

Elam

Elam is an unshaved man with blood shot eyes and thinning, curly hair. He is too busy for society and not many people have met him. He lives in the Tower of Mirrors in Garvalheim, a small town by a river with a toll bridge and a small fortresses on a hill on each side of the river, Hunt castle and Stone castle.



The Tower of Mirrors is quiet and gloomy, these days. There are no more servants and the last ones to serve now say that they have seen pale men come through the mirrors to take away guests and fellow servants. These people left their positions, fearing for their lives. This is usually a terrible crime, but as Elam no longer seems to be leaving his tower, nobody fears his wrath. People have destroyed all the remaining mirrors in Garvalheim, though.

The Book of Liminurgy

Lock (1) locks any closed door¹ such that only the caster can open it. Doing so ends the enchantment, though. No amount of force can open such a locked door. Should a fire or earthquake destroy all the walls around the door, it would still be locked and surrounded by its frame. Digging a hole through the walls is probably faster than waiting for the door to rot and rust away. The reverse, *Unlock* unlocks any locked door that has been locked by mundane means (obviating the need for strength checks and battle axes). It does not unlock a magically locked door. You need to break the enchantment using a stronger spell.

Extra pocket (1) opens a tunnel to a pocket dimension behind a closed lid of a chest or inside a small pouch. There is enough space here for a big chest. Everybody casting this spell gets their own little place. If you cast the spell again, you can get to the things you placed there. They say that there is a way to get at other people's pockets but the spell to connect two pockets is lost.

Charm person (1) affects a single target, save vs. spells to resist. To break free, victims save again every day if their intelligence is 13 or better, every week if their intelligence is average, or every month if their intelligence is 8 or lower. While charmed, victims treat you as their best friend. Once victims break free, they remember everything they did and if they did anything they would not have ordinarily have done, they react with shame and anger. Charms usually cause severe emotional distress!

Door (2) creates an unlocked door¹ in a wall you touch. The wall may not be thicker than a foot: you can enter many buildings but not pass through castle walls. The door is big enough for you to pass through comfortably and no bigger. The door remains until closed.

Extra room (2) creates a little pocket dimension behind a closed door. When you open the door, it leads to a small stuffy room with space enough for four people to huddle on the floor. Closing the door a second time ends the connection between the door and the room. Anybody left behind is stranded until somebody else happens to use the same spell. This is why there always is a 1% chance of meeting somebody unimportant in the little closet.

Visiting the afterlife (2) enchants the sleep of a person touched such that they can visit their heart's desire in the afterlife – a deceased loved one, for example. Their soul spends two hours in this realm, be it Asgard or Hel while their body is caught in a magical slumber from which nothing can wake them. Unwilling targets get a save vs. spells before succumbing.

Passage (3) enchants a closed door such that opening it creates a portal² to another, known door in the same realm. The portal remains active until the door is closed.

Gaseous form (3) makes you malleable and gas-like so that you may pass through anything that is not airtight. It also makes you invulnerable to non-magical weapons. You may creep along the floor like a dying man on his hands and knees, or you may rise up into the air like smoke to be blown wherever the winds will blow.

Teleportation trap (3) creates subtle changes in the configuration of space such that a group of people nearby will be teleported elsewhere within 200ft without them noticing it. If the group of people stretches for more than 60ft (a line of twenty people), then the trap will not trigger. The trapped area radiates faint and harmless magic.

Mirror passage (4) enchants a mirror such that it leads to the lands of the Red King, a realm built on top of a huge, ruined city and ruled by despotic nobles. From there, any mirror can be used to return to your realm of origin.

Summoning gate (4) opens a calling portal to one of the nine realms and forces a native into your present realm. Such a native could be a troll, valkyrie, doppelgänger, elven noble, demon, naga or similar (usually around HD 6). Anybody casting this spell gets their own little ally. They will stay for an hour before fading away. If they are killed, the spell will have no effect for a week and then it will have latched onto a new ally.

Fortification (4) protects a location such as a castle from arcane intruders for a day by creating magical fortifications and barriers which will prevent any magical or summoned creatures from coming closer than 100ft and it prevents any magical effects from crossing the boundary: you can cast spells inside the fortification but you can throw a fireball from the outside at anything inside the fortification. The barriers do not dispell magic: a charmed person could still walk past the barrier carrying a magic sword.

Portal (5) enchants a closed door such that opening it creates a portal² to any unused door anywhere in the nine realms. You can specify a building or a person and the portal will be created to the nearest unused door. These doors are usually in deep cellars, attics, ruins, dungeons, sewers and the like. The portal is permanent until dispelled.

Realm (5) enchants a closed door such that opening it leads to a little pocket realm, enough space for a building, a little land, some sky, a light above, breathable air, and everything else. Anybody casting this spell gets their own little realm. If you cast the spell again, you can reshape your realm at your will with godlike powers or change the door that leads to it. You cannot have more than one such realm and one such door leading to it.

¹ *Notes on doors:* A door is a wooden panel with hinges in a frame or wall which can be opened or closed. Thus, trap doors qualify but gates or a portcullis do not.

² *Notes on portals:* Portals are active when the door is opened in a regular fashion. Destroying a part of the door or its frame destroys the portal. A portal is bidirectional and bilateral: it can be used in either direction and it can be entered on either side. If both doors connect to a room, the basic use remains: entering a room through a portal enters the other room, leaving a room through a portal leaves the other room.