

*The Spell Book of
Shancinar
(ancient Elven magic)*



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The Spell Book of Shancinar

(ancient Elven magic)

*as researched by Khenn Arrth Khenn
(i.e., Ken St. Andre, sometime Elven librarian)*



Brought into existence by Ken St. Andre
Edited and illustrated by J. C. Lambert

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The Spell Book of Shancinar

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Foreword

The elves were the first intelligent invaders of Trollworld. Their legends say that they came to the world from their ancient homeland (Holla Luu Yaah – the Ancient Home) in a mass exodus and flight from the dragons that they had been fighting for eons. The legends say that the elves once lived in paradise, but they were driven out of their blissful home world by dragons, and that they dispersed across the multiverse, fleeing to many different worlds in their efforts to escape the reptilian blight. Dragons followed them to Trollworld, but not in sufficient numbers to ever really threaten them with extinction. On Trollworld the dragons found a new enemy – the ancient rock trolls that were the native inhabitants of the planet. The war between dragons and trolls lasted for thousands of years and gave the elves time to establish themselves in many different parts of the planet.

Elven culture and tradition is mostly oral in nature, but they do have writing. Although spell books are incredibly rare among them, there are a few. I found this one in the great library of Shancinar – chiefly a collection of inscribed sheets of silver. Over time humans have learned some Elven spells, and have modified them to be part of the general magical lore of Trollworld, but the elves have many more spells that are mostly unknown to the outside world. The Spell Book of Shancinar is only a small collection of some of their magics. It may have been compiled over ages by many different mages – the script on the silver pages is by no means uniform in style and size. I believe it may have been a primer for very young elves, something like a children’s ABC of magic. However, a few very advanced spells have been added, perhaps to show the young ones the great power of Elven sorcery.

Over the tens of thousands of years that elves have been on Trollworld, the form of their magic has grown to greatly resemble the human form of magic, or perhaps it is the other way around. Human magic takes its basic shape, at least on Rrr'lff from Elven magic. Elves with their reverence for hierarchies were the ones who first conceived of magic being organized by level of difficulty/effect. Thus, dear reader, you will see that the spells listed here have basic levels associated with them, and these levels correspond to an ancient system of ranking the wizards who could practice them. Thus, among traditional elves, a first level wizard could only cast first level spells, and could never cast at a higher level than his own. As humans and other kindreds have demonstrated, this is largely a self-imposed restriction, but it is still rare to find any Elven wizard who can learn or cast spells above his or her own level of mastery. This is not a great difficulty for them, as most of the Elven wizards have been learning and practicing for thousands of years and are mid to high level by human standards. Many of the elves who deign to adventure among humans are quite young, practically children, and don't know much more than their human counterparts.

These spells have been transcribed from their original form as Elven script into the Common Tongue. High Elven is a flowery and repetitive language characterized by the use of similes and symbolism. It has been said that an elf will never use one word where six will do, and will never just speak if he can sing instead. Humans claim that Elven voices are musical, but that is mostly because the elves are actually singing at them instead of simply speaking to them. A glossary of well-known Elven symbols has been added at the end of the spell section.

The Spells



Absolutely Amazing Arrow Accuracy

(Magic Missile)

Cost: 4

Range: 100 feet and line of sight

Duration: Until the missile strikes its target

Level Up: No

Description/Effect: This spell will work with any projectile and must be triggered just as the missile is released. Elves are partial to bow and arrow, so it is most commonly used in archery. All elves have the ability to learn and do magic, and this is one of the most common spells taught to all. It is useful in both hunting and combat. Simply put, the arrow will not miss its intended target even if the original aim was inaccurate or off-line. However, the target must be in view of the shooter for the arrow to hit. Elves have the timing thing down very well, but non-elves must make a L2SR on DEX to be sure that they launch the missile at the precise moment of casting the spell.

All Colors of the Rainbow Belong to Me

(Change Color)

Cost: 3

Range: Touch

Duration: 10 minutes

Level Up: Doubles duration of the spell/level

Description/Effect: The caster places an overlaying color of his/her choice on an object. Only a single color may be “cast” in this manner. The spell is primarily used for cosmetic effects, but may also work as camouflage in some situations.

Frumious Damage of the Selected Weapon

(Vorpal Blade)

Cost: 6

Range: Touch

Duration: 1 combat turn

Level Up: Yes. Doubles the length of the enchantment per weapon.

Description/Effect: Doubles the damage of the enchanted weapon.

Note: A character may cast this spell on his weapon and use it to full effect during the same combat turn.

Merging the Spiritual and Material Worlds

(Enchant Object)

Cost: 2

Range: Touch

Duration: Instantaneous

Level Up: N/A

Description/Effect: Turns a small object (no bigger than a sword) into an enchanted object. The spell is often used to prepare a scrying stone, or set a magical trigger, or prepare an object for a more important spell.

Supernal Sustenance

(Fay Food)

Cost: 3

Range: Touch

Duration: 1 day

Level Up: N/A

Description/Effect: Enchants leaves, flowers, roots or any light vegetable matter into what looks like a loaf of bread – green bread. Serves as a meal that will satisfy hunger, but provides minimal nourishment. A placebo effect has been noticed in which the eater, if unaware that the food is transformed trash, will draw upon bodily reserves of energy and feel refreshed and strengthened just as if it were real food.

The Unbearable Sharpness of Weaponry

(Unerring Blade)

Cost: 3

Range: Touch

Duration: 2 combat turns

Level Up: Yes. Each level of increase doubles the duration of the spell.

Description/Effect: Enchants any edged weapon to always do at least 1 point of “spite” damage per combat round. It will work on knives, swords, arrows, spears, any sharpened edge, even fingernails. Coupled with Elven poisons, this spell goes a long way to explain the effectiveness of “magical” Elven weapons.





Visions Ethereal

(Mirage)

Cost: 4

Range: 100 feet

Duration: Permanent

Level Up: N/A

Description/Effect: Projects a visual, silent, unmoving image as a hallucination in the minds of the viewers. This is an excellent spell for giving the impression that there are walls, floors, etc., that are not actually present. Physical contact with the mirage shows that it is intangible, but does not dispel the illusion. A mirage lasts forever until dispelled. The vision exists only in the minds of the viewers and is as detailed as the spell caster wanted to make it. The more time spent in visualizing the desired illusion, the more detailed the effect is on the recipient. Elven spell casters would often use the mirage spell to leave messages for others, who would come in range and then “see” the desired message.

Insidious Ineluctability

(Hidey Hole)

Cost: 10

Range: 5 foot radius of the caster

Duration: 10 minutes

Level Up: Yes. Double the duration of the spell per level.

Description/Effect: Makes user and everything within the radius of the spell invisible for 10 minutes. This spell will move with the caster. After the spell is cast those affected by it retain their invisibility even if they move out of range. People covered by the same I. I. spell are visible to each other, but not to people covered by a different spell. However, if anyone covered by the spell takes even 1 hit of damage the spell is broken and all become visible again. The spell does not disguise sound or smell, and will not hide shadows. Being invisible makes one hard to hit in combat and will reduce enemy combat totals by 50%.

Obviate the Obvious

(Object Invisibility)

Cost: 8

Range: Touch

Duration: 10 minutes

Level Up: Yes. Doubles the duration of the spell per level

Description/Effect: Makes a relatively small, nonliving object invisible for 10 minutes. A sword would be invisible, a hat, a cape, a small boulder, but not a house, not a boat, not a barrel. When in doubt as to whether the spell would affect a whole object or not, make a level 4 saving roll on the caster's Intelligence to see if he/she judged the object size correctly.



*Subdual and Dominance of the
Creature Companion*

(Beast Master)

Cost: 1 per 10 points of Monster Rating (round up)

Range: Touch

Duration: While touching the beast

Level Up: N/A

Description/Effect: Dominates the beast in question and makes it obey the caster's command. Over time it will domesticate the animal until it is trained to obey its master without the spell actually being in effect. Takes at least 10 usages to have this effect. Does not work on humanoid kindreds.

*The Boreal Breath of Winter Most
Dire and Deadly*

(Freeze Please)

Cost: 11

Range: 50 feet (actually about 20 times the length of the caster's arm)

Duration: Instant

Level Up: Yes. Double previous damage dice + adds per level of increase.

Description/Effect: Freezes moisture in the air and hurls it toward a selected foe, dealing a number of dice of cold and impact damage equal to the caster's level plus his or her combat adds.

*Overwhelming Personal Elegance
Compels Acquiescence*

(Friendly Persuasion)

Cost: 4

Range: Touch

Duration: 10 minutes

Level Up: N/A

Description/Effect: This spell is based on the Charisma of the caster. Any creature with a lower Charisma than the caster will feel friendly toward the caster and unwilling to fight or oppose him/her.

The Benevolent Forest Dweller Provides Shelter

(Hollow Tree)

Cost: 7

Range: Touch

Duration: Permanent (Note: any tree shaped by this spell will always retain a trace of magic that can be detected. A Dispell cast at that tree would return it to its original shape.)

Level Up: N/A

Description/Effect: Causes a tree to open a hollow area in the base of its trunk equal in diameter to one half the diameter of the tree. May be used to provide shelter if the tree is large enough. This process does not injure the tree.

Terrorizing the Creatures of Darkness

(Flame On!)

Cost: 10

Range: Touch

Duration: 3 combat rounds

Level Up: Yes. Doubles the duration of the spell per level of increase.

Description/Effect: Causes the enchanted weapon to glow with magical flame doing additional damage equal to the level of the spell in dice with multiples add and roll over. (Example: 3rd level Flame On! cast on a heavy axe worth 5D6 in combat. The player rolls 15 on 5D6, then rolls 3D6 for a 3, 3, 6 in magical damage. Picks up the two threes, and rolls again getting 6, 6. Picks up the dice and rolls 6, 1. Combat total for the turn = 39 just for the weapon.)

Brothers Under the Skin

(Personal Mirage)

Cost: 16

Range: Touch

Duration: Permanent until dispelled by higher level magic

Level Up: No

Description/Effect: Gives the caster the aspect of any other being. It can make an elf look like a dwarf or an uruk; it can make one person look exactly like another person.



Draconic Durability

Cost: 16

Range: Touch

Duration: Permanent until dispelled by higher magic

Level Up: No

Description/Effect: This spell hardens the skin and covers it with a layer of glittering scales that gives armor equal to 4 times the being's CON attribute. The wizard must have a dragon scale to use to start the spell.

The Curse of Ocular Banishment

(Permanent Invisibility)

Cost: 40

Range: One being or object

Duration: Permanent unless dispelled by higher level magic

Level Up: No

Description/Effect: Makes one being or object invisible forever. It does not disguise sound, scent, solidity, or shadow.

The Mighty Minions of the Wild Wood May Intervene

(Tree Friend)

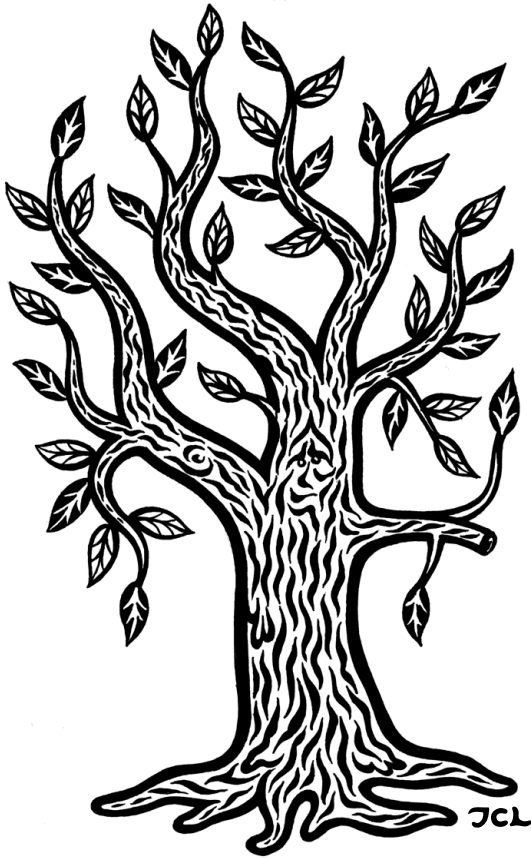
Cost: 20

Range: Touch

Duration: 10 minutes

Level Up: N/A

Description/Effect: Gives a tree (or any plant) the power of voluntary motion as if it were an animal and puts it under the command of the caster. Trees are not very good fighters but if they manage to hit a foe they roll 1D6 to see how many D6 of damage the blow does. Target being attacked by a tree must make a LISR on Speed to avoid being hit. Trees cannot uproot themselves. The spell is sometimes more effective when cast upon vines or creepers that can entangle a foe. This is not necessarily a combat spell – it may be used in other ways to gain aid or entertainment from the plant being enchanted.



Entering Into the Life of the Forest

(Dryad)

Cost: 25

Range: Touch

Duration: 1 day maximum or until voluntarily ended

Level Up: N/A

Description/Effect: Allows the target of the spell to merge with a tree in contact and enter the tree as part of it. Subject becomes part of the tree, but must leave inanimate objects behind when doing so.

Even the Rocks of the Earth Fight for Us

(Boulder Barrier)

Cost: 30

Range: Touch

Duration: Permanent

Level Up: Double the size and number of stones to rise per level of increase

Description/Effect: Causes 3 large spikes of quartz to spring from the ground. This spell can only work on open terrain, not where the ground is paved over with some other stone. Each spike is 10 feet high by 5 feet wide, sharp edged and not perfectly rectangular – usually looking more like arrowheads of quartz. They can serve as a barrier, but will also do 5D6 + 25 impact damage to anything hit by them as they emerge from the soil. Stones summoned in this fashion also double their damage as the spell summoning them is cast at higher levels.

Transform Into the Other

(Sex Change)

Cost: 18

Range: Touch

Duration: Permanent unless dispelled by higher level magic

Level Up: No

Description/Effect: Changes the gender of the victim. Genitalia and internal organs are transformed. Otherwise, appearance and attributes remain unaffected.



Remote Visualization Disregarding the Limitations of Time and Space

(Mystic Visions)

Cost: 15

Range: Touch

Duration: As long as concentration is maintained

Level Up: N/A

Description/Effect: Allows the wizard to scry and see a vision of what is happening elsewhere or in the past. For elves the spell requires some sort of viewing surface that can show an image – water, a mirror, a shiny stone.



Harmonious Transference of Mystic Might

(Creme de la Kremm)

Cost: Twice the amount of kremm transferred

Range: Touch

Duration: Instant

Level Up: N/A

Description/Effect: Allows the caster to grant WIZ to another creature. For every 2 points of magical energy put into the spell, the recipient will gain 1 point of power. No living being may receive and hold more than their own WIZ rating in transferred power.



Revelations in Reflections

(Magic Mirror)

Cost: 80

Range: Limited to the world the scryer is in

Duration: Attention span of the scryer

Level Up: N/A

Description/Effect: This spell requires a reflective surface such as water, a mirror, or polished metal. It enables the caster to scry out anything that has happened in the past to a person, place, or thing of the caster's choice. The vision shows itself in a 1 to 1 time ratio, but may be run backwards or forwards quickly. No sound is conveyed with the pictures. If the caster loses concentration, the vision vanishes.

The Joy of Being a Winged Spirit

(Fairy Form)

Cost: 50

Range: Touch

Duration: 1 day and night

Level Up: No

Description/Effect:

Changes a being into a fairy 1/10 the height, and 1/100 the weight of the original. The being gains wings and the ability to fly. All other attributes remain the same.





The Eloquence of Intuition

(Wizard Speech)

Cost: 99

Range: Touch

Duration: Permanent (Once a wizard has gained Eloquence he never loses it)

Level Up: N/A

Description/Effect: The target of the spell can understand and speak all languages, as drawn directly from the mind of any person or creature capable of using language with whom he or she wishes to communicate. This is a form of telepathy, although it does not allow communication directly from mind to mind. It only works while the wizard is touching the person he wishes to understand or talk to.

Wondrous Illusion of Infinite Space

Cost: 100 plus X where X decides the volume of space generated

Range: Touch

Duration: Permanent

Level Up: No

Description/Effect: Opens a hole in space with a volume equal to 1,000 times the amount of kremm expended in creating it. Thus if 110 units of kremm were used in the spell, there would be 10,000 cubic feet of space available. Great wizards often use this spell to create buildings/palaces larger on the inside than the outside. These holes in other space have only a single opening wherever the casting wizard held his hands when the spell was cast, and with an area equal to the cube root of the volume of space involved.

20TH
LEVEL

Life As We Lived It In Paradise

(Eternal Life)

Cost: 200

Range: Touch

Duration: Permanent

Level Up: No

Description/Effect: Slows the Aging Process of the enchanted being by a factor of 100. This spell requires four drops of blood from a being with a very long life – such as a dragon or an already enchanted elf or perhaps a troll or unicorn. An elf would normally live about 300 years, but most of them manage to receive this spell sometime after their 200th birthday, once they have proven worthy of it.



JCL

Afterword




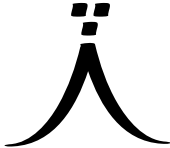








This is by no means a definitive listing of Elven magic. It is simply a sampling of some of the more interesting spells. Since all elves are magical creatures, they often do magic instinctively without knowing a spell name or its cost in kremm. For example, a common Elven cantrip is to send messages by means of animal messengers, often birds. They impress their message by magic into the brain of the messenger beast, and then send it on its way. Once the message has been delivered, the creature is no longer under compulsion. Another common trick is a camouflage spell that helps the target blend into the background - it's not true invisibility, but it works well in the gloom of deep forests. The moral of this message is to not be surprised when an elf does something magical. They are all born wizards, and they all have their own special tricks.




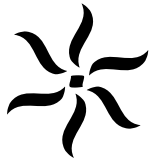
*Compiled by my hand, this 11th Day of Coldmoon,
-Khenn Arrth Khenn*





Elven Symbol Glossary





Elven symbols represent objects from the natural world abstractly and can carry different meanings according to how they are combined into compound symbols. The 10 schools of Elven magic each have a symbol associated with it that conveys the many facets of the school.





A Selection of Primary Elven Symbols



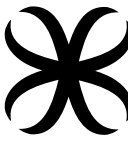

Wood/Tree	Forest	Mountain	Volcano
			
Dragon	Snow	Smoke	Rain
			
Treasure	Food	Water	Fire
			

Wind	Earth/Land	Rainbow	Flower
			

Elf	Man	Dwarf	Troll
			

Uruk	Fairy	Arrow	Sword
			

Home	City	Bird	Wolf
			

Cosmos	Self	Spirit	Law/Order
			

The Symbols of Elven Schools of Magic



CLAIRVOYANT

The combination of the symbol for Spirit over Earth represents the far reaching power of the mind to perceive that which is hidden or obscured. It also is the symbol for the Spider who notices all in her web.



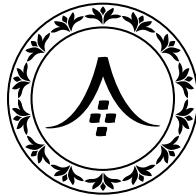
COMBAT

The symbol for battle magic is composed of the two primary symbols for Dragon and Sword representing the ancient enmity between the bitter foes.



COMMUNICATION

The movement of information by magical means is symbolized by two arrows pointing in opposite directions representing the back and forth of communication.



CONCEALMENT

Concealment magic hides or misdirects perception. This is shown in the placement of the symbol for Treasure under the symbol for Mountain.



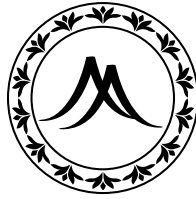
CONFORMATION

Conformation spells can alter the shape, form, makeup, or attributes of living beings. The mutability of living beings is symbolized by the merging of the symbols for Elf and Water.



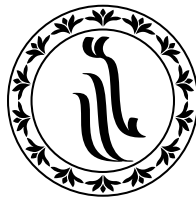
CONJURATION

The two Elven archetypal symbols for change, Water and Fire are combined to symbolize conjuration, the art of summoning weather, light, spirits, elementals, demons or other entities, objects or elemental powers.



CONSTRUCTION

The School of Construction is represented by the doubling of the symbol for Mountain. Construction magic builds structures and shapes matter or energy.



CONVEYANCE

The Elven symbol for Boat is made from a combination of the symbols for Arrow and Water. It also stands for the School of Conveyance, the art of magical transportation.



COSMIC

The symbol for cosmic magic is derived from the two primary symbols for Earth and Cosmos. The symbol for Cosmos is created by Treasure being repeated three times. Cosmos over Earth also represents the stars of the night sky.



CURATIVE

The combination of the symbol for Volcano and Water represents the soothing power of Curative magic to heal wounds, revitalize, cure diseases and nullify poison.



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