

## SJARI SINDARIN SPELL CONCORDANCE

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The Sindarin of Hârn live by a different magical model with which they relate to Kelestia (the cosmic all). It is not limited to or defined by the Pvaric Wheel laid out by the Shek-Pvar, but rather has a more synergetic relationship with the world. It is largely a development and evolution affected by Sindarin immortality and psychological composition. The Sindarin spell system is known as Sjari and has little formal organization. It is intended to be an individual pursuit for each magic-using elf, much in the same manner that they view all mental and physical endeavors; exercises of personal development and growth.

The Sindarin magical model of Sjari relies on an experiential relationship with the world, and an intuitive understanding of the natural energies that underlay the fabric of reality. There is very little academic tutelage and most discussions and research between Sjari using elves deals with the emotional and spiritual connections that exist between people and places. The basis is more freeform in nature, and each elf is invited to create paradigms and axioms about his discoveries that only he or she can fully realize and understand. Humans and other intelligent races (such as the Khuzdul) have great difficulty in relating to the Sindarin outlook. Likewise, the elves seldom attempt to explain themselves to those who find challenges in comprehending their intellectual indulgences.

The Sindarin have not formed organized chantries or convocations, and hence are free to research and develop their abilities with any spell that exists within the Sjari spell concordance. They do not have specific social titles or honorifics to differentiate those with spell-casting abilities, since most elves can use at least a smattering of magic.

### SJARI MASTERY LEVEL (SML)

The ability to cast spells within the spell concordance is treated as a skill called Sjari. There are no separate skills for each spell, but rather a single defining ability. The Sjari Skill Base (SSB) is derived from a character's Aura, Aura and Int. The ML is opened at SSB 1.

Skill	SSB	Specialties
Sjari	Aur, Aur, Int	Healing, Life, Divination, Movement

### SJARI SUNSIGN MODIFIERS

The astrological influences that affect the Shek-Pvar also affect the elves, but are more seasonal in nature. The modifier to the SSB is given below depending on when the elf was born, however those born on a cusp (the first two or last two days of a sunsign) use the more advantageous modifier.

Sunsign	
Ulandus +2	Hirin +0
Aralius +2	Tarael +0
Feneri +2	Tai +0
Ahnu +1	Skorus -1
Angberelius +1	Masara -1
Nadai +1	Lado -1
An elf born in Ulandus with an Aura of 15 and Int of 12 would have (Aur 15 + Aur 15 + Int 12) / 3 + 2 = SSB 16	

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## STARTING SPELLS

A Sindarin magic using character starts play with a selection of spells. They have spell Option Points (OP) equal to their Aura. The spells in the concordance each cost 2 OP per complexity level. All Sjari users get Dispel and Verdant Hand for free.

## SINDARIN CONCORDANCE SPELL LIST

The following concordance list is used exclusively by elven magic-users. Sindarin spell-casters should only use the following concordance when researching and picking spells. The Sindarin Concordance spell list draws on the myriad of spells that already exist in HårnMaster Magic.

Spells	
Aeric's Whisper(I)	Jorum(II)
Aidan's Hastening(II)	Maintain(I)
Anvil of Pytama(III)	Mask of Shinjur(V)
Attune(II)	Maslor's Charm(VII)
Azure Hand(I)	Perfection of Sif(I)
Balm of Gresan(I)	Power of Valdan(I)
Carak's Ward(VI)	Sanctum (IV)
Charge(II)	Store(IV)
Cloak of Kalaerin(II)	Talin's Eye(II)
Dispell(I)	Tempering of Pytama(II)
Dream of Galega(IV)	Tharasin's Ward(V)
Entora's Mirror(IV)	Tongue of Pvara(I)
Esten's Mirror(IV)	Veil of Iros(VI)
Eye of Kemdal(I)	Verdant Hand(II)
False Soul(III)	Vine of Alguinas(IV)
Favrin's Bar(III)	Ward of Sirik (I)
Feel (III)	Ward(II)
Figure of Aestras(I)	Well of Anasiron(III)
Focus (III)	Will of Kirat(IV)
Galra's Enhancement(II)	Zyna's Tap(II)
Gate of Kemdal(V)	Zyrgin's Heat(I)
Hand of Iliam(II)	

## LEARNING SPELLS

Sindarin cast spells after they have learned or developed them. Sindarin learning is less academic and more experimental and subjective. They do not learn spells from written work, although this is not impossible.

## SJARI RESEARCH TARGET LEVEL (SRTL)

### [1] BASE SRTL

The base SRTL for learning a concordance spell is the SML minus five times the spell's complexity level.

### [2] ENVIRONMENT PENALTY

The researcher must have a quiet space. The Sindarin also require life energy to be present, whether they are in the form of plants, trees, animals or other organic beings. Failure to meet these requirements imposes a penalty of 5-30 to the RTL.

### [3] TIME PENALTY

One full tenday per complexity level is required to research a spell. This assumes an elf spending 12 hours a day on spell research and meditation. The GM may assess a penalty of 5-30 for interruptions in the research. Some interruptions may be deemed so severe that that the entire attempt is aborted.

### [4] AURAL AFFECT PENALTY

Active enchantments of spells that do not exist in the concordance interfere with the aural atmosphere in the research area. All such spells or enchantments should be removed before starting any research. Failure to do so results in a straight penalty of -30. The presence of a Godstone or other Earthmaster artifact automatically causes the elf's research to fail.

## [5] ESOTERIC AID BONUS

A focus or sanctum (such as the Taur-im-aina or Barasi Points) benefits research. Differing foci have various affects on the research, in some cases decreasing the time requirements (down to a day per complexity level for example), or giving a bonus to the RTL. A Taur-im-aina is the most powerful aid in Sindarin magic and reduces the research time to two days and removes all other penalties listed above.

## ENRICHED MAGIC

Use of some of the options detailed in Enriched Magic (Shek-Pvar 19-24) helps differentiate Sindarin magic from practitioners of the Shek-Pvar. The more common Enriched Magic options are: Music and Dance, Memorization, and Astrological Timing.

## MEMORIZATION

The Sindarin memorize spells, and hence the spell listing should be noted as such on the character sheet. The Sindarin rarely keep written records of their research (whether it is historical, magical, political or otherwise) and hence this places a natural limit on the number of complexity levels worth of spells a Sindarin mage can have at any one time. The Sindarin can learn new spells, but an equal or greater number of complexity levels must be forgotten in its stead. A Sindarin can memorize a total CL equal to their  $Aur+Int+1/2Wil$ .

## FAYAN CHANNELING

The Sindarin do not invent or create new spells, but rather specialize and enhance particular spells that they already have memorized. They tend to represent preservation over genesis, and hence have troubles forming entirely new spells within their magical influence.

Fayan Channeling is dealt with in a similar manner to how a Pvarist mage attunes to a Convocation, however for the elves it's an attunement to the energies that power an individual spell as opposed to a group of spells.

[1] A number of Complexity Levels equal to the elf's Aura can be specialized with Fayan Channeling. Hence an elf with an Aura of 14 can Fayan Channel 14 CL's worth of spells.

[2] The elf treats the channeling attempt like a research roll and follows all the requirements for spell research including environment, time, aural, and esoteric modifiers.

[3] Elves can specialize with Fayan Channeling up to four times per spell, called Fayan Channeling Ranks (FCR). Each rank of Fayan Channeling increases the spell ML by +5%. Hence the maximum total a spell can be increased with Fayan Channeling is +20%.

Fayan Channeling Ranks	ML Bonus
FCR 1:	+5%
FCR 2:	+10%
FCR 3:	+15%
FCR 4:	+20%
<b>Note:</b> these bonuses are not cumulative.	

[5] Spells that have one or more ranks in Fayan Channeling can never be intentionally forgotten to free up space for new spell research. Therefore, once a spell is specialized with Fayan Channeling, the elf has a deep connection to the energy that powers the spell on a spiritual and emotional level.

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## FAYAN CHANNELING SPECIALIZATION ROLL (1D100)

The base chance for specializing to a spell is the Sjari Mastery Level (SML). All spell research values apply.

The result of the channeling specialization attempt is listed below:

Sindarin Fayan Channeling Roll	
CS	Fayan Channeling succeeds. Increase the spell FCR by 2 (instead of 1).
MS	Fayan Channeling succeeds. Increase the spell FCR by 1: Fatigue F1
MF	Fayan Channeling Fails. Lower FCR by 1. If no FCR exists, spell is forgotten. Fatigue F3
CF	Fayan Channeling Misfires. Spell forgotten completely. Fatigue F4

## SINDARIN SHEK-PVAR ATTUNEMENT

Very rarely, some Sindarin research spells that lie outside of the concordance. This relies on a dynamic shift in the elf's perceptions of the world, since their entire understanding of the magical energies requires reevaluation.

Sindarin magic users that attempt to conform to the Shek-Pvar do so at great risk to their mental and aural stability and are forever changed even if they successfully adopt the Shek-Pvar paradigm.

To research or cast any spell outside of the Sindarin spell concordance, the elf must attempt an attunement roll. They must meditate for approximately one hundred days and know at least one spell in the Sindarin concordance that also exists in the Shek-Pvar convocation that they wish to develop. Once

an elf adopts the Shek-Pvar model and inherits it into their mode of thinking, they can never develop spells using the concordance list again (they do keep the ones they already had though), and are prohibited from increasing their ML in the Sjari skill. For all intents and purposes, they conform to the Shek-Pvar rules, although subsequent Attunement rolls always use the Sindarin Convocation Attunement Roll table listed below.

Convocational Skill Bases		
Skill	CSB	Specialties
Lyahvi	Aur, Aur, Eye	Wind, Magnification, Visual Illusions, Ethereals
Peleahn	Aur, Aur, Agl	Fireballs, Volcanoes, Movement Enhancement
Jmorvi	Aur, Aur, Str	Weapon Creation, Prospecting/Mining, Lockboxes
Fyvria	Aur, Aur, Sml	Healing, Horticulture, Necromancy, Earthquakes
Odivshe	Aur, Aur, Dex	Waves, Precipitation, Movement Reduction
Savorya	Aur, Aur, Int	Divination, Written Works, Memory Suppression
Neutral	Aur, Aur, Wil	Counter-Magic, Interworld Travel, Energy Storage

## THE SINDARIN CONVOCATION ATTUNEMENT ROLL (1D100)

The base chance for Attunement is the Convocational Skill Base (CSB) for the target convocation (see Shek-Pvar 6). Spell research values do not apply, although the GM can opt to use Astrological Timing as a modifier (see Shek-Pvar 23).

The result of the attunement attempt is listed below:

<b>Sindarin Convocation Attunement Roll</b>	
CS	Attunement succeeds. Open CSB 2: Fatigue F2
MS	Attunement succeeds. Open CSB 1: Fatigue F3
MF	Attunement Fails. Aural Shock. Fatigue F4
CF	Attunement Misfires. Aural Shock. Lose 1d3 Aura permanently. Fatigue F5