTOR FACTOR

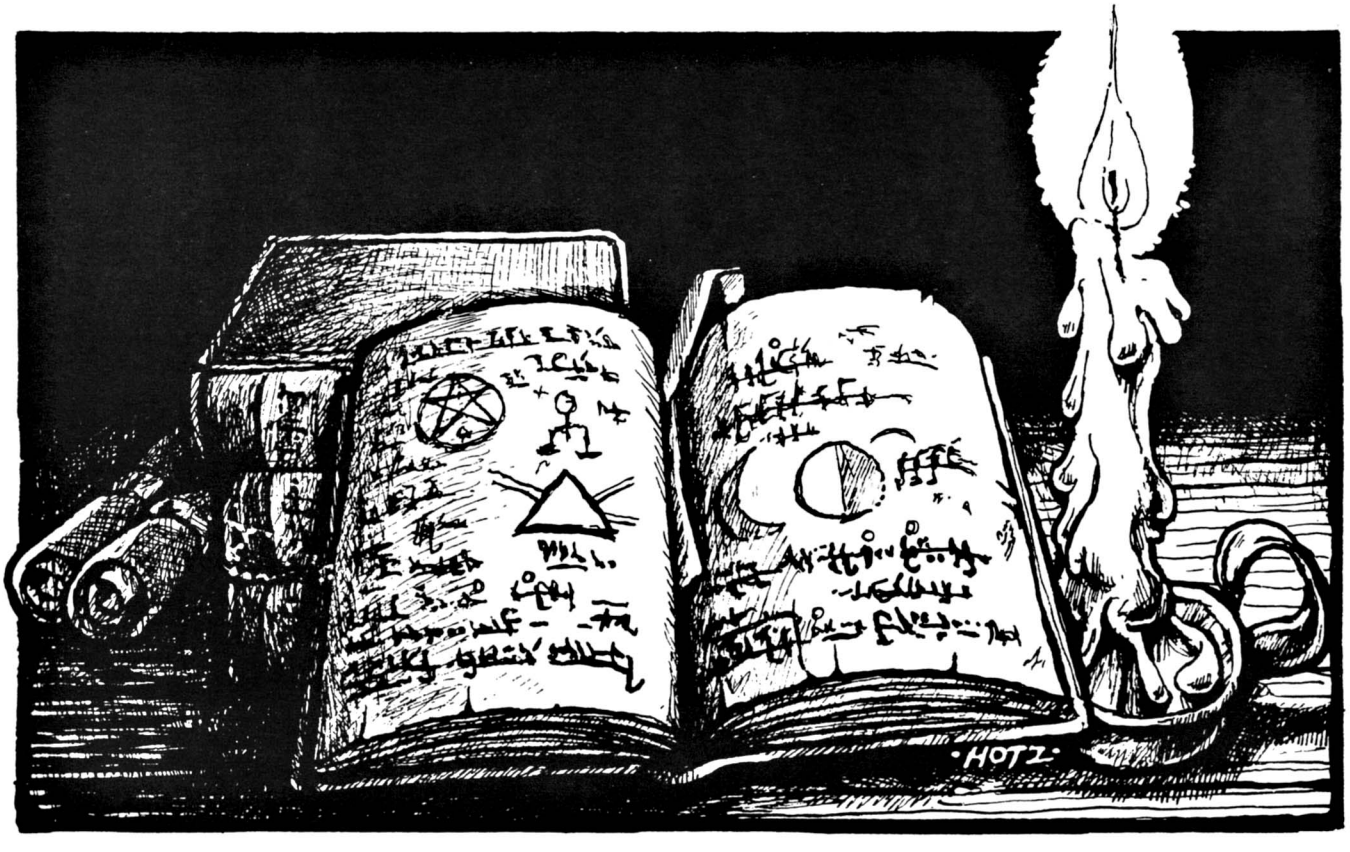
A mentor is a teacher/advisor who already knows the object spell (or a *very* similar one) and is willing to advise the researcher on a regular schedule. Inclusion of a Mentor in the process precludes the benefit of an Originality Factor (6a above).

A Mentor may "teach" any spell he knows, but if the object spell differs in convocation from that of the researcher, dispensation should be obtained from at least three masters of the spell's convocation. The "price" of such approval depends on the value and/or complexity of the spell, and usually consists of an artifact or written work with affinity for the spell's convocation. The Mentor may also want something for himself.

The mentor must be available to the student during all research sessions if the full benefit of his assistance is to be realized. Obviously researcher and mentor must share a common language in which they are both fluent.

Effect of Mentor

Increase the researcher's RTL by twice the Mentor's SI, to a maximum of the *researcher's* SB, for the object spell. See also *Joint Research* p.27.



[6C] WRITTEN WORKS

A *Written Work* is a document which exists in the fantasy world, and can be obtained, owned, touched, read, etc., only by a *character* (as opposed to a player). A Written Work should not, therefore, be confused with a Spell Description which is a section of *HârnMaster* rules outlining spell-casting requirements and effects (which exists in the *real* world).

A Written Work which describes a spell may be of use to a researcher attempting to learn that spell. If it deals with a spell which is not the object spell, the written work is useless. Research is often started simply because the researcher has obtained a written work about an "interesting" spell. Obviously, a written work is no use unless the researcher understands the language and script it is written in. Use of written work(s) in research, precludes the addition of an Originality Factor (6a).

Multiple Written Works

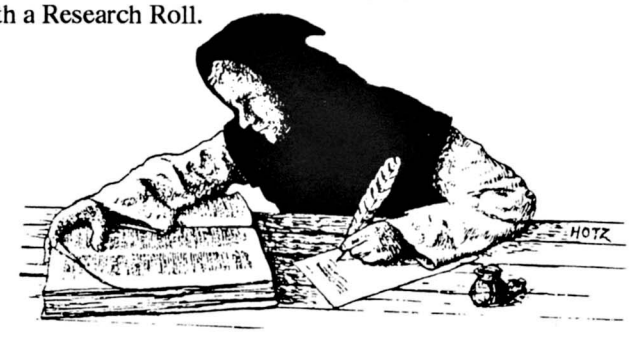
If, by some wild chance, a researcher obtains more than one written work on the same object spell, they may (at GM discretion) be used cumulatively – provided the written works are authored by different mages. To determine the cumulative RTL effect of multiple written works, add the RTL value of the most valuable work and half the value of all other written works. However, the combined RTL value of all Works cannot exceed 25.

Written Work Condition

Many found works are old and/or in poor condition, varying greatly in readability and usefulness. Some are clear and comprehensive and enhance the Research Roll, others are, in effect, booby trapped.

The condition of a Written Work is secretly determined by the GM who will reveal only obvious features to the player whose character examines it (faded, yellow or torn pages, pieces missing, bad grammar, obscure or unique script usage, etc.)

If the Written work contains intentionally misleading information, it can have a *negative* effect on spell research. Still, the player will not know the true value of a Written Work, until the research project is terminated with a Research Roll.



Types Of Written Work

The following descriptions include 1d100 random generation ranges (in case the GM wants to randomize a chance-found Written Work), a technical name for each type, and the *basic* RTL modification (a die roll) each provides. The RTL value of each written work is randomly (and secretly) generated by the GM who does not reveal it to the player-researcher until he has made a commitment to use the work.

01-35 SCHOLIUM [RTL+1d6] A brief, explanatory note, a few lines, perhaps a small diagram or two, often found in the margin(s) of some larger work. A Scholium is a promptive note used by a mage to remind him of a spell's salient points. Mages sometimes write promptive scholiums on scraps of parchment and discard them later. Some scholiums are only ideas for spells that the mage intends to develop. Scholiums provide only hints. A Scholium is useless unless it deals with a *Primary* spell being researched.

36-70 SPELL TRACT [RTL+2d6] A short treatise, usually about a page in length, containing some details. Tracts can be quite useful to the researcher who only has to fill in the details. Often, however, the absent details are more extensive than the information actually present in the Tract. A Spell Tract is useless unless it deals with a Primary spell that the researcher is attempting to learn.

71-95 SPELL TREATISE [RTL+3d6] A medium length discourse, generally several pages. This kind of document is usually quite useful to the student and allows the student to learn a spell of his secondary convocation. A Spell Treatise is useless unless it deals with a Primary or Secondary spell that the student is attempting to learn.

96-00 SPELL DISQUISITION [RTL+4d6] An elaborate treatise covering all points of the spell, including its underlying metaphysical principles, philosophical foundation, and logical derivation. Such works can be extremely useful to a student able to understand them. Disquisitions contain, if anything, too much detail. The mage Genin pointed out that it was possible to write a book about any spell and some mages seem to have used Spell Disquisitions to try and prove his point. A Disquisition can hold sufficient detail for a researcher to learn whatever spell it contains.

The Research Roll

Once the *Research Target Level* is calculated, and the research requirements (such as time) have been met, the researcher makes a 1d100 Research Roll (as for a skill roll) against RTL, which cannot exceed 95, or five times the researcher's SB for the Object spell, whichever is less. The research roll is the final act of each research project. The success of a research roll is interpreted as follows:

Critical Success:	Open object spell to SB4
Marginal Success:	Open object spell to SB2
Marginal Failure:	Attempt Fails (try again?)
Critical Failure:	Attempt Fails – Misfire.

Research Failure

A character whose research fails may try again, as often as he likes, after expending the same time/etc. on each attempt. However, failure may preclude a second research project using the same mentor or written work.

Critical Failure: If CF is the result of a research roll attempt from a mentor or written work, the student can never learn that spell from that mentor/written work, although he could subsequently learn the same, or a similar, spell with some other mentor or written work, or even invent such a spell later. CF with a written work may, at GM discretion, destroy the written work. CF also causes spell misfire.

Fatigue

A research attempt accumulates the same fatigue that would be accumulated by casting the object spell. Researchers cannot recover from fatigue during (or between) research sessions.

Improving Spell Mastery

Spell Development rolls are earned ONLY by casting spells, with the necessary risk (of misfire) this entails. One development roll may be made after each casting attempt, regardless of the success achieved. Monthly skill development rolls can *never* be used to improve spell MLs.

Casting Spells

The forces called upon by the Shek-Pvar to drive their spells are infinite, but Mages must expend their own energy (accumulate fatigue) to control them. Consequently, every spell inflicts fatigue on the caster. The greater the force being manipulated, and/or the more complex and demanding the spell, the more difficult it is to control, and the higher the fatigue accumulated. Complex/powerful spells can be extremely tiring, especially when strung together.

A Shek-Pvar character may attempt to cast any spell he knows at any time in the course of play, provided he is in a reasonable state of consciousness. The following routine is used to cast a spell:

[1] Declaration

The character informs the GM of his intent to cast a spell he knows, expends the necessary time to cast, and meets any other requirements. See also *Spellfire* p.19.

[2] Spell EML

Injury and fatigue, however acquired, have an adverse effect on spellcasting. Reduce EML by the caster's current fatigue and injury points. EML is further reduced if the GM believes that *optimal* requirements for casting have not been met. As is the case with all other skills, EML can NEVER exceed 95, and may not be less than 05 unless the GM deems the circumstances impossible for spellcasting. EML is not finally determined until the time has come for the spell to "fire".

[3] Success Roll

Once EML is known a *skill roll* is made to determine success. The GM should secretly make the roll himself if he feels the result might be ambiguous to the caster. This is usually the case, so it is safest for the GM to make all success rolls for spells.

[4] Fatigue Accumulation

A mage accumulates Fatigue Points each time he attempts to cast a spell. Each spell description includes the FP accumulated when the spell is cast, expressed as a formula: **(15-SI) x FM** where SI is the applicable Skill Index and FM is *Fatigue Multiple*. The higher the caster's SI, the less fatigue he accumulates.

If the casting roll achieved CS, fatigue accumulation is halved. If CF (misfire) occurs, fatigue may increase dramatically. The GM informs the caster of his fatigue accumulation. If the casting fails (MF/CF) an exhaustion check is also necessary.

Example: *Caswalon wants to cast a spell for which his ML is 56 and his SI is, therefore, 5. The Fatigue cost of the spell is (15-SI) x 1.5 or (15-5) x 1.5 or 10 x 1.5 = 15. He rolls CS thereby halving his FP "cost" to 8.*

[5] Effects

Spell effects are read from the spell description and may vary according to the success level achieved.

Exhaustion

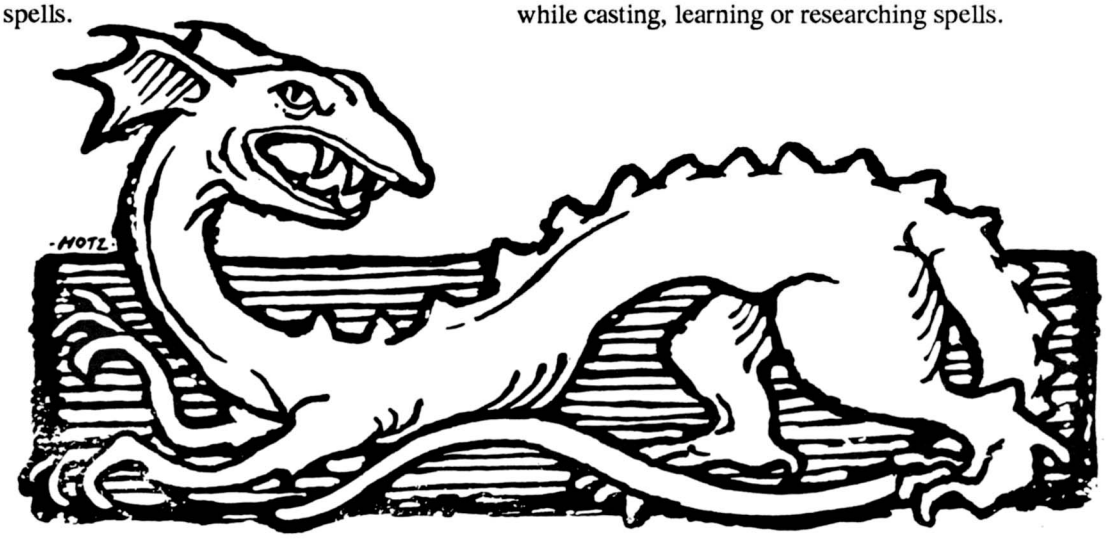
Any failure (MF/CF) when casting a spell requires a SHOCK roll against Endurance:

Marginal Failure:.....e1 Shock Roll
Critical Failure: .....e3 Shock Roll

If the shock roll exceeds Endurance, the caster is unconscious. See *HârnMaster* Combat [8] for details. Fatigue points received for the current casting/failure are added to total fatigue *before* making the shock roll.

Fatigue Recovery

Fatigue points accumulated by spellcasting are removed in the normal way, by resting. For each minute of rest, a character eliminates fatigue points equal to one sixth his Endurance. It is impossible to recover fatigue while casting, learning or researching spells.



Spellfire Timing

The *HârnMaster* combat system is a crisis management system into which the operation of magic can easily be fitted. In *HârnMaster* a Combat Round lasts "ten seconds", but this should never be taken too literally – ten seconds is only an approximation, an average. Some rounds actually last a lot longer than this, some a lot less. In the final analysis it does not matter in roleplaying how long actions in combat take. What matters is the ***order*** in which events occur: *Does this character get his spell off before or after he is struck down by the broadsword?*

Initiative Ratings and Gametime

The Combat System runs on Initiative Ratings. Every Character has an IR which expresses how quickly he reacts. Whatever the IR disparity, however, nearly all actions undertaken by characters in a combat/crisis situation are initiated in the first second of the Round. Many actions are not completed for several seconds, but they are all presumed to start early. Initiative is mostly about who gets the first chance to act, and the system is geared to who *begins* his action first.

Obviously, then, while a character may have a high IR, if he begins an action that is going to take a second or more of Gametime, it will not be completed until everyone else has had a chance to at least begin their own action options. In terms of magic, this essentially means that a spell taking 1-9 seconds to cast will "fire" as the last event of any Combat Round.

Determining the Spellfire Round

The mage begins spellcasting by expending his Turn (Action Option) in the normal IR sequence. Spellfire is the point at which the spell "goes off". The Round in which Spellfire occurs is determined as follows:

> Divide the Time to Cast by ten, round down, and add the result to the present Round. Hence, if this is "Round 6", a spell with a 36 second casting time will fire in Round 9 and a spell with a Time to Cast less than 10 seconds will fire in the same round it is started.

Instant Spellfire

A spell with a Time to Cast of zero (0) fires on the caster's normal turn. It expends the caster's turn and is resolved immediately (before anyone else takes a Turn). Such a case, may earn a Tactical Advantage for persons close to any "victim(s)" at GM discretion, but will rarely generate an advantage for the caster himself. There are no "instant spells", except for those *Stored* or otherwise delayed by special spells.

Ten Second Spellfire

A spell with a non-zero Time to Cast exactly divisible by ten (10, 20, 30, etc., seconds) fires just before the caster's turn in the appropriate Round. The caster then takes his normal turn. (He does not have to expend another turn to watch his spell fire.)

All Other Cases

Any spell with a non-zero casting time that is not divisible by ten fires at the *end* of its Spellfire Round, and the caster has no turn during the spellfire Round (because he is still spell-casting).

Multiple Spellfires

If more than one spellfire is to occur *at the end* of the same Round, it may be necessary to determine which actually fires first. Ties are broken as follows

[1] Divide time to cast by ten and note the *remainder*. The spell with the *lowest* remainder fires first.

[2] If still tied: caster with the higher IR gets his spell off first.

[3] If still tied, break tie(s) randomly.

Note: *Various other events continue independent of anyone's participation. A temporary enchantment, for example, has Duration that continues for a number of seconds. In such cases the same system can be used to determine when the enchantment terminates.*

Interruption

A spell-caster is required to concentrate on spellcasting from the moment he begins casting until it fires. There are degrees of interruption; each case is evaluated at GM discretion.

An **Automatic Abort** is an interruption which must necessarily terminate the spellcasting attempt. This category would include most forms of physical abuse from having an arm severed to simply being knocked down. A success roll is made immediately to determine if the spell misfires (immediately) – only CF/MF results have effect. If the GM judges the interruption severe, he may reduce the EML or count any MF as a CF.

A **Possible Abort** is an intermediate case. The GM believes that the interruption may cause spellcasting termination. A roll is made as for an Automatic Abort: CS means that the caster is unaffected; with MS the spellcasting attempt continues, but the final EML is reduced (see *Noise* p.27). MF aborts the spell harmlessly (see *Form Risk* p.28); CF causes *immediate* misfire

A **Minor Interruption** is one that has little chance of terminating the casing attempt. The process continues, but the final EML is reduced (see *Noise* p.27).

MISFIRE [Critical Failure]

If any casting attempt results in CF a *misfire* occurs. Each spell tends to misfire in a unique variety of ways. Violent spells have a habit of misfiring violently, while the misfire of a passive spell may pass unnoticed. Devising misfire details is best left to the ingenuity of the GM, but the misfire table is provided as a guide. 1d100 ranges are given in case the GM wishes to randomize:

NOTE: A *Critical* Misfire Roll (one divisible by five) indicates a *compound misfire* (more than one type of misfire). Roll again.

This misfire table is not intended to limit the imagination of the GM in devising the nature of a misfire. The ability of the GM to invent "interesting" and unusual misfire effects is considered an important part of the system. Players would be unwise to expect the same spell to misfire in the same way each time.

Because of the often ambiguous nature of spell misfire, the GM always makes the misfire roll secretly, informing the player(s) of the visible effects as he deems appropriate.

SPELL MISFIRE TABLE

01-30 FORM FAILURE
The Spell's *Form* was inadequate to hold its principle and the caster is obliged to expend additional energy to rechannel/dampen the mess. The amount of extra energy that must be expended depends on the point at which the Caster notices the failure: Double (01-15), Triple (16-25) or Quadruple (26-30) fatigue accumulation.

31-50 AURAL SHOCK
Caster suffers *aural shock*. Caster looses the ability to use aura-dependent abilities (including spells and psionics). "Shock" lasts indefinitely. Caster rolls hourly to recover powers: if 1d100 roll is equal to or less than Aura, power(s) are fully restored.

51-60 SEVERE AURAL SHOCK
As above, but the recovery roll is made every (20-Aura) hours instead of once an hour.

61-80 DISTORTION
The spell has worked, but not as intended. Perhaps the object, location or direction of the effect(s) are altered, and/or the effect(s) may be more or less powerful than intended. Degree of distortion may be randomly determined by GM.

76-90 CONFUSION
Due to a serious lapse in concentration, the caster has confused the parts of two or more spells. In its simplest form, he has cast the wrong spell, but if several spells are confused the effects can be quite interesting.

91-99 SERIOUS MISFIRE
The spell has run wild. Triple fatigue. Other effects will depend on the nature of the spell. If the Mage was, for example, attempting to cast a Fireball, it may have exploded in his hand.

00 TOTAL RELEASE
The caster has released the spell's primal element into the world, but has failed to control it in any way. This result can have an extremely wide ranging effect and requires a great deal of GM discretion.

Enriched Magick

The wise and veteran Mage knoweth
the pursuit of knowledge is infinite,
for the deeper his studies,
the greater he knows his ignorance.

***Genin,** On Learning the Art*

Expansions and Options

The preceding rules form a complete, and extremely versatile FRP magic system. *Enriched Magick* contains rules designed to enhance and clarify the system. These are optional rules, included (one at a time) at GM discretion after the roleplaying group is reasonably conversant with the basic system. Players are advised to ask their GMs which optional rules are valid in each version of Kelestia.

These rules expand the background information on magic by providing more of the underlying philosophy and mechanical (game) procedures. They also provide characters with new tactical magic-related options, giving them the chance to make more decisions. This in turn offers more opportunities to excel or to mess up, and this is what roleplaying is all about.

The large assortment of new variables generate a vast number of combinations and outcomes. This strengthens one of our primary aims: an infinite and flexible system where there is no guarantee that the same spell will work the same way twice, but where there is a good reason for everything that happens.

The most critical factor in spellcasting is the mage's ability to concentrate his mental and empathetic effort. To this end, the Shek-Pvar employ various focusing disciplines, procedures, rituals, and aural and physical aids. In other words, the Shek-Pvar perform their magic by thought, but the thought is more easily executed, more effective, when it is accompanied by words, gestures, or other aids. The more expert a mage becomes, the less his dependence on disciplines/aids.

It is unlikely that any roleplaying group will like *all* of these optional rules; some make spellcasting more difficult, some make it easier. By judicious combination of selected rules, the GM will be able to adjust the magic system to "just the right level". In the final analysis, the *Enriched Magick* section should be treated as spice – each group should season to taste.

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Form and Principle

And when the student has mastered himself shall he then be taught the making of the receptacle into which the principle of power may be laid, to impose upon the principle its form and nature. Only when the student has attained this knowledge may he learn the hidden incant wherewith he can call forth the principle itself...

***Genin**, On Learning the Art*

Spells consist of two parts, Form and Principle. The Form may be thought of as a container which catches, contains, shapes, and channels the force(s) or Principle(s) that drive the spell. The Form is a, usually invisible, product of the mage's mental-emotional discipline and force of will. The Principle is the raw, elemental "meta-force", the power that drives the spell.

Common practice is for the spellcaster to "construct" a Form, and only when he has decided it is "good" (safe), to summon the Principle.

The typical spell demands somewhat more energy (acquires most of its fatigue) to construct its Form than to summon its Principle. Except for the fatigue expenditure, a m age could safely construct and discard Form after Form without any real danger, but summoning a Principle is another, far more dangerous matter.

Most spellcasting Marginal Failures occur when the mage constructs a Form and realizes that it is inadequate for the purpose, whereupon he aborts the spell by not summoning the Principle.

In theory, any Principle could be summoned into any form, and some kind of spell would result. PCs may wish to experiment with this, but in practice most Forms are Principle-specific and unable to contain or channel alien forces. A Form designed to channel light, for example, would likely leak if filled with water.

Wild magic is the result when a Principle is summoned without a Form to contain and channel it. Sometimes, if the Principle is a quiescent one, the results can be borne (survived), but many, if not most, Principles have profound, unexpected and unpleasant effects when they "slip their leashes" and get loose in the world. *Total Release* is generally regarded as the most devastating and dangerous variety of spell misfire possible.

Cant

A verbal model/focus for a spell is termed a *Cant.* Like the spell itself, it has two parts, *Receptacle* and *Incant.*

By spark in hand and light in mind
I summon Nolar's brilliance here
Light strong, beam clear and straight to find
Its target true to cut and sear.

Arik-Rhizin-nemar-kola-barasaandras.

The first four lines are the Receptacle; the nonsense is the Incant. The Receptacle describes the process and its effect(s) and is a model of the spell's Form. The basic convocational Incants are learned in apprenticeship. Invention of a unique Receptacle is part of the spell research process. Speaking, shouting, chanting, or singing an Incant helps the mage attune himself to its associated Principle.

The caster speaks the Receptacle, creates the Form, utters the Incant(s), and summons the Principle(s). If all goes well, the Principle pours into the Form and does as the caster intended. The more complex the spell, the longer and more complex the Receptacle. A spell which employs multiple Principles has multiple Incants. Cants are aids to mentation which, as the caster develops mastery, may be reduced in degree and, eventually dispensed with.

In game terms, on starting any spell, the caster declares which of the four degrees of Cant he is using. The degrees are distinguished by the volume/emphasis with which they are spoken/sung, their effect on EML, and the ease with which they can be detected (see *Detection*, p.25):

Degree	Cant	Modifier	Detection
I	Silence	-15	n/a
II	Whispering/subverbal/Lip motion	-5	3xHrg/2xHrg
III	Normal Speech	+0	5xHrg/3xHrg
IV	Shouting/Loud singing/chanting	+5	7xHrg/5xHrg

Default: A caster who makes no declaration is presumed to be using a Cant of the Third Degree (normal speech).

Gesture

Parallel with the verbal components, are gestural ones. Each spell has not only a Receptacle and Cant, but a pair of gestural routines. Gestural routines include movements of the fingers, hands, arms, head, legs and/or whole body. Fourth degree Gestures involve a unique form of body movement, similar to enthusiastic dancing, or, an insane fit.

There are routines for each receptacle/form and one for each incant/principle. Like cants, gestures have four degrees varying according to the amount of emphasis. Larger, more obvious motion is a greater aid to concentration, but far easier to detect. See *Detection* p.25.

Before casting his spell, the Mage declares to the GM what degree of gesture he is using. The Modifier acts on EML.

Degree	Gesture	Modifier	Detection
I	No Movement	-15	n/a
II	Small Hand/Wrist Movement	-5	3xEye/2xEye
III	Hand/Arm/Head Movement	+0	5xEye/3xEye
IV	Whole body movement/dancing	+5	7xEye/5xEye

Default: A caster who makes no declaration is presumed to be using gestures of the third degree.

Example: *The Shek-Pvar Charion wishes to cast a spell for which his ML is 38. He declares, "I shall voice a Cant of the fourth degree [Loud+5] and employ gestures of the fourth degree [Large+5]". The cumulative effect of these two decisions is (5+5)=10. So Charion will cast the spell at EML48 instead of EML38.*

Music

Characters who can play musical instruments (including Singing) can use music *instead of* Cant and Gesture. The elves, in particular, favor this more subtle method. Skillful mages weave their focusing melodies, harmonies and rhythms into folk songs or original compositions. Of course, the playing of a lute or pipe is always detected by victims, but they may not realize the enchantment involved. Another drawback is that using music as a focus usually requires at least a few minutes and casters do not always have time to spare.

A character using music as a focus adds his Skill Index for the instrument he is using. Hence, if a character were playing a lute at ML79, he would add 7 to his spellcasting EML. Music is, by the way, a neutral principle which can be used equally well by members of any convocation to enhance the EML of any spell.

Modelling

Another option in spells of enchantment where the object of the enchantment is at a remote location is *Modelling*, whereby the caster constructs and uses a facsimile of the object. Modelling is only usable with enchantments, spells which attach magical effect(s) to specific object(s). When attempting an enchantment, the caster must hold or frequently touch the model. There are four degrees of Modelling:

Degree	Model	Modifier	Detection
I	None (default)	+0	n/a
II	Crude/General model	+2	3xEye/2xEye
III	Detailed Model	+4	5xEye/3xEye
IV	The object itself	+6	7xEye/5xEye

Detection

The inclination might be to use loud cants and large gestures to increase EML all the time, but there are, of course, drawbacks. The larger the degree of cant or gesture, the more easily it is noticed. Such things are generally recognized as what they are. The more people notice the casting, the more likely someone will interrupt the caster and cause a misfire. Another consideration is pride. Mages who constantly use fourth degree cants and gestures are deemed amateurish and scorned by more "professional" arcanists. This can cause a serious loss of reputation in a field where the respect of one's peers is of vital importance.

Each person in line of sight of the caster tests *Eyesight* to detect Gestures, and *Hearing* to detect Cants or music. The Gesture/Cant Table indicates the multiple of Eyesight/Hearing under Detect for each degree. Shek-Pvar, or other persons who are intimate with spellcasting are more sensitive to such things, so they use the first multiple, all other persons use the second multiple. All observers subtract the distance in feet from their EML.

Example: *Charion is casting a spell using fourth degree gestures and a second degree cant. There are two enemies in sight who might interfere, so the GM decides to check whether they detect his actions.*

The first enemy is 17 feet away and is a mage with Eyesight of 13 and Hearing of 9. He tests (7xEye)-17=74 to detect Gestures and (3xHrg)-17=10 to detect the Cant.

The second enemy is a warrior 21 feet away with Eyesight of 11 and Hearing of 6. He tests (3xEye)-21=12 to detect the gestures and (2xHrg)-21=-9 (which adjusts to 5 by the minimum EML rule) to detect the Cant.

Aural Environment

Some environments exude a background of elementally aligned magical energy which may affect the EML of spells cast within them. A Shek-Pvar *Sanctum* falls into this category, but such backgrounds also occur naturally. Most places are neutral, and if the GM cannot decide how an environment is aligned, he will probably presume it to be neutral. All non-neutral environments are assigned a point value which is applied at full or half value to spells originating within them.

Degree	Environment	Modifier
I	Diametric Environment	-Full Value
II	Tertiary Environment	-half Value
III	Neutral Environment	+0
IV	Secondary Environment	+half Value
V	Primary Environment	+Full Value

Once the GM decides that there is a "natural" convocational residue present, he will assign it a value. Very few places will have elemental value comparable to that of a Sanctum: The heart of a volcano, or 50 fathoms beneath the Haonic Ocean would be exceptions. Generally, one to five points of elemental enhancement are the most that can be expected (on Kethira)

The modifier is applied according to the convocation of the spell being cast rather than of the Shek-Pvar casting it. Hence, a Savoryan Shek-Pvar casting a Fyvrian spell in a 4 point Savoryan environment would subtract 2 from his EML.

Elemental Foci

Certain elemental material(s), called foci, can be used to focus spell-casting energy. One of the most common types of focus is that created by the spell *Focus*. When a caster employs his focus in the casting of a spell, an EML modification is applied. Mundane (unenchanted) elemental objects may also, at GM discretion, be used to increase EML. The full bonus is applied to increase the EML of a Primary spell and to decrease the EML of a Diametric spell. Half the modifier is added to a Secondary EML and subtracted from a Tertiary EML.

Degree	Element	Modifier
I	No Focus	+0
II	Unenchanted Element	+5
III	Enchanted Elemental Focus	as applicable

The spellcaster must *attune* himself to any focus/element he intends to use and can only be attuned to one focus at a time. A focus is normally as detectable as a Gesture of the II or III degree. See *Detection* p.25.

Object Element

A spell is an *enchantment* if it places active or dormant magical effect(s) upon an object. If the caster is enchanting an object, the elemental relationship between the spell and the object affects EML as follows:

Degree	Object Convocation	Modifier
I	Diametric Object	-30
II	Tertiary Object	-20
III	Neutral Object	-15
IV	Secondary Object	-10
V	Primary Object	+0

***Example:** a Fyvrian Shek-Pvar is attempting to cast a Jmorvi spell to enchant a pool of pure water (Odivshe object). The object is tertiary to the spell, therefore, the caster reduces his EML by 20; his own convocation has nothing to do with it.*

Determining the elemental nature of an object can be an interesting challenge for the GM. A tree would always be considered a Fyvrian object, but if it has runes carved on it, it *also* becomes a Savoryan object, but not in the same sense. The tree would always be a Fyvrian object, but if the runes were removed it would cease being a Savoryan object. The object's Savoryan nature is contained by its meaning.

The most accurate way of assessing the elemental nature of an object is to consider what property of the object the spell is going to affect. If, for example, the spell is going to enhance a tree's growth, the object should be considered Fyvrian (because growth is a Fyvrian principle). If the enchantment is intended to modify runes carved in the tree's bark, it may be considered a Savoryan object ("meaning" is the principle involved).

Nearly all objects are multi-convocational, although in some cases, one element clearly dominates, or one component of the object is clearly the target of the enchantment. The GM will rule on each substance/object as need arises, and, if in doubt, he will rule it neutral.

As a clarification, all animals are Fyvrian objects and Shek-Pvar are *also* objects of their own convocation. Because of this, Shek-Pvar are somewhat more vulnerable to enchantments of their own convocation.

If there are two or more equally viable evaluations, the spellcaster is *usually* allowed the most favorable. A spellcaster is advised to learn as quickly as possible the nature of his element so that he can make credible claims to the GM.

This rule makes it harder for a Shek-Pvar to enchant his *nemesis element* and easier to enchant his *Primary*.

Noise

Mundane activities in the environment, such as noise or movement, may affect the caster's ability to concentrate, and consequently, his EML. Background noise is a subtle consideration since it is not just the volume that affects EML, but also the content, meaning and consistency of the noise that has an effect. A wagon passing nearby is disturbing; the fortieth consecutive wagon is less so. A waterfall is very noisy, but less disturbing than a quiet question asked of the caster. The optimum environment is one of complete silence with no movement or intrusion. Background noise/activity can only detract from EML:

Degree	Noise/Activity Level	Modifier
I	Silence (best environment)	+0
II	Small Noises/Activity (Whispering/etc.)	-5
III	Normal Conversation/Movement	-10
IV	Loud Noises/Sudden Actions	-15
V	Very Disturbing (combat)	-20

Joint Spellcasting

From time to time, Shek-Pvar may wish to pool their efforts in spellcasting. Apart from the possibilities presented by spells such as Energy Pool (Neutral), an optional rule may be introduced for *ad hoc* application. Two Shek-Pvar may *jointly* cast a spell if:

(1) Each knows a spell which is so nearly the same as to be indistinguishable. Obviously, each version must be of the same convocation and level;

(2) They establish skin contact by grasping hands, etc.;

(3) The "fusion" is maintained throughout *Time To Cast;*

(4) They meet such other criteria as seem reasonable to the GM in the specific situation. GM may require that some kind of ritual or procedure be followed to form the necessary "fusion" between the participants.

Joint EML

One success roll against a joint EML is made. The joint EML is that of the superior party PLUS the SI of the inferior party. Hence, if the parties' EMLs were separately 74 and 58, the Joint EML would be 74+5=79.

Joint Fatigue Accrual

Fatigue accrued by the jointly cast spell is increased 50% and divided equally. Hence, if a jointly cast spell results in 20 FP, each party accumulates 15 FP. If misfire occurs (CF) each party sustains 75% of the effect(s).

Joint Research

Two researchers who wish to develop the same spell may do so jointly provided they agree on a Spell Description, follow the same Research Schedule, and meet all normal requirements jointly. (They may separate to sleep and go to the toilet, but that's about it.)

A joint RTL (p.14) is calculated and a single research success roll is made. Each participant enjoys the same success. RTL is calculated as follows:

[0] Basic RTL is the superior participant's SB plus 50% of the inferior participant's SB.

[1] Joint EKF (p.14) is 75% of combined EKF (10% of Joint EKF is added to RTL). Maximum EKF benefit is equal to the superior participant's SB).

[3] Time Factor is unaffected.

[4] Focus/Sanctum Factors are unaffected (they apply to the convocation of the object spell).

[5] Aural Interference Factor is unaffected (it applies to the convocation of the object spell).

[6a] A Mentor may assist the joint research normally.

[6b] Written Work(s) may be used normally.

[6c] Original research modifier (the *Superior* participant's SB plus half the *Inferior* participant's SB) is added only if no mentor and no written works are involved.

The Research roll is made after all time (etc.) requirements are met. The success applies to both participants, but each opens the spell to a multiple of his own Skill Base.

***Example:** Kasar (SB17) and Tord (SB6) are jointly researching a spell. Their joint basic RTL is 20 (Kasar's SB+half of Tord's). Kasar's EKF is 129 and Tord's is 38 for a combined EKF of 167: 75% 167 is 125.25; one tenth of this (12) is added to RTL for a new total of 32. The object spell is III level and the team allows a total of 48 Effective Research Hours (16 per spell level); the Time Factor therefore is +5, bringing RTL to 37. Neither participant has a focus, but the research is conducted in Kasar's Sanctum which has a value of 6 and is of the object spell's secondary convocation; therefore, 3 is added to RTL for a new total of 40. The team forgets to remove a minor amulet from the vicinity and the GM assesses a penalty of 10, reducing RTL to 30 because of Aural Interference. The team is conducting Original Research, giving a factor of 20 (Kasar's SB17 + half of Tord's SB6), for a final RTL total of 50.*

Form Risk

Since most Marginal Failure spellcasting results occur when the caster deems his receptacle inadequate, it would be reasonable for the caster to have the option to summon the principle anyway and take his chances.

On each occurrence of spellcasting Marginal Failure, the caster has the option to ask the GM the cause of the failure. the GM rolls to determine the cause and reports the result to the caster as follows:

01-90 An unreliable Receptacle is causing MF
91-00 MF is resulting from some other cause.

If the cause of the MF is an unreliable receptacle, the caster then has the option to abort the spell (MF) or summon the Principle into what may be an unreliable Receptacle. If he takes the latter option, he makes a second casting roll using half the previous EML and treating a second MF result as a Critical Failure (after all he was probably right that the Form was unreliable).

Form Repair

In the event of a MF Form Failure (see Form Risk above) the caster has the option to expend additional time and energy in an attempt to repair the suspect Spell Form. If the caster takes the option, Time to Cast is increased by 50% and the caster accrues 50% additional Fatigue Points. The caster then makes a second success roll (against the same EML). A MF result on the second roll is treated as CF.

This option allows the caster to *repair* spells he is casting. This is "cheaper" in time and fatigue than casting the whole spell over, but with a higher risk.

***Note:** The fatigue accrued from the original (MF) casting is not subtracted from EML for the second success roll. The second roll is considered to be "emergency repairs" of a spell in progress and, therefore, part of the same casting.*

Similar Spell Bonus

Each spell is unique, but some spells are similar to others. If, in the GM's opinion, a mage is researching a spell which is very similar in form to a spell he already knows, he is awarded a RTL bonus of 1-5 points. This bonus cannot exceed his Skill Base for the object spell and would only apply if the researcher is conducting original research (is not using Written Works and there is no Mentor participating).

ML Decline

Unless the mage devotes a reasonable amount of time to contemplating/studying the spells he knows, he tends to "forget" the finer points and this may cause a decline in ML. Most Shek-Pvar should, therefore, devote a reasonable period each day to contemplating their spells. Study should occur in a reasonable environment (see under *Spell Research* p.11 and other applicable Enriched Magic rules for description of *appropriate* environment).

Procedure

Each Shek-Pvar PC keeps a study log listing the spells he studies and the time he devotes to each. At the end of each month (midnight on the 30th) the mage tests a Target Level which is a multiple of his Intelligence (Memory) for each spell on his Profile. The INT-multiple depends on the amount of study/contemplation time (per spell Complexity Level) spent that month on that spell.

Time/Level	None	15 Mins.	30 Mins.	45 Mins.	1 Hour
Target Level	INTx1	INTx3	INTx4	INTx5	INTx6

If the Target Level is greater than 99, no roll is necessary; the mage has done enough to avoid any chance of ML Loss.

If a roll is necessary, it is made (as for a skill roll) and interpreted as follows:

CS: New insight – Gain 1 point of ML
MS: No loss of ML for this spell this month
MF: Reduce spell ML by one.
CF: Reduce spell ML by 1d3.

A Written Work may be studied in the course of contemplation. If a pertinent Work is consulted, add its RTL to the Target Level (multiple of INT).

Note: in reality, all skills should decline, not just spells.

Memorization

There are two degrees to which a Shek-Pvar can "know " a spell: *learned* or *memorized.* Memorized spells are a sub-class of *learned* spells. All spells researched and opened by Shek-Pvar are *learned*; some are also *memorized.* Memorized spells are easier to cast. when a Shek-Pvar opens a new spell (by Research) it is learned (but not necessarily memorized). Thereafter, in the course of play, Shek-Pvar have the option to memorize learned spells. When a spell is memorized, an "M" should be entered on the character/spell Profile.

Procedure

Spell memorization (converting a learned spell into a memorized spell) takes 2 hours per complexity level for a Primary spell, 4 hours/level for a Secondary spell, 5 hours/level for a Neutral spell, 6 hours/level for a Tertiary spell and 8 hours/level for a Diametric spell. However, a mage can declare a spell memorized upon opening it without expending additional time.

Memory Limitations

There is a limit to the number of spell Complexity Levels a mage can memorize: Will + Intelligence + Aura. Hence, a character with 9 WIL, 12 INT and 17 AUR could have up to 38 spell levels memorized. Shek-Pvar can "instantly *dememorize*" spells at will.

Memorization And EML

Memorized spells are cast without EML or time penalty. Mages cast unmemorized (learned) spells with an EML penalty of 10 points.

Copying

Mages may want to produce copies of a written work. Given vellum, some ink, and a pen, a written work, may be copied even if both the script and language are unfamiliar. The copyist's applicable script and language MLs do, however, affect the accuracy and the time required to make a copy. Generally speaking, time and accuracy are, at GM discretion, determined by testing the applicable MLs and/or Will.

Only mundane elements of a Written Work (p.16) can be copied; any enchantment which may be present cannot. In addition, if the written work is encrypted by means of a positional technique (ie. the location of words/symbols on the page has meaning) the condition of the copy may be reduced dramatically (details at GM discretion). A mage does not open or learn a spell, nor enter it on his profile, just because he has copied it.

Spellbinding

Mages are able to make *Written Works* (p.16) of any known spell. Spells may be written on scrolls, in books, or even painted on buildings. All the writer needs is a script, a language, and a *Learned* spell.

Each type of Written Work takes a specific amount of time to produce. The time requirements presume a good study environment (as for spell research, although interruption may not be as serious. See *Time and Resources* p.14).

Written Work	Time to Make	Length
Spell Disquisition	12 hrs/Level	12+ pages
Spell Treatise	7 hrs/Level	3-12 pages
Spell Tract	2 hrs/Level	1-3 pages
Spell Scholium	5 mins/Level	Short Note

The *basic* RTL Value of a Written Work (p.16) is determined by its type and the author's SI for the spell:

Type	SI: 0	1	2	3	4	5	6	7	8	9	10	11	12
Scholium	0	1	1	2	2	3	3	4	4	5	5	6	6
Tract	0	1	2	3	4	5	6	7	8	9	10	11	12
Treatise	0	1	3	4	6	7	9	10	12	13	15	16	19
Disquisition	0	2	4	6	8	10	12	14	16	18	20	22	24

RTL value is reduced if the author has imperfect command of the language or script he is using. RTL reductions for language and script are cumulative.

Language/Script SI	2-5	6-8	9-10	11+
RTL Value Modifier	-4	-2	-1	+0

***Example:** Chastare, with ML72 in a III level spell, could produce written works with the following RTL values: a Scholium (+4) in 15 minutes, a Tract (+7) in 6 hours, a Treatise (+10) in 21 hours, or a Disquisition (+14) in 36 hours. Since he is using Hârnic at ML91 and Lakise at ML65, all RTL values would be reduced by 1 for the Language (SI 9) and by another 2 for the script (SI 6).*

Spellbinding has application in conjunction with *Spell Research* (p.11) and various Enriched Magick rules. Note, however, that an author cannot benefit from a Written Work he has produced himself when conducting research, but may be able to use an authored Written Work for spellcasting; see *Written Foci* (p.30).

Variant: Use this method to determine the *maximum* RTL value of a written work, then generate another RTL value by rolling 1d6 (Scholium); 2d6 (Tract); 3d6 (Treatise); or 4d6 (Disquisition). The *actual* RTL value of the Work will be the lower of the two.

Keeping Secrets

Few mages commit their spells to vellum without taking precautions that they will not fall into the wrong hands. Some omit vital steps, or add incorrect/dangerous ones when they write their spells. There are thousands of methods, from recording mostly gibberish to positioning text and diagrams on the page in a meaningful way. These features affect the *Condition* of written works.

The commonest and simplest protective system is for the Mage to leave out key steps and/or to add false (often dangerous) ones. This amounts to rigging the work as a kind of booby trap. Even then, an experienced reader *may* detect and overcome the problem.

Shek-Pvar often invent spells to translate, encrypt, or lock written works - an interesting area for original spell research. No such spells are in wide circulation since if such a spell were widely known it would be useless.

Symbolization

Over the centuries, mages have developed thousands of symbolic "scripts" for recording spells. These are glyphic or runic symbol sets in which each symbol stands for a process or principle and has approximately the same meaning, albeit a different name, in each Kethrian language. Each Shek-Pvar convocation teaches Mavari its own symbol set, and these can be opened as Skills (SB as for a I level spell of the appropriate convocation). It is forbidden to teach a basic symbol set except to a convocational brother or a *Gray Mage* (p.35).

Lyahvi	Anta-Kyri	**Fyvria**	Korotanish
Peleahn	Mayesi	**Odivshe**	Vastienish
Jmorvi	Anta-Irdic	**Savorya**	Chanorian

These basic symbol sets are capable of recording spells up to the III level of complexity. Beyond III level it is necessary to add symbols and this is done on an individual basis. This means that each mage develops a personal "dialect" that is very hard for others to decipher. Some mages even discard the basic symbol set and develop their own from scratch. If this Enriched Magick rule is adopted, all Shek-Pvar should open (as an automatic skill) their convocational symbol sets to an OML of SB5. If they opt to open a personal symbol set, it opens to SB2. Mages rarely have difficulty reading their own symbol sets, but are limited by ML. Symbol sets can be used as a substitute for both language *and* script.

To read symbolized text, one must first learn the basic symbol set from a mentor or a *large* body of written work in the same symbols, then learn any dialect involved. The effort is not usually worth it.

Artistic Symbols

Some mages create symbol sets consisting of visual and tactile shapes and textures. Fyvrians, for example, sometimes use sculpture as a media – producing a statuette which is a tactile representation of a spell, each curve and appendage having a specific, symbolic nature.

Kardia of Berema, for example, a blind Fyvrian who lived from 421-519 TR wore a necklace made from small jade talismans. Each contained a complete spell description that only he could read. Few have achieved this degree of sophistication.

Written Foci

An applicable Written Work (pp.16, 29) may be used as a spellcasting focus by its author. Use of a written work precludes the use of most other focusing devices or procedures at GM discretion. (You can't dance and read at the same time). The EML modifier for a Written Work is a fraction of its RTL Value:

Type	EML Bonus	Time
Scholium	One Half RTL	None
Tract	One Third RTL	30 secs.
Treatise	One Quarter RTL	2 mins.
Disquisition	One Fifth RTL	10 mins.

Using a Written Work as a foci increases the Time to Cast for the Spell (Time above). Note that, while a Spell-Disquisition may be a fine way to learn a spell, it may be less useful for casting one.

Written Work Enhancement

Shek-Pvar often create spells to enhance the usefulness of Written Works in their possession. Some suggestions for original research and spell list expansion are:

1. A spell that allows the author the full RTL Value as an EML Bonus
2. A spell that eliminates the Minimum Time to Cast for longer Written Works.
3. Spells to enhance the storage capacity of a Tome (Grimore) containing multiple Written Works (spells).
4. A spell to find a spell quickly within a *Grimore* (p.31).
5. A fast-reader spell that allows the reader to (almost) instantly learn what he needs to know when he touches the cover and invokes it... and so on...

Grimores

A grimore is a personal spell repository. It can take any of several forms, from a collection of vellum scraps in a canvas bag to an elaborate leather-bound, jewel encrusted tome enchanted with "Wards-of-Great-Power". A grimore can contain large numbers of Written Works of all kinds and be used as a Research Aid, or Written Focus. A Grimore is, basically, the mage's grand recipe book. It contains spells he has copied and not yet learned, spells that he has learned, and spells that he has enhanced.

Each Shek-Pvar character who decides to keep a Grimore is strongly advised to make a list of its contents, clearly identifying which spells are *learned*, which are just *copied* (unlearned) which are learned and *memorized* and so on.

Reading Spells

This option allows Shek-Pvar to cast a Spell (of his convocation only) contained in a Written Work without first learning it.

The first requirement is to calculate a Skill Base for the Spell. ML equals SB1 plus the RTL Value of the Written Work. This ML is modified by all applicable factors including the Written Work Condition, the environment, and any appropriate foci.

Upon casting, the Success Level achieved is reduced by one – CS is read as MS, MS as MF, MF as CF (CF remains CF).

If the mage *successfully* casts a spell under this rule, he has **not** learned the spell, but may increase his RTL by his SB if/when he does research it.

Research Scheduling

The student can invest as much or as little time as he wishes in researching the spell. The research attempt is terminated when he declares his intent and/or makes his Research Roll. The amount of time (per Object Spell Complexity Level) invested modifies RTL according to the table on right.

Time Invested	RTL Effect
1 hr/Level	-20
2 hrs/Level	-10
4 hrs/Level	-5
8 hrs/Level.	+0
16 hrs/Level	+5
32 hrs/Level	+10
64 hrs/Level	+15
128+ hrs/Level	+20

If the researcher budgets more than about 20 hours to a research project, it cannot be undertaken in a single study session; the researcher must follow a schedule. A reasonable schedule includes a minimum of eight (preferably continuous) hours of sleep in each twenty-four. An hour in each twenty-four for toilet, and another hour for meals (provided the researcher does not have to prepare them – otherwise double the meal requirement).

Example: The following schedule, allows for 12 hours of research, one hour of Meditation (spell contemplation) per day, and the time allowed for other requirements is adequate. If the GM believes a schedule is impractical he will penalize the student's RTL.

0530-0545 Rise/ablutions (15 mins)	1730-1830 Supper (1 hr)
0545-0615 Meditation (30 mins)	1830-2030 Research (2 hrs)
0615-0700 Breakfast (45 mins)	2030-2045 Snack (15 mins)
0700-1200 Research (5 hrs)	2045-2115 Meditation (30 mins)
1200-1230 Lunch (30 mins)	2115-2130 Prayer (15mins)
1230-1730 Research (5 hrs)	2130-0530 Sleep (8 hrs)

Effective Research Hours

A running total of ***Effective Research Hours*** (ERH) invested should be kept. *Planned* interruptions, namely scheduled breaks for eating, sleeping, etc., have no effect. With *Unplanned* interruptions the research process may accidentally abort and misfire.

Minor Interruptions: Loud, unexpected noises, or unscheduled visitors. The chance of such an interruption depends on environment; it might be assessed at 5-10% per hour in a typical townhouse. The effect of *each* minor interruption is to reduce ERH by one hour.

Major Interruptions: The student engages in unrelated demanding activities during or between sessions The researcher tests 5xSB (Normal Development) or 3xSB (Fast Development). If the interruption does not abort/misfire the process, reduce ERH by twice the interruption's duration (one hour minimum) *and* reduce RTL by 1.

Severe Interruptions: Some interruptions are so demanding that they automatically abort research. A sudden illness, or having the building one is working in burn down would fit this category. The research aborts and the researcher rolls to avoid misfire only.

Aborting the Spell-Learning Process

The researcher can voluntarily and safely abort the learning process and restart from scratch later or abandon the project altogether.

Note: Research times may seem short to some GMs (players rarely share this view). This is illusory. Several attempts are usually required to open a spell, and each casting attempt is a continuation of the research process, carrying a risk of misfire. A spell is not "properly learned" until the mage achieves high ML.

Fast Spell Development

If less than an hour per Level is invested, the student is attempting *Fast Development.* A Fast Development research attempt that results in MF is deemed to end in CF. The RTL effects of Fast Development times are given on the table (right).

Time Invested	RTL
1 min/Level	-20
2 mins/Level	-10
4 mins/Level	-5
8 mins/Level.	+0
16 mins/Level	+5
32 mins/Level	+10

Artifacts

The Shek-Pvar are generally interested in two types of artifact: Minor Artifacts have no personality and can hold no more than one minor power. Major Artifacts have some kind of personality and, consequently, can hold multiple major/minor powers.

Personality can be implanted in artifacts by magic, possession (self-implanted) or divine intervention (the latter is not dealt with here).

Major Artifact Personality

There are two basic types of major artifact personality: *Artificial* and *Natural:*

Artificial Personality is created by arcane means. Such personalities tend to lack fine definition and to be expressed in terms of Ego. An artificial personality is, at most, semi-intelligent. It has no true life of its own, and functions as an extension of its invoker/user. Artificial personalities vary in sophistication. More advanced types may have Morality and/or Purpose and make "decisions" independent of, or even in opposition to their users.

Natural Personality is the kind possessed by living creatures. Natural personalities are defined by a full spectrum of personality attributes such as Aura, Will, Intelligence, and Morality, and are, generally, created with the *HârnMaster* character generation system.

Major Artifact Ego/Will

Artificial personalities are possessed of **Ego** and natural personalities have **Will.** For most purposes, Ego and Will are equivalent. Both types permit the installation of major (ego-dependent) powers, and make the artifact more difficult to use.

The higher an artifact's Ego or Will, the greater its potential powers, and the more difficult, fatiguing and dangerous it is to use. An artifact with Ego tends to resist its user, who may have to engage in *Mental Conflict* (p.34) to invoke its powers.

Artifact Purpose

Purpose may be installed in artifacts with Ego. (Natural personalities invent their own purposes). Examples of purpose might be: "to defeat followers of Agrik" or "to serve the interests of clan Elendsa".

When a character tries to invoke powers in an artifact with Purpose, the GM judges whether he is acting for, against, or neutral with regard to the purpose. If the user is advancing the purpose, mental conflict is unnecessary. If the user is opposing the purpose (eg. trying to slay a member of the royal line it is meant to defend) mental conflict occurs. If the user's intent is neutral to artifact purpose, mental conflict occurs, but the artifact's Mental Conflict Factor (p.34) is reduced. If the motivation of either party changes, new conflict occurs. All this depends on the artifact's ability to assess its user's intent. Artifacts vary in their ability to assess long-term effect. Some can be convinced that actions which seemingly act against its purpose actually further it.

Artifact Morality

Some artifacts have Morality. Whenever a user whose Morality differs from that of the artifact by more than two points attempts to invoke its powers (regardless of Purpose) Mental Conflict (p.34) occurs.

Morality & Purpose Compatibility

Morality and Purpose help define the nature of an artificial personality. If they are incompatible (GM discretion) the artifact is severely stressed and may develop a form of schizophrenia possibly leading to self-destruction. An artifact's psychiatric breakdown and descent into madness can be very interesting, especially if its user is strongly moved to follow.

Artifact Convocation

Some artificial personalities are of a specific convocation . Powers installed in such an artifact must be of the same convocation or severe/fatal stress results. If a Shek-Pvar of a different convocation attempts to invoke a convocational artifact, mental conflict always occurs.

Artifact Powers

Powers can be major or minor; they are considered minor powers if they are installed in a minor artifact and major powers if installed in a major artifact.

Major artifact powers are *Ego/Will-dependent*; they can only be installed in major artifacts (those with Ego/Will). Each major power requires an amount of Ego/Will. Hence, a major power might "occupy" 3 points of Ego. The sum of the Ego-points of all installed Major powers cannot exceed the artifact's Ego/Will. Hence, an artifact with an Ego of 11 could have, for example, two

4-point powers and one 3-point power. Minor powers require no Ego, but cannot be combined with other major or minor enchantments.

Active/Passive Artifacts

An artifact may be *active* or *passive*. A passive artifact cannot initiate action; it must either be invoked by a user, or its power(s) are permanently or automatically invoked by specific situations. Active artifacts are usually possessed of natural personalities and can self-invoke.

Artifact Attunement

Attunement is a special, empathetic relationship between an entity (Attuner) and artifact. There are various ways in which the relationship can be established depending on the skills/talents of the Attuner and the characteristics of the artifact.

Manual Attunement

Manual attunement is the simplest and most time-consuming method. The Attuner keeps the artifact on his person at all times for several days, preferably in contact with his skin. He must also handle, contemplate and meditate upon the artifact, in a conducive environment for at least an hour a day. The time required to achieve attunement in this way is determined by the attuner's Aura (sensitivity), and the elemental relationship between him and the artifact).

After an appropriate period, the attuner tests a multiple of Aura usually no more than AURx3 (GM discretion) to determine if the attunement is successful.

Note: some artifacts are themselves active attuners, Godstones for example. Such artifacts are more easily, and much more quickly attuned to. The drawback is that an active attuner tends to "punish" failure, often by inflicting a shock roll (possibly Aural p.18).

Psionic Attunement

The Psionic Talent *Sensitivity* can be used to attune to an artifact if and when this seems appropriate. Sensitivity is faster and more reliable than the manual option – the roll is made against Sensitivity ML.

Spell Attunement

Shek-Pvar can create spells specifically to attune themselves to convocational artifacts – A Peleahn spell to attune to a Peleahn artifact and so on. A Neutral spell would allow attunement to Neutral artifacts. Because they are so much more specific, spells tend to be the fastest and safest attunement option (if they are properly used).

Staying Attuned

Once attunement is achieved, the relationship usually continues until the "psychic contact" is broken. Psychic contact is usually facilitated by some form of physical contact. So, if skin contact is broken, attunement is usually lost, and if the artifact and Attuner are separated for any significant time/distance, the relationship almost certainly terminates.

Mental Conflict

Mental Conflict (or a Battle of Wills) occurs when either or both of two Wills/Egos attempt to achieve dominance. This occurs (at GM discretion) when a character tries to invoke a major artifact's power(s) (Artifact Control Check) or when an ethereal attempts to Possess a living being.

Mental Conflict Factor (MCF)

To resolve mental conflict, each party tests its Mental Conflict Factor (MCF). Living entities have more *animus* than spirits, shades, or artifacts. Basic MCF is 4xWill for living creatures and 3xEgo for others.

MCF Modifications

Where or over what the conflict is fought may give a "home ground" advantage to one party or the other. For example, in a battle for possession of a body, the *native* spirit increases its MCF by its Will/Ego. Other factors may give advantage (usually only to living entities): one party might have superior knowledge of the other, or more experience in mental conflict.

MCF is subject to Physical Penalty (the sum of all Injury and Fatigue Points) and would be reduced for an unconscious/semi-conscious participant.

Example: *Bralon, a human with a Will of 14, has recently acquired the infamous sword Oathbreaker, which has an Ego of 12 and the power to inflict 6 extra points of Edge Impact. Oathbreaker has no Morality or Purpose. To invoke the power, Bralon must initiate Mental Conflict. Bralon's basic MCF is 14x4=56; Oathbreaker's is 12x3=36. Bralon has previously used the sword, so the GM gives him a bonus of 50%Will=7. So Bralon's MCF is 56+7=63. Oathbreaker has a "home ground" advantage (+1xEgo) so its MCF is 36+12=48.*

Mental Conflict Procedure

The procedure for resolving Mental Conflict is that each party tests its MCF (as for a skill roll – MCF cannot be higher than 95 or less than 5). Whichever party achieves the higher success level wins the conflict.

Example: *Bralon achieves MS and Oathbreaker MF so Bralon controls the sword's powers and can use them against his opponent, Mong the Destroyer. If Oathbreaker had rolled CS, it would have won and would probably have acted subtly against Bralon: Most likely, Oathbreaker would inflict 6 points* less *impact than normal, but the sword could choose another way (GM discretion); Who knows what evil lurks in the "hearts" of swords? Especially swords with names like this one...*

If the parties achieve equal success, neither wins a dominant position, and their relationship (whatever it was) is unchanged. If, after a draw, both parties (or the only live entity) want a rematch, it occurs immediately.

Example: *Bralon and Oathbreaker each roll MF - a draw. Bralon really wants Oathbreaker's powers because he is having difficulty penetrating Mong's armour, so he initiates another Mental Conflict; he can do this unilaterally because he is the only live entity in the conflict. This time he wins.*

Note: *Mental Conflict demands less concentration than, for example, spellcasting, so Bralon can attempt to invoke Oathbreaker while he is fighting Mong. However, since Mental Conflict generates fatigue, Bralon may tire himself, and this could render control of Oathbreaker somewhat moot (and Bralon somewhat meat). By the way, Oathbreaker is really too* Ego-istic *for Bralon to safely handle; he would be wise to give the sword away as soon as possible, but not to a close friend.*

Time Requirement

The more stubborn and evenly matched the parties, the longer Mental Conflict takes. To determine the number of seconds required for Mental Conflict, subtract the *difference* in Will/Ego from the *average.*

Example: *Bralon's Will (14) and Oathbreaker's Ego (12) average 13, less the difference (14-12=2) is 11. Therefore, each conflict between them takes 11 seconds.*

Fatigue from Mental Conflict

Mental conflict can be tiring, especially against stronger opponents. Participants accrue normal Fatigue Points which are recorded and applied in subsequent conflict and physical activity. Each entity acquires FP equal to its opponent's Will/Ego, plus or minus the difference between the parties' Will/Ego; hence the party with the higher Will acquires less fatigue. The minimum fatigue in a Mental Conflict is one (1) FP.

Example: *Oathbreaker's Ego (12) less Bralon's Will (14) is 2. So Bralon acquires 12-2=10 FP, while Oathbreaker would acquire 14+2=16 FP.*

Artifact Fatigue Recovery

An artifact or dominated entity, or any entity without an Endurance attribute, recovers from fatigue at a rate of 1 Fatigue Point per minute.

Controlled Artifact Fatigue

Any fatigue accrued by a *controlled* artifact or entity is passed on to its controller; FP acquired before it was dominated, including that acquired during the conflict in which it became dominated, are not passed on.

Mental Conflict: Control Duration

Control/dominance terminates when *contact* is broken (Eg. When Bralon re-sheathes Oathbreaker and breaks skin contact) or when the dominated entity wins a rematch and breaks free.

After a suitable lapse, a dominated entity may initiate another Mental Conflict to break its dominance. The normal minimum lapse is equal to 10 minutes x dominator's Will, but some artifacts/entities will wait longer than this, until the dominator is fatigued, injured, or off guard to "make their moves"; this depends on the suppressed entity's Intelligence or cunning (if any).

In other words, Bralon only has to win control over Oathbreaker once, at the beginning of his battle with Mong the Destroyer, provided Mong did not disarm him, and as long as the battle lasted less than 140 minutes.

These Mental Conflict rules are intended to provide a more interesting and somewhat more uniform system to regulate all forms of psycho-spiritual conflict, including psionics, possession, Shek-Pvar Magic, and some forms of divine and semi-divine intervention.

Gray Magic

Gray (sometimes styled black or white) Shek-Pvar are masters who by virtue of their vast experience and expertise are able to transcend the normal limitations of convocational magic and work all principles with almost equal ability. Grey Masters are rare.

Characters may opt to become Gray Mages if they meet BOTH of the following requirements.

[1] Have a EKF (p.14) in every convocation and in neutral magic (each calculated separately) of at least 50.

[2] Know at least 12 spells at ML 81+, at least one of which must be in each convocation.

Even if both criteria are met, would-be Gray Shek-Pvar are well-advised to carefully consider the timing of the change. Converting oneself into a gray mage actually makes Primary and Secondary magic *more*, rather than less difficult. Most Shek-Pvar will want to develop primary and secondary magic to the highest possible levels before the transition is attempted.

Technical considerations aside, there are significant factors to consider in terms of status. While members of the Shek-Pvar recognize Gray Magic and the great mages who make it, they invariably associate the powers of a gray mage with the highest ranks of their own organization. Therefore, if one wishes to be acknowledged as a Gray Mage, one should first attain the lofty rank of Viran.

Freed from the narrow perspectives of convocational magic, gray mages are a class unto themselves. Acceptance into their ranks is a tacit honor, one that comes gradually, over years, as the Viran earns the respect and approval of those who have already achieved the highest repute. Ironically, the status only seems to come to those who have achieved so much that they no longer care about status.

Gray Power

A gray shek-pvar retains only nominal membership in his convocation. For the purpose of casting/inventing spells, he has no convocation and treats all spells as neutral. This makes it easier for him to handle Diametric and Tertiary magic, but he looses some or all of his advantage in Primary and Secondary magic.

When he converts, the gray mage is, de-attuning himself from the element(s) of his former convocation in favor of a broader, *grayer* perspective, and must recalculate his SB for all open spells *as if they were neutral*; some will decrease, some will increase.

Recalculation of SBs does not affect current MLs, but future development rolls will use the new SBs. Gray mages have one principal advantage: they are able to invent neutral spells (by original research), and since they consider all spells to be neutral, this means they can research any spell at all without relying on Mentors or Written Works.

Metamorphosis

The transformation from convocational to neutral attunement is difficult. In terms of time, effort, environment, etc., the procedure is equivalent to researching a "Neutral V Level spell". In order to do this, the mage must have either a Spell Disquisition called *Becoming a Gray Mage* (or some similar work which can only be prepared by a Gray Mage) or secure the assistance of a Gray Mage as Mentor.[1] The research procedure is then followed normally. Upon successfully opening the "Gray V Level spell" he simply changes his convocation to Neutral (no new spell is actually opened).

[1] The GM may allow some other way to become a gray mage, since there must have been a first one...

HOLZ

Varsisa's Mirror

An Example of Spell Design

Susan's PC, Varsisa, is a moderately competent Lyahvi. Susan wants a fast, low-energy invisibility spell and submits the following Spell Description to the GM:

I

Varsisa's Mirror

A spell which causes observers to not see the caster. The basic spell requires a seed spark or light and can only render the caster himself invisible.

Bonus Effects

ML61+ Seed spark/light no longer required.

ML71+ Caster can render persons other than himself invisible (touch required).

ML91+ Spell may be used to render inanimate objects invisible.

Fatigue: (15-SI)x1
Time: 1 second
Range: Self/Touch
Duration: MS:SI mins.; CS:SIx3 mins.

Susan claims that the spell works by manipulating refraction, a valid Lyahvi approach, but one contradicted by her phrase, "...which causes observers..." which implies that the observers, specifically their minds, are the objects of the enchantment. The GM points out that an enchantment of someone's intellect is Savoryan, not Lyahvi. Susan accuses the GM of nit-picking, but changes the wording to "An enchantment which renders its object invisible by bending light around it".

A similar spell is *Cloak of Kalaerin (Lyahvi II).* The GM estimates that *Mirror* at I level actually demands more power and finer control. *Mirror* can be laid on a class of objects consisting of a single object - the caster. This is appropriate for a first level spell, but Bonus Effects expand into two very large classes. Taken with the fact that everyone who observes the object is automatically subject to the effect, *Mirror* obviously does too much for a I level spell. Susan must give up low level, classes of object, certainty of effect, etc. She wants to stress speed and low level (wanting to learn and cast it quickly). The GM advises her to dump the bonus effects.

Examining other Lyahvi "invisibility" spells, the GM points out that the effects are still too impressive. Susan suggests that casting time be increased to (15-SI) seconds. This kind of formula, both for fatigue and casting time, is generally preferable since it lets the caster gain with advances in proficiency.

The effect is too universal to let the spell be I level. The GM suggests a "victim" Eyesight test to see if they are fooled and that the effect be downgraded unless casting CS is achieved. Reluctantly, Susan agrees and writes the following Spell Description:

I

Varsisa's Mirror

An enchantment which bends and warps light around the caster and his possessions. The spell requires a seed spark or light. With CS the caster is invisible. With MS the effect is to produce a vague hazy flickering zone around the caster. This makes it impossible to tell *exactly* where he is located, but does not render him invisible. Observers may overcome the (MS) effect by successfully testing 4xEyesight.

Bonus Effect

ML61+ Seed/spark no longer required.

Fatigue: (15-SI)x1
Time: (15-SI)x1 second
Range: n/a
Duration: MS:SI mins.; CS:SIx3 mins.

Susan "trades" shorter Duration for a more difficult Eyesight test. The GM assigns the spell to II level, but offers to make it I level in exchange for a special misfire, such as blindness for 100-ML. Susan thinks such side-effects betoken amateurish spells and agrees to raise the spell to II level, with a fatigue level of 1.5. The GM brings the final version to the next session:

II

Varsisa's Mirror

An enchantment which warps light around the caster and his possessions. The spell requires a seed spark or light. With CS the caster is invisible. With MS the spell produces a vague, shifting, hazy flickering zone (SI yards in diameter) around the caster. This makes it impossible to tell *exactly* where the caster is located, but does not render him invisible. Observers may overcome the (MS) effect by successfully testing 3xEyesight.

Bonus Effect

ML61+ Seed spark/light no longer required.

Fatigue: (15-SI) x 1.5
Time: (15-SI)x1 second
Range: n/a
Duration: MS:SIx10 secs.; CS:SIx30 secs.

MAJOR LYTHIAN CHANTRIES

These tables identify Lythia's major and/or most significant chantries. About a hundred chantries with less than eight (8) resident masters have been omitted. Also absent are several chantries which keep their existence secret even from other members of the Shek-Pvar.

Chantries are located to the nearest major settlement. Many are actually some distance from the nearest settlement. Included in each entry is the region/state where the settlement is located.

The chantry's reputation is indicated from *Poor* (*) to *Excellent* (*****). The number in each entry indicates the number of masters typically resident at each chantry. There are also usually twice to thrice this number of resident students.

Chantries of Arcane Lore are listed because they are open to members of the Shek-Pvar. There are usually a few mages present at any such institution.

Note the high concentrations of chantries around Hârn-Melderyn-Emelrene and in Molkura. These are regions of unusually high intra-Kethrian phenomena, including a high proportion of Kethira's godstones.

Arcane Lore Chantries

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

Lyahvi Chantries

Ain Chemu/Diramoa	***	8
Arlanto/Thonia	**	8
Berema/Emelrene	****	16
Kotyn/Molkura	****	8
Lekuria/Umel	*****	12
Manquideh/Dalkesh	****	8
Nurisel/Melderyn	***	10
Reshana/Azeryan	***	12
Tengela/Trierzon	***	8
Zerexa/Kaneum	****	8

Peleahn Chantries

Ain Rhit/Diramoa	***	8
Berema/Emelrene	****	8
Cherafir/Melderyn	***	8
Kotyn/Molkura	***	10
Lysara/Azeryan	****	12
Shostim/Rethem	***	8
Thubeliz/Falana	***	8
Zerexa/Kaneum	***	10
Zerula/Dalkesh	*****	8

Jmorvi Chantries

Bekua/Jankor	***	8
Beleka/Ivinia	**	8
Berema/Emelrene	***	10
Berone/Azeryan	***	18
Glenoth/Melderyn	****	12
Gwaeryn/Harn	***	12
Kotyn/Molkura	****	12
Mokono/Meluria	***	10
Mokora/Chogoro	****	8
Phanosia/Karejia	***	12
Silgora/Falana	*****	10
Ydei/Shoju	****	16

Fyvrian 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

Odivshe Chantries

Amurghi/Shoju	***	10
Berema/Emelrene	****	8
Chyrefal/Melderyn	****	12
Goris	***	16
Gyenku/Pechosu	***	8
Idepan/Mafan	***	12
Jarehm/Ivinia	**	8
Kotyn/Molkura	***	8
Porosua/Azeryan	**	8

Savoryan Chantries

Ain Dao/Diramoa	****	20
Berema/Emelrene	****	20
Cherafir/Melderyn	*****	16
Gyenku/Pechosu	**	8
Helas/Karejia	***	16
Idepan/Mafan	***	8
Kotyn/Molkura	****	12
Meokolis/Azeryan	***	24
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The Ancient & Esoteric Orders of the

SHEK-PVAR

HârnMaster™

2nd EDITION
Player Module

The ancient and esoteric orders of the Shek-Pvar have existed on Melderyn, the *Wizard's Isle*, and in other locales of Hârn and Lythia for several thousand years, possibly longer. The orders, six in number, are members of the Guild of Arcane Lore.

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- Conducting Spell Research
- Spell Casting

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Recommended for all players with the wit and ambition to be *real* Shek-Pvar.

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