

# **TOME OF TALVAE**

**II**  
**Talvae's Distraction**  
**Talvae's Silent Steps**

**III**  
**Talvae's Alteration**  
**Talvae's Duplication**  
**Talvae's Enhancement**

**IV**  
**Talvae's Tornado**

**V**  
**Talvae's Concealment**  
**Talvae's Stairway**

~ J e f f T. B a r r e t t ~

# **Tome of the Ancient and Esoteric Mysteries of the Phantasms of TALVAE**



**A Tome of Unique Lyahvi Enchantments**



## TALVAE'S STAIRWAY

This spell condenses the air beneath the caster's feet to create a series of hazy gelatinous steps. The steps are created as the caster walks upward, and remain behind for the duration of the spell. The steps can be touched and harmed by physical means, and if a lower step is entirely destroyed, the stairway will collapse. Initially the semi-solid steps can only support the caster, and high winds may interfere with step formation and stability. With higher levels of mastery, the strength of the steps increases, allowing more individuals to be held and providing greater resistance to wind and assault.

### Bonus Effects

- ML41+** The steps have the strength and consistency of earth.
- ML51+** One additional individual may accompany the caster.
- ML61+** The steps have the strength and consistency of wood.  
Two additional individuals may accompany the caster.
- ML81+** Lower steps are unimportant and can be removed at the caster's will. Three additional individuals may accompany the caster.
- ML91+** The steps have the strength and consistency of stone.  
Five additional individuals may accompany the caster.

**Fatigue:**  $(15-SI) \times 3$   
**Time:**  $(15-SI) \times 3$  seconds  
**Range:** Touch  
**Duration:** MS: SI minutes, CS: SI x 3 minutes



## TALVAE'S DISTRACTION

This spell causes the individual designated by the caster to see a strange and fascinating object out of the corner of his or her eye. If the target turns to look, the object will flicker from the corner of one eye to the opposite corner of the other, as if it were circling rapidly around the back of the target. The target must roll 1d100 against Willx3 (MS) or Willx2 (CS) to avoid turning to attempt to get a better look at the illusory object. If the target fails this roll, he or she will waste ten seconds looking for the object. After this time, the target may attempt another roll at Willx4 (MS) or Willx3 (CS). Each time the target fails the roll, he or she will waste another ten seconds and then re-roll at one level higher. (Willx5, Willx6, etc.) Once the target makes a successful Will roll, the object disappears from view.

If the target is attacked while distracted in this way, the attack is made versus an Ignore defense and the illusory object immediately vanishes.

### Bonus Effects

- ML 81+** The caster may affect SI number of designated individuals with a +0.5 multiple for Fatigue for each target added.

**Fatigue:**  $(15-SI) \times 1$   
**Time:** 15-SI seconds  
**Range:** SI yards  
**Duration:** Until target makes a successful Will roll



## TALVAE'S SILENT STEPS

This spell creates a thin layer of cushioning air beneath the caster's feet, thus muffling the sound of his or her footsteps. Listeners are unable to hear any footsteps so long as the caster moves at normal walking pace. If the caster chooses to move more rapidly, listeners may attempt a 1d100 roll against 2xHearing (MS) or 1xHearing (CS) to hear the sound.

### Bonus Effects

- ML71+** The caster may bestow the effect on another individual in addition to himself.
- ML81+** The caster may bestow the effect on SI/2 others in addition to himself.

**Fatigue:** (15-SI) x 1.5  
**Time:** 15-SI seconds  
**Range:** Self/Touch  
**Duration:** MS: ML/2 minutes, CS: ML minutes



## TALVAE'S CONCEALMENT

This spell causes light to bend around the caster, rendering him or her nearly invisible to eyesight. If the caster remains still, viewers cannot see him or her. If the caster decides to move, viewers may attempt a 1d100 roll against 2xEyesight (MS) or 1xEyesight (CS) to notice the slight distortion caused by the spell.

### Bonus Effects

- ML71+** The caster may bestow the effect on another individual in addition to himself.
- ML81+** The caster may bestow the effect on SI/2 others in addition to himself.

**Fatigue:** (15-SI) x 3  
**Time:** (15-SI) x 5 seconds  
**Range:** Self/Touch  
**Duration:** MS: ML/2 minutes, CS: ML minutes



## TALVAE'S TORNADO

This spell creates a cylindrical whirlwind of air to surround the caster at a radius of SI feet. The high speed of the whirlwind makes it extremely difficult for arrows and other missiles to penetrate (EML penalty of SIx7), and they are instead blown to one side (caster's choice as to clockwise or counter-clockwise upon casting). Melee combat is affected as well, but to a much lesser degree (EML penalty of SIx2).

### Bonus Effects

- ML71+** The caster may create a more complex vortex that blows entering objects in a random direction.
- ML86+** The caster may control the vortex more precisely, choosing in which direction to blow each entering object he or she is aware of. Note that the choices for direction are still clockwise or counter-clockwise. More specific control is not possible with this spell.

**Fatigue:** (15-SI) x 3  
**Time:** (15-SI) x 2 seconds  
**Range:** Self. Radius is SI feet.  
**Duration:** MS: MLx3 seconds, CS: SI minutes



## TALVAE'S ALTERATION

This spell creates the visual illusion that the caster and all of his or her belongings are either better or worse than they actually are. For individuals, this reflects factors such as cleanliness, posture, lack or abundance of small scars and marks, and overall "scruffiness/pleasantness" of appearance. For possessions, the changes reflect quality (inferior/average/superior), cleanliness, shininess, apparent smoothness, and related factors. With an MS, the caster may change the appearance of self and possessions by one level (superior to average, or inferior to truly ugly, for example). With CS, a change of two levels is possible. GM's discretion with respect to changes in the appearance of the caster him/herself.

### Bonus Effects

- ML71+** The caster may bestow the effect on another individual in addition to himself.
- ML86+** The caster may bestow the effect on SI/2 others in addition to himself.

**Fatigue:** (15-SI) x 2.5  
**Time:** (15-SI) minutes  
**Range:** Self/Touch  
**Duration:** MS: ML minutes, CS: SI hours



## TALVAE'S DUPLICATION

This spell creates an illusionary duplicate of the caster within line of sight and up to a maximum of ML yards away. The illusion looks solid but has no substance. It will duplicate the actions and movements of the caster exactly. This spell may be linked with Aeric's Whisper or a similar spell to provide conversational ability.

### Bonus Effects

**ML76+** The caster may use another individual as the source of the duplicate. The duplicate will then mimic that individual's actions and movements.

**Fatigue:** (15-SI) x 2  
**Time:** (15-SI) x 10 seconds  
**Range:** Line of sight. ML yards.  
**Duration:** MS: MLx3 seconds, CS: SI minutes



## TALVAE'S ENHANCEMENT

This spell prepares the caster for ethereal contact, improving the EML of the caster's psionic ability Medium by SIx2 (MS) or SIx3 (CS). It is cast immediately before Medium is used, and the duration begins once Medium itself has been prepared. Fatigue is postponed until after the Medium session has been terminated.

### Bonus Effects

(None)

**Fatigue:** (15-SI) x 2  
**Time:** (15-SI) x 10 seconds  
**Range:** Self  
**Duration:** MS: SI minutes, CS: SIx2 minutes