

## Introduction to the Ars Magica Net Grimoire

This contains all of the spells that have been posted to the mailing list through the summer of 1995 (when revision 1.4 was done). Also included are spells that were submitted to the *Library of Evremere* (minus those taken from the main rule book) through Oct 8, 2001. Faerie spells are in a special section at the end. Other spells are organized by form, and then technique, as in the *Ars Magica* rule book. If a spell herein is referred to as slow, this means that it takes as long as a ritual spell, but requires no vis. Spells labeled as Westros are spells that are designed for the alternate House Westros as per an article in the *Project Redcap* fanzine. Also spells with the “4<sup>th</sup>” symbol under the authors name are spells known to have been designed using the 4<sup>th</sup> edition spell guidelines.

The original list was compiled and edited by Shannon D. Appel and further edited by Jonathan Sari and Paul Hirose. I’ve tried to clean up as many errors in the text as I could find, but some always seem to slip through. I have also decided to continue the trend, for the sake of clarity, to remove occurrences of his/her and she/he and replace them with her and she, respectively. I would like to add the disclaimer that I realize that many magi (and targets) are male, but for consistency's sake I am simply using the feminine form in the general case. Also for consistency, I have changed English spellings with American spellings where appropriate.

This Grimoire was first updated (version 1.1) with the inclusion of additional spells that were posted to the net (original Spell List compiled by Andrew Sturman) as well as corrections made to the text from the previous version 1.0.

In version 1.2 no new additional material was added, but many corrections (which should have been done in the previous 1.1 version) were made.

On June 1, 1994 version 1.3 was created. This version contained many new additional spells.

On July 5, 1995, version 1.4 was edited and put in its place with the addition of 45 more spells.

Version 2.0 was created Oct. 8, 2001. The format was changed from postscript and text to Adobe PDF and MS-Word. Also 204 new spells were added from the *Library of Evremere* for a total of 880 spells.

-Chad Chirhart

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# Animál Spells



## Creo Animál

### Traveler's Venerable Rations (Dave Martin)

Creo Animal 5

R: Touch, D: Sun

Preserves meat from decay, and with an Ignem requisite, even keeps the meat warm for the duration.

### Musk of the Frightened Skunk (Dave Martin)

Creo Animal 10

R: 5 paces, D: Sun/Inst

Requisite: Aquam

Aimed: +2

A jet of skunk musk sprays from your outstretched hand towards the target. The stench of the musk is bad enough to cause almost any animal to bolt, and to require any human hit by it to make a Stm roll of 3+ or be incapacitated by gagging (a botch indicating vomiting). All those within two paces of the target must move away immediately or be similarly incapacitated. The smell will fade only slightly during the day, leaving the target quite socially unacceptable.

### Biting Cloud (Ian Barkley)

Creo Animal 15

R: Near, D: Conc/Sun, T: Spec

Aimed: +4

Focus: A drop of blood (+1)

Creates a swarm of biting gnats and mosquitoes at whatever point you designate (up to 1 pace across). If there is no one there, they will fly after the nearest target. Anyone in the cloud must make an Int + Concentration roll of 6+ to do anything except slap at the biting insects, run from them, and so on. Even if the roll is made, they will be at -3 to all actions, and spell casters must make an additional Int + Concentration roll of 12+ to maintain or cast spells. If the target runs, the cloud will stay with her as long as possible.

[Additions to spell by James Parks.]

### Spit of the Viper (Dave Martin)

Creo Animal 15

R: 5 paces, D: Sun/Inst

Requisite: Aquam, Perdo

Aimed: +3

The caster spits a wad of poison in the target's eyes. The targeting roll is at +3, but a successful roll only indicates the target was hit somewhere; the roll must succeed by 5 or more for the target's eyes to be hit. If the target's eyes are struck, she must make a St m roll of 12+ or be fully blinded (success in the

roll means that only one eye was blinded.) Though the poison is temporary, its effects may be permanent; a roll of less than 6 indicates permanent partial loss of sight, and a roll of less than 3 indicates permanent full sight loss in one or both eyes. If the poison hits the targets flesh rather than her eyes, it will sting and cause swelling, doing +0 damage (which can only be soaked with Stm + Size).

### Bountiful Union of the Beasts (???)

Creo Animal 20

R: Touch, D: Inst, T: Ind

Focus: Sweat from an appropriate animal giving birth (+1)

This spell was designed to produce plenty of offspring of the chosen animal this spell is cast upon. After this spell is cast the female is fertile and if a mating occurs a successful pregnancy is guaranteed and a healthy specimen of the animal will be born.

Michail crafted this spell to ensure a growing livestock. It later became a good way to ensure a steady and growing bounty of meat and pennies in the new covenant he joined. Later he started speculating in breeding the finest horses of the area.

### Sating the Ravenous Hunger (Dwayne Collard)

Creo Animal 25

R: Reach, D: Moon

This spell creates the complete carcass of any animal of up to size +3 that the caster desires. The carcass is generally butchered and roasted to make a fine feast. Grypis of House Guernicus created this spell to feed the peasants, in trade for real food and goods. Periodically, Grypis donates extra carcasses for a feast. Grypis' wizard sigil makes him very hungry when he casts spells (he is quite large now) and he occasionally breaks down and joins the peasants in the feast. Due to the long duration of the spell, the food is digested and excreted before the spell wears off. Thus one could sustain oneself indefinitely. Grypis is however concerned about the possible ramifications of sustaining oneself on magic in this fashion over a long period of time. Grypis is continuing his studies on the local peasants to see how the spell affects them.

This spell does not contradict Hermetic limits but it does bypass the need for vis to create real food. I like the spell as a creative solution to a problem. I was wondering what other people thought and what side effects that they thought might be appropriate.

### The Spider's Personal Prison (Sean Matheis)

Creo Animal 25

R: Near/Sight, D: Sun/Inst

This spell is similar in effects to the spell *Weaver's Trap of Webs* (CrAn 20). The functional difference is that the

caster, upon a successful finesse roll of 9+, can control the web's size, ranging from one to five paces in diameter. The actual effects of the web itself are the same as for the spell *Weaver's Trap of Webs*. The use of a spiderweb during casting functions as a focus of +1.

**Curse of the Ravenous Swarm** (Dave Martin)

Creo Animal 40

R: 1 mile, D: Moon, Ritual

Focus: A droning whistle (+3)

Requisite: Perdo

Calls a plague of locusts upon an area, destroying plant life and fields. The plague will not extend past the one square mile, and at the end of the spell's duration, the insects die, leaving many thousands to rot.

[Additions to spell by James Parks.]

**Naldo's Keeper's Healing Touch** (Matthew Feadler)

Creo Animal 40

4th

R: Touch/Near, D: Sun/Inst, T: Ind

Focus: Amber (+3)

Obsessed with the duality of Creo and Perdo, Naldo of Flambeau excelled in both prior to succumbing to Final Twilight. This spell bespeaks both of this obsession, and his concern for those animals under his care and the care of his covenant. Capable of healing six body levels of damage, it is a spell of potency patterned, of course, after *Incantation of the Body Made Whole* (CrCo 40).

**Summon SIRRUSH** (Dave Martin)

Creo Animal 50

R: Near, D: Year/Perm, Ritual

Requisite: Intellego

This spell "summons" a SIRRUSH (see net bestiary). It is not actually clear whether it summons a SIRRUSH from some other plane, or creates it from scratch. In any case, this spell requires blood from the caster, and the caster must specify the thing to be guarded as soon as the SIRRUSH appears.

The high Level of the spell reflects the difficulty to learn the non-Hermetic spell.

Once the SIRRUSH is summoned, the caster must have a contest of wills to control it, pitting her stress die + Int + Rego + Animal against the combined Magic Resistance of all SIRRUSH the caster has summoned, regardless of their locations. Thus, if the caster already has one SIRRUSH under her control, the two SIRRUSH resist with stress die + 50 --- the combined Magic Might of the two (2 x 25 = 50).

Failure in this roll means that none of the SIRRUSH the caster has summoned are under her control any longer. The only way to reduce the number of SIRRUSH that resist control is to kill one or more of the caster's summoned SIRRUSH.

This last requirement of strength is not plainly described in the spell. It will require an Int + Magic Theory roll of 14+ to determine that there is a power requirement for control, and an Int + Magic Theory roll of 18+ to figure out what the resistance is.



**Sparrow's Southward Call** (Dave Martin)

Intellego Animal 10

R: Per, D: Sun/Year

Focus: A sparrow's feather (+1)

The caster always knows which way is south and which way her home (the covenant) is at all times, even if knocked unconscious or after sleeping. The caster must know these directions before the spell is cast, or the directions indicated will be as faulty as the caster's ideas of the directions at the time of the casting.

[Additions to spell by James Parks.]

**The Beasts Regard** (Dave Martin)

Intellego Animal 10

R: Near, D: Inst

You determine how the target animal regards you: friend, foe, food, rival, etc...

**The Sporadic Trail** (Dave Martin)

Intellego Animal 10

R: Reach, D: Inst

You cast this spell on the scat (feces) of a beast, and determine what type of beast left the scat, how old it is, and what the beast ate (remnants of which were left behind.) Works on scat up to a week old.

**Nose of the Wolf** (Paul Sherliker)

Intellego Animal 15

R: Per, D: Conc

This spell analyzes smells in the air. It allows (with Concentration rolls) tracking by smell with a quality similar to a wolf.

It requires casting requisites for appropriate forms to analyze smells on object. For example, Terram would be needed to analyze smells left on the earth.

[Note: Should it be MuCo or InAu (?)]

**Seeking the Elusive Beast** (Dave Martin)

Intellego Animal 15

R: Spec, D: Sun/Year

Focus: A silver whistle (+2)

Traces a particular kind of animal, allowing the caster to find the closest specimen within a day's travel. If, at the expiration of the spell, the caster has not found the animal, she will gain some idea of how far away the animal is. If the animal is found before the natural expiration of the spell, the spell ends anyway (so it does not allow one to continue tracking the animal).

[Additions to spell by James Parks.]

**Eyes of the Lowly Beast** (Dave Martin)

Intellego Animal 15

R: Spec, D: Conc

Requisite: Imaginem

Caster can sense through the senses of an animal. Thus, though the animal may not be able to understand speech, the caster, hearing the sounds, could. Range is Near to cast the spell, 10 miles once the spell is in effect.

**Sniffing Out the Foxes Den** (Dave Martin)

Intellego Animal 20

R: 3 leagues, D: Sun

By holding some intimate part of a beast (fur, blood, feces, etc.) and concentrating, you sense the direction to the den (or burrough, primary feeding grounds, etc.) of the beast if the den is within 3 leagues (21 miles). This spell lasts until Sunrise/Sunset, but you must concentrate whenever you wish to determine the proper direction.

**Identify Dragon** (Jeff Berry)

Intellego Animal 25

R: Touch, D: Conc

Requisite: Vim

Allows a specific dragon to be identified by its spoor: scales, droppings, etc. The spell identifies the type: Dragon, Drake, etc., Magic Might to within 5 points, and perhaps gives a hint of specific powers. A feel for the creature's intelligence is also manifested.

**Calling the Council of the Animals** (Dave Martin)

Intellego Animal 40

R: 20 miles, D: Spec, Ritual

Similar to the spell *Calling the Council of the Trees* (InHe 40), this spell calls all the animals of a particular type specified at casting to "awaken" from their bestial state, come together and have a council to discuss the problems affecting their kind. The animals will, as the trees, call up ancient powers, but the ancient powers they call up always take the form of the animals in some way. Thus, a council of wolves may call up spirit wolves or some very powerful magical wolves, but the powers they call up will never have another form.

**Identify Dragon** (Vitenka)

Intellego Animal 40

R: Near/Sight, D: Conc, T: Ind

Focus: A Dragon's Tail (+5)

Requisite: Vim

Gives you the specific information about a dragonkind target (does not specifically need to be a dragon) and will continue informing you as long as you concentrate - just in case that information changes.

I can actually see a use for this spell - if a dragon is trying to deceive you by shapeshifting or illusion - but that's not the point. The point of this spell is to identify hermetic magic's weaknesses. Compare to *Detect Mountain Range* (InTe 35).



**Beast Kin** (Dave Martin)

Muto Animal 15

R: Near, D: Sun/Year

You alter the way the target beast considers you, so that it treats you as it would a member of its own species (though not of its family group). Note that the beast treats you accordingly, but that is not always a good thing - territorial battles, courtship, battles for dominance, and a host of other actions could result.

**Voice for the Beasts** (Eric ???)

Muto Animal 20

R: Touch/Near, D: Sun

Requisite: Corpus

Transforms the vocal cords of a beast to allow intelligible speech, although it does not transform the mind of the beast. Requires a Finesse roll of 9+ for a perfect human voice; otherwise the amount the roll is missed by counts as a negative spell modifier. (Kelvin)

**Entering Poseidon's Realm** (David Martin)

Muto Animal 25

R: Touch, D: Sun/Year

Transforms an animal slightly, modifying its breathing, mode of transportation, and senses to function under water instead of on land. Feet will become webbed, gills will form, and even wings will be modified as necessary. The animal affected will no longer be able to function properly on land, and may suffocate if not submerged in water. When the spell wears off, the animal may drown anyway, as it will probably be submerged, and may be unable to get to the surface in time.

**Gentle Mother** (Bernard Eve)

Muto Animal 25

R: Touch, D: Spec, Ritual

Requisite: Corpus

That spell must be cast on a female mammal that has recently given birth. The spell modifies the beast so that its milk is suitable for human children, and it links the animal to a human baby (no more than a month old) so that it will treat him as one of its own children. There is a finesse roll at +0 to see how well it works:

Total: Effect:

botch: The female will kill/abandon the human child

<4: Treats its own children better

<9: All children are treated the same way

>=9: Prefers the human child

The finesse roll is modified by a factor depending on the relation of the relations of the animal to the humans: ranges from +5 for a dog to -5 for a tiger.

Works only on mammals the size of a goat or bigger (imagine a mouse trying to feed a baby and you'll see why)

The spell works until the human child has reached approximately the "age of reason", around 5 years. Then her "mother" brings him back among the humans, and the spell is broken.

Children brought up that way would, when they grow up, keep some personality traits appropriate for the specie of their animal mother. As well as an affinity with animals of that species. However, referring to the legend of Romulus and Remus, he shouldn't have the flaw "Feral Upbringing".



**Kill the Bugs** (Ian Barkley)

Perdo Animal 5

R: Per, D: Day, Silly

Kills all bugs that get within 1 foot of you. Makes waking in the woods much more pleasant.

**Remove the Feather's Cloak** (???)

Perdo Animal 10

R: Near, D: Mom, T: Ind/Group

Requisite: Auram

This spell was invented as a response to constantly being harassed by birds of prey while in the shape of a raven. It conjures up a gust of wind, which blows away the feathers of the attacker. If the bird of prey was flying at the time, it will no longer be able to do so without its feathers and drop immediately - probably to its death. When cast on birds like a dead chicken, this spell is even useful as kitchen magic.

**Touch of Dry Udders** (Geoffrey Grabowski)

Perdo Animal 10

R: Touch/Near, D: Inst

This spell causes a cow to go dry until it next calves. Its designer, Hecate Ex Miscellanea, has been trying to translate some of the effects of her innate hexing into formulaic spells usable by other Magi. This spell, first of her attempts, indicates that this is indeed possible. A handful of sand, working as a focus, will provide a +1 bonus.

**Naldo's Liquefaction of the Animal Brain** (Matthew Feadler)

Perdo Animal 35

4th

R: Near, D: Inst, T: Ind

Focus: Animal Skull (+2)

Another powerful spell invented by Naldo of Flambeau and submitted by his filius Valence, *Liquefaction of the Animal Brain* causes a strong manifestation of Perdo magic to attack an animal's brain, in effect pummeling the grey matter into a pulp. There is no Soak against this spell, only Magic Resistance can save the target. This spell has been known to cause seizures in the targeted animal, sometimes lasting a full round before death. The tremors are severe enough to make any other action impossible.

**Incantation of the Beast's Demise** (Ian Barkley)

Perdo Animal 40

R: Near, D: Inst

Kills an animal instantly if it fails its Magic Resistance roll.



**The Enchantment of Waiting in Slumber** (Piers Brown)

Rego Animal Gen.

R: Touch, D: Perm, Ritual

Binds a magical animal whose Magical Might is less than the Level of the spell + die in magical slumber. The beast will not awaken under any circumstance unless it is moved outside the magical circle drawn around it when the enchantment is cast or the following spell is used. Should the beast be moved from the circle it awakens immediately and is free to act as it wishes.

**The Awakening of the Slumbering Beast** (Piers Brown)

Rego Animal Gen.

R: Touch, D: Sun, Ritual

This awakens an animal previously bound in slumber in an hour-long ritual. When the spell is finished the creature wakes over a period of a minute, leaving time for it to be controlled. Once the creature is awake it will act normally, unless controlled otherwise. Should the creature be returned to its magic circle before the end of the spell --- Sunrise/Sunset --- it will return once more to its sleep. However, if this is not done the enchantment will be broken and it will sleep no more. In this case, the breaking of the enchantment will cause any other control spells to be broken, leaving it free to act as it wills. In the case that the creature is returned to the circle in time, it still has the chance to roll its Magic Might + die vs. the strength of the enchantment (Level + original die roll) to break the slumber.

**The Gentle Bridle** (Ian Barkley)

Rego Animal 10

R: Touch, D: Sun/Perm

Causes a horse or similar riding animal to know instinctively what the caster wishes for it to do without the need for a bridle. The animal is under no compulsion to obey; however, the horse must like the caster for this to work or, if the animal is intelligent, must be willing to obey.

Adds +2 to Riding Skill, +3 to effective Riding Skill during combat because the rider has her hands freer, but -5 to control the animal if it panics --- use only on well-trained animals or have a bridle for backup.

[Note: Would an intelligent animal be affected by Mentem or "mind" - affecting Animal spells?]

**Cloak Swirl** (Ian Barkley)

Rego Animal 10  
R: Touch, D: Moon, Silly

Insures that your cloak swirls and blows in an appropriately dramatic manner for entrances, exits, turning on your heel, and whatnot. Obviously known and used by every important NPC in the game, including some non-magical ones. For instance, it is a little-known requirement of Arch-Mages that they know this spell or have a cloak with it built in.

**Determent of the Dog's Bark** (Jason C. Buss)

Rego Animal 10  
R: Near, D: Conc, T: Ind/Group  
Focus: Tail of a Weasel that has escaped (+4)

Dogs will not bark at you when you pass by or approach, but they may still take notice of you normally (or bark at any other thing which attracts their attention). Particularly ferocious or dutiful dogs might still attack you, but they will not bark.

The Weasel must be released into the wild without its tail, and the focus only remains useful for as long as the weasel lives.

**Conjurement of the Maddened Swarm** (Jason C. Buss)

Rego Animal 15  
R: Spec, D: Conc/Sun, T: Ind  
Focus: Honey (+3)

Summons all bees and stinging insects (wasps, hornets, etc) within range. Once they arrive, the swarm is enraged. The honey must be smeared upon the desired target (which may be anything from an inanimate object like a tree, to a beast or even a person). Whatever the honey is smeared upon serves as the focus of the swarm's attentions for the duration of the spell. If smeared upon an immobile object, the insects will swarm wildly about it, and anyone coming within 10 paces will be stung. If smeared upon a living creature, the bees will swarm all over them and follow them as long as they are able. The bees will continue stinging and pursuing their victim until the honey is completely removed (which without the aid of water or magic may prove quite difficult due to its sticky nature). Use of the spell without the focus is not near so effective. Note that if someone manages to get the honey upon themselves during the course of the scene, they too will become an object of attention to the insects. When the spell ends, the insects will disperse normally unless something of interest to them is within near range. In winter climes, this spell will prove quite ineffectual.

**Break the Master's Hold** (Ian Barkley)

Rego Animal 25  
R: Near, D: Sun/Inst

Causes a domesticated animal to turn wild. Especially loyal animals, such as dogs, may resist with a Loyal roll of 10+.

**Scent of the Hungry Beast** (Dwayne Collard)

Rego Animal 25  
R: Special, D: Sun  
Requisite: Auram

This spell creates a very strong scent reminiscent of food to animals, thus attracting animals. If the caster has a high "Beast Lore" ability score the caster can attempt to attract a specific type of animal by simulating the appropriate smells. Even a small knowledge of animals will allow the caster to attract carnivores (smell of blood) or herbivores (sweet grasses). The range of this spell depends on weather conditions. The caster casts the smell in a near range but from there the smell will travel downwind for up to a mile in ideal circumstances. (This spell is similar to the spell found in the Wizard's Grimoire "Lure of the Free Lunch" but is more natural and does not break the limits of Hermetic Magic). A variation of this spell with an Aquam requisite instead of Auram can be used to cast on nets to attract large quantities of fish.

**The Clever Theft of Milkingmaid's Craft** (Geoffrey Grabowski)

Rego Animal 25  
R: Touch/Near (1 League), D: Moon/Perm  
Requisite: Herbam

This spell allows a magus to steal the milk of a cow. The spell is cast and the magus touches the cow's udders. If the focus (a milking pail, which provides a +1) is used, touch it to the cow's udder. The magus must also take a piece of the cow's fur or some other arcane connection. The magus then binds the connection to an axehandle, staff, rod or other "milkable" device of Herbam. Then, by "milking" the item, the magus can milk the cow, with the milk issuing from the device, not the cow's udders. The Magus must be within 1 league of the cow to milk it in this fashion. This spell is certain to infuriate local farmers.

Its author, Mazdiran of Criamon, enjoyed drinking milk, but was frustrated by the inability of his Covenant to retain cows due to its high aura. As a result, he made several night expeditions and now the local Bishop's own herd provides him with his beloved milk.

**Calling the Creature** (Ian Barkley)

Rego Animal 30  
R: Unlimited, D: Conc

The caster calls a creature of which she has a body part, to her. The creature, if it fails its magic resistance roll, will travel in a trance to the caster's location at the time of casting by the fastest means possible. Something suicidal, like asking a fish to cross land or a dragon to fly over the ocean, will break the spell. The animal will know the caster's location immediately, whether or not it makes its resistance roll, and that the caster was attempting to force it to go to that place.

**Spur the Galloping Horse** (Ian Barkley)

Rego Animal 30  
R: Touch, D: Sun

Cause the target horse, or other **trained** riding animal, to break into an immediate gallop, running without pause,

hunger, thirst, or exhaustion until the spell wears off, at which point the horse will probably die of exhaustion (Stamina roll of 20+). You can probably cover well over 100 miles in one day and night ride on a good road.

**The Black Carpet**

(Dave Martin)

Rego Animal 40

R: 1 mile, D: Sun/Moon

Summons all the black, crawling insects within one mile of you to perform at your command, biting, stinging, and moving as you direct. The insects can only perform the simplest of actions, and you must concentrate to keep the insects performing a more complex action, or to change the action that the insects perform. The insects will not fight amongst themselves --- unless directed to do so by the caster --- but when the spell wears off, the insects will revert to their normal behavior, probably including eating, dispersing, and fighting amongst themselves.



# Aquam Spells



## Creo Aquam

### Trap of the Ice Sphere (Kenhar)

Creo Aquam Gen.  
 R: Near/Sight, D: Sun, T: Ind  
 Aimed: +3  
 Focus: A crystal ball (+1)

Creates a sphere of ice tall enough for a person to stand within. The ice is clear enough to see through and one inch thick for every level of the spell. The sphere also has two points of soak and one body level for each magnitude of the spell.

Hassabis likes to cast this spell on his friends (to protect them) and on his foes (so he can roll them downhill). The damage from a rolling sphere depends entirely on the circumstances. If a focus is used, the crystal ball is rolled in both hands during the casting of the spell.

### Peter's Certamen (???)

Creo Aquam 5  
 R: Touch, D: Sun, T: Small  
 Focus: A drop of wine +2

This spell creates a cup full of strong ale. Peter thought that a drinking certamen would be more fun so he created this spell. Although it is not officially accepted as legal certamen, *Peter's Certamen* is an excellent test of magical skill. The strength of the ale is determined by a (finesse) - (drunkenness) stress roll. Drinking the ale causes (ale strength) - (size) - (stamina) - (carousing) points of drunkenness. If the caster can not maintain concentration, then all the wine (and drunkenness it caused) is wiped out.

*Peter's Certamen* rules: Each magus fills a glass with ale and passes it to the right. The magi drink in unison and recite one clause from the Oath (communication + speak latin - drunkenness) roll of +3. Then each magus fills another glass and passes it two magi to the right and the Oath is recited again. This continues until all but one magus has flubbed the recitation.

Requisite: Animal if you need a leather drinking mug to go along with the ale.

### Snowball of Doom (Ian Barkley)

Creo Aquam 5  
 R: Near, D: Sun, Silly  
 Aimed: -1

Creates a large snowball in your hand, which you can then use to throw at people. Does no damage, but a great spell for repelling attacks on your ice fortress!

### Frost Blade (KrazyK)

Creo Aquam 10  
 R: Touch, D: Sun, T: Small  
 Focus: Tip of a stalactite  
 Requisite: Terram, Muto

With a touch the blade or whatever other business end of a weapon it is used on will coat with ice as hard and as sharp as diamond. This gives edged weapons +3 damage and blunt weapons +2 damage. At a higher level of 20 you can coat armor or shield giving them +2 soak.

### Chamber of Soothing Waters (Eain Cathcart)

Creo Aquam 15  
 R: Near/Sight, D: Sun/100yrs  
 Requisite: Rego, Ignem

The use of this spell creates a room sized pool of hot water that continually refreshes itself throughout the duration of the spell. It always has a slight current and is at the desired temperature for the mage. This is somewhat of an Aquam version of the spell *Chamber of Spring Breezes* (CrAu 15).

### Deluge of Fallen Waters (Christopher Carter)

Creo Aquam 15  
 R: Near/Sight, D: Inst

This spell creates a deluge of water that appears approximately 10 feet above the target area and soaks everything within 10 square paces beneath it. This spell will put out small fires, wash floors, and generally startle anyone caught in it. The spell focus (rain water, +1) is tossed at the affected area.

In Penny of Bjornaer's version of this spell, the water will sometimes go out of its way to wet someone standing nearby when it splashes down.

### Diamond's Dust (Helkus)

Creo Aquam 15  
 R: Near/Sight, D: Mom, T: Ind  
 Aimed: +1  
 Focus: Little Diamonds (+3)

An icy ball is created by the caster and speeds towards the target. It explodes as soon as it touches him, doing +12 damage to the target.

### Feed the Drying Stream (Chantal deNavarre)

Creo Aquam 15 4th  
 R: Touch, D: Inst, T: Ind  
 Focus: A trench or dry stream-bed

Refills a stream or fills a trench with fresh, pure water. This water is permanent but non-magical once created. If used without the stream or trench, a shallow pool of water appears on the ground. Generally, a greater quantity of water can be



created in a streambed than can be as a pool. The average quantity is around 30-55 gallons. Created by Marion de Jerbiton

**Icy Armor** (Helkus)

Creo Aquam 15  
R: Touch, D: Sun, T: Ind  
Focus: Icicles (+1)  
Requisite: Ignem

The spell creates an armor of ice. It protects the bearer without encumbrance. It gives a +10 Soak bonus. But when the bearer loses a body level, the armor loses 2 protection points.

**Patch of Glue** (Dave Martin)

Creo Aquam 15  
R: Near, D: Sun/Inst

Creates a 1 pace diameter patch of very sticky glue. Anything which comes into contact with the patch will be stuck, and must make a 3 x Str roll of 15+ to be freed. The name isn't very imaginative, but neither was the magus who invented the spell.

**Satiating the Drunkard's Thirst** (Jason C. Buss)

Creo Aquam 15  
R: Near, D: Sun/Inst, T: Ind  
Focus: Corked Bottle of Wine (+2)  
Requisite: Corpus, Herbam

Fills the target's belly with wine, the result being that they are immediately drunk. The target must roll Drinking + Stamina of 12 or better, and the amount by which they fail is subtracted from their subsequent actions until the spell subsides (except Stamina, which increases by the same score). If the focus is used, the cork is removed at the completion of the spell and the scent wafted towards the target, signifying the target's temptation to strong drink. If the target then drinks from the bottle, the foci may be considered a +5 bonus (rather than +2 as indicated). Unless the wine is made permanent with the use of vis, the victim of the spell suffers no hangover, however. Rumor has it this spell was invented to embarrass an intrusive (yet obviously not altogether pious) monk in front of his superiors.

**Vulcan's Bath** (Kyle Giacco)

Creo Aquam 15  
R: Near, D: Sun/Inst  
Requisite: Ignem

This spell creates enough water to fill a large container, the size of the tanks used by blacksmiths for tempering metals. The water of this spell has the additional property of being immune to the effects of fire or heat. Thus, it neither becomes warmer nor cooler, except as a result of other Aquam spells. It would not freeze in cold weather, nor would it boil over a fire. The water so produced is in liquid form, at room temperature. There is also a Muto form of this spell, which will take any existing water and change it into this form of water. Through the use of this spell, ice cubes that don't melt may be created.

**Fountain of Soothing Waters** (Eain Cathcart)

Creo Aquam 20  
R: Near/Sight, D: Sun/100yrs

Creates a fountain of water coming out of a spot of diffuse light similar to that of Moonbeam. Obviously this spell is at its most effective when cast on a preprepared fountain and pool, it can however be used as a particularly impressive spring. The size of the pool is up to the individual magus though the upper limit of this version is one of 5 paces in diameter.

**Protection of the Water Spout** (Kenji Ulstein)

Creo Aquam 20  
Range: Per, Duration: Diam, Target: Ind/Group  
Focus: Rain from the calm before a storm (+1)  
Requisite: Rego

Creates a waterspout that surrounds the caster and hides her from view. The water spout wall is five paces thick and four paces high. There is a calm eye in the center of the water spout three paces wide. The water spout spins quickly and throws anyone who touches it ten feet + simple die into the air. People standing outside of the spout will be splashed with water and hit by debris. A finesse roll of +6 is required when the spell is cast so that the water spout will correctly follow the caster for the duration of the spell. Failing the roll means that the waterspout will be stationary. A botched roll means that the waterspout automatically throws the caster, and then chases her as it tries to surround and protect the caster.

**The Slippery Ground** (Chris Bisson)

Creo Aquam 20  
R: Spec, D: Sun

Creates a layer of ice on the ground 10 paces around the caster (there is a small hole directly where the caster stands). Effects are similar to those of the spell *Footsteps of Slippery Oil* (CrAq 15). The ice means Qik - Enc rolls are needed to stay upright whenever any sudden moves are made. A roll of 6+ is needed for most easy(ish) maneuvers, while a roll of 15+ is needed for extreme actions.

**Countering the Ignem Botch** (???)

Creo Aquam 25  
R: Near, D: Mom, T: Spec  
Aimed: +5

Creates a "disk" of water, seven paces across, seven feet above the ground, one foot thick, which immediately falls. Very useful for, as the name suggests, countering Ignem spells that have gotten out of control.

**Dragon's Bile** (Dave Martin)

Creo Aquam 25  
R: 4 paces, D: Inst  
Aimed: +2  
Requisite: Perdo

Creates a spray of acid that arcs out from the caster's hand, covering the target. The spray is a half foot across at the peak (the caster's hand) and 2 paces across at the base 5 paces away. Damage from the acid is +20, -5 per pace beyond 1 away from the caster. The spell damages **everything** it hits. Armor will

protect normally, but the amount of damage it absorbs will be lost permanently, as the armor is dissolved by the acid. Normal clothing adds +1 to a target's soak total, but is destroyed by the acid. Weapons and other equipment will be affected as well, exact effects should be determined by the storyguide. An exceptional targeting roll (15+) indicates that the target was struck in the face, and will have to make a Stm roll of 12+ or be blinded permanently, with a 9+ on the Stm roll indicating blinding in only one eye.

**Slick of Grease** (Christopher Carter)

Creo Aquam 25

R: Near/Sight, D: Sun/Perm

Casting this spell on a 10 by 10 pace area causes it to be covered with a two-inch thick slick of some greasy substance which makes movement difficult. Any movement faster than carefully walking requires a Qik - Enc roll to stay standing. A roll of 6+ is needed for average maneuvers, 9+ to 12+ for most combat maneuvers, and up to a 15+ is needed for extreme maneuvers such as turning at a high speed. When casting this spell, the caster gestures as if he were spilling a bucket at the affected area. Using some snake fat as a focus gives a +1.

In Penny of Bjornaer's version of this spell, the victims tend to land in comical positions when they slip and fall.

**Droughtbreaker** (Ian Barkley)

Creo Aquam 30

R: 1 mile, D: Inst, Ritual

Breaks a drought, restoring normal rainfall to the region.

**Scalding Torrent of Water** (Ian Barkley)

Creo Aquam 30

R: Spec, D: Spec

Aimed: (-3 to +1)

Requisite: Ignem

Like the spell *Mighty Torrent of Water* (CrAq 25), save that the water is boiling hot. The target takes the normal damage, and must **also** soak +10 heat damage.

**The Frosty Javelin** (Chris Bisson)

Creo Aquam 30

R: 50 paces, D: Inst

Aimed: +4

Requisite: Rego

Creates a spear of hardened ice which flies off towards the target on the wave of the caster's hand. Damage is +25. A bigger version of the spell *Piers' Icy Dart* (CrAq 15).

**Globe of Corroding Waters** (Chris Bisson)

Creo Aquam 30

R: Near, D: Inst

Aimed: -2

Requisite: Perdo

Creates a globe of acid which is flung at the target. Damage is +30, and an exceptional targeting roll (15+) means the globe strikes an unprotected part of the body; if the head, then a Stm roll of 12+ is required to prevent permanent blindness, 9+ in one eye only. Armor will protect (clothing will also protect at +1 soak), but will be permanently damaged.

Other items will be damaged also (swords, shields, etc)

**Ice Bubble** (Chris Bisson)

Creo Aquam 30

R: Spec. (Near), D: Sun

Aimed: (?)

Requisite: Rego

Creates a hemisphere of ice around the caster; if it is cast to imprison something else, then a targeting roll is necessary. The ice is thick, so most physical attacks will be unable to break through immediately. They can break through after several repeated attacks. Ignem spells will not penetrate at the first attempt either, unless they are of a very high level. The ice is totally clear, so there is no impediment to vision, although sound is totally blocked out (great for casting back sight spells) Soak is +20, body levels 0, -3, -5 (this simulates the weakening of the ice as damage is done to it.)

**The Protection of the Sea** (Ian Barkley)

Creo Aquam 35

R: Per, D: Sun

Requisite: Rego

Creates a globe of water 3 paces thick which completely surrounds the caster. The caster can breathe as well as she could if the globe were not present. It tends to make the caster rather difficult to hurt with fire, and also makes her very hard to attack --- anyone trying to melee her is inside the globe and thus drowning. Arrows tend to be stopped by the water, though thrown weapons, especially heavy ones, might still work. The globe will reshape itself to pass through doorways and other constricted passageways. The caster remains dry throughout the spell, unless she enters water, and she can still drown if the globe is submerged.

**Wall of the Standing Waves** (David Martin)

Creo Aquam 35

R: Near, D: Conc

Creates a wall of water 5 paces high, 20 paces long, and 1 pace thick, which falls at high speeds, as though from a tall waterfall. Anyone attempting to pass through the wall must take one round and make a Str + Size roll of 11+ to pass through the wall. Those who fail are stuck within the wall, possibly knocked down, and must hold their breath as if submerged, or they will begin to drown. Any fire up to the size of a bonfire will be snuffed by this spell in one round, and larger fires will be snuffed or at least greatly reduced after multiple rounds of submersion.



**Wizard's Dowsing** (Christopher Carter)

Intellego Aquam 20

R: Spec, D: Conc

This spell leads the caster to the nearest body of drinkable water through intuition and hunches. The spell will lead the caster to a source at least man sized or larger less than a mile

away. For smaller sources, and sources more than a mile away a Per roll of 6+ is needed. If the source is underground, the caster is at a -3 penalty to the Per roll. The caster may ignore a nearby source to search for another, but an Int + Concentration roll of 9+ (6+ for small bodies of water) must be made not to be led back to the original source, and the caster must be at least 10 paces away from the source being ignored. If the spell focus (dousing rod) is used, the bonus (+2) also applies to rolls associated with this spell.

Sigil effects: The path to the water is rarely a straight line and the caster may be led around occasionally in tight circles or small detours before continuing on towards the goal.

**Seeking the Oasis** (Ian Barkley)

Intellego Aquam 25

R: 1 mile, D: Sun

The caster is guided by a vague hunch, which may be wrong, to the nearest drinkable body of water larger than a pond in range.



**Purity of the Spring Rains** (Dave Martin)

Muto Aquam 5

R: Touch, D: Inst

Removes the impurities from water. Water so contaminated as to be less than 75% pure is not affected. (i.e. you can't just turn any liquid to water).

**Distill the Essence of the Drink** (Dave Martin)

Muto Aquam 15

R: Touch, D: Inst

Concentrates/distills a liquid, up to 5 x the original concentration (within limits --- you can obviously get a maximum of 100% concentration).

**Enchantment of Intoxication** (Ian Barkley)

Muto Aquam 15

R: Near, D: Inst

Requisite: Corpus

Changes a small percentage of the target's blood into wine, not enough to kill her, but certainly enough to make her drunk. The target must make a Drinking + Stm roll of 12+, and the amount the target fails by is subtracted from all of her characteristics except Stm, which will gain an equal amount. Note that repeated casting of this spell may kill a target, but there are simpler ways. (If anyone has a better method of simulating drunkenness, let me hear about it.)

**Warmth of the Icy Deep** (Kyle Giacco)

Muto Aquam 15

R: Per, D: Sun/Year

Requisite: Corpus

After casting this spell, any water with which the caster comes in contact is instantly brought to a temperature warm enough for the caster to be comfortable. Thus, the caster could

swim in very cold waters without any ill effects. This spell only raises water temperature, so the caster is not immune to hot water while under its effects.

**The Curse of Bloodwine** (???)

Muto Aquam 40

R: Touch/Near, D: Sun/Perm, T: Ind

Focus: Bloodstone (+7)

Requisite: Corpus

This spell was invented by Saenik, who lost half his skill in the Art of Perdo due to a Twilight Accident. During an exceptional bad year, he designed this evil spell. Influenced by the darker Fae, he constructed a spell that would kill a person by transforming the victim's blood into a tasty red wine that was best if drunk warm. Saenik was not known for his cruelty, so it is rumored that there is a simple cure if given before death occurs. If the focus is used, it is dropped into a glass of wine upon casting the spell.

**The Falling Sky** (Alexander Alex)

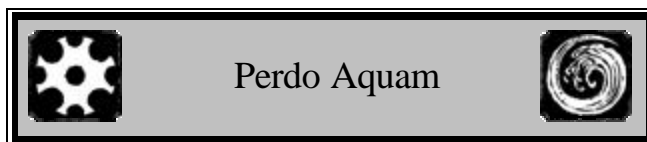
Muto Aquam 45

4th

R: Sight, D: Conc/Perm, T: Boundary

Requisite: Terram

This spell transforms a cloud into a big rock that will, once transformed, fall toward the ground inflicting +45 dam on anything that is under it. If the Rock falls on a building, it suffers heavy damage & the rock breaks into small pieces since it isn't very dense (has a lot of pockets of air). Everything turns back into water when the spell ends. This spell can bring an end to long lasting sieges on castles or covenants.



**The Word Unwritten** (David Martin)

Perdo Aquam 2

R: Reach, D: Inst

One word of text in fresh (not yet dried) ink is erased completely, obviating the need to cross out a mistake.

**Sobriety of the Pious Abbot** (Jason C. Buss)

Perdo Aquam 15

R: Touch, D: Sun/Inst, T: Ind

Focus: Water from a Monastery Well (+4)

Requisite: Corpus

Removes the effects of drunkenness on the target. If the target is an alcoholic, this may anger them or make them feel quite poorly (decreasing Stamina score or requiring a Fatigue-check for example).

**Fire's Perfected Fuel** (Ian Barkley)

Perdo Aquam 25

R: Near, D: Inst

Requisite: Herbam

Dries out all wood (living or dead) in range. Wood so affected will burn easily and quickly, so a town or forest or

part of a city that has had this spell cast upon it can be burned down with little trouble. While in such an area, the fire will be nearly impossible to put out and will probably cost many lives.

Plants in the area of effect will be weakened but, if not burned and not in a drought, will recover within a day.

**Droughtmaker** (Ian Barkley)

Perdo Aquam 40

R: 1 mile, D: Year/Perm, Ritual

Causes a drought over the land within range. Only one-tenth the normal rain will fall, streams will dry up, rivers will go down, crops will wither, and famine will probably stalk the land.



**Entrapping the Spirits of the Water** (Piers Brown)

Rego Aquam Gen.

R: Touch, D: Spec.

The maga draws a binding circle of some form around an area, such as a pentagram or magic circle. Any appropriate entity within the circle when the spell is cast is unable to leave the circle or disturb the circle in any way unless its Magic Might is greater than the spell's Level - 5 + die. Should the integrity of the circle ever be broken in any way, the entities within are free to leave. As soon as they leave, the spell ends and must be recast. (Effectively a reversed ward with Ring duration.) It is possible to summon a creature so that when it appears, it is trapped within the circle.

[Note: Similar derivations can be deduced from the other warding spells for Faeries, Demons, Ghosts, etc.]

**Curse of Tantalus** (Ian Barkley)

Rego Aquam 10

R: Near, D: Sun/Moon

While this spell is in effect, water and other drinkable liquids will stay outside the target's lips. Has the beneficial side-effect of adding +2 to drowning rolls, as water can still enter the nose. A good follow up to *Curse of the Desert* (PeAq 25).

**Haste of the Playful Porpoise** (Dave Martin)

Rego Aquam 15

R: Per, D: Sun

The target of the spell gains speed and control of motion in water. Add +5 to appropriate swim rolls and double swimming speed.

**Ink of One Season's Flawless Scribing** (???)

Rego Aquam 15

R: Touch, D: Season, T: Small

When cast on an inkwell, ink within that well when cast can be controlled by the caster throughout a season of scribing (copying spells, texts, writing books, etc.). This control allows the caster to prevent blotches or smearing, and allows easy correction of mistakes so long as the ink has not dried (after

drying, the form of the ink becomes Terram or Herbam). This adds +1 to the caster's effective Scribe skill for the season, and adds an additional +1 to the quality of any writing during that season. A Potion version can also be enchanted, which allows a mundane to benefit from this spell.

**Water Bomb** (Chris Bisson)

Rego Aquam 15

R: Near, D: Spec

Aimed: +2

Gets a globe of water from a nearby source and flings it at the target. Does no damage unless the water is boiling hot or acid (e.g. if in a lab, this spell could be used to great effect and fling lots of dangerous liquids around). Aquam version of the spell *Leap of Flames* (ReIg 15).

**Shaping the River's Blood** (Dave Martin)

Rego Aquam 20

R: Near, D: Conc

Shapes water into unnatural shapes. Can be used to move a body of water along land, to create 3-dimensional shapes out of water, etc. The volume of water affected will fill a 2 pace diameter globe.

**Sailor's Delight** (Ian Barkley)

Rego Aquam 20

R: Near, D: Conc/Moon

Stops water from entering a boat. Of little help if the boat capsizes.

**Wizard's Well** (Christopher Carter)

Rego Aquam 20

R: Spec, D: Conc/Year

When this spell is cast while standing above a known underground water source, the water below the surface is pulled towards the surface as long as the caster concentrates. The separating ground must be of porous material (sand or dirt) so that the water may flow through it. Water called in this manner cannot penetrate solid rock, unless there are sufficient cracks for the water to flow through. The further underground the water being called, the longer it takes to reach the surface. On the average, it takes water one minute per foot underground for it to find a path to the surface. When the water reaches the surface, it bubbles out in a small stream as long as concentration is held. Note that sometimes when underground water is under pressure, it may shoot upwards with some force after this spell allows it a path to the surface. If this spell is cast again in the same location, the water takes half as long to reach the surface, as the water has already carved a path through the earth. On some occasions, this spell may replenish a well which has gone dry.

Sigil effects: When the water reaches the surface, it bubbles and babbles like a brook, and splashes about in a playful manner.

**Neptune's Crushing Fist** (Christopher Carter)

Rego Aquam 30  
R: Near/Sight, D: Conc/Sun

This spell, when cast on an underwater or swimming target, causes the surrounding water to rush towards and crush the target with extreme water pressure causing +20 damage (-1 per foot under 20 feet of depth of the body of water the target is in) each round that the spell is maintained until the target breaks free. The target may make a Str + Size + Swimming Stress Die roll of 12+ at the end of each round to attempt to swim out of the area affected. If this roll is botched, no further attempts to escape may be made. If the roll is made, the target swims free of the affected area and the spell ends. If the roll is failed, the target fails to move and shall take damage again upon the beginning of the next round. In addition, if cast on a swimmer, the swimmer must make a Str + Size + Swim stress roll of 9+ each round or lose the air in their lungs. A botch on this roll causes the target's lungs to fill with water and begin to drown. If a vial of water from the bottom of the ocean is used for the spell focus (+2) and is opened and emptied into the water during the casting, the bonus is added to the damage caused by the spell.

The inventor of this spell, Penny of Bjornaer, has a sigil of playfulness in his spells. When his version of this spell is cast, the waters toss the target back and forth in a playful manner, and waves at the surface made as a result of this spell seem to dance.

**Sailing the Arrows Course** (David Martin)

Rego Aquam 30  
R: Near, D: Sun

Holds a ship on a straight course through the water, no matter what the prevailing weather conditions, or what steering is applied by the crew. This spell does not provide propulsion, just resistance to movement in any direction but forward, so the ship will still require propulsion of some sort.

**The Sea's Mouth** (David Martin)

Rego Aquam 30  
R: Sight, D: Conc

The caster causes a large body of water to "swallow" a ship or other buoyant object up to Size +5, dragging it down into the water. Once the object is below the water level, water will cover the object. Each round, the caster must make a Finesse roll of 6 plus the object's Size, possibly modified for objects more or less buoyant than normal.

<u>Total:</u>	<u>Effect:</u>
>15	Dragged down 5 paces
>= 6 + Size	Dragged down 2 paces
6+	Remains at same level
<5	Rises 3 paces (to max of normal water mark)
botch	Ends spell (and object often shoots up at a high speed)

The caster may stop concentrating at any time, ending the spell, and causing the object to regain its normal water mark immediately (at high speed).



# Auram Spells



## Creo Auram



### Energy of the Storm

(David Martin)

Creo Auram 4

R: Near, D: Inst

The target becomes charged with static electricity, which will discharge as soon as the target touches something grounded (like another person or a metal object). If the target is well grounded, the spell has no effect.

[Note: Not completely medieval, but a good joke.]

### Sparks of Power

(Sead Dzibur)

Creo Auram 5

R: Per, D: Conc

Requisite: Imaginem

Makes a lot of small sparks around the caster's hand, which look exactly as on the introductory pages of ArM3 (when that king begs a mage to help him). Does no damage, but anyone touching the hand must make a Stm roll of 6+ or release it.

### Voice on the Wind

(Russell Cloessner)

Creo Auram 10

R: Sight, D: Conc

Aimed: +2

Requisite: Imaginem

Carries the caster's voice on a wind to one target within line of sight, provided no solid barrier is between the caster and target --- see also *Whispering Winds* (InAu 10).

### Bolt of Crackling Lightning

(Russell Cloessner)

Creo Auram 15

R: Near, D: Inst

Aimed: -3

A bolt of lightning shoots from the forefinger of the caster, doing +15 damage to the target. This bolt bypasses the soak of metal armor (though usually there is leather or cloth under the metal which does count for Soak).

### The Music of the Forge

(???)

Creo Auram 15

R: Near, D: Spec, T: Room

Focus: A little hammer

Requisite: Intellego, Terram

A spell from a Prosperus of Verditius, it's designed to help with smithwork. Its cast at the beginning of the forge of a new metal item, and it last until the work is over. The effect

provided is a modification of the sounds produced by the hammer's blows, in such a way that they become musical. Listening the quality and tune of the music, the smith can guess how fine the work is being done. In game terms, the spell adds a +3 bonus to the metalworking craft score, provided the smith has any type of musical knowledge. If you have a Verditius mage-smith in your covenant and you value your eardrums, you'll love this spell

### Arc of Fragmented Lightning

(Russel Cloessner)

Creo Auram 25

R: Near, D: Inst

Bolts of lightning shoot forth from the fingertips of the caster in a 60 degree arc, doing +15 damage (treat armor as for the spell *Bolt of Crackling Lightning* (CrAu 15), above). This spell is normally not considered aimed. If one should see the spell coming, one can make a Qik - Enc of 12+ to take half damage, to simulate the dodging of part of the effect.

### Reisengeld's Intimidating Electrical Aura

(???)

Creo Auram 25

R: Touch/Near, D: Conc, T: Ind

Focus: A Gauntlet (+3)

Requisite: Rego

The caster's hands and arms are cloaked in writhing field of miniature lightning discharges, which leap between the caster's hands and emit a loud buzzing, crackling sound along with a strong smell of ozone. This is rather intimidating, adding +2 to intimidation rolls. If the mage touches (or projects using vis) the lightning to a target, it does D10+10 damage per round, and is particularly painful. This spell is an extension of Werner Reisengeld's sigil.

### The Searing Gust of Flame

(Brian Fourdraine)

Creo Auram 25

4th

R: Spec, D: Mom, T: Group/Room

Aimed: +3

Focus: Sulfur Dust (+2)

Requisite: Ignem

This is a spell which was designed to aid magi in scaring mundanes and killing small pests en masse. It forms a large +20 damage flame inside a powerful cone-shaped gust of wind. At close ranges, it would do +20 damage (touch & reach). At near range, it would do about +15 damage, and at far range I would estimate about +5 damage; individual SGs may disagree with me on my damage estimates, although this spell would still be scary and good for setting large dry fields on fire. The spell was actually invented to provide an area of effect spell to incinerate flies by an uptight Flambeau constantly being annoyed with small flies created by a Bjornaer. The incidental effect (impressive flare) was

discovered when said Flambeau aimed it in the air to hit a fly, and the display was seen far and wide (to the party's extreme detriment as they had just lost a pursuing levy of soldiers who'd run them out of Orléans on suspicion of being diabolists).

**Call Down the Wrath of Mjolnir** (Chad Hooper)

Creo Auram 30

R: Sight, D: Mom, T: Ind

Aimed: -3

Focus: Iron worn by a man killed by lightning (+3)

This spell is cast on an existing storm or shower, allowing the caster to bring a lightning bolt from the existing clouds to strike a target of her choosing for 1d10 + 45 damage (as with Incantation of Lightning). A similar spell may be performed via Re Au at level 20 \*if\* the storm the spell is cast on is already creating lightning on its own.

**Charge of the Unseen Ram** (???)

Creo Auram 30

R: Sight, D: Mom, T: Ind

Aimed

Focus: Ram Horn (+1)

Causes a concentrated blast of air to "charge" towards the target, causing +20 damage, and also pushing the target back 30 - (stress + str + size) paces.

**Wrath of the Desert** (Dave Martin)

Creo Auram 30

R: Near, D: Conc

Aimed

Requisite: Terram

This spell creates a sandstorm in an area delineated by the caster's open arms, up to 15 paces away. Strong winds and sand whip up in the circle, interfering with all perceptions, making movement difficult, and stinging all those within with the sand. The storm will be more vicious the smaller the area. Penalties to perceptions and movement are -5 for a 1 pace or smaller diameter area. For each pace larger of the diameter, the penalties are reduced by 1 (-4 for a two pace diameter area, -3 for 3 paces, etc.) Damage to those within is +15 for a 1 pace diameter area, -3 per extra pace of diameter. Those within who fail movement rolls must make Dex rolls of 6 + movement penalty or be knocked down by the strong winds. Those within who fail Per rolls must make Stm rolls of 6+, which include Per penalties, or be blinded until a normal Stm roll of 6+ is made. The caster may move the storm at a rate of 1 pace per round, but is at a -2 Concentration penalty while the storm is moving.

**Breath of the Black Sleep** (Dave Martin)

Creo Auram 35

R: Per, D: Inst

Aimed

The caster becomes empowered to breathe one breath of foul, black, poisonous gas. The gas spreads out in a cone from the caster's mouth up to 4 paces away, where it covers an area 4 paces in diameter. The poison does +25 damage to all within each round, and will remain for 3 rounds, after which it will

dissipate. Damage from the gas may only be soaked with Size + Stm, but those enveloped by the gas may make Qik rolls to hold their breaths. A Qik roll of 7+ means only some of the gas was inhaled, the target taking only +15 damage, and a roll of 11+ allows the target to avoid damage entirely. Once the spell casting has been completed, the caster may hold her breath, and expel the gas at will. Botches with this spell often involve the caster inhaling the gas by accident, where it will remain for 3 rounds unless the caster can concentrate long enough to cancel the spell --- a very bad way to die.

**Wind of Abysmal Fire** (???)

Creo Auram 35

R: Near, D: Conc, T: Spec

Requisite: Ignem

Very similar to *Charge of the Angry Winds* (CrAu 30). With the air you also create a fire which burns targets. +25 damage to targets on winds path.

**The Wrathful Sky** (Geoffrey Grabowski)

Creo Auram 45

R: Sight, D: Spec, Ritual

Requisite: Rego

The caster must cast this ritual under an open sky, and must cast it on top of the tallest hill, promontory or peak in the immediate area.

Upon completion of the Ritual, a great black storm begins to form, starting above the caster's head and boiling out over the landscape out to the horizon. Lightning can be seen leaping from place to place in the clouds as the storm forms, and a continuous roll of thunder can be heard. Occasional lightning bolts lick down from the clouds in a foretaste of what is to come. In fifteen to twenty minutes, the storm breaks with driving sheets or rain and hail, or snow, as appropriate to the season.

The main effects of the spell extend several miles away from the caster. Within this area, the winds are 30-50 mph, and shift rapidly, making missile-fire impossible at ranges of greater than a few paces. Sight is reduced to only a few paces, at best, and the hail and driving rains will ruin any crops in the area of the spell. Further, lightning licks rapidly across the landscape. Anyone so dressed or positioned as to be hit by lightning is likely to be so struck, as per the spell *Incantation of Lightning*, penetrating at +35 and resisted by the Parma Magica. The caster and an area seven paces around them are exempted from the worst of the storm and all of the lightning.

If the caster so chooses, they can direct the lightning at a particular target, as if they were targeting any other spell with a range of sight (that is, they must see or otherwise perceive the target). This is only a general direction, so hitting a single person is difficult, but the camp of an army, a castle, or a town would be fair and easy targets. Storyguides should assume that a simple die of lightning bolts strike an area from 10-30 paces wide each round, and determine effects accordingly. The effects of lightning on other areas effected by the spell will be somewhat less while the caster is directing the bolts. The caster may, if they so choose, direct the bolts into the seven pace circle of safety without fear of being stuck.

The ritual ends when the caster leaves their place on the

promontory or goes unconscious. While they may sit, lie or lean, leaving the seven pace circle ends the ritual, and the storm begins to dissipate immediately, leaving the sky in its original condition within fifteen to twenty minutes.

**Malleus Dei** (Franz von Gottreich)

Creo Auram 50  
R: Sight, D: Mom, T: Ind  
Aimed: +1  
Focus: Lightning-struck oak staff (+2)

A lightning bolt descends from the sky: from the nearest cloud or vertically if the sky is clear. The bolt does a quality die +55 damage to the target struck, and all within Reach take +10 damage and must make a Size roll of 8+ to remain standing. All within Near range must make a Stamina roll of 9+ to avoid becoming deafened (becoming permanently deaf of this roll is botched), and then may attempt to make a Stamina stress roll of 8+ each minute to recover. While this spell is not actually the "Hammer of God", it certainly comes very close...

**Rage of the Storm** (Hans Georg Schaathun)

Creo Auram 55  
R: Sight, D: Conc/2xSun  
Spell focus: Piece of the rot from a 300-year-old oak blown down by the wind (+3)  
Requisite: Perdo

The caster starts a wind from her location. The wind is weak to start with, but the strength increases as long as the caster concentrates, after ½ hour it has grown to a severe hurricane. The caster decides the size of the storm area within her range of size; always with him in the very center, which is the only quiet and safe place, in fact everybody within the Parma Magica of the caster is safe. The wind moves in a chaotic pattern, completely out of control for the caster. The caster may move the center of the storm, if he concentrates and then moves herself. If he has 2xsun.-duration and moves without concentrating, he moves into the danger of the storm.

[Compare it to Breath of the Open Sky (CrAu 40) and Wrath of Whirling Winds and Water (CrAu 60)]



**Measurement of the Three Dimensions** (Dave Martin)

Intellego Auram 5  
R: Near, D: Inst

**Measuring the Length of Shadows** (Dave Martin)

Intellego Auram 5  
R: Per, D: Inst

**Hunter of Wind** (???)

Intellego Auram 25  
R: Per, D: Conc, T: Spec  
Requisite: Vim, Ritual

This ritual can detect aura m magic sources, guiding the caster to the nearest source.

**Sense of the Subtle Motions** (Dave Martin)

Intellego Auram 30  
R: Near, D: Sun/Year

The caster can sense motion and, when something is in motion, can sense its size. Things which are not in motion are "invisible" to this sense, and though things which make slight motions or vibrations may be sensed, they are very difficult to sense (Per roll of at least 12+). Note that this is similar to the spell *Eyes of the Bat* (InAu 25), but *Eyes of the Bat* senses even things which are stationary, and *Eyes of the Bat* works only in complete darkness.



**Rain of Hailstones** (Russell Cloessner)

Muto Auram 15  
R: Sight, D: Conc  
Aimed

This spell turns raindrops into hailstones just before they strike the target, doing +10 damage. This spell was (obviously) developed by an Auram magus with a deficiency in Terram, see the spell "*Rain of Stones*" (MuAu 15).

**The Scream** (Alexander Alex)

Muto Auram 20  
R: Far, D: Mom, T: Group/Room  
Requisite: Rego

A Blast of sound emanates from the casters mouth, charging the targets. The targets must make a stamina + quality die of 6+ to avoid becoming deaf permanently, 9+ to avoid unconsciousness, 12+ to avoid becoming deaf for ( quantity missed \*2 ) rounds. To the same die add your concentration, a 15+ result means that you have been able to keep your concentration.

**Coruscation of Revan** (???)

Muto Auram 25  
R: Per/Touch, D: Conc/Sun, T: Spec  
Focus: (Appropriate Gem) (+1)  
Requisite: Rego

Another unusual protection spell. This was invented primarily as a staging post for the sixth magnitude duration sun version. It creates a field of highly unnatural air around the caster, which is solid enough to turn sword blows. Unfortunately, it has two minor drawbacks. Firstly, this shell occasionally has traces of static across its surface, which can reveal the caster as both present and a magus. Also, this crackle occurs if a blow is actually turned. Secondly, the shell hampers fine manipulation. Game effects: soak +5; dex -1.



**Lashings of the Impudent Attacker** (???)

Muto Auram 25  
 R: Per/Touch, D: Conc/Sun, T: Spec  
 Focus: Holly (+2)  
 Requisite: Rego

Have you ever wanted a spell to dissuade attackers? There are basic Auram protection spells such as *Circling Winds of Protection* (ReAu 15). There are attack spells like *Talons of the Wind* (MuAu 20) that can be cast on any wind. So why not your basic protection spell that can also cause some damage? Good joint protection against arrows (-9 to hit) and damage to hand attackers (+5 damage to anyone within reach) though unsettling to any horses around. The Rego requisite means that the caster is unaffected by this.

**One's Statue of 'Reconnaissance'** (Alexander Alex)

Muto Auram 25 4th  
 R: Near, D: Sun/Perm, T: Ind  
 Requisite: Terram

The area surrounding the target mutates and envelops in silver the individual and tries to make him look as glorious as it can. A strength + quality die of 9+ is needed to break out. If the target cannot breakout then it will suffocated within stm + quality die rounds.

**Talons of the Wind II** (Jeffrey Berry)

Muto Auram 25  
 R: Near, D: Inst

(Kelvin) This spell exactly duplicates the spell *Talons of the Wind* (MuAu 20), except that the damage bonus is +8 instead +5.

**Air of Invincibility** (???)

Muto Auram 30  
 R: Per/Touch, D: Conc/Sun, T: Spec  
 Focus: Agate (+1)  
 Requisite: Rego

This is basically an auram based armor spell. It forms an impenetrable wall of air around the caster, rendering him harder to hurt with mundane weapons. When the weapon hits the shield, it is deflected (Revan's sigil gives a crackle of electricity when sword hits shield). Gives +5 soak against physical attacks. This is usually in addition to other protections.

**Four Score Strikes of the Accursed Earth** (???)

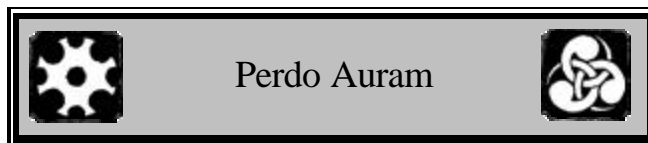
Muto Auram 35  
 R: Sight, D: Mom, T: Spec  
 Focus: An Entrapped Lightning Bolt

This spell must be cast in a storm capable of creating lightning. The caster chooses a point on the ground and all within 3 paces of this point are repeatedly struck by lightning discharging from the sky. All within the 3 pace radius take stress die times 4 damage. A zero indicates no damage. After the spell is cast the storm is no longer capable of lightning.

**Rain of Blood** (Dave Martin)

Muto Auram 45  
 R: 1 Mile, D: Sun/Year  
 Requisite: Aquam, Corpus

Turns all rain falling within one mile of the caster into blood. The area the spell covers stays constant once the spell is cast, allowing the caster to move out of the area. It is rumored that Sheras, the maga who invented this spell, created several more like it, including River of Blood and Rain of Tears.

**Stealing of the Wind from the Sails** (Piers Brown)

Perdo Auram 30  
 R: Sight, D: Sun

The sails of any ship within sight become slack and empty no matter what the prevailing breeze. (Also useful to stop one's own mast from being torn down in a sudden storm.)

**Sound of Doom** (???)

Perdo Auram 40  
 R: Sight, D: Mom, T: Spec

The spell was first intended to be a sphere of strangulation, but unfortunately the magical powers involved in maintaining a vacuum sphere of 13500 cm (that is cubic meters) proved to be just a little too much. But the magi who invented this spell realized that it could still be useful. The implosion has these effects:

1. One VERY big bang (160 dB)
2. A shock wave. The sound/shock wave does 25 dam (ignore 2/3 armor) decreasing 5 every 5 meters. Everybody within this area must make a stamina + stress die  $\geq 12$  or be deafened for 2x rounds you missed (a botch means permanently deafened). The magi stands in the center of the area (has no effect on him).

**Vacuum ERGO Perdo** (???)

Perdo Auram 50  
 R: Sight, D: Sun, T: Spec

"Creates" a 2x2 sphere, within sight, that will destroy all air in contact with it. The effect is a vacuum cleaner of gigantic proportions, anybody within 20 meters will automatically fail to escape the effect, 20-40m str + stress die of 20 to escape, 40 - 60m str + stress die of 15 etc. close to the "sphere" the windspeed will be close to 1000 km/h, (so consider any on trapped by this spell; very dead) and if the sphere isn't filled with debris very quickly, the area of effect will expand and we'll have an hurricane. (usually the sphere will quickly be filled by debris (minutes) but if a clever mage first casts a Perdo Terram/Herbam spell etc. within the center of this spell, it wouldn't be filled that quickly. This spell is needless to say, very devastating on any battle fields (or anywhere else)



**Entrapping the Spirits of the Air** (Piers Brown)

Rego Auram Gen.  
R: Touch, D: Spec

The maga draws a binding circle of some form around an area, such as a pentagram or magic circle. Any appropriate entity within the circle when the spell is cast is unable to leave the circle or disturb the circle in any way unless its Magic Might is greater than the spell's Level - 5 + die. Should the integrity of the circle ever be broken in any way, the entities within are free to leave. As soon as they leave, the spell ends and must be recast. (Effectively a reversed ward with Ring duration.) It is possible to summon a creature so that when it appears, it is trapped within the circle.

**Summon Spirits of the Air** (???)

Rego Auram Gen.  
R: Near, D: Conc, T: Ind  
Requisite: Vim

Summons an elemental spirit of the Air if the caster knows of it and can roll its Magic (Spirit) Might on a stressdie + Spell Level.

**Weather Dome** (Dave Martin)

Rego Auram Gen.  
R: 10 Paces, D: Sun/Year

Protects those within from the effects of weather. Even spells which produce effects of weather, such as the spell "Incantation of Lightning" (CrAu 35), must overcome a roll of the dome's Level + die to penetrate the dome. Once any weather phenomenon penetrates the dome, the dome falls.

[Note: The range (listed as 10 Paces) was probably intended as the area of effect. Range is then unspecified.]

**Control Your Breath** (Bruno Faucon)

Rego Auram 5  
R: Per/Touch, D: Conc/Sun

Warms the air around your head, and nullifies the effects of frosty breath. You can tell a lie if you wish without being noticed.

**Support the Lofted Arrow** (Dave Martin)

Rego Auram 15  
R: Near, D: Spec

Doubles the range of a missile weapon for one shot, without impairing accuracy (count the range of the target as half the actual distance for purposes of the shot).

**Guiding the Hunter's Arrow** (Dave Martin)

Rego Auram 15  
R: Near, D: Spec

Increases the accuracy of a missile weapon by +7 for one shot. The target must be in the caster's line of sight and must be the same one the missile firer is aiming at.

**Flight of the Gentle Breeze** (Carl D. Emery)

Rego Auram 20  
R: Per, D: Conc

This spell is an easier version of the spell *Wings of the Soaring Wind* (ReAu 25) spell, thus very limited as well. Upon casting this spell, the maga rises to her desired height of travel above the ground, whereupon she floats along with the breeze. Thus the maga has no control over her direction or speed of travel, though the maga can control her height to a limited extent, i.e. altitude changes are slow.

Spells may be cast to control the breeze, such as the spell *Wind at the Back* (ReAu 5) or similar. These, of course, require Concentration rolls.

**Molding the Morning's Breath** (Dave Martin)

Rego Auram 20  
R: Near, D: Conc

Shapes air into unnatural shapes, allowing the caster to shape weather and air phenomenon and to move bodies of air into liquids. The volume shaped has boundaries that air will not cross, but anything else may pass normally. The volume of air that can be shaped is a 5 pace diameter globe --- enough air for 1 person to breathe for 30 minutes.

**The Warding of Zephyrus** (Chad Kearsley)

Rego Auram 20  
R: Touch, D: Sun, T: Boundary  
Requisite: Intellego, Corpus

The maga conjures into service a breeze that circles the designated boundary. Upon contact with any being unmarked by the maga, the wind alerts the caster, or a designee, with a noticeable but brief gust of wind on her body indicating the direction of the intrusion. This spell was invented by Stian of Ex Miscellanea, and his version has the side effect of gradually generating a small electric charge on those who stay in the spells effect, causing small hairs to stand on end and the occasional crackle when touching an object not in the spells effect for the first time.

**The Domino Flash** (???)

Rego Auram 25  
R: Near/Sight, D: Mom, T: Ind  
Aimed: +1  
Focus: Hand carved Oak Domino  
Requisite: Ignem

This spell was created by a very flamboyant Flambeau learning to use Auram. The wind gust created by this spell is about 45mph. It strikes a person in the sternum quickly and in fractions of a second moves on to the next target. A Stm roll of 6+ is needed to avoid the loss of a short term fatigue box. This spell causes all those in a group within range to make a Size roll of 12+ or fall prone. The Ignem requisite is because of the bright flash that accompanies each gust.

**Shielding the Rain of Death** (Dave Martin)

Rego Auram 25  
R: Per, D: Conc

Makes the caster immune to all objects which travel through the air (and leave the wielders' hands), including

spells which create missiles, before striking the caster. This applies only in the direction the caster is facing --- missiles from the rear are not deflected.

Casting Requisites: appropriate form for the missiles (usually He or Te). Missiles for which the caster lacks prerequisites are not affected.

### **Retracing the Arrow's Path** (Dave Martin)

Rego Auram 25

R: Near, D: Conc

Reverses one missile per combat round back upon the attacker. The attacker makes an attack roll to hit the intended target, and if it is successful, that attacker is hit.

Casting Requisites: appropriate form for the missiles (usually He or Te). Missiles for which the caster lacks prerequisites are not affected.

### **Breath of the Djinn** (Russell Cloessner)

Rego Auram 30

R: Near, D: Conc

A 30' tall whirlwind is formed out of the air. It may cause up to +10 damage to anyone within four paces, due to flying debris, dependent on the circumstances: a wooded area contains limbs and sticks which will cause damage, while a wheat field only contains wheat and dirt which will cause less. Also, those who come within one pace of the whirlwind must make Qik - Enc rolls of 8+ to avoid being sucked up into it. These people are buffeted by the winds. When the whirlwind ends, they fall up to 20' to the ground, taking commensurate damage.

### **Calling the Wrath of the Storm** (Dave Martin)

Rego Auram 40

R: 1 mile, D: Spec, Ritual

Cast during a storm, it allows the caster to call down one lightning bolt every 3 rounds upon targets in the storm for +50 damage per bolt. The spell lasts until the storm disperses for any reason. This spell is very good for covenant defense, but dangerous --- 2 extra botch dice.

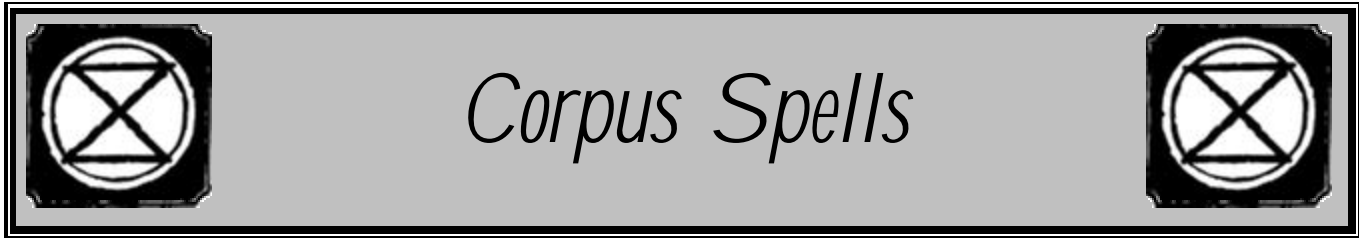
### **Protection of the Raging Storm** (Ian Barkley)

Rego Auram 50

R: Spec, D: Conc/Sun

Cast under a cloudy sky, this spell calls lightning down around the caster, making it dangerous for people to attack her directly. Every round, one or two lightning bolts strikes within 5 paces of the caster (70% chance of 1 bolt). All people touching the ground within that radius must roll a stress die + (5 x Size) + (3 x Metallic Load), with botches zeroing the roll--good time for a botch! The caster then rolls a stress die - 7 for the ground, and the storyguide may roll for trees and so on within the area. The highest total, or two totals if there are two bolts, gets hit --- damage is +30, metallic armor doesn't count. Ties mean the bolt forked; +15 damage each.

The spell ends when the caster goes inside or the sky clears.



# Corpus Spells



## Creo Corpus

### **The Fake Beard** (Bruno Faucon)

Creo Corpus 5

R: Touch/Near, D: Sun/Inst

Create a false beard. A very cheap disguise for beginners...

### **Creating the Magical Mannikin** (Piers Brown)

Creo Corpus 10

R: Near, D: Sun/Inst

Requisite: Intellego, Muto

Turns a small precreated mannikin into a link to the target's body identical to that provided by a piece of their body, taking on an almost exact miniature likeness of the individual. Appropriate forms depending on the material from which the mannikin is originally made. There are rumors of versions of this spell which mimic their target to the extent that they change forms to copy the current form (Permanent max duration).

[Note: The spell to use when you beat someone at Certamen.]

### **Second Wind** (Paul Hirose)

Creo Corpus 10

R: Per, D: Spec

One of the late magus Dalarin's earlier spells, this spell may prevent the caster from suffering the loss of a fatigue level. Once cast, this spell will last until either the caster suffers a fatigue-level loss, or the next sunrise/sunset, whichever comes first. If the caster is subject to a short-term fatigue level loss, make a Stamina check at 9+. If successful, no fatigue level is lost, and the spell terminates. If unsuccessful, take the fatigue level as normal, and the spell terminates as well. This spell will not prevent the loss of long-term fatigue, and any occurrence of long-term fatigue will terminate the spell.

### **Chirurgion's Cauterizing Touch** (Daniel C. Sobral)

Creo Corpus 15

R: Touch/Near, D: Sun/Inst, T: Ind

Requisite: Perdo

This spell has effect similar to *Chirurgion's Healing Touch* (CrCo 20), except it causes intense pain to the recipient as a result of the Perdo component (the wound is cleansed by destroying damaged or infected tissue). A simple stamina roll of 6+ must be made for the recipient not to fall in a swoon as a result of this pain. If the recipient knows the spell effects, a

stamina plus bravery (or other applicable trait) must be made or he'll have to be restrained. Thanks to Silburne Luke

### **Blessing on the Newborn Child** (Piers Brown)

Creo Corpus 20

R: Touch, D: Sun/Perm, Ritual, Westros

Causes the child to grow healthy and well, making it immune to all childhood diseases and like problems. Used on all new children of the family.

[Note: Only affects members of House Westros.]

### **The Dead that Will Not Rest** (Piers Brown)

Creo Corpus 20

R: Touch, D: Sun/Perm

Causes a corpse to become immune to the spell *Dust to Dust* (PeCo 15).

### **Blessing the Union** (Ian Barkley)

Creo Corpus 25

R: Touch, D: Sun/Moon, Ritual

Cast upon a man and woman, this spell insures that their next union will bear fruit --- the woman will become pregnant --- if such union takes place within the spell's duration. Furthermore, the child will be born healthy and whole, and will display a good resistance to normal childhood ailments. Of course, this cannot protect against a Faerie curse on the child or similar malicious actions. The spell can overcome most causes of infertility, including a spell like *Curse of the Barren Years* (PeCo 20), the infertility of Longevity Potions, and most natural causes, but it cannot make a woman past the age of child-bearing fertile again. It is possible to create an embryo and implant it in the womb, but that is another spell.

If this spell is cast with a Vim requisite and 5 pawns of Vim vis, the child will have some form of magic about her, but the caster cannot control what form this will take. Sometimes they merely seem strange, sometimes they have mystic powers, and sometimes they have a Gift capable of making them Hermetic magi. This power or powers will often reflect the affinities and powers of the caster.

### **Lost Sight Found** (???)

Creo Corpus 25

R: Touch, D: Sun/Inst, T: Ind

Focus: Glass Lense

The spell detects what is stopping the target from having perfect vision and then corrects it.

**Usury of the Body** (Dave Martin)

Creo Corpus 25

R: Touch, D: Sun/Inst

Requisite: Perdo

The caster "borrows" any one physical characteristic from the target, who must be willing. The target will have a score of 0 in the borrowed characteristic for the duration of the spell, and the target's original score is added to the caster's normal score. The caster chooses which characteristic is taken, but the target must be willing to lend that characteristic, or the spell will fail.

**Strength of the Bear** (Dave Martin)

Creo Corpus 25

R: Touch, D: Sun/Year

Adds +2 to the target's Strength for the duration of the spell.

**Sustenance of the Heart** (Dave Martin)

Creo Corpus 25

R: Per, D: Sun/Inst

Allows the target to go without food and water for one day. Food not eaten must be made up for when the spell wears off unless vis is used in the casting. Using this spell repeatedly for more than a week is thus very dangerous.

**Curse of the Barber's Neglect** (Dave Martin)

Creo Corpus 30

R: Near, D: Conc

(Rothigur of Mirrormere) Target's head and body hair grows at a rapid rate, getting in the way and cramping clothes. The target suffers -1 to all physical actions and perceptions per round, cumulative.

**Restore the Bounty of Flesh** (Dave Martin)

Creo Corpus 30

R: Per, D: Year, Ritual

Reduces the age of the caster, effects lasting one year. At the end of that time, normal aging rolls are made and applied, though this spell can be cast again to offset some of the effects of aging. Thus, an aging botch will still kill someone protected by this spell.

**Making of the Child Unborn** (Ian Barkley)

Creo Corpus 35

R: Near, D: Sun/Inst

Causes the target, who must be female, to become pregnant; it literally creates an embryo inside the woman's womb, to be born nine months hence. The child will be reasonably healthy, unless the caster desires otherwise and uses a Perdo requisite, but is otherwise like any other child.

This spell is rather pointless to cast without a vis boost.

**Hummingbird's Speedy Flight** (Dave Martin)

Creo Corpus 35

R: Touch, D: 1 minute

Doubles the target's speed, both for actions and movement. Upon completion of the spell, the target loses a fatigue level (long term) and must make a Stm roll of 9+ or

lose a second. If the Stm roll is a botch, the target falls unconscious and suffers some permanent physical mark of aging, such as some white hairs or wrinkles. On a double or triple botch, the target will gain decrepitude points or actually make 1 or 2 aging rolls.

**Create the Humble Servant** (Dave Martin)

Creo Corpus 45

R: Near, D: Sun/Perm

Requisite: Mentem

Creates a human servant with the intelligence of a small child (-4 Int) to perform at the caster's orders. The servant will have 0's in all attributes except Int, although the caster may raise one of these 0's to her Finesse score, with a maximum of +4. The servant will be able to speak one language that the caster knows at a score of 3, and may have one other talent, skill, or knowledge at a Level equal to the caster's Finesse + 3. There is no limit to talents or skills, although knowledges may not exceed the caster's own score in the given knowledge. The servant will have no personality traits or direction of its own to begin with, and will follow orders from anyone who gives them, even if ordered not to by the caster. If the spell duration is made permanent with the application of vis, the servant will "grow" mentally as any normal child, and will age normally, starting at age 20.

The servant will have clothing and appropriate tools for her craft if the caster uses the appropriate casting requisites.

[Note: A magical human being that can be dispelled.]

**Crafting the Lordly Knight** (Dave Martin)

Creo Corpus 50

R: Near, D: Sun/Perm

Requisite: Mentem

Creates a human warrior to perform at the caster's orders, much like the spell *Create the Humble Servant* (CrCo 45). The warrior will be exactly as the servant, but with one pair of attributes each at the caster's Finesse, and two skills, one at a score equal to the caster's Finesse + 3 and two at scores equal to the caster's Finesse. If the caster uses the appropriate casting requisites, the warrior may come equipped with arms and armor no better than standard quality.

**Echo of the Body** (Ian Barkley)

Creo Corpus 50

R: Per, D: Sun/Moon

Requisite: Rego

Creates a duplicate of the caster, identical in all ways except that it is mindless. The caster can control it, moving it about by concentrating. While concentrating, she can sense what the duplicate hears, feels, and sees, but only in an abstract way, as if she were remembering it, so she is not affected by the wounds, hunger, or fatigue of the duplicate (though if the duplicate goes unconscious or incapacitated, the caster cannot do more through the duplicate than she could if she were incapacitated or unconscious.) When not concentrating on the duplicate, she will not be aware of what the duplicate senses and the duplicate will fall unconscious until the caster again concentrates. The duplicate can die normally, through wounds or hunger or thirst, but Mentem

spells have no effect on it.

The caster can use the body to perform spells only if this spell is cast with a Vim requisite; this fatigues the caster normally. Other casting requisites: forms of any items the caster wishes duplicated. The duplicates are, of course, not magical.

**Healing Fire of Wonders** (Roland Hesz)

Creo Corpus 50

R: Touch/Near, D: Sun/Inst, T: Ind

Focus: Fire Opal (+2)

Requisite: Ignem

This is a version of the spell *Incantation of Body Made Whole* (CrCo 40). The injured person is engulfed in flames and all her injuries disappear and any lost limbs grow back. Heals all damage to a human body at the rate of one Body Level per Round. You must maintain concentration for the Rounds during which the spell is cast.

**Healer's Ring** (Ian Barkley)

Creo Corpus 70

R: Spec, D: Spec, Ritual

Creates a ring 7 paces across. Every round, every person inside can make a Stm roll of 3+ to regain a body level --- like the spell *Chirurgeon's Healing Touch* (CrCo 20), but the wounds do not return at Sunrise/Sunset. Useful for pitched battles and during especially disastrous adventures, but the vis cost makes it pointless in most cases.

**Enchantment of Utter Health** (Piers Brown)

Creo Corpus 75(?)

R: Per, D: Sun/Perm (Year?), Ritual

An incredibly powerful ritual spell: while under its effects the maga continually heals at the same rate as if under the spell *Incantation of the Body Made Whole* (CrCo 45). There is no protection from the pain of wounds but unless the weapon is caught in the wound they reseal at the rate of one body level per round. Blood clots, bones reform and the skin regrows. The only way to kill a maga under this spell is to suffer from the loss of more than six body levels at any one time, thus effectively being beyond the Level the spell can heal by the end of the next round.

Note, because this is a non-instant healing spell, wounds do not heal while it is in effect. Thus, should the spell be dispelled, all the wounds healed during its duration will simultaneously instantly reopen . . . Use it for a while and if it comes down you are **very** dead indeed.

[Note: Piers was uncertain of this spell's Level, ranking it between 60th and 100th Level.]

**Rebirth of the Bird of Fire** (Báthi Gábor)

Creo Corpus 80

R: Per/Touch, D: Inst, T: Ind, Ritual

Focus: Feather of a Phoenix

Requisite: Ignem

You have to set a bonfire, on which you burn yourself. After the ritual, your ashes start to dance in the wind. After an hour, the ashes form a new body, the presence of whom looks the way you desire. It has the same stats you had, and has the

ability to use magic if you had been able before. All your previous wounds disappear and you heal fully (body & fatigue levels restored). You must make a Stamina stress roll of 8+ or become an explosion of fire (making damage of +80).



**Wizard's Burning Vigil** (Rob Davies)

Intellego Corpus 5

R: Touch/Reach, D: Spec/Spec

Requisite: Ignem

The castor lights a candle in the presence of the target. Thereafter the candle flame mirrors the target's health:

strong, upright flame	- healthy
flickering flame	- wounded, pained
dim flame	- fatigued
no flame	- dead

The spell lasts as long as the candle's natural life (though the flame may be snuffed by a breeze, etc.) or Sun duration, which ever comes first. Expending vis allows the caster to transfer the flame from candle to candle. The spell never lasts past moon duration.

The spell is quite simple and does not distinguish between types of damage, pain or fatigue; nor will it detect that the target has been poisoned or has some ailment until the outward signs begin to show. The spell is useful in monitoring the brave grog who goes for help . . . etc.

A candle shaped to resemble the target is used as a focus for +1.

**Courting Death's Dark Shadows** (Dave Martin)

Intellego Corpus 15

R: Per, D: Inst

Requisite: Mentem, Imaginem

Caster gets a vision of her own death, giving an indication of the major danger she will be facing in the next few hours or days (the story). Give the caster one whimsy card that can be used only to get herself out of danger, much like the divination exceptional talent. The storyguide may go through the deck and choose the whimsy card if desired. A botch on this spell gives the caster a vision so real and frightening that the caster will suffer physical effects, similar to those for the spell *Hummingbird's Speedy Flight* (CrCo 35), and will be incapacitated until a Brave roll of 9+ is made (roll every minute).

**The Juggernaut's Trail** (Paul Sherliker)

Intellego Corpus 15

R: Touch, D: 30 seconds

Requisite: Imaginem

Touching a living person, you see a rapid sequence of images showing how they looked in each year of their life. Various other things may be seen, for example you may see wounds that took a long time to heal or, with a Folk Ken roll,

gain an impression of how they felt during the various parts of their life. No condition lasting less than a month will be registered.

**Seeing Through the Eyes of the Living** (Piers Brown)

Intellego Corpus 15

R: Near, D: Conc

Requisite: Imaginem

As like the spell *Seeing Through the Eyes of the Dead* (InCo 20), the simpler Concentration roll comes with the spell *Strings of the Unwilling Marionette* (ReCo 30).

**Assassin's Eye** (Ian Barkley)

Intellego Corpus 20

R: Near, D: Sun/Year

You sense the location and general body position of every person in range. Useful for avoiding ambushes in the wild, though the sense may be too overloaded to do you good in a city. Also good for finding invisible people.

**Seeing Through the Eyes of the Dead** (Piers Brown)

Intellego Corpus 20

R: Near, D: Conc

Requisite: Imaginem

Allows the caster to use the senses of a dead body as if they were your own. While the spell is active, the caster's own senses are dormant. Designed to be used with the spell *Awaken the Slumbering Corpse* (ReCo 20), so the Concentration roll required to cast the spell "Seeing" while *Awaken* is active is only 9+. Only effective if the appropriate organs are still intact.

**The Hunting Foretold** (Tore Bak)

Intellego Corpus 25

4th

R: Touch/Eye, D: Year, T: Spec, Ritual

Focus: Arcane Connection

This is an old hunting ritual of the barbaric tribes, now successfully converted within hermetic limitations. It instantly gives the recipient an "unerring" sense of both general direction and distance of the target. An arcane connection to the target is needed if out of sight distance, otherwise it can be cast without such precautions (since it is a ritual, the target will have to remain in sight for some time). The "sense" of distance to the target is measured in spearthrows (50 paces or so) and hence it is not as useful as might have been wished in a big city. Within the traditional old ritual this "spell" was bestowed upon the champions of the hunt who would then seek out the prey, be it man or beast. The recipients must be hugged and formally delivered the arcane connection (if one exists) if this spell is to work on other than the caster.

**The Running Mannikin** (Piers Brown)

Intellego Corpus 25

R: Touch, D: Sun

Requisite: Rego

Animates a mannikin --- see the spell *Creating the Magical Mannikin* (CrCo 10) --- but instead when placed upon the ground it will run off towards the person it is linked

to by the most direct route unless it was placed upon her tracks in which case it will follow those. The mannikin at full sprint moves at effectively a brisk walk and it can leap gaps up to a pace wide. When it reaches the target it will leap onto her leg and hug the person tightly until pried off.

**Animating the Magical Mannikin** (Piers Brown)

Intellego Corpus 35

R: Touch, D: Sun/Perm

Requisite: Rego

A variant of the spell *The Inexorable Search* (InCo 20), using the above spell either from the person directly or from a previously acquired physical link, it animates the mannikin. When the mannikin --- see the spell *Creating the Magical Mannikin* (CrCo 10) --- is placed upon a map representing the target's location, it comes to life and walks to the point on the map occupied by person it is linked to. For the duration of the spell, it moves around the map, following her movements exactly. Should the target leave the map, it will walk continuously around the edge until it meets its counterpart's position, when it will once again follow the map. Should the mannikin be removed from the map, the spell will end and will need to be recast.

[Note: OK, so I stole this one from Jack Vance]

**Knowledge of the Hidden Attacker** (Matthew Hamey)

Intellego Corpus 40

R: Per, D: Conc

By looking at the wounds of a corpse or wounded person, you can see the circumstances surrounding the death/wounding as if you had been watching the attack. Unlike the spell *Vision of the Marauding Beast* (InAn 15), the victim does not have to have seen the attacker, for the vision is not from the victim's point of view.

If the body is an animal, there is an Animal requisite; If the body is a magical creature or a demon, there is a Vim requisite; If the body is a fairy, there is a requisite of the appropriate type (Herbam, Terram, etc.).

Some storytellers may wish to add an Intellego requisite for the vision not being from the victim's point of view.

This spell was created by Quintessa Roma, Quaesitor, Arch-Magus of House Bonisagus, for use in apprehending violators of the Code of the Order of Hermes.



**Form of the Wizard's Desire** (Ian Barkley)

Muto Corpus Gen.

R: Per, D: Sun/Perm

Requisite: Animal

Allows the maga to assume the form of any beast or bird, of the type willed at the time of casting. The form may be any that the caster could get with a Muto Corpus spell of 5 Levels lower, if the caster has some part of such an animal, or half the Level, if she does not.

Requisites: Auram for any flying form, forms for any

accoutrements the caster chooses to transform. This spell has the dubious distinction of being one the few non-ritual spells that is never spontaneously cast.

**Restoring the Adamic Form** (Paul Sherliker)

Muto Corpus Gen.

R: Near, D: Inst

Requisite: Intellego

Returns a transformed person to her natural form. You must match the Level of the transformation spell on die + Level; success cancels it. The Intellego component is to work out what that form is --- hence this spell will never work on Bjornaer magi, whose true forms cannot be discerned.

**Sif's Blessing** (Kraat)

Muto Corpus Gen

R: Touch/Near, D: Sun/Inst, T: Ind

Focus: Three Eucalyptus Leaves (+3)

Speeds up the target's recovery. For each point of magnitude the accompanied chirurgy roll is shifted one category on the recovery chart.

**Swiftness of Artemis** (Simon Foston)

Muto Corpus Gen.

R: Per, D: Sun, Ritual

For every point of the spell's Magnitude, the caster may add 1 to her First Strike Total. This spell requires formidable mental discipline to learn, and therefore cannot be learnt or cast without at least a score of 1 in Meditation. Furthermore, an additional five minutes casting time is required for every point of spell Magnitude.

**The Deadly Skill of Achilles** (Simon Foston)

Muto Corpus Gen.

R: Per, D: Sun, Ritual

The effect of this spell is similar to that of the spell *The Swiftness of Artemis* (MuCo Gen.), except that it affects the caster's Attack Total, increasing it by 1 for every point of spell Magnitude. The ritual has the same demanding casting requirements.

**The Wrath of Hercules** (Simon Foston)

Muto Corpus Gen.

R: Per, D: Sun, Ritual

Increases damage inflicted by the caster, adding 1 for every point of spell magnitude. Once again, the spell requires more time to cast than other rituals, and a score in Meditation, just as in the spell *Swiftness of Artemis* (MuCo Gen.).

**Mouth Full of Razors** (???)

Muto Corpus 5

R: Touch, D: Sun, T: Ind

Makes your teeth sharp as razor's blade.

**Crafting the Sad Remains** (Dave Martin)

Muto Corpus 10

R: Touch, D: Conc

The caster can shape bone touched as if it were clay. The quality of the work depends entirely on the caster's

appropriate craft skills.

**Doppelganger** (Jeffrey Berry)

Muto Corpus 10

R: Per, D: Sun/Year

Allows the caster to alter her voice into any human sounding voice.

**Magus' Mask of Skin** (???)

Muto Corpus 15

R: Touch, D: Sun, T: Ind

Focus: Piece of human skin (+3)

This horrid spell twists the facial features of any humanoid person the maga touches with her fingers within ten heartbeats of casting the spell. The victim's face is transmuted into a blank patch of skin, effectively blocking sight, breathing and any attempts to call for help, although a muffled groan may be heard! The victim loses one Fatigue Level per Round and after that Body Levels until they are either freed or suffocated. This spell is devised as a quiet and intimidating way of dealing with sentries and other annoying people!!

**Mold the Living Clay** (Dave Martin)

Muto Corpus 15

R: Touch, D: Sun/Perm

The caster can shape the target's limb like clay so long as the caster concentrates. The limb, including skin, muscle, and bones, can be shaped in any way, and the blood in the limb ceases to flow while the shaping is taking place. This spell will greatly help the caster heal a damaged or wounded limb, giving +4 to the caster's Chirurgy roll. The target will feel no pain while the shaping occurs, but will feel other sensations, and the sensation of the limb being warped and molded.

**Recover the Faeries Inheritance** (Thomas ?)

Muto Corpus 15

4th

R: Per, D: Sun, T: Ind

Focus: 3 drops of Blood from the faerie type concerned (+2)

The targeted person takes the form of its closest faerie ancestor. The person is considered as a representative of the species concerned. Faeries act toward the person as if it was a full member of the species. The spell has no effect on a person with no faerie blood. The spell has a random effect on people with a faerie descendent more than three generations remote. If the person has faerie blood from different faerie species, it's the strongest that prevails. The spell may have casting requisites depending of the nature of the species concerned, like Animal for Faerie animals.

The original creator of the spell, Aiffé of House Merinita, had a Faerie Wolf as her father, thus her sigil is marked by her lupine lineage. In her version of the spell, the person always has a spot of silver hairs when transformed, and if the person has wolf blood, it will prevail against any other.

**Damping of the Fiery Wrath** (Esther ???)

Muto Corpus 20

R: Per, D: Sun

Requisite: Ignem

+10 soak vs. fire, flames and heat. This includes all



Ignem spells which look like flames and/or generate heat. The spell breaks down if you botch your soak roll. This is a more specific version of the spell *Gift of the Bear's Fortitude* (MuCo 30). The spell lowers your sensitivity to heat just as the Gift of the Bear's Fortitude lowers your tactile feeling, so you won't notice something warming up.

**Disguise of the New Body** (Jeffrey Berry)

Muto Corpus 20  
R: Per, D: Sun/Year

Allows the caster to alter her body into any configuration of the same size. Sex may be altered, but the sexual apparatus is non-functional for reproductive purposes.

**Ripening the Young Urchin** (Jason C. Buss)

Muto Corpus 20  
R: Touch, D: Sun/Perm, T: Ind  
Focus: Beard of an Old Man (+3)

Causes a child's body to grow to the size of an adult (though their skin will retain a youthful appearance, free of wrinkles). Most children seem to find the experience awkward, and the spell will not work on adults.

**Semblance of Life Returned** (Piers Brown)

Muto Corpus 20  
R: Touch, D: Sun/Year  
Requisite: Creo, Rego

This spell, when cast upon a fresh corpse with only minimal wounds or mutilations, seals the injuries, removes the pallor of the corpse, prevents rigor mortis and causes the corpse to seem to breathe and live. All vital signs return but there is no actual life. The corpse will appear to be in a deep coma from which it cannot be roused unless further spells such as the spell *The Walking Corpse* (ReCo 25) are used to give it greater semblance of life.

**Suffocation of the Iron Mask** (???)

Muto Corpus 20  
R: Touch, D: Diam/Sun, T: Ind  
Focus: An Iron Mask (+2)  
Requisite: Terram

The target's face is transformed into an iron mask. In Calatin's version of this spell the mask resembles the target's features, but leaves no holes for eyes, nostrils or mouth, and so the target is unable to see or breathe, or to make any sound other than a muffled groan. The target loses one Fatigue level per round from suffocation. Once all Fatigue levels are lost, they lose one Body level per round. On average, when the basic duration of Diameter ends, a normal human target will be unconscious and incapacitated, but not dead. Calatin notes that the spell may do extra damage to faeries, although this may be off-set somewhat if they are of a sort that does not need to breathe. The Storyguide may allow an Intelligence roll to see if the target has the presence of mind to hold their breath, but most people are likely to be too panicked to do so.

**Disguise of the Stolen Form** (Piers Brown)

Muto Corpus 25  
R: Per, D: Sun/Perm

Essentially an advanced form of the spell *Disguise of the New Visage* (MuCo 15), only more limited. The caster is transformed into an almost exact physical replicate of the target, a piece of whom is used in the spell. Physical characteristics are replaced by those of the target. Perception and presence are refigured as the average of the two individuals' characteristics, rounding down.

**Shape of the Angry Bear** (???)

Muto Corpus 25  
R: Touch/Near, D: Sun/Perm, Target: Ind  
Focus: A Bear's Tooth (+3)  
Requisite: Animal

This spell is exactly the same as the spell *Shape of the Woodland Prowler* (MuCo 25), except that the target takes the shape of a bear, rather than that of a wolf. Naturally, a bearskin must be used in the casting of this spell, rather than a wolfskin. Calatin is a magus who joined the Order after learning his own particular brand of non-Hermetic magic. This is the first of his spells which he was able to adapt to Hermetic ways.

**Strength of the Mighty Samson** (Jason C. Buss)

Muto Corpus 25  
R: Touch/Near, D: Sun/Year, T: Ind  
Focus: Centaur Heart (+7)

Adds +2 to the target's Strength for the duration of the spell. If the target's hair is cut while under the influence of the spell, their strength reverts to normal and the spell expires.

**Wearing the Stranger's Skin** (Piers Brown)

Muto Corpus 25  
R: Touch, D: Moon/Perm

Allows the caster to cover a person with the skin of another, causing them to attain an exact likeness of the other. While they are wearing the skin it will not decay. This spell works whether or not the target has a skin. Should, after one's skin has been removed, it be restored to its owner, it may be returned properly with instant duration instead of permanent so long as:

1. The skin was not allowed to decay (it was under this spell or the charm against putrefaction) and also
2. The person has not been able to heal at all while the skin was removed (i.e. was under healing spells or this spell).

[Note: Any damage done to the skin while removing it or while worn by another will remain.]

**Preservation of the Body's Inside** (David Smith)

Muto Corpus 30  
R: Per/Touch, D: Sun/Moon

This spell toughens the inside of the body (muscles, organs, connective tissue, bone, etc.) but does not toughen the skin, blood vessels directly under the skin, adipose tissue, etc. It adds a +10 to the Soak roll for any injury (with exceptions; see below) that does more than 2 levels of damage with the

unmodified Soak roll; it may not, however, reduce the amount of injury below 2 levels. It also effectively speeds up healing because damage that is partially countered by the spell will not be accompanied by hard - to - heal internal injuries such as broken bones and internal bleeding. If no rolls exceeded 2 levels of damage after the effects of this spell, then the Healing chart has each wound up 1 level (Incapacitated to Heavy, Heavy to Medium, Medium to Light, Light to Hurt, but does not affect Hurt healing rates). This spell cannot truly counter wounds that are to the outer layers of the body (burns, for instance); it does not act as protection against them (including no effect on healing rolls). However, its protection is increased versus some other forms of injury (such as falling on non-jagged ground); it adds a +20 to the soak roll for any injury of this type that does more than 1 level of damage with the unmodified Soak roll; it may not, however, reduce the amount of injury below 1 level. This spell can also protect against up to 4 levels of Body damage from Strength or applicable Dexterity/Quickness combat botches (i.e., pulling a muscle). It will also reduce fatigue levels from Brawling damage as if they were normal - variety wounds. The Magus who invented this spell got himself into some degree of trouble with the Church from all the corpse dissections he did.

The use of a Jet stone as a focus allows a +1 bonus during casting.

#### **Spurring the Boychild** (Geoffrey Grabowski)

Muto Corpus 30

R: Touch, D: Moon/Year, Ritual

Requisite: Creo

The spell makes the target produce seed only for boy children, as well as increasing the probability that their unions will bear fruit. Obviously, this spell works only on men. The children produced by this spell are often somewhat ... unusual in nature due to the effect of the powerful magic on their father's seed. It should be possible to rewrite this spell to work on women, making their wombs only accept male seed, but this would not be particularly effective if the male was producing only female seed, and would just seem to produce a sterile woman.

[Note: Sorry it didn't come out as a formulaic, I guess you just need to spend an hour and a half casting it on him if you choose this one, I just can't see something this powerful being not a ritual. You could also maybe get him some Earthstar if want to cut the chase and are located close to faerie woods, and if he could get his wife to eat it...]

#### **Taming of the Shrew** (???)

Muto Corpus 30

R: Touch/Near, D: Sun/Perm, Target: Ind

Focus: A Rat's Tail (+1)

Requisite: Animal

This spell was created to turn a human into a large rat. They can resist the effects on a stm roll of 9+. Catherine uses this spell to help her in her quest to embarrass the prideful, as well as occasionally feeding the more offending or dangerous ones to her cat familiar.

#### **Catherine's Change of Heart** (???)

Muto Corpus 35

R: Near/Sight, D: Sun/Perm, T: Ind

Focus: A lock of hair from the opposite sex (+1)

This is another of Catherine's spells to embarrass others as well as to protect herself from those who would do her violence. It is a relatively simple spell, changing the subject into a male or female version of themselves. It does not affect clothing and can be resisted on a stm stress roll of 9+. She invented this spell after noticing that women tend to be much more sensible and less violent than men. She also noticed that newly made women in armor built for men were quite uncomfortable and had other things to think about than attacking her.

#### **Curse of Cleave the Peasant** (Erik Tyrrell)

Muto Corpus 35

R: Touch/Near, D: Sun/Perm, Target: Ind

Focus: Pointed Hat (+1)

Target is transformed into a newt until spell expires (well... I got better).

#### **The Curse of Rigid Marble** (???)

Muto Corpus 35

R: Touch/Near, D: Sun/Perm, Target: Ind

Focus: Shaving of Black Marble (+2)

Requisite: Terram

This spell simply put turns a person from the waist down to solid, black marble (waist included). Movement is impossible because the feet are firmly implanted into the ground. It doesn't matter how strong the target's legs may be.

#### **Cloak of Time-bound Mist** (???)

Muto Corpus 35

R: Per/Touch, D: Diam/Moon, T: Ind

Focus: Powdered Agate (+1)

Requisite: Auram, Aquam

This spell works in exactly the same way as the spell *Cloak of Mist* (MuCo 40), only with the reduced duration listed above.

#### **Touch of the Flightful Mallardy** (???)

Muto Corpus 35

R: Per/Touch, D: Sun, T: Ind

Focus: Duck Feather

Requisite: Animal, Aquam, Auram

Transforms the target into a duck; both capable of flight and a strong swimmer. The side effect of this spell allows the target to float to the ground like a feather if they lose control of their flight. Crafted by Bredaryd of Widmanstatten, as part of the requirements to win his sigil.

#### **The Gift of Aging with Grace** (David Smith)

Muto Corpus 40

R: Per/Touch, D: Spec/Perm, Ritual

Requisite: Creo, Mentem

This spell, in conjunction with a longevity potion (if the recipient does not have a longevity potion working, the spell does not work), alters the course of aging to preserve Intelligence and Stamina at the cost of other characteristics. It

was invented when Magi recognized that some aspects of aging (namely, those that are in game terms Intelligence and Stamina) are worse with respect to magic than others.

If the roll for Stamina or Intelligence loss is failed (a point would normally be lost), reroll the aging die. However, this may not result in no effect; if another characteristic is rolled and the loss roll is successful, or No Effect is gotten, reroll again; also reroll again if Intelligence or Stamina comes up. If Decrepitude or Death comes up and Stamina loss was being averted, then the Stamina loss occurs instead. If the Death result (with the roll failed) comes up and Intelligence loss was being prevented, then the Intelligence loss occurs instead. In the first of the two durations, it lasts until activated by need; the recipient will know when the spell has acted. For the first year and for each 20 years thereafter of being affected by this spell, add 1 Twilight point. Other potential methods exist to guide the course of aging; these will generally be ineffective during rerolling except for any vs. Decrepitude or Death, although exceptions may exist.

### **Bloodfires** (Ian Barkley)

Muto Corpus 45

R: Near, D: Sun

Requisite: Ignem, Terram

Turns the target's marrow into molten lead. They get to soak +40 damage with Size + Stm every round, and is **extremely** painful. Useful for those times when you don't just want to kill them; you want to hear them scream first.

### **Medusa's Hideous Gaze** (Dave Martin)

Muto Corpus 45

R: Sight, D: Sun/Inst

Requisite: Terram

The target of this spell is instantly turned to solid granite. The target gets one chance to resist, with a Stm roll of 12+. The target will look like a very finely crafted statue. Any changes (e.g. carvings, cracks, breaks, etc.) to the statue will be reflected on the target as wounds when the spell ends. Such wounds will begin healing normally as soon as the spell ends.

### **Transformation to Acid** (???)

Muto Corpus 45

R: Per/Touch, D: Sun/Perm, T: Ind

Focus: Solidified Venom (+2)

Requisite: Aquam

The mechanics are exactly like the spell *Transform to Water* (MuCo 40). The difference is that you are transformed to a medium strength acid. If you were to walk into someone they would take damage but the protection the armor is affected. Each round after the first subtract one point from the protection permanently. Damage is as follows: No armor=+25, Hauberk=+21 Half=+18, Full=+13.

### **Becoming the Legion of the Air** (???)

Muto Corpus 50

R: Per/Touch, D: Sun, T: Ind

Focus: A flight feather from each of fifty separate types of birds (+2)

Requisite: Animal, Auram

When this spell is cast the caster is transformed into a flock of about 30 birds (note minimum casting requisites above and additional requisites required to transform clothing/equipment). Provided that all the members of this flock remain within 50 paces of each other the flock as a whole maintains the caster's own intelligence. Should any of the birds be separated from the main flock the caster temporarily loses one point per five missing (until they return). Sentience remains with the main flock. Small groups separated for any reason are merely clever animals (with the caster's personality traits) and the memories of what happens to the smaller group is only gained when those groups rejoin the main flock. Separated birds must attempt to rejoin the main flock as soon as possible. Should any of the birds die (or remain separate that the end of the spell's duration) the caster loses one Body Level for each five birds missing or killed (and may, at the storyguide's discretion, be required to accept one of the Flaws "Missing Eye", "Missing Ear", "Missing Hand" or "Missing Foot"). Birds that did not make it back to the main flock at the end of the spell's duration die and decompose rapidly. Magic resistance is possessed by all birds in the main flock equally but the caster's Parma Magica does nothing to protect any birds separated from the flock. While this spell is in effect the caster can be assumed to be able to see all about him/herself at the same time and the flock can cooperate with each other on any task they are capable of carrying out.

This spell is actually more impressive than useful though it can be a good defensive spell (while the escaping caster will almost certainly sustain some damage it is unlikely that many opponents will be able to destroy the entire flock) and allows the rapid investigation of an area (thirty pairs of eyes). Quite spectacular to witness.

### **Molding the Fluid Form** (Dave Martin)

Muto Corpus 60

R: Per, D: Sun/Inst

The caster gains the ability to change her shape at will, choosing any form she wishes, either to duplicate another form or to take an entirely new form. The caster only changes form, not material, so the caster is limited to materials carried at the time of transformation, and the caster's own body materials. The caster must concentrate to change form, and if the form is particularly alien or difficult (storyguide's judgment), the caster must make an additional fatigue roll when the change is made.

Casting Requisites: Appropriate form for accoutrements. If the caster lacks requisites for any form, that form may not be transformed with the caster.

### **Revealing the Inner Visage** (Ian Barkley)

Muto Corpus 60

R: Touch, D: Sun/Inst

Requisite: Intellego, Mentem

Causes the target's soul to become reflected in her appearance. Thus, a warped and perverted person would be given a warped and perverted face, a virtuous man would be given an angelic face, etc. (Be poetically just.) Although this spell sounds nice, I'm not sure I'd want it in a campaign --- it would lead to many of the abuses of "Detect Evil", i.e. being

cast on anyone who comes into the covenant to detect Diabolists, assassins, etc. Might be good for a miracle (and much lower Level), or a curse.

**Shadowform** (Ian Barkley)

Muto Corpus 60

R: Per, D: Sun

Requisite: Imaginem

Transforms the caster into a shadowy image of herself. In this form, she is not affected by the real world, nor can she affect it, allowing her to easily pass through walls, floors, etc. The image is easily visible as a dark shadow in daylight, but is harder to notice in dimmer light. The caster cannot cast spells that affect the real world --- most spells other than Imaginem and Mentem spells --- unless the spell is cast with a Vim requisite. The caster is completely silent while in this form unless she wishes to make a sound.

Casting requisites: various forms for any accoutrements you choose to transform.

[Note: People thought this should be higher Level --- Ian]

**Toll of the Hourglass** (???)

Muto Corpus 70

R: Touch/Near, D: Sun, T: Ind

Focus: Basilisk's Eye (+4)

The aging process within the victim is sped such that one day is 20 years. (decrepitude rolls if applicable) If the victim is still growing the pain is immense. Confusion and feebleness overcomes all victims for the duration of the spell.

**Transforming the True Form** (???)

Muto Corpus 80

R: Touch/Near, D: Sun/Perm, T: Ind, Ritual

Requisite: Perdo

This spell transforms the target's body to a different shape. That can be any animal or another human. Or maybe even something resembling an Infernal Creature.



**Rusting the Unnatural Armor** (Paul Sherliker)

Perdo Corpus Gen.

R: Near, D: Inst

Cancels the effects of a body - enhancing Corpus spell of other than Instant duration which has been cast on the target. You must match the Level of the spell to be canceled on die + Level.

[Note: Inspired by the spell *Enchantment of Utter Health* (CrCo 75).]

**Finger of Tidiness** (David Martin)

Perdo Corpus 3

R: Touch, D: Conc.

The caster's finger becomes a magical razor, cutting hair cleanly at a touch. The finger used is left completely hairless.

**Twist and Pull of the Wench's Hair** (Jason C. Buss)

Perdo Corpus 5

R: Near/Sight, D: Mom, T: Ind

Focus: Wink at Target (+1)

This causes a painfully sharp tug on the target's hair, though no permanent damage is caused. This is similar to a traditionally non-Hermetic hex, common to witches throughout Burgundy and Germany, and has been imitated by some in the Order. Used to intimidate, the caster normally winks at the victim. Due to its relatively low level, use of voice or gestures is rare, and regarded as bad form (or even a sign of incompetence). Some Hermetic versions of this spell result in a pinching rather than hair-pulling. Although there is no reason this spell could not be invented with a range of Near/Far at the same level, the eye range is traditional, and no known texts of such expanded ranges are known to exist. If you have some of the target's hair, it may serve as a +5 Focus for the spell, as you tug upon it.

**Wizard's Invisible Potty** (Sead Dzibur)

Perdo Corpus 5

R: Per, D: Inst

Requisite: Aquam

Instantly removes all the feces from the caster's intestine and urea from her bladder.

**Agony of the Mortal** (Ian Barkley)

Perdo Corpus 15

R: Sight, D: Conc

Causes intense pain in a human. Each round, the target must make a Stm + Size + Concentration roll of 15+ to do anything but scream in pain---see the spell *Agony of the Beast* (PeAn 10).

**Cobbler's Curse** (Rob Davies)

Perdo Corpus 15

R: Near/Sight, D: Sun/Moon

The target is made lame by a stabbing pain in the sole of her foot. All movement is halved and an additional long term fatigue roll is made for any long-distance traveling done by the target while suffering the curse. A cobbler's tack or nail gives a +2 focus bonus.

**Cooking the Cuticles** (???)

Perdo Corpus 15

R: Near, D: Mom, T: Ind

Focus: fingernail (+1)

Requisite: Ignem

Burns a person's fingernails out, causing extreme pain and one body level of damage. The fire which burns the nails has a tendency to cauterize the wounds that are caused. Needless to say, most people who are affected by this have trouble using their hands for several days afterwards; the extremely unlucky will drop whatever they are carrying and possibly wound their feet as well. As per Andreas' sigil, the victim's hands seem to shrink a little bit, causing a little pain -- and then grow back to normal when the flames hit. An unusually cruel spell from a magus who seems to be more interested in Muto.

**Curse of the Angry Sun** (Dave Martin)

Perdo Corpus 15

R: Near, D: Inst

Requisite: Ignem

Gives the target a very deep, very painful sunburn (equivalent to second degree burns). The target will suffer a -2 to all actions while wearing armor or heavy clothes, and will take +3 damage from heat and flames.

**Incantation of Wounding** (Chad Hooper)

Perdo Corpus 15 *4th*

R: Near, D: Mom, T: Ind

Focus: A blade (+1)

This spell causes the victim to lose one Body Level if a Stm stress roll of 9+ is failed. It is possible to multi-cast this spell simultaneously on the same target, with the spells being Resisted separately. The damage of multiple castings is, of course, cumulative.

In the version of this spell created by Fraterrus Scholae Tytalus, whose sigil is swords and metal, the wound the spell causes looks exactly like a sword cut.

**Smashing the Bones of the Feet** (Piers Brown)

Perdo Corpus 15

R: Near, D: Inst

As the spell *Smashing the Bones of the Hands* (PeCo 15) only the foot bones are broken and the target is unable to walk.

[Note: See also *Bonecrusher* (PeCo 25).]

**Smashing the Bones of the Hands** (Piers Brown)

Perdo Corpus 15

R: Near, D: Inst

Breaks all the bones in the target's hands rendering all actions using hands virtually impossible. Target is at -3 to all other actions from the pain. Chirurgy + Int roll of 18+ to heal the hands permanently, otherwise impairment will occur. Time for bones to heal is as medium wounds.

[Note: See also *Bonecrusher* (PeCo 25).]

**The Curse of Wearying Illness** (Ian Barkley)

Perdo Corpus 15

R: Near, D: Inst

Gives the target a rather nasty flu. Target may resist with a Stm - Decrepitude roll of 9+. If the roll is failed, the target will start showing symptoms in about 24 hours and lasting for up to 2 weeks. They will be extremely tired all the time (start with a fatigue level of Tired), and generally will not feel like doing much of anything. Since this is something that happens naturally, too; it is often useful for subtle intrigue, for making people delay doing things for a while, without the messiness and complications of killing them. Of limited use on magi, who can generally hold the illness in check with Creo Corpus spells until whatever important things need to be done are done.

**The Freezing Touch** (Ian Barkley)

Perdo Corpus 15

R: Near, D: Sun

Destroys the target's ability to move one of her limbs,

determined randomly. The limb will hang useless and numb until the duration expires or the spell is dispelled.

**Revenge of the Irritated Wizard** (???)

Perdo Corpus 15

R: Near, D: Mom, T: Ind

Focus: One of the casters items that has been ruined by the target (+2)

Cause excruciating pain like in the level 10 guideline but even more pain!!!

**Blood Tears** (Alia Bin-Umar)

Perdo Corpus 20

R: Near/Sight, D: Mom, T: Ind

Focus: Drop of blood

Causes targets eyes to bleed constantly. Target is blinded. Target gets a basic stamina save of 9+ every round to stop the bleeding. To regain sight the target must make the save and wipe away the blood (one round).

Alia has noted that *Blood Tears* works well with *The Wound That Weeps*.

**Curse of the Barren Years** (Dave Martin)

Perdo Corpus 20

R: Near, D: Inst

Makes the target infertile and barren.

**Decay of the Rotting Corpse** (Dave Martin)

Perdo Corpus 20

R: Near, D: Inst

Withers one of the target's limbs, determined randomly, to a feeble, useless husk.

**Frailty of the Gangling Waif** (Jason C. Buss)

Perdo Corpus 20

R: Near, D: Sun, T: Ind

Focus: Lock of Hair from a Weakling (+3)

The target's Strength is lowered by 2 for the duration of the spell unless they can make a Stamina roll of 10+. If the Focus is used, be sure the weakling has not grown stronger since you seized the Focus, or it might prove ineffective.

**Inducing the Lady's Mundane Fainting** (Yves Lafrance)

Perdo Corpus 20

R: Near/Sight, D: Inst

Make the target faint more or less completely. The target must make a Stm roll modified by fatigue and body levels penalties of 9+ or lose a fatigue level. Target continues to repeat that roll until he succeeds or falls unconscious. All rolls are done in the same round.

**Mists of Searing Pain** (Ben Canning, Ben Cushman)

Perdo Corpus 20

R: Near/Sight, D: Conc, T: Ind/Group

A red mist rises from the ground causing all affected to writhe in excruciating agony unless they make a stm + size + concentration of 8+. The mist takes two rounds to reach nose level. All affected can do nothing but scream and fall to the ground in pain.

**The Serpent's Bite**

(Ian Barkley)

Perdo Corpus 20

R: Near, D: Inst

Requisite: Animal

Poisons the target as if bitten by a venomous snake. Stm roll of 9+ or drop 2 body levels, otherwise still drop 1, botch is death. Also quite painful.

**Touch of the Gloved Hand**

(Alia Bin\_Umar)

Perdo Corpus 20

R: Near/Sight, D: Mom, T: Ind

Focus: A scrap of leather

Removes all sensation of touch, temperature and pain from target. This spell is a two edged blade. On the one side it renders the target free of negative modifiers due to wounds, on the down side the target feels no pain and therefore fights to the death. Also the target becomes clumsy and is likely to hurt herself, causing damage to breakables and herself.

Alia has noted that this spell works well with *Blood Tears* (PeCo 20), target is blind and cannot feel any damage dealt to them.

**Bonecrusher**

(Ian Barkley)

Perdo Corpus 25

R: Near, D: Inst

Shatters bones in one area of the target's body, as if the target had been hit by a mace, though no damage is done to soft tissue directly. Roll on the chart below; the caster may add or subtract her Finesse.

Roll	Place broken	Effects
0	Nose	Painful, and may lead to disfigurement.
1	Jaw	Painful, target has trouble eating or speaking (-4 to spells cast with voice!)
2	Foot	Painful, cannot use/walk on one foot. (treat as "Missing Foot" flaw)
3-4	Hand	Painful, cannot grasp with one hand. (treat as "Missing Hand" flaw)
5-9	Leg	Painful, cannot walk on leg. (treat as "Lame" flaw)
10-13	Arm	Painful, cannot use arm or hand. (treat as "Missing Hand" flaw plus.)
14-19	Ribs	Extremely painful, hard to breathe (Stm + Concentration roll of 9+ to do anything coherent, 12+ to cast spells. Take a -3 to -7 to all actions from pain.)
20-21	Lower Spine	Paralyzed from waist down
22-23	Middle Spine	Paralyzed from neck down
24+	Upper Spine/Skull	Instant Death

[Note: Thought of during a particularly nasty session of my First Aid class.]

**Arrow of the Certain Death**

(Dave Martin)

Perdo Corpus 25

R: Touch, D: Inst., Ritual

Enchants a normal arrow to slay a specific person, from whom you have a piece of hair, nail, skin, etc. When the arrow is fired, it will hit unless the target has complete cover or is greater than 15 paces away, unless the archer rolls a 0 or the target magically resists this spell. Once hit, the target must make another magic resistance roll against the caster's Penetration total + 20 or die.

**Destroy Motorical Control**

(???)

Perdo Corpus 25

R: Near/Sight, D: Mom/Sun, T: Ind

This spell destroys the motor control of a human (e.g. a knight will fall from his horse and lay down on the ground)

**The Stagnant Flesh**

(Dave Martin)

Perdo Corpus 25

R: Spec, D: Inst, Ritual

This spell requires a piece of the target's body (hair, nails, skin, etc.) and an arcane connection to the target, such as that provided by the spell *Opening the Intangible Tunnel* (ReVi Gen.). This spell destroys the target's ability to heal naturally, without actually doing any damage to the target. Thus, wounds will fail to clot, and the target's body will not fight off illness, infection, or poison. The target may be magically healed as normal, but the effects of this spell will remain even after the individual wounds or illnesses are healed. The target must still make wound recovery rolls, but suffers a -5 to all such rolls, in addition to the wound penalty, and ignores any results which indicate recovery --- such results indicate that the condition remains the same, rather than healing, and that the target must make another wound recovery roll the next month. The target suffers one extra botch roll on all Soak and aging rolls while under the effects of this spell, and will automatically contract any disease she is exposed to.

**Stealing the Health of the Able**

(Dave Martin)

Perdo Corpus 25

R: Touch, D: Inst

Requisite: Creo

Transfers a body level from the target to the caster.

**Stealing the Vigor of the Strong**

(Dave Martin)

Perdo Corpus 25

R: Touch, D: Inst

Requisite: Creo

Transfers a fatigue level from the target to the caster.

**Transfer the Ravages of Fate**

(Dave Martin)

Perdo Corpus 25

R: Near, D: Inst

The caster transfers some detrimental physical property which she has just received to some other target within range. The effect to be transferred must have just manifested (in the previous round). Thus, a wound just received, poison which has just come to affect the maga, etc. may all be transferred. Note that the determination of when something manifested is

up to the storyguide, but usually is considered as when the maga became aware of the manifestation. The target of the spell gets a chance to resist, with Stm + Size versus the maga's Int + Penetration. This spell is very useful in conjunction with a spell like *Watching Ward* (ReVi Gen.), but due to the nature of the spell, when it takes effect from a *Watching Ward*, the target of the spell will be purely random (often giving magi with this spell a bad reputation for screwing over their allies).

**Weakening of the Heart** (Piers Brown)  
Perdo Corpus 25  
R: Near, D: Inst

Damages the target's heart so it is considerably weakened. The target takes a -2 penalty on fatigue rolls and should a fatigue roll ever be botched, the target's heart fails and unless the target makes a Stm roll of 12+ she will die. In any case the target loses two Stm points every time such a coronary occurs. Should the target ever be attacked by the spell *Clenching Grasp of the Crushed Heart* (PeCo 40) she will almost certainly die (Stm roll 24+ to survive).

[Note: I would raise the Level, or set a duration.]

**Weakness of the Aging Warrior** (Ian Barkley)  
Perdo Corpus 25  
R: Near, D: Sun/Inst

Drops the target's Strength by 3.

**Turning Back the Wheel** (Paul Sherliker)  
Perdo Corpus 25  
R: Eye, D: Inst

An old wound the target has previously received reopens, doing damage, to be soaked with Stm + Size only, as follows:

Never been wounded	Spell fails
Young Academic	+5 damage
Old Academic/Young Laborer	+10 damage
Young Warrior/Old Laborer	+15 damage
Old Warrior	+20 damage

These categories represent the chances of old wounds being available for these classes of professions:

Per decrepitude point from old wounds	add +5
Per disability from old wounds	add +5

At storyguide's option, a specific wound the troupe remembers may be reapplied; in this case, there is no soak roll.

**Pains of Perpetual Agony** (Piers Brown)  
Perdo Corpus 30  
R: Reach, D: Sun/Perm

This spell causes the target great pain as like the spell *Agony of the Mortal* (PeCo 15) so long as the caster concentrates. The caster may stop and start concentration --- initiating pain and relaxing it--- so long as the spell lasts, no matter what the distance between the caster and the target.

**Stealing the Vigor of Years** (Dave Martin)  
Perdo Corpus 30  
R: Touch, D: Year, Ritual  
Requisite: Creo

Ages the victim, transferring a portion of the age to the caster, reducing the caster's age. Age reduction lasts only one year. All other notes from the spell *Restore the Bounty of Flesh* (CrCo 30) apply.

**Crippling the Healthy Man** (Piers Brown)  
Perdo Corpus 35  
R: Near, D: Inst

Damages the target's spinal cord such that the whole body from the neck down is totally paralyzed. The victim is unable to move or feel any part of her body barring the head.

**The Long Arm of the Law** (???)  
Perdo Corpus 35  
R: Near/Sight, D: Mom, T: Ind  
Focus: A Cleaver (+1)

This spell severs all the target's limbs. The target must make a Stamina stress roll of 12+ each round, or die from shock and blood loss.

George, a Flambeau Quaesitor, regards this spell as a regrettable, but necessary part of his repertoire.

**Maximum Carnage** (???)  
Perdo Corpus 35  
R: Spec, D: Mom, T: Spec

All incapacitated beings within 1/2 mile must save at stm+size+stress of 7 or explode in a shower of blood, guts and bone. --- All within 10 feet are hit by 1d10 damage from bone shrapnel.

Maximus hated the weak, he never took nor left prisoners on the battle scene.

**The Sword of Damocles** (Dave Martin)  
Perdo Corpus 35  
R: Near, D: Sun/Year  
Requisite: Mentem

The target of this spell is cursed to avoid or perform one action, or be inflicted with a horrible wasting disease. If, at any time during the spells duration, the target takes the specified action, or if the target fails to perform the given action by the time the spell expires, the target will be inflicted with a magical disease which cannot be cured by normal means. The target must make a stress Stm roll (3 botch dice, +1 per decrepitude point) of 12+ each week, or roll on the Characteristic Loss Chart for aging, with no modifiers for Longevity potions or frequent use of a characteristic, and ignoring rolls indicating Int loss. A botch means that the infection has strengthened, and will affect the target twice as often. A roll of 20+ will slow the infection to half its normal speed. If the target rolls a 20+ for the first Stm roll or when the infection only manifests once per month (four weeks), the spell ends. Several variants of this spell are known to exist, including one which causes instant death of the target instead of the wasting disease, and one which causes a mental wasting disease.

**Hold the Mortal Form** (Ian Barkley)

Perdo Corpus 35

R: Near, D: Inst

Paralyzes the target, destroying her ability to move and making her limbs loose and unresponsive, as if her entire body had gone to sleep, though she can breathe. Others can move the target's limbs like those of a rag doll.

**Destroy Utter Health** (Piers Brown)

Perdo Corpus 40

R: Near, D: Inst

Destroys the spell *Enchantment of Utter Health* (CrCo 75) and other spells which cause continual healing up to Level 80. (Various variants . . .)

**Naldo's Blood Boil** (Matthew Feadler)

Perdo Corpus 40

4th

R: Near, D: Mom, T: Ind

Focus: Bloodstone (+2), Vial of Blood (+4)

Requisite: Creo, Ignem

Beltran Valence filius Naldo scholae Flambonis Primus ab Insulae Solitae submits this spell as an example of his Pater's skill and subtlety. When cast the target is generally pointed at (though this is not necessary to the functioning of the spell) and immediately begins to boil from within. A Stamina roll of 15+ is required to avoid immediate and lasting death. Depending on the result of the aforementioned roll, the target may simply drop dead, or more unpleasant effects may occur. If the Stamina roll is Botched, the target explodes in a shower of boiling blood.

**Unlink the Reality** (???)

Perdo Corpus 40

R: Near, D: Mom, T: Ind

The target of this spell has all his senses suddenly destroyed. He can't see, hear, smell, taste or touch, completely isolating him from the outside world. The target must make an Intelligence roll of 10+ per hour or fall totally insane. The ease factor increases 1 per day. This spell was created by Julius of Tremere who was tired of merely murdering his enemies.

**Beheadment of the Vile Man** (???)

Perdo Corpus 40

4th

R: Near, D: Mom, T: Ind

Focus: A severed head (+3)

Once cast the target must make a Stm roll of 12 or better or his head falls off. If the target makes the Stm roll the head is still partially attached and will probably bleed to death, if the target botches the head flies in the air making a ghastly popping noise. William Smythe of House Ex Miscellanea created this spell in order to avoid the mundane task of actually cutting off the heads of his enemies. With the proper execution of a finesse roll (GM's discretion) the head may actually fly into the hands of the caster saving him/her the trouble of bending down and picking it up.

**Kill the Connection**

(Kenji Ulstein)

Perdo Corpus 45

R: Spec, D: Mom, T: Spec

Focus: A facsimile of the arcane connection used against you (+3) and/or the heart of an Old Man (+2)

This spell is a combination of *Confound the Connection* (PeCo 25) (break an arcane connection to yourself or one you touch) and *Bane of the Decrepit Body* (PeCo 25) (target ages simple die +5 years). Advocates of this spell claim that anyone they age or kill with this spell is either a hedge wizard or a scrying magi who should be put to death anyway. They also argue that Quesitores who are harmed by this spell deserve what they get for scrying in secret.

**The Shout of Sudden Death**

(Piers Brown)

Perdo Corpus 60

R: Near, D: Inst

All living things affected by Corpus spells within range are struck immediately dead, unless they make a Stm roll of 12+. Those that make their Stamina roll are stricken with pain as per the spell *Agony of the Mortal* (PeCo 15) for a number of rounds equal to 18 - their Stamina roll.

This spell is in no way selective, and magi are advised to have all allies move from their immediate vicinity before the spell is cast. Additionally, **all** living things, including the caster, are affected. The caster does not get Parma Magica, but she does get one-fifth of her Corpus score as a bonus to the roll (as per the disease bonus.)

[Note: It was suggested that the pain continue until a Stamina roll of 15+ is made and that the caster be immune to death by this spell (but not the agony).]



**Ravenous Appetite of the Glutton**

(Jason C. Buss)

Rego Corpus Gen

R: Near, D: Conc/Sun, T: Ind

Focus: Spoon (+2)

The target must continue to eat throughout this spell. If no food is available, they must seek it out, though if no food is available for more than a few moments, marginally edible substances will suffice (i.e. a leaf, uncooked meat, a candle, etc). In the spirit of the Roman vomitoriums, if a victim regurgitates, they must continue to eat thereafter.

**Rumble of Discontent**

(David Martin)

Rego Corpus 2

R: Near, D: Inst

Causes the target's stomach to growl very loudly.

**Frosty Breath of the Next Sentence**

(Bruno Faucon)

Rego Corpus 5

R: Touch/Near, D: Inst

Next time the target speaks, his breath will be as cold as if he was telling a lie during the spell *Frosty Breath of the*



*Spoken Lie* (InMe 20). Good way to mislead a Quaesitor.

**March of the Lead Feet** (Dave Martin)

Rego Corpus 10  
R: Near, D: Sun/Year

Target of the spell is slowed to half normal movement, for all movement involving use of the legs.

**Caress of Infinite Pleasure** (Piers Brown)

Rego Corpus 15  
R: Near, D: Sun  
Requisite: Imaginem

This spell causes the target to feel intensely pleasurable feelings when ever in skin to skin contact with the caster. The strength of these sensations may be varied by the caster by concentrating (Concentration + Int roll of 6+, more if distracted), from mildly pleasurable to near incapacitating (Target must make Int + Concentration rolls of 12+ to take any action at all).

**Coercion of the Unwilling Eye** (Yuval Miller)

Rego Corpus 15  
R: Near/Sight, D: Inst

This spell forces the target's eyes to lock with yours. If the target's head is not facing your direction (i.e. you can see more of the back of the head than the face) this spell will not work. If the target is purposefully trying to avoid eye contact, he or she is allowed a quickness roll of 9+ to turn his or her head to face the opposite direction of the caster (this involves turning the **entire** head, as the target's eyes will obey the spell no matter what).

**Embrace of the Steel Vice** (Dave Martin)

Rego Corpus 15  
R: Touch, D: Conc

You embrace someone or something, crushing them with tremendous strength. Damage is +10 per round, and armor only protects against the damage for the first round. The target needs a Str roll to break free from your embrace; the target roll is 8 + your Str on the first round, 11+ your Str after that. Your chest and arms are protected from damage due to the embrace, but not from damage by other means.

**Endurance of the Running Wolf** (Frank Crary)

Rego Corpus 15  
R: Per, D: Sun/Moon

The caster's body acts as if it were unfatigued for the duration of the spell. After the spell ends, the caster will feel the full effects of her fatigue level. If she is below Unconscious, she will remain unconscious for 2 additional hours per point below Unconscious. The caster **must** sleep for at least 6 hours between casting of this spell (e.g. It may not be recast when the duration ends.) Similar to the spell *Endurance of the Berserkers* (ReCo 15). Very effective when used in combination with spontaneous spells.

**Error of the Bumbling Fool** (Dave Martin)

Rego Corpus 15  
R: Near, D: Inst

Causes the target to make one clumsy maneuver, be it tripping over her own feet, dropping something, or whatever. The particular action is up to the storyguide and whimsy cards, but will be about the equivalent of a single botch. Ruthless magi enjoy casting this spell on grogs that annoy them.

**Fall of the Lazy Leaf** (Dave Martin)

Rego Corpus 15  
R: Per, D: Spec

Makes the caster fall very slowly, preventing damage from falls. Like the spell *Rise of the Feathery Body* (ReCo 15) but the caster may only go down. The spell lasts until the caster encounters something to stop her from descending. Good spell for fast-cast (or magic item).

**Gift of the Spider's Legs** (???)

Rego Corpus 15  
R: Per/Touch, D: Conc/Sun, T: Ind  
Focus: A living spider (+3)  
Requisite: Terram

The target of this spell can walk or crawl on walls, ceilings and other surfaces of extreme angle as though they were level ground. To change to a surface with another angle takes one round. The spell ends if the target returns to somewhat level ground or is totally separated from the surface (no running). If casting requisites are not used for the target's equipment they still fall towards the ground. For example a sword might slide out of its scabbard. The target's blood falls however towards the surface he is standing on. If the duration is extended with the use of vis the target may resume walking on surfaces at will for the duration of Moon. If the focus is used the spider must be kept alive and on the target's person or the spell will end.

**Itari's Locked Bones** (???)

Rego Corpus 15  
R: Near/Sight, D: Conc/Sun, T: Ind  
Focus: A piece of Granite (+2)

Causes any two limbs the caster designates to become "locked" in their current position. Two Separate Stm rolls of 9+ are allowed to resist the effects. The Storyguide should assign penalties as needed.

**Motion of the Unbroken Stride** (???)

Rego Corpus 15  
R: Touch/Near, D: Spec, T: Ind  
Focus: Horsehide boots (+3)

The subject of this enchantment is gifted with preternatural running stamina, for as long as she continues to run. Her full running speed can be maintained until the next sunrise or sunset, until she either stops or performs some other taxing exertion such as spell-casting, fighting, etc. When the spell ends, the subject immediately takes a number of long-term fatigue levels equal to the number of hours and portions thereof that she has run. Note that these levels are never converted into body levels -- instead, each level past

Unconscious adds one hour to the time the subject must sleep to recover any fatigue.

**The Prodigal Stride** (???)

Rego Corpus 15

R: Per, D: Conc, T: Ind

Requisite: Aquam

The caster is able to walk on water. Choppy lake water, rapids or waves take more difficult concentration rolls.

**Pulling the Rug out from Under** (Carl D. Emery)

Rego Corpus 15

R: Sight, D: Inst

This spell causes the target to trip and fall. The victim must make a Dex roll to avoid this; however, the difficulty of the roll depends upon what she is doing. Thus, someone standing still would only require a roll of 2+ while someone running full speed in heavy armor may require a roll of 16+ (or greater). Only one target may be affected.

**Removing the Clothes of the Body** (Piers Brown)

Rego Corpus 15

R: Touch, D: Conc

Requisite: Perdo

Removes the skin from a person's body where the caster touches. It takes approximately a minute to remove the entire skin. The spell works on both the living and the dead. If they are alive and not under a spell such as *Endurance of the Berserkers* (ReCo 15) then they will very probably scream themselves hoarse and then faint from the pain. If something isn't done relatively quickly they will also probably die of blood loss. The skin comes away in one neat continuous piece.

**Robber of the Grave** (Dave Martin)

Rego Corpus 15

R: Near, D: Spec

Animates a corpse to dig its way out of its own grave from the inside out. Of minor use to dig up corpses, but of great use to frighten peasants, keeping them out of the graveyard at night --- the best time for a necromancer's work.

**The Path of Travel** (David Martin)

Rego Corpus 15

R: Reach, D: Spec

Cast upon a target who is moving along a particular road or trail, the target will not fatigue so long as she continues moving on the path. As soon as the target stops moving or leaves the trail, the spell ends, and the target loses one long-term fatigue level.

Note that combat in almost any form requires stopping or leaving the trail.

**Treading the Surface of the Waves** (Dave Martin)

Rego Corpus 15

R: Per, D: Conc

Requisite: Aquam

Enables the maga to walk on water as though it were solid (though loose) ground. Treat the surface as loose earth or sand.

**Wings of Equilibrium** (Dave Martin)

Rego Corpus 15

R: Per, D: Conc

You hold your arms out fully extended at your sides, and are unable to lose your balance as long as you concentrate. If the surface you are on moves, you will move with it, but you will not lose your balance unless the surface shifts to an angle steeper than 45 degrees. You may walk while maintaining this spell, but you may not move faster than a step a second, or you must make concentration rolls to maintain concentration (difficulty is up to the storyguide and also dependent upon your speed)

**Arm of Steel** (Dave Martin)

Rego Corpus 20

R: Per, D: Inst

The caster's arm becomes as tough as steel for a split second, and moves to intercept any one blow with a parry skill of +20 (!). The spell, once cast, may be delayed indefinitely as long as the caster concentrates. If fast-cast, this spell may be used against any attack which occurs at the same time or following the completion of this spell.

**Curse of Babel** (Jason Buss)

Rego Corpus 20

R: Near/Sight, D: Sun/Perm

The target can only speak in gibberish, much as the divine legend of the tower of Babel. They may think they are speaking the word "battle" when in fact it comes out as "frog", "lampoon", or even "burgazze"... the speaker is unaware of the communication problem.

[Note: An interesting side note: my player-magus failed to invent the spell as she intended by experimenting, but did create a variation we called the "Ears of Babel". . . in this spell the victim could speak quite normally, but everything they heard they interpreted as gibberish (that Mentem Requisite coming into play) It still wound up being a useful spell!]

**Curse of the Leper's Rejection** (Dave Martin)

Rego Corpus 20

R: Near, D: Spec

The target of this spell will be physically repulsed from a specific object, person, or location specified by the caster. The target must make a Str roll to come within 5 paces of the object, and must make a new Str roll each pace further, at a -1 to the roll per pace, cumulative (thus the roll is at -3 within 3 pace). Failing this roll means the target is forced back one pace, must make a Dex roll at the same penalties to avoid falling, if still within 5 paces, must make another Str roll immediately or be forced back another pace, and must make a fatigue roll or lose a fatigue level. Once the target touches the object of the avoidance with a (possibly gloved) hand, or at Sunrise/Sunset, the spell is ended. Application of raw vis can extend the duration of this spell to Year, in which case the spell is renewed every sunrise and sunset.

**Flesh to Flesh** (David Martin)

Rego Corpus 20

R: Near, D: Sun/Inst

All skin in contact with the target's skin is bound to it, including any of the target's own skin which is touching. The skin holds together with enough strength that separating the skin can only be done by damaging one or both of the attached pieces of flesh. Just ripping the flesh apart requires a Str roll of 6 to 12, and does +0 to +15 damage to both targets, which can only be soaked with Stm + Size. The Str roll required and the damage done are based upon how much skin is being separated.

**Girth of the Sinking Stone** (Jason C. Buss)

Rego Corpus 20

R: Near/Sight, D: Conc/Sun, T: Ind

Focus: A Stone from the Bottom of a Lake (+2)

The target's weight is increased to that of a rock of similar size. Since they retain the same human strength, they may find it difficult to lift their arms or get up if they fall over. Their tracks will leave deep impressions in the earth. Originally invented to drown anyone menacing the Covenant of Sequanorum, which lies on an island in the middle of a lake.

**Perseverance of the Undaunted Ant** (Jason C. Buss)

Rego Corpus 20

R: Near/Sight, D: Conc/Sun, T: Ind

Focus: An Ant (+3)

The target will repeat the same task, over and over again, for the duration of the spell. This occurs to the exclusion of everything else, including eating or sleeping. Though others may convince them that they should stop, their body is incapable of doing so, and if restrained, the target will squirm uncomfortably and remain agitated, unable to do anything (they may still speak normally however). If the activity is particularly exhausting (i.e. lifting heavy stones) they may suffer detrimental effects (as determined by the storyguide). Even if the task is relatively easy, prolonged exposure to this spell may result in sore arms (for lifting), lost voice (for singing), etc. Invented by Malachai of Tremere.

**Rebellion of the Earth's Pull** (Dave Martin)

Rego Corpus 20

R: Per, D: Conc.

The maga can move from one wall to another at a 90 degree angle with a Dex roll of 6+ with failure meaning that the maga falls, breaking concentration and ending the spell. Sloped walls and lesser angles cause problems less often, but the maga may never walk at an angle greater than 120 degrees from vertical.

**Rooted Feet of the Shackled Felon** (Dave Martin)

Rego Corpus 20

R: Near, D: Sun/Year

Prevents the target from moving her feet from the ground.

**Sleep Walker** (Dave Martin)

Rego Corpus 20

R: Near, D: Spec

Requisite: Mentem

Cast on a sleeping target, allows the caster to control the target's physical motions completely, so long as the target remains asleep. None of the target's own motions will cause the target to wake, but any other things that would normally wake the target: noise, being shaken, pain, etc., will still wake the target, and thus end the spell.

**The Wizard's Dodge** (Ian Barkley)

Rego Corpus 20

R: Per, D: Inst

Moves you very quickly about 5 feet, insuring that anyone trying to hit you will miss. You will move in a direction such that you don't hit anything solid and will land with something under your feet. However, in areas with lots of branches, undergrowth, etc., in the way you must soak between +0 and +6 damage, depending on how much is in your way.

**Treading the Paths of the Clouds** (Dave Martin)

Rego Corpus 20

R: Per, D: Conc

Requisite: Auram

Enables the maga to "walk" on air. Note that this is not true flight, being much slower, and requiring the maga to walk on "stairs" to ascend and descend.

**Speed of the Startled Hare** (Ian Barkley)

Rego Corpus 20

R: Per, D: Spec

The caster can run as fast as a rabbit for as long as she continues running. Fatigue is the same as for normal running, the spell just allows much greater speed.

**Castle of Flesh** (David Martin)

Rego Corpus 25

R: 7 Paces Ring, D: Spec

Prevents humans and humans transformed into other forms from entering a ring 7 paces in diameter. Humans may force their way into the ring with Str + Size rolls of 12+, but will be completely vulnerable on the round that they are forcing their way in. Once three people have forced their way in, or the caster leaves the ring, the spell ends.

**Exchange of the Two Bodies** (Piers Brown)

Rego Corpus 25

R: Per (Near), D: Inst

Swaps you with some other individual by teleportation.

[Note: See also *The Convenient Position* (ReCo35)]

**Fling the Dangling Puppet** (Brian Fourdraine)  
Rego Corpus 25 4th  
R: Near, D: Mom, T: Ind  
Aimed: -3  
Focus: Marionette (+2)

When cast, this spell immediately accelerates the target to about 40 MPH (70 KPH for us metric using people) in the direction specified by the caster. Typically, this spell will be used to punish knights or other foolish people who dare to attack a wizard - they get used as missiles to break the ranks of their footsoldiers. A truly adept magus may seriously use this spell for major effect - up to a limit of about 100 yards range. Think of creative uses for an enemy sally while you're besieging someone. The focus - a marionette - is swung by the strings in the direction the caster wants to throw the target from a straight down resting position.

**Gas of Quiet Slumber** (Stephen Delear)  
Rego Corpus 25  
R: Touch/Sight, D: Inst

Creates a cloud of smoke capable of putting the breather to sleep. This cloud can be put in an air-tight bottle and held until the bottle is broken.

[Note: The magi are currently looking for a way to bottle the spell *Ball of Abyssal Flame* (which is going to be at least level 40 if not higher). Also suggested was a variable CrAu Vim spell that lets a spell of level \*2 be bottled but it we felt it would change the tone of the game to much. However we might be allowing a level/2 version of the spell.]

**Harmony of Duplication** (Dave Martin)  
Rego Corpus 25  
R: Near, D: Conc

A limited version of the spell *Strings of the Unwilling Marionette* (ReCo 30), the target of this spell is controlled by the caster so that she must exactly mimic the caster's actions.

[Note: copied straight out of RuneQuest.]

**Jumping Through the Blink of an Eye** (Ian Barkley)  
Rego Corpus 25  
R: Per, D: Inst

As soon as this spell is complete, the caster may jump and will then appear at the spot where she would have landed as if there were no barriers in the way. Thus, she could "jump" through doors, or jump down from the top of a cliff without harm. May be combined with the spell *Gift of the Frog's Legs* (ReCo 10).

**Magi's Flight** (David Williams)  
Rego Corpus 25 4th  
R: Per, D: Conc, T: Ind  
Requisite: Auram

This spell is the truest form of flight. As long as the Magus keeps her concentration, she may hover, move at up to 70 km per hour, or perform aerial maneuvers (which may require a finesse roll).

**Magus' Endurance** (David Smith)  
Rego Corpus 25  
R: Per/Touch, D: Sun  
Requisite: Mentem, Vim

This spell negates the negative effects of pain and fatigue for magical purposes only. This includes spell, Extraordinary Talent, Arcane Talent, Arcane Skill, Concentration on magical tasks (does not eliminate the need for a roll due to pain, just gets rid of pain/fatigue penalties to the roll), and Meditation rolls but not Arcane Knowledge rolls other than Enigmatic Wisdom for Twilight purposes. However, spell-casting rolls are only affected for the purposes of success and penetration, and not for that of Fatigue determination (if the spell would have failed if the minus were not in effect, then add an extra Fatigue level). While under the effects of this spell, no Fatigue or Body levels may be regained unless Vis is spent. Note that one will still go unconscious/dead as fast as normal, one simply doesn't have the minuses until then.

[It is quite possible that the above suggested level for this spell is either too high or too low; it should also be noted that it is primarily useful for Spontaneous spells.]

**Man Imbued with Storm's Fury** (Geoffrey Grabowski)  
Rego Corpus 25  
R: Touch/Near, D: Spec

This spell allows the target to move twice as fast as normal. Unfortunately, the target must also make a Stm + Athletics roll of 6+ each round acting at this speed or pull something while moving too fast for their own body. A botch indicates the subject suffers the effects of the spell *Clenching Grasp of the Crushed Heart* (PeCo 40). Extra botch dice should be added as appropriate for the target's age and physical condition. The effect persists for five minutes, and at the end of the spell, the target must make a 9+ Stm check, with each missed point indicating the loss of one long term fatigue level, and one level minimum. A botch indicates the effects of the spell *Clenching Grasp of the Crushed Heart*, as above.

Note that not only does the target receive two attacks per round, they are very fast. The second attack takes effect at double their first. A person with this spell in effect on them can be automatically assumed to have control of their submelee. A person under this spell can also run twice as fast as normal, and moves with double their normal Qik.

**Sanctity of the Flesh** (Dave Martin)  
Rego Corpus 25  
R: Touch, D: Inst

The target of this spell, who must be dead, will become sanctified so that it may not be raised as a skeleton, zombie, or other undead. This spell is not perfect --- certain powerful spells may be able to overcome it, but it enchants the body in such a way that the body is as resistant to manipulation as a body which has been buried by church burial. Some magi cast this spell with a *Watching Ward* (ReVi Gen.) spell, so that when they die, it will automatically be cast on their body. This spell may be cast on an already animated corpse, in which case the corpse will be laid to rest if the caster's Penetration total exceeds the corpse's magic resistance.

**Statue of Flesh** (David Martin)

Rego Corpus 25  
R: Near, D: Conc

The target of the spell is held completely rigid, unable to move, speak, or even urinate. The target may move very quickly and jerkily with Str rolls of 12+, one roll each round.

**The Living Arrow** (Ian Barkley)

Rego Corpus 25  
R: Near, D: Inst

Throws the target straight upwards with great speed. The spell only lasts an instant, but during that instant, the target gets propelled upwards 10 paces, and then gets to soak the falling damage.

**The Traitorous Hands** (Piers Brown)

Rego Corpus 25  
R: Near, D: Conc

Causes the target's hands to attempt to kill her: they immediately drop any items they hold and start trying to strangle her. Str + Stm rolls of 12+ to resist each round. If not, soak Str + 5 brawling damage each round. Should the target fall unconscious, the hands will continue to strangle her until death.

**The Acupuncturist's Needle** (Matthew Feadler)

Rego Corpus 30  
R: Touch/Near, D: Conc, T: Ind  
Focus: Acupuncture Needle (+3)  
Requisite: Intellego

This spell is the result of the friendship of a Spanish maga and a traveler from the Far East, and is a blending of Hermetic Arts and Oriental medicine. As per the Level 30 guidelines for ReCo in the 4th ed. sourcebook, once this spell is cast it grants the caster complete control over the flow of energy in the target's body. As long as concentration is maintained the flow may be channeled or altered at the caster's will. The Intellego requisite allows the caster to sense and manipulate bodily energy's nexi and foci. The applications of this spell are many, but a few common uses follow: immobilize the target, anesthetize a body part, increase concentration/cogitation, alleviate sensations of hunger/thirst, and stop the functioning of a vital organ or organs.

**Aversion of the Expanding Sphere** (Dave Martin)

Rego Corpus 30  
R: Near, D: 5 min/Sun

The target of this spell will be physically repulsed from some designated object, person, or place, as in the spell *Curse of the Leper's Rejection* (ReCo 20), but the target will be forced to continue moving away from the given object, at a rate of 1 pace per round, until the spell is complete. The target of this spell must make a Str roll just to remain in place, and all rolls to move towards the object of this spell are at -3 and require 2 extra botch rolls. Failure in an attempt to move towards the object of this spell requires a Dex roll at -3 to avoid falling, another Str roll to avoid being forced another pace away, and a Fatigue roll to avoid losing a fatigue level. As with the spell *Curse of the Leper's Rejection*, the target

touching the object of this spell will end the spell.

**Blessing of the Generous Fates** (Dave Martin)

Rego Corpus 30  
R: Touch, D: Spec.

The target of this is granted a sort of artificial luck. The target gets +1 to rolls, and must roll one less botch die, for **all** physical actions. The spell will end when anything physically, particularly bad happens to the target: the target botches any roll for a physical action, the target takes physical damage, the target takes ill, etc.

Casting Requisites: Most forms. If the caster lacks the requisite for any form, actions involving that form will not be affected by the "Blessing" spell, though the "Blessing" spell will still end if something particularly bad happens to the target due to the form. Thus, if the caster lacked the Herbam requisite, the target would not be blessed with respect to wooden weapons, but the blessing would still end if the target took damage from a wooden weapon.

This spell is so high of a Level because of all the requisites involved. Higher Level and different form (In, Me) variations of this spell may very well exist.

**Gift of Infinite Pleasure** (Piers Brown)

Rego Corpus 30  
R: Reach, D: Sun/Perm  
Requisite: Imaginem

As per the spell *Pains of Perpetual Agony* (PeCo 30), but with the effects of the spell *Caress of Infinite Pleasure* (ReCo 15).

**Slash of the Sword Made Whole** (David Bergkvist)

Rego Corpus 30  
R: Touch, D: Conc/Sun, T: Ind  
Focus: A lump of wet clay, to be molded into the shape of the bodypart to be affected

This spell lets the Magus control the flesh to "crawl" back in place, and then speed up the natural healing process. The person touched can recover a lost Body level by making a Stamina stress roll of 3+, to which is added the highest Chirurgy skill of anyone who has successfully tended the wounds. Subtract the wound penalty from the spell roll. This spell does heal damage permanently (unlike the Chirurgons Healing Touch), but it is not recommended to use it in case any parts are missing; the spell only uses the flesh available, and so often creates some spectacular scars. It cannot be used to heal crushing damage, as the Magus must be able to see and touch the wound to mold the flesh back in place. Naturally, this spell cannot be used to heal damage from poison or disease.

**Ward Against Ill Intent** (M. Northstar)

Rego Corpus 30  
R: Per, D: Conc/Sun, T: Ind  
Focus: A Clove of Garlic (+1)  
Requisite: Intellego, Mentem

Keeps all unarmed attacks from your person. Friendly people can still touch you, and you can touch whomever you want.

**Calling the Man** (Ian Barkley)

Rego Corpus 35  
R: Unlimited, D: Conc  
Requisite: Mentem

Like the spell *Calling the Creature* (ReAn 30), save that it works on humans. The target may resist with an Int roll of 14+. The person will be obviously entranced. A target will attempt to use all the modes of transportation that she would consider normal; but she will not be creative. For example, she will book passage on a ship if she had done so before, but not if she was, say, a peasant who had never done so.

**The Convenient Position** (David Martin)

Rego Corpus 35  
R: Near, D: Inst

The caster changes places (physically) with the target, teleporting to the target's spot and teleporting the target to her own spot. The caster and the target inherit each other's facing as well as each other's position.

[Note: See also the spell *Exchange of the Two Bodies* (ReCo 25)]

**Suspending the March of Life** (Dave Martin)

Rego Corpus 40  
R: Touch, D: Spec, Ritual

Puts the target into suspended animation, slowing down bodily functions to one-twentieth normal. This spell lasts until the name of the target is spoken three times in succession within hearing range of the target. Only works on willing targets.

**Chirurgeon's Skillful Hand** (Dave Woods)

Rego Corpus 45  
R: Touch/Near, D: Month/Year

An adaptation of the spell *Endurance of the Berserkers* (ReCo 15) designed to aid in wound recovery. A wounded target has his bones set, wounds closed, internal organs placed in their proper positions, nerves and blood vessels reconnected. The spell holds the target together for the duration of the spell.

This will immediately stabilize an incapacitated target and/or give the effect of 18+ on the wounds recovery chart. Rest is not required to rise body levels, and wound penalties are ignored. Further damage causes the spell to fail. The exact effect of the spell failing are left to the SG based on the type of wounds and time previously spent recovering. The spell is least effective with burns and missing flesh and so the SG may rule that wound penalties continue to apply to those injuries.

Option: Caster may reattach severed limbs if the stump has not been cauterized. A finesse roll of 15+ Finesse required to give back a fully usable limb. A roll less than 15 leaves the limb partially paralyzed (penalty equal to [Finesse Roll - 15] with -6 being totally paralyzed). Finesse rolls of less than 5 do not restore proper blood flow leaving the limb to rot. The rules for limb decay described in the spell *Severed Limb Made Whole* (CrCo 30) applies.

**Snatching a Stranger from a Strange Land** (Piers Brown)

Rego Corpus 45  
R: Reach (150 miles), D: Inst, Ritual

This spell brings any individual with which the caster has an arcane connection directly in front of the caster.

[Note: It was suggested that this should be at least Level 50.]

**Speeding to the Sibling's Aid** (Piers Brown)

Rego Corpus 45  
R: Spec (150 miles), D: Inst, Westros

As per the spell *Leap of Homecoming* (ReCo 35), but the destination is next to a blood relative with whom you have a magical connection such as House Westros does.

**Opening Outward Gates** (Dave Martin)

Rego Corpus 50  
R: Near, D: Moon/Perm, Ritual  
Requisite: Vim

Opens a gate to another plane of existence such as Faerie or Hell, or others if they are part of your world view. A different version of this spell must be learned for each location.

Casting Requisites: appropriate form for accoutrements.

**Saint Philip and his Sodales** (Philip B. Gaines)

Rego Corpus 55  
R: Touch/Near, D: Mom, T: Group  
Focus: an Opal (+1)

Teleports the caster and up to 11 of his companions as per *Seven Leagues Stride* (ReCo 35). There are requisites for any clothes or accessories that you want to take. This spell is easier to invent than it is to cast. Henrique plans to use this spell to transport his strike force onto enemy walls and such, but he will have to study Herbam, Animal, and Terram for decades in order not to leave behind armor and weapons.

"Saint Philip" in the spell's title is a reference to Saint Philip's episode after meeting the eunuch. The bible seems to indicate that he was teleported out of the chariot.

**Enchantment of the Vengeful Return** (Dave Martin)

Rego Corpus 60  
R: Per, D: Inst

The caster enchants her own body to return from the grave and exact vengeance upon her murderer(s). The caster's body will rise on the first full moon after death, empowered with physical and magical resilience --- Magic Might equal to twice the caster's Vim score at the time of death, Soak equal to the caster's Corpus score, and some manifestation of any arts the caster was especially powerful in: poison claws for a Animal maga, speed or flight for a Rego maga, etc. The body will have normal body levels, but no penalties for wounds, including incapacitation, will not be affected by fatigue, and will need no sleep. The corpse will know which direction its murderers are in at all times, and will have a shadow of its former memories and skills --- half of everything but arts. The corpse will remain animated only until the next full moon, at which time it will crumble into dust.

[Note: Perhaps the duration of this spell should be Perm., rather than Instant (and thus a Ritual)?]

**Exchange of Two Lives** (Piers Brown)

Rego Corpus 60

R: Near, D: Inst. (Sun/Perm)

Requisite: Muto

Simultaneously exchanges the positions of two individuals (as previous spells) and uses MuCo to transform them into exact likenesses of each other. Thus, visually nothing happens at all, but you become the target and the target becomes you.

You do not return to your original position when the spell ends, but merely resume your original appearance. If this can't confuse the enemy, nothing will...

**Raising the Army of the Dead** (Piers Brown)

Rego Corpus 60

R: Spec (1 Mile), D: Sun/Moon, Ritual

Raises from the ground and animates all the whole skeletons and corpses within one mile to a maximum of the caster's (Rego + Corpus) x 10 corpses. These then will follow her commands so long as she concentrates on controlling them. Lacking such control they will stand idle until so controlled once more. To resume control once it has been dropped, the caster must make a Concentration + Meditation + Int roll of 15+. Once in control, she must make similar rolls every time she gives the army new orders ranging from 9+ up depending on the complexity and number of different groups controlled.



# Herbam Spells



## Creo Herbam



### Preserve the Tardy Banquet

(Dave Martin)

Creo Herbam 5

R: Touch, D: Sun/Year

Preserves food from decay, and with an Ignem prerequisite, will even keep the food warm.

### Blessing of the Fruitful Field

(Chantal deNavarre)

Creo Herbam 20

4th

R: Near, D: Season, T: Bound

Requisite: Terram, possibly Muto

This spell is a lower-level variant of *The Bountiful Feast* (CrHe 35). It can be cast on a single field at a time, and will, for the remainder of the season, protect the field from natural blights or diseases, and encourage the plants to grow quickly and fruitfully. It cannot end droughts, nor can it protect the field from physical damages. For fullest effects, it must be cast 4 times each year, once at each solstice and equinox. Created by Marion de Jerbiton.

### Preserving for Posterity

(Ian Barkley)

Creo Herbam 20

R: Near, D: Perm, Ritual

Protects books or other paper from the ravages of time. Such books will never decay or grow brittle, though they are not protected from other dangers, such as fire. If the object is destroyed, the spell ends. It also protects objects from Perdo Herbam spells that simulate the effects of aging unless the Perdo spell beats the "Preserving" spell on a die + Level. Even then, the "Preserving" spell will restore the object to its pristine state in 10 days if the object is not completely destroyed. One casting can affect all the books in a library.

It can also be used to restore ancient, brittle books, though the spell is powerless unless the book is still whole.

### Thicket of Staves

(Jeffrey Berry)

Creo Herbam 20

R: Reach, D: Hour/Inst

Creates a thicket of 30 or 40 staves, 6 feet high. If the area where they are created is fertile, woody, or soft, they appear and are anchored upright in a maze-like configuration, if not (like in a stone building), they appear upright and then fall over. The maze-like configuration adds +2 to the target number of incoming missiles and incoming creatures must thread the thicket or bowl it over. They may thread it in 2 rounds, or 1 if they make an Int roll of 6+, they may bull through in two rounds or 1 if a Str roll of 6+ is made. Slashing

weapons used against the mage in the center are at -5 Atk, while thrusting weapons are at -1. The thicket endures for 1 hour, and the staves are suitable for use in spells like *Piercing Shaft of Wood* (MuHe 20).

Note: Slashing weapons are at -5 the first round, then -4, and so on as the staves are not deeply rooted.

### Anthorne's Tangled Thicket

(Jeffrey Berry)

Creo Herbam 22

R: Near, D: 1 Hour

Causes strong woody vines to grow out of fertile earth. The vines cover an area 3 paces across and reach 2 paces high. Anything caught in the area is trapped until they make a Str roll of 15+. Someone outside the circle may cut free the trapped people in two rounds. After an hour, the vines weaken and wither away.

### Spice of Life

(Dwayne Collard)

Creo Herbam 25

R: Reach, D: Moon

This spell creates a man size amount of any spice with which the caster is familiar. Given the rarity of spices and their high prices the caster can make a fortune if he can find someone capable of buying the spice. The original caster's sigil includes an aroma which whets the appetites of any who smell food flavored with spice from this spell. Grypis suggests to magi who would like to invent this spell that they trade their spices to merchants and buy real spices to insure that they suffer no ill effects from long exposure. Furthermore, those merchants to whom you sell your goods will probably be irate if you do not warn them of the limited lifespan of their goods. The spices begin to mold after a month and slowly turn into dust and disappear.

### Spray of Thorns

(Ian Barkley)

Creo Herbam 30

R: Spec, D: Inst

Requisite: Perdo, Rego

A shower of fast-moving, sharp thorns sprays from the caster's outstretched hand in a 60 degree arc. Though the thorns are not enough to seriously hurt someone, unless they hit her in the eyes, they are each coated with a tiny bit of poison, so that all people in the area must Soak 23 + Size damage, -1 for each pace away the target is from the caster. Size hurts since you get more poison, but armor helps since it stops the thorns and their poison from reaching you). Anyone who sees the thorns coming can make a Qik - Enc roll of 12+, with a +1 bonus for each pace the target is away from the caster, to drop flat and avoid most of the thorns and take half damage. The thorns have a maximum range of about 8 paces, after a while they fall to the ground and vanish inside of a



round.

[Note: The spell is "Instant", yet the thorns vanish?]

### **Planting the Seeds of the Terrible Harvest** (Piers Brown)

Creo Herbam 30

R: Near, D: Moon

Requisite: Perdo

The target of the spell is completely unable to discern any effect of this spell (at least without the help of magic). However the next morning she feels a strange uncomfortable feeling in the pit of the stomach, an ache like a stitch. Each day, for the duration of the spell, the victim must soak, with Size + Stm only, damage equal to the number of days since the spell was cast. The pain slowly becomes more and more extreme --- violent actions necessitate a similar roll to be able to do anything at all. Should the victim die before the spell expires at dawn on the final day, a rose will grow forth from the corpse within which it has been slowly expanding its roots and bloom a deep blood red. Otherwise it withers and dies.

None of the wounds caused by the spell can be healed in any way until the plant within is destroyed. A 5th Level InHe spell will detect it as will a 10th Level InCo/An. It can be destroyed with a 15th Level PeHe.

Casting Requisites: Appropriate form for target (usually Co or An).

### **The Bountiful Feast**

(Ian Barkley)

Creo Herbam 35

R: Spec, D: Year, Ritual

This ritual, which is cast at noon the day after the winter solstice, attempts to insure all crops that are grown within its range will be healthy and fruitful. The spell protects against blight and the like. It can't control the weather or prevent others from harming the crops, but the crops will still be healthier and larger than they otherwise would be, unless something happens to completely kill the plants --- burning and salting fields will still kill crops. The spell will affect all plants within 1 mile, plus half a mile for each extra point of vis spent in the ritual. Note that the spell affects all plants to some degree, but food plants are affected more than others.



### **Rediscovering the Lost Knowledge**

(Ian Barkley)

Intellego Herbam 40

R: Touch, D: Sun/Year

Requisite: Creo

This spell takes a small piece of a book and temporarily recreates the whole book for a short time. Though the book is only temporary, the maga can copy the knowledge therein into a permanent record. Note that this spell will only recreate knowledge written before the piece being used was lost --- if something was recorded afterwards, it will not appear. Remember, this spell will have to be cast many times to allow the entire book to be transcribed.

### **Silent Watcher of the Wood**

(???)

Intellego Herbam 40

R: Per, D: Conc, T: Ind

Focus: Twig from the oldest oak (+1)

Requisite: Corpus, Animal (Casting req.)

Allows the caster to scry the location and numbers of people or animals (Size -2 or greater) within a forest. The caster must specify what they are looking for (e.g. wolves, or people, etc) and include an appropriate casting requisite. The spell uses an entire forest as an 'entity' so the spell is not a ritual. To spot entities with magical resistance, the might or parma roll must be exceeded by the caster's penetration total. Local inhabitants to the forest, e.g. local fae, or magical animals, may sense themselves being watched by this spell.

With Elshender of Ex-Miscellanea's sigil the knots and swirls in tree trunks take on the subtle appearance of eyes watching the target.

### **Seeing the Wood for the Trees**

(???)

Intellego Herbam 45

R: Sight, D: Conc, T: Ind

Focus: An oak tree (+5)

This is another spell to show Dmitri ex Tylalus some of the limitations of Hermetic magic. "Is this mass of trees I can see a forest?" Unfortunately, it has come to our attention that this could be used to determine if it was a faerie forest. But still, is it a forest? - NINTH magnitude, that is ridiculous.



### **Staff of Wisdom**

(Ian Barkley)

Muto Herbam Gen.

R: Touch, D: Moon/Perm

Requisite: Vim

"Inscribes" a number of spells on a staff. They will be written in a strange rune-like format, incomprehensible to all but magi. A maga who meditates on the runes for 5 minutes may make Int + Meditation rolls. If the roll is greater than 2 x the Rank of the inscribed spell, the maga may cast the spell as if casting from a text, during which time she will be in trance and mainly unaware of the world around her. If she breaks out of the trance or fails an Int + Meditation to stay in when someone tries to distract her (same ease factors as concentration on a spell) she must re-enter the trance state to understand the runes again.

The spell will inscribe up to its Level x 2 spell levels on a single staff. A staff may hold up to 200 levels of spells.

[Note: Forgot to mention in original post that this works only for spells already written out in readable format.]

### **Tears of the Dying Vine**

(???)

Muto Herbam 5

R: Touch, D: Spec, T: Ind

Focus: Rusty Knife (+1)

Causes a poisonous plant to pour its toxic products into another container. A small slice is made in the plant and the

liquid is drained into a bin, or into the slice in another plant. The receiving plant becomes as toxic as the former plant was, the poisonous plant is now harmless. However, due to the radical change in nature, after two days both plants will rapidly wither and die.

**Assassin's Subtle Touch** (Dave Martin)

Muto Herbam 10

R: Touch, D: Inst

Requisite: Perdo

Poisons food up to the size of a large roast, making it very slightly acidic to the taste, noticeable on a Per roll of 9+, and +10 damage to ingest.

**Saving the Bjornaer's Pride** (Heather Hall)

Muto Herbam 15

R: Per, D: Sun, T: Ind

Requisite: Animal

This spell allows the bjornaer to change back and forth between forms without losing their clothes or simple equipment.

**Anthorne's Shaft of Wood** (Jeffrey Berry)

Muto Herbam 20

R: Touch, D: Inst

Requisite: Rego

Aimed: +3

This spell is identical in all respects to the spell *Piercing Shaft of Wood* (MuHe 20) save that it is Aimed +3 instead of Aimed +2.

**Transformation of a Giant Tree to a Feeble Shrub** (Yuval Miller)

Muto Herbam 25

R: Reach/Near, D: Sun/Moon

Shrinks a tree to the size of a small bush.

The bush can be dug up and planted elsewhere. If this is done, when the tree grows to its normal size again at sunrise, it may die from the stress on its roots. The Storyguide should determine a target number on a d10 to see if the tree survives based on the flexibility and richness of the soil in which it is replanted.

**The Rye-Jack's Touch** (Geoffrey Grabowski)

Muto Herbam 30

R: 100 Paces/1 Mile, D: Inst, Ritual

Requisite: Rego

This spell causes all grain, growing and bagged as well as flour, in an area to become ridden through-and-through with ergot (see *Faeries* or a medical textbook for the effects of the ingestion of Ergot). This is not the faerie form of Ergot known as Jack-In-The-Rye, but the natural version, and cannot be refined for vis, though it may grant the ability of the exceptional talent "Visions" if one survives its ingestion. This spell was authored by Amthor of Tytalus, who was angered by an upstart mundane noble who had attacked a Hermetic Covenant. The noble and most of his court went mad after ingesting bread that had been infected with ergot.

**Name the Snakes of Doom** (Guillaume Zennion)

Muto Herbam 55

4th

R: Sight, D: Sun, T: Bound

Focus: A staff with a snake form (+5)

Requisite: Animal

This spell can be very dangerous if cast on a very populated area. When performing the ritual, the caster must burn the body of twelve poisonous snakes in a firecamp. He then throws the ashes at the wind with the necessary vis. At the end of the ritual all the staff, the broken branches and any other wood piece is turn into a dangerous poisonous snake of the same size. These snakes are very aggressive and will attack anyone (men or animals, even each other). They remain snakes until the sun has gone down or up, they leave the place or are killed. Invented by a vengeful magus who had the patience to wait four years to invent this spell. Zennion of Criamon, fillius of Mikaël, had performed the ritual only once, but the castle of Hemnard Hill didn't survived it. The insulting pig Richard the Lame, neither.



**Robes of the Newborn Child** (Dave Martin)

Perdo Herbam 15

R: Near, D: Inst

All objects of plant matter on the target disintegrate, including clothes.

**Crop's Yellow Withering** (Geoffrey Grabowski)

Perdo Herbam 25

R: Spec, D: Inst

This spell causes all the crops in a particular holding (a general area defined by natural or manmade boundaries) to blight and die within a moon's passage. Any grain gleaned will be small and insufficient to pay the costs of sowing. This spell is another of the creations of Hecate. Devastating if used several times on a village, or several years in succession. The use of a handful of root-knots as a focus provides +2.



**The Loyal Follower** (David Martin)

Rego Herbam 4

R: Near, D: Spec

Animates a small (Size -4 or smaller) plant to pull up its roots and follow the caster, at about half normal human walking speed. The plant will follow the caster until the caster stops walking, or the caster goes beyond 15 paces ahead of the plant. The plant will actually follow the caster's path, rather than just moving in the direction of the caster.

**Pass Without Trace** (???)

Rego Herbam 5  
R: Per/Touch, D: Conc/Sun, T: Ind  
Focus: Mistle  
Requisite: Various

The requisite varies depending on what you are casting it on. E.g. animal for your horse, corpus for yourself, etc. This spell allows the recipient to pass through vegetation without leaving a trail. The vegetation is moved back to the position it had before the recipient passed by. Since Rowan the Bow's sigil is the appearance of light, he leaves a path of glowing plant life. The light only has duration of 30 sec.

**The Branch Undivided** (???)

Rego Herbam 10  
R: Touch, D: Sun/Moon, T: Small  
Focus: Two pieces of wood from the same branch (+3)

This spell is cast upon two small (no larger than wand-sized) pieces of wood. The pieces of wood then take on a rainbow-like sheen. For the duration of the spell, any change in one piece of wood is reflected in the other piece of wood. E.g., if one is broken, the other breaks; if one is set on fire, the other bursts into flame as well. The amount of effort required to make such changes (such as force needed to break one of the sticks) is the same as if the two sticks were indeed one piece of wood. Once the spell is cast, the two pieces may be separated by a considerable distance (probably at least 100 miles) without affecting the spell. The sticks thus created are quite useful if notches with assigned meanings are carved into the wood before the spell is cast. For instance, one notch could mean "send reinforcements," while another could mean "mission accomplished."

**Discomfort of the Faerie Wedgie** (???)

Rego Herbam 10  
R: Near, D: Mom, T: Ind, Silly  
Focus: A Doll's Underwear (+2)  
Requisite: Animal

The target's underwear is jerked sharply upwards. The target suffers a -1 penalty to all rolls (except Soak) until they get a chance to re-adjust it. Lissan based this spell on the ReHe spell The Animate Attire, but regarded its more specific effect as being infinitely more amusing. She particularly enjoys casting it at the servants of a Norman lord who troubles her covenant from time to time. The lord himself has recently stopped wearing underwear...

**Arrow's Deadly Speed** (Ian Barkley)

Rego Herbam 15  
R: Near, D: Conc

Each round that the caster concentrates on this spell, she may choose one arrow or other wooden missile and boost its speed enormously. The arrow will have normal chances to hit, but if it does hit, it will do 10 additional points of damage.

**Snake of Sturdy Rope** (Dave Martin)

Rego Herbam 15  
R: Near, D: Conc

(Sovell of Perennis) Animates a rope, leaving it strong

enough to hold itself up and be climbed, so long as at least one pace of the rope remains on the ground or secured to a solid base. Fine manipulation with the rope, such as having it tie itself, requires Finesse rolls.

**Treading the Silent Woods** (Piers Brown)

Rego Herbam 15  
R: Reach, D: Sun  
Requisite: Imaginem

Eliminates the sound from any plant material within reach of the caster brought about by the caster's actions. Thus, the caster is effectively silent in natural surroundings.

**Binding the Oaken Portal** (Ian Barkley)

Rego Herbam 20  
R: Touch, D: Sun/Perm

Keeps a wooden door or other wooden, openable object shut fast, unless the caster or up to 5 people that she chooses by sight during the spell attempt to open it, in which case it will open easily. The force keeping to door shut is strong enough to resist anything short of a battering ram. Of course, the door itself may give way long before that. Also comes in ReTe.

**Sailor's Blessing** (Ian Barkley)

Rego Herbam 20  
R: Touch, D: Conc/Moon

Keeps a boat upright. Note that boat implies that it is smaller than a full ship (exact definition is up to the storyguide).

**Trappings of the Traitor** (Dave Martin)

Rego Herbam 20  
R: Near, D: Conc

The target's clothing animates, attempting to strangle, trip, and otherwise harass the target. The target suffers a -4 to any actions other than attempts to get free, and suffers +0 brawling damage each round, soaked only with Stamina + Size, and the target will lose body levels once all fatigue levels are gone. The target may cut or rip her way free with 1 to 3 body levels worth of damage (depending upon the clothes worn), or a Strength roll against an ease factor of 9 to 15 (depending upon the thickness of the clothes).

**Passage of the Forest Canopy** (???)

Rego Herbam 25  
R: Near, D: Conc, T: Ind  
Focus: A twig from the top of a very tall tree (+1)

Controls the branches, vines, creepers and other plants in the Near area to reach down, grab and entwine themselves about the caster then lift him/her into the air and transport him/her along at speeds of up to 40 miles per hour (similar to the spell *Wings of Soaring Wind* (ReAu 20)). The spell requires that the surrounding plant life be sufficient to support the weight of the caster and pass him/her along (such as a forest or at least a field of ripe wheat stalks). This spell can be somewhat dangerous for extended travel because it requires concentration. The spell ends when the caster leaves the grip of the plants (though he/she may stop suspended in place with

the spell active) or loses concentration. If concentration is lost the caster is left entangled in the vegetation as in the spell *Coils of the Entangling Plants* (ReHe 20). Those so entangled must make any spell casting roll with the "no gestures" modifier (no such modifier is imposed while the spell is active provided an Int+Finesse roll of 6+ is made since the plants move with the caster's arms though the usual modifiers for casting a spell while maintaining another apply).

**Ward Wood** (Ian Barkley)

Rego Herbam 25

R: Per, D: Sun/Year

Like the spell *Ward Iron* (ReTe 25), save that it works on dead wood.

**Spirit of the Walking Tree** (Jeff Barry)

Rego Herbam 35

R: Touch, D: Inst

Requisite: Mentem

This spell animates a tree with the spirit of a dead person. The body of the spirit must be present for the spell to be successful. When cast, the spirit moves into the tree. It then may do what it wills, that is, it is not under the control of the caster. It moves at half the speed of a walking man and fights with a 1st of +5, Atk of +7 and Dam of +16. Large trees are fairly immune to normal weapons, but may be damaged by fire, etc. The tree is likely to twist a little bit, and take on the cast of the spirit animating it. For example, the bole may resemble the ghost's human face, etc. As usual, people buried by the Church may not be summoned to animate the tree.

[Note: the original spell writeup had "Me \* 1.5" listed along with range and duration. Could this be in reference to the might of the spirit that can be summoned, or what the animated tree's might is after casting?]

**Summoning the Staff** (Matthew Feadler)

Rego Herbam 55

4th

R: Arc, D: Mom, T: Small

Focus: Opal (+1)

Requisite: Appropriate to Form

This spell was invented after a Verditius magus' staff was stolen repeatedly by a meddlesome fairy (*Plagued by Fairy Flaw*) and its purpose is the retrieval of a staff (or other small\* item) no matter the intervening distance. An arcane connection to the object is of course required, but as a magus always retains an arcane connection to his talisman, this spell can be very useful. Requisites are as appropriate to the Form of the object to be retrieved.

\*: small here is defined as in the 4th ed. sourcebook; "something a person of average strength could comfortably hold or carry with both hands"



# Ignem Spells



## Creo Ignem



### Roasting the Savory Meat (Dave Martin)

Creo Ignem 5  
R: Touch, D: Inst  
Requisite: Animal

Roasts a piece of meat up to the size of a boar.

### Saenik's Room without Darkness (Improved Moonbeam) (???)

Creo Ignem 5  
R: Reach, D: Sun/Perm, T: Room/Str  
Focus: Quartz (+5)

Fills a room with a soft, gentle moonlight just bright enough to read by. The object that this spell is cast upon must not move or the spell will fail. If cast outdoors, it illuminates a space about 5 square paces. Quartz acts as a spell focus as per original Moonbeam spell. [Is moonlight really bright enough to allow reading? Using 4th edition rules, each magnitude lower than 5 reduces the spell by one.]

Options: Increase one magnitude for a portable light or to increase duration to Moon. Another version of this spell keeps the room warm even in the dead of winter so long as the night air does not enter.

### Blinding Cloud of Soot and Smoke (Jason C. Buss)

Creo Ignem 10  
R: Per, D: Mom, T: Spec  
Aimed: +3  
Focus: Ashes (+3)

A thick cloud of soot and smoke forms in the air where you designate, beginning nearest to you and spreading rapidly outward to encompass a 10-pace ring. Anyone within must make a Stamina stress roll of 10+ or lose a short-term Fatigue Level as they inhale the ashes and begin coughing. If you use the Focus, you toss the ashes in the air and the cloud expands from this point. Nash of Cornwall devised this spell and employed it to make dramatic exits, an extension of his Sigil (the smell of burnt flesh).

### Bonfire of Lupi (JF Archambault)

Creo Ignem 15  
R: Near, D: Mom, T: Ind  
Focus: Oak Branch (+1)  
Requisite: Herbam

Creates a bonfire. In fact this spell was created to use as a starting component for the spell *Ward against Heat an Flame*

(ReIg 25). The duration of this spell depend on the quantity of wood available. Without wood, the duration is one round.

### Flames of the Vigilant Ministeriales (Jason C. Buss)

Creo Ignem 15  
R: Near, D: Sun/Moon, T: Ind  
Focus: Alder (+3)  
Requisite: Rego

Keeps a fire up to the size of a campfire burning even after it has consumed its fuel. Having done so, the flames cannot spread outward to other objects, as they are magical, but they can burn anything placed within them. The Alder is placed in the fire and consumed in the process.

### Hellbinding Bolas (???)

Creo Ignem 15  
R: Touch, D: Mom, T: Ind  
Aimed: +0  
Focus: Bolas (+1)

The caster creates a set of magical fire bolas which are hurled towards the target at lightning speed, leaving a trail of grey smoke. The target will be trapped till he rolls STM 9+, and suffers damage each round. It begins+12 and decreases 2 points each new round (+8, +6... stopping at +0, fromthen on, the damage will be +0 each round).This was Vaxatum's (of house Flambeau, of course) first spell.

### Ice of Light (Kyle Giacco)

Creo Ignem 15  
R: Near, D: Inst  
Requisite: Aquam

This spell produces a cube of ice which contains the effects of the spell *Lamp Without Flame* (CrIg 10). The cube, which is about one foot on a side, will glow with diminishing intensity until it melts. The block may be broken into glowing chunks which produce proportionately less light than the whole. This spell combines well with a spell like *Vulcan's Bath* (CrAq 15).

### Palm of Neptune's Flame (Kyle Giacco)

Creo Ignem 15  
R: Touch, D: Conc  
Requisite: Aquam

This spell is identical in effect to the spell *Palm of Flame* (CrIg 5), except in the form of the fire produced. This fire is immune to the effects of water. Even placing it under water does not extinguish it. Flame with this property consumes wood more quickly, treating wet wood as dry kindling. This form of fire is due to be used in many other Ignem spells, including the spells *Pilum of Fire* (CrIg 20), *Arc of Fiery Ribbons* (CrIg 25), etc.

[Note: Kyle's group has an ongoing debate as to whether materials lit by this fire continue to burn with the spell *Neptune's Flame*, or simply burn as normal fire.]

**The Watchman's Fire** (Dave Martin)  
Creo Ignem 15  
R: Reach, D: Sun/Year  
Keeps a fire up to size of a campfire burning even after it uses up all its fuel.

**Vulcan's Breath** (Rob Davies)  
Creo Ignem 15  
R: Reach/Near, D: Conc  
Requisite: Auram  
Aimed: +3

Once per round the caster may "blow" a column of searing heat, smoke and fumes 1 yard in diameter at a target. This attack does no damage but can be used to keep the target at bay, for which the caster usually has the longer weapon. If the caster's attack roll:

Stm + fin +3(aimed) + stress die (+5 longer weapon) overcomes the target's defense (e.g. dodge or shield Parry), the target is driven back 3 yards.

Fur, hair, eyebrows, etc may be singed, plants may wither, paint may peel, etc but the breath will not ignite anything. However the heat may have an adverse effect on short-term fatigue rolls made during the round in which a target was hit.

**Blast of the Inferno** (???)  
Creo Ignem 20  
R: Spec, D: Mom, T: Ind  
Focus: A flame, preferably the size of a medium bonfire

This spell causes the pressure and heat of a large forest fire to be hurled through the hands of the magus at anything, usually a wall or attacking army. The range is 100 paces, and the damage is +20. -1 point to damage for every pace over 100. If there is a fire near by it can be used to up the damage to +25, but only if it a fire the size of a medium bonfire.

**Midsummer's Demise of the Sparkling Firefly** (Jason C. Buss)  
Creo Ignem 20  
R: Near/Sight, D: Mom, T: Group  
Focus: Firefly (+3)  
Requisite: Animal

All fireflies within Range explode into flames when they light their luminescent tails. This may start additional fires, and anyone standing within a pace or so of an exploding firefly suffers +10 Damage.

Iodos of Tytalus invented this twisted spell, and has observed that perhaps adding a Rego casting requisite might allay the bugs from being destroyed by each other's combustions by causing them to subsequently explode as they are struck by the flames (a sort of cascading effect). The firefly focus must be released with the casting of the spell if it is used.

**Vortex of Light and Dark** (Ian Barkley)  
Creo Ignem 20  
R: Spec, D: Conc  
Requisite: Perdo, Rego

Creates a swirling vortex of brilliant light and black darkness, covering everything within 10 paces of the caster. The confusing, strobing mixture of bright flashes and blindness confuses and disorients those within its area of effect. Since people's eyes cannot adjust fast enough to the changing light, people will be effectively blind for the duration of the spell and 3 rounds after they leave (1 if a Stm roll of 9+ is made), unless they close their eyes. Every round a person is in the vortex with eyes open, they must make an Int roll of 9+ or become dizzy and disoriented.

Looks cool, but not really that powerful.

**Blade of the Berserker** (Brian F.)  
Creo Ignem 25  
R: Touch, D: Sun, T: Small  
Focus: Ruby Studded Hilt (+4)  
Requisite: Intellego, Rego

This spell creates a blade of flame of a type specified when inventing the spell. The blade will have +5 to all initiative, attack and defense scores, and does a base damage of +20. It goes away when the caster wills it to, or when the caster dies or becomes unconscious; whichever comes first. The caster may create more such swords and hand them to other people, but this is a sure way to give your grogs a chance to revolt.

**Blazing Talons** (M. Northstar)  
Creo Ignem 25  
R: Per, D: Diam, T: Ind  
Requisite: Corpus

Creates 2" long, curved "talons" of fire at the end of the target's fingers, giving any unarmed attack with that hand (only one is affected per spell) a damage of 1d10+10. These "talons" can ignite flammable materials, but won't burn the user. The talons can be turned off simply by willing them to, but this ends the spell. A botch means that the talons DO burn the user. P.S. Irreverent rumors claim that this spell was invented by a magus who wanted a curved flame to light his pipe.

**Circle of Inferno** (???)  
Creo Ignem 25  
R: Near/Sight, D: Mom, T: Spec  
Focus: Lock of an elven maiden's fire red hair

Four balls of flames erupt out of the upraised hands of the magus into the four cardinal directions. The balls fall to the ground and immediately explode, spreading out 90 degrees in each direction for 15 paces. The flame does +20 damage, -1 point to damage for every pace after 15 until 0, where it disappears, to all who are caught in its way. This is the first spell created by the Creo-Ignem specialist and one of his favorite.

**Hooded Flame** (Ian Barkley)

Creo Ignem 25

R: Touch, D: Spec

Requisite: Intellego, Muto

Like the spell *Lamp without Flame* (CrIg 10), this spell causes an object to shed light for as long as you hold it, but the light from this spell, and any objects revealed by it, can be seen only by you. Since the light remains magical, anything with magic resistance will appear as a dark shadow in this light. A hostile spell like *Aegis of the Hearth* (ReVi Gen.) would appear as a great cloud of darkness.

**Palm of Abysmal Flame** (Brian F.)

Creo Ignem 25

R: Touch, D: Conc, T: Small

Focus: A pinch of sulfur (+2)

This spell was invented by Benevolus of Flambeau to be a more powerful version of *Palm of Flame* (CrIg 5); useful against sodden wood. Its other uses include rewarming a sword you're working on, providing a very big fire for people to warm themselves against, and for up close and personal executions. The flame appears in the palm of the hand, which need not necessarily be pointing up in casting this spell - it's just a very good idea! Damage is +30. Possibly useable in brawling combat at SG discretion.

This spell was invented by Dymetus of Tytalus, as a method of making sure he wins the swordfight against the mundanes, and scares the onlookers while doing so. His wizard's sigil is a violence in his spells, and it is evident in the rage-filled faces that appear in the flames of the blade, as well as its tendency to splatter boiling blood when it cuts someone.

**Torrisium's Wrath** (???)

Creo Ignem 25

R: Per/Near, D: Conc, T: Ind

Focus: Smoke Ring

Requisite: Auram

Creates a tornado of fire around the caster. Anything within 1 foot of the caster is subject to +25 dam and could ignite. Vis can extend the whirlwind to near making it an offensive spell.

**Apollo's Sneeze** (???)

Creo Ignem 30

R: Near/Sight, D: Mom, T: Ind

Aimed

Focus: Golden Goose Down

Requisite: Auram

Creates an explosion of light and sound so that all in a 5 paces radius must make separate 12+ stamina rolls for vision and hearing or lose that sense. Recover with a 9+/minute. A botch means permanent effect.

**Bloom of Distant Fire** (John Carey)

Creo Ignem 30

R: Sight, D: Inst

Aimed: -2

Blue fire is created around the target: enough to do 15+

damage. Since the fire is created only around the target, there is no danger of accidentally hitting other things, unless those other things are touching, or nearly touching, the target. For instance, a wizard can stay behind a grog line and cast this spell upon a monster on the other side of the line, without danger of hitting the grogs, as long as the wizard can see the monster. Another effect is that the target can't tell where its attacker is from based on the spell effect, which is symmetric. A smell of ozone lingers in the air around the target (GM: this means a small amount of  $O_3$  was created by the intense energies involved).

**Arrow of Flaming Doom** (John Banagan)

Creo Ignem 35

R: Sight, D: Inst

Aimed: +2

This spell creates a flaming arrow in your hand. The caster makes a motion like pulling back a bow string and releases the arrow, which then speeds towards the target. It bursts into flames as soon as it touches some creature or substance doing +30 damage to the target and blinding any within 5 paces who are looking at it. Blindness lasts 1 Round; Stamina stress roll of 12+ to resist (permanent Blindness on a Botched roll). You can hold the arrow in your hand for up to three Rounds before shooting it, but after three rounds it flickers out. The use of an arrow as a spell focus gives +1 for casting.

**Balefire** (Andrew Sturman)

Creo Ignem 35

R: Near/Sight, D: Inst

Aimed

This spell hurls a three foot ball of flame at the target. On impact the fireball explodes with a dull roar, igniting everything within a 5 yard radius of the point of impact. It does +20 damage on a direct hit, and +15 to the surrounding 5 yard area. The fire burns and spreads the same as a house fire.

This spell was created by Arkos the Red and has reddish flames - his sigil. Also with a terram requisite, this can be cast on a boulder which can then be launched by a siege engine or dropped from battlements.

**Blaze of the Hellspawn Blast** (M. Northstar)

Creo Ignem 35

R: Near/Sight, D: Mom, T: Ind

Focus: A Flint (+1)

Requisite: Rego

A fireball rushes forth from your hand, and follows the target until one of three things happens:

1. the ball hits its target for +25 fire damage
2. the target leaves the range of the spell
3. you will the spell to abort.

The fireball has a speed of 30 paces per round, and must continue in the same direction two paces while decelerating before it can turn 180 degrees. The ease factor for dodging the ball is 12, increasing with 1 for every dodging attempt. NOTE: the ball cannot dodge obstacles, but takes the most direct route to its target.

**Fire the Mortal Flesh** (Roland Heszy)

Creo Ignem 35

R: Sight, D: Mom, T: Spec

Requisite: Herbam, Animal

Creates a wave of fire within sight, that hurts every creature except animals and plants. The fire does +20 points of fire damage. The spell was invented a mage with strong faerie blood, and a great love for the forest. In his version the fire has a shade of blue.

**Kasex's Brick Oven** (???)

Creo Ignem 35

R: Near, D: Sun, T: Room

Focus: Ashes of a cremated corpse (+4)

This dangerous spell creates a crematorium of any room. The damage starts at +0 and increases every round in increments of +2. The damage stops at +35 and stays there. ALL appropriate articles should begin to catch fire at +10. The storyguide can decide what catches and when. Wooden walls should be included. The spell is an effective means of torture and extraction of information.

**The Spontaneous Conflagration** (Dave Martin)

Creo Ignem 35

R: Near, D: Inst

Everything flammable within 15 paces of you immediately bursts into flame, after which will continue to burn normally. For things which are not easily flammable, roll a simple die, with the storyguide assigning an ease factor from 3 to 10, to see if each thing ignites.

**A Wizard's Fun** (Brian F.)

Creo Ignem 35

R: Near/Sight, D: Mom, T: Ind

Aimed: -2

Focus: Greek Fire (+3)

To cast this spell, a wizard stands straight and lifts their right hand up to the sky (with a container of greek fire if using the focus), after choosing his target. Next round, the area targeted by the wizard (if the targeting roll is made) gets hit by a large gout of flame, doing +20 damage. The spell was invented by a demented Flambeau, who enjoyed finding excuses for putting the countryside on fire. Since this spell is so inaccurate, he kept missing and burning various other things (including sometimes his mundane allies...), and having to try again. Excellent for setting a foe's grain fields on fire, a long way away from that foe. (A reason to live on a mountaintop, and invest in telescopic imaginem magic perhaps?)

**Kasex's Fist of Vengeful Flame** (???)

Creo Ignem 40

R: Near/Sight, D: Mom, T: Ind

Aimed: +3

This spell was made to be simple combat spell that would improve upon the damage of a *Ball of Abysmal Flame* (CrIg 35). Out of the caster's fist shoots a stream of flame and lava that has a long range on the battlefield. When the stream

reaches the intended target it momentarily wraps itself around the victim or "grabs" him/her. The damage is +35.

**Light of a Thousand Suns** (Ian Barkley)

Creo Ignem 40

R: Touch, D: Spec

Creates a brilliant light, brighter than the sun, above the caster's head. At night, it is bright enough to light up the landscape to day-like brightness for 5 miles around, and can be seen forever. Even in daytime, it is visible for several miles. Anyone within 30 paces who faces the light will be blinded for 18 - (Qik + Stm + roll) rounds, with permanent blindness resulting from greater than 12 rounds of blindness.

**Protection of the Hungry Flame** (Ian Barkley)

Creo Ignem 40

R: Per, D: Sun

Requisite: Rego

Surrounds the caster for 3 paces with brilliant, raging flames, which do not burn her, but causes anyone else in the range of the flames +30 heat damage per round, including anyone attacking the caster with melee weapons. Anyone attacking from outside the flames with missile weapons or aimed spells has a -5 to hit from the difficulty of seeing through the flames. Water-based attacks are, of course, useless. The caster is not made immune to other flame by this spell.

**Star of Fiery Doom** (Chad Hooper)

Creo Ignem 40

4th

R: Sight, D: Mom, T: Ind

Aimed: +3

Focus: Meteoric Iron (+3)

Requisite: Rego, Terram

This spell creates an Individual-sized chunk of near-molten stone and metal at a point designated by the caster within the visible sky (optional Auram Requisite). The 'falling star' then streaks to strike the target designated by the caster. Living beings struck by this missile are subject to +45 damage, and any flammable materials that come into contact with the missile after impact may ignite. Buildings may well be heavily damaged if hit by this. A version of this spell without the Rego requisite exists, but the missile created falls straight down, and the Aimed penalty is -5. Based on the 4th edition CrIg level 20 guideline, 'heat an object enough to melt steel'.

**Dirge of Hellspawned Flames** (Stephen Stalker)

Creo Ignem 45

4th

R: Sight, D: Mom, T: Sight

Focus: Miniature of desired Target (+4)

Requisite: Form of Target (Corpus for humans, etc.)

This spell creates a flood of flames that instantly explode upon all desired targets for +15 damage (and remember: the flames are hot enough to melt lead and cause humans to ignite). Since both the range and target is Sight any who survive the initial blast they will most likely find themselves within an inferno to which there is no escape. Targets may make a stamina stress roll of 12+ to avoid initial damage.



Wonderful uses for this spell include targeting troops in armies, buildings/houses within a city, etc.

**Neptune's Fire** (Andrew Sturman)

Creo Ignem 45  
R: Near/Sight, D: Inst  
Requisite: Aquam  
Aimed

As the spell *Balefire* (CrIg 35), but creates a virulent white fire that will burn on or even under water. Deadly against ships. The use of a vial of Greek Fire as a focus gives a +3 bonus.

**Hammer of the Sun** (Andrew Sturman)

Creo Ignem 50  
R: Sight, D: Inst  
Aimed

A huge ball of golden fire that does +50 damage at the point of impact, +30 out to 15 paces, +15 out to 30 paces, and +5 out to 50 paces. It will obviously start fires, and at the center is hot enough to melt stone and boil iron.

This devastating spell was designed for covenant defense by Archmage Belisarius. Belisarius' version roars in flight and bursts with a thunderclap (his sigil is that his spells look impressive).

The use of a dragon's tooth in the casting gives a +2 bonus as a focus.

**Guiding Light** (Ian Barkley)

Creo Ignem 55  
R: Spec, D: Spec  
Requisite: Intellego

When this spell is cast, a tiny floating light, bright enough to be seen day or night, appears before a creature the caster has an arcane connection to, such as a body part or a with a spell like *Diamond of Intimacy* (MuTe15). The "Light" then will lead the target, **if** the target is willing to follow, to the caster or to a place the caster can identify spatially (one to which the caster has an arcane connection or one whose location relative to the caster is known to her).

If cast without any requisites, "Light" will guide the target more or less straight toward the specified location, without much regard for what lies in between; but if cast with requisites, it will guide the target intelligently through those sorts of objects. For example, casting it with a Terram requisite would allow the "Light" to guide the target out of a cave system, a Herbam requisite would guide the target through a town or forest, Mentem & Corpus requisites would guide the target away from ambushes and bad parts of a city, etc.

The spell lasts until the place is reached, or the target stops following the "Light". Stopping for rest, combat, food, etc., does not count as "stops following."

**Sinar Kan's Breaking of the Creation of God** (Jeff ?)

Creo Ignem 70  
R: Spec, D: Mom, T: Ind  
Focus: a Sapphire (+3)

A little ball of flame leaves the fingers of the caster to go into the enemies at the minimum of 150m. When the ball meets an obstacle, it vanishes inside the obstacle and few minutes later, the ball explodes like a big thermo-bomb. The fire does 75 damage to the obstacle, and 50 damage to all things in a range of 125m



**Sense of the Newborn Flames** (Dave Martin)

Intellego Ignem 20  
R: 100 paces, D: Sun/Year

You can sense when any fire is started within 100 paces of you and how it was started (i.e. lightning, flint & steel, magic, etc.)

**Spying the Fires of the Heart** (Dave Martin)

Intellego Ignem 25  
R: Near, D: Sun/Year

The caster can sense, but not see, heat around her, as emitted from objects, plants, and beings. The caster can tell the difference between living beings (animals and people), plants and inanimate objects, but anything more than that requires a Per roll of 9+ to distinguish. The caster can usually distinguish objects and beings from the surroundings enough to know where they are, but insulation or sources of heat or cold (clothes, fires, fog, cold winds, etc.) may interfere.



**Light's Bright Colors** (Dave Martin)

Muto Ignem 5  
R: Near, D: Sun

Changes light from a specific source up to the size of a bonfire to the caster's desired color.

**Demon of the Inferno** (???)

Muto Ignem 15  
R: Near/Sight, D: Mom, T: Ind

The magus creates the image of a hellhound in the flames of a campfire that will require the beholders to make an Intelligence check of 7 or higher -1. If the check is failed than the beholder runs away terrified spreading rumors of a demon in the fire. If the check is made than the beholder does nothing.

**Juggler's Orbs** (Chantal deNavarre)  
 Muto Ignem 15 4th  
 R: Reach, D: Conc, T: Room  
 Focus: A pinch of cobalt powder (+2)  
 Requisite: Rego

Changes an existing fire into up to 2+(caster Dexterity times 2) apple-sized balls of heatless light in various colors. The orbs will move as the caster wills, so long as they remain within arm's reach of the caster. If they pass out of that range, they fizzle in small puffs of sweet-smelling smoke, which also happens if the caster's concentration is broken. A Finesse roll may be made to let the caster vary the size of the orbs or make them do especially complex tricks. Note: The size of the initial flame does not limit the number of orbs that can be created from it, but this spell will extinguish small fires and momentarily cool/dim large ones to some slight degree. Created by Aithne of Flambeau, Hibernian Tribunal.

**Thirsting Flame** (Kyle Giacco)  
 Muto Ignem 20  
 R: Near (Spec.), D: Conc  
 Requisite: Aquam

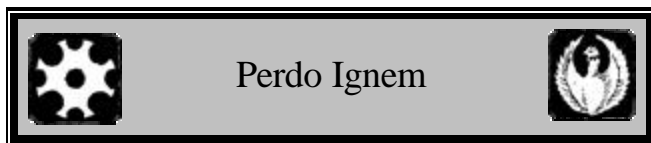
This spell changes a flame of up to bonfire size into a more pure form of fire. This fire consumes water as though it were oil or wood. It will then spread and grow as long as there is water or other fuel, and as long as the caster concentrates. The fire would be particularly dangerous in a wet forest, or on a marsh, and could be used to actually burn a river.

**Flame's Dying Breath** (Dave Martin)  
 Muto Ignem 25  
 R: Near, D: Inst

A fire up to the size of a campfire uses up all of its fuel immediately, possibly exploding as the energy of the fuel is released. After the flare, the flame will be completely burned out.

**The Cleansing Flame** (Dave Martin)  
 Muto Ignem 30  
 R: Near, D: Spec

Makes a fire up to the size of the house hot enough to melt iron and even soft stone. The fire will burn out 5 times faster than normal and will most likely damage the earth it is burning on, or the container in which it burns.



**Bleak Shadows of Midnight** (Jason C. Buss)  
 Perdo Ignem 15  
 R: Near/Sight, D: Mom, T: Spec  
 Focus: A Candle Snuffer (+3)

Extinguishes all non-magical light sources smaller than a housefire within range. A small flame at hand is extinguished with the Candle-snuffer if the focus is used, which by the Law of Sympathy accompanies the other fires going out.

**Naldo's Extinguishing Word** (Matthew Feadler)  
 Perdo Ignem 25 4th  
 R: Sight, D: Mom, T: Ind  
 Focus: Chrysolite (+5)

Naldo of Flambeau was not only a philosopher of destruction and creation; he was also a practical man. This spell is a result of this side of the magus. Particularly useful for those errant *Balls of Abysmal Flame* (CrIg 35), the *Extinguishing Word* can be used to destroy any discrete fire or area of flame. It is not known, although it is highly doubtful, whether this spell would be capable of extinguishing a forest fire, but it is quite handy for preventing them.

**Touch of Icy Death** (Chad Hooper)  
 Perdo Ignem 25  
 R: Touch, D: Inst, T: Ind  
 Focus: Frost Giant's Finger Bone (+3)  
 Requisite: Corpus

The victim of this spell must make a Stamina Stress roll of 12+ or be frozen completely solid. Even the blood in their veins will be solid ice. If used on a creature larger than a normal man, a man-sized chunk of them is thus frozen, resulting in +30 damage. (Based on the 3rd ed. guideline PeIg 25: remove all of the heat from a man-sized creature)

**The Curse of the Spreading Dark** (Piers Brown)  
 Perdo Ignem 120  
 R: Near, D: Sun/Perm, Ritual  
 Requisite: Creo

Creates an area of utter darkness which reduces many times the light shed by all sources, including spells of lower Level. The darkness is hot and stifling and seemingly oppressive. While the darkness at first is confined to the range of the spell, it slowly but steadily grows, increasing at an ever greater rate. After perhaps 5 years, it will cover an area of some 100 miles in radius leaving all within forever dwelling in utter darkness.

[Note: From *The Sorcerer's Lady* (and sequels) by Paula Volsky.]



**Entrapping the Spirits of Fire** (Piers Brown)  
 Rego Ignem Gen.  
 R: Touch, D: Spec

The maga draws a binding circle of some form around an area, such as a pentagram or magic circle. Any appropriate entity within the circle when the spell is cast is unable to leave the circle or disturb the circle in any way unless its Magic Might is greater than the spell's Level - 5 + die. Should the integrity of the circle ever be broken in any way, the entities within are free to leave. As soon as they leave, the spell ends and must be recast. (Effectively a reversed ward with Ring duration.) It is possible to summon a creature so that when it appears, it is trapped within the circle.

**Gathering in the Raging Flames** (Piers Brown)

Rego Ignem Gen.  
R: Reach, D: Conc

This allows the caster to gather in any fire or flames which come within range, absorbing them within herself. As this occurs, the caster seems to glow with the suppressed fires, becoming slowly brighter and brighter. In order to gather in the fires, a Concentration roll of 9+ must be made, fire can be held up to damage value equal to the Level of the spell + die. At any time the fire held within can be let forth on any within reach range, and this occurs automatically should anything touch the caster. Again a Concentration roll is necessary --- on a 9+ all the gathered potential is released at once, on a 15+ any amount of it can be released at the caster's choosing. Should, at any time, a Concentration roll for this spell be failed; all the fire held immediately damages the caster with no magic resistance possible. The same occurs should the amount of fire exceed the maximum. Magi usually vent part of any accumulated fire in order to avoid this possibility.

**Crafting the Raging Flames** (Dave Martin)

Rego Ignem 15  
R: Near, D: Conc

Allows the caster to shape flames from a single source as desired. Intensity of the flames cannot be changed, so intensity will still diminish at a distance from the source; though direction of flame may be changed (making the fire burn horizontally instead of vertically, for instance).

**Douse the Virulent Flame** (???)

Rego Ignem 15  
R: Reach/Near, D: Spec, T: Small

This spell is designed to quickly neutralize the side effects of the spell *Blade of Virulent Flame* (CrIg 20). It does not counteract the melting effect that BoVF has, but can quickly cancel the spell in the heat of battle if necessary. This spell was designed by the Magus Gareth de Torquvel of House Tytalus, who has a propensity for entering melee combat with his flaming sword before tossing spells at an enemy.

**Molding the Liquid Light** (Dave Martin)

Rego Ignem 15  
R: Near, D: Conc

Shapes light in an area into any shape the caster desires. Does not change the intensity of light (brightness is still relative to the distance from the source) but allows the caster to prevent the light from reaching outside the shaped area. Volume of shaping is 3 paces in radius from the source of the light.

**Shaping the Flickering Shadows** (Dave Martin)

Rego Ignem 15  
R: Near, D: Conc

Shapes shadows and magical darkness up to 5 paces in diameter.

**Walk the Dragon's Breath** (???)

Rego Ignem 35  
R: Per/Touch, D: Sun, T: Ind  
Focus: Scales from a fire drake (+3)

This spell offers the caster a +30 Soak on all fire based damage, as long as the penetration total of the spell is less than level 35. Any flames which do less than +30 do not affect the caster at all. The spell was invented by Lucas of House Flambeau in preparation of a duel with a great fire drake. With the drake's main weapon neutralized, Lucas had little trouble killing it. He now casts this spell most days, just to be safe from Flambeau jokes.



# *Imáginem Spells*




## Creo Imáginem



### **Arturos' Images** (???)

Creo Imáginem Gen.  
R: Reach, D: Sun, T: Ind

The caster creates images in a human or humanlike creature's mind.

This helped me to get an orc to join me as a bodyguard (most affective) by sending images of me giving him food and money and him protecting me (it took me an hour until he understood me while my 12 grogs and fellow Magi had to hold him down with spells and swords).

### **Illusory Magics** (Dave Martin)

Creo Imáginem Gen.  
R: Near, D: Spec  
Requisite: Vim

Mimics the image created by a formulaic spell the caster knows or a spontaneous spell the caster can come within 5 Levels of casting. The range of the "Illusory Magics" spell is as the spell being mimicked, so long as it is Near or closer. The duration of the "Illusory Magics" spell is as the spell being mimicked. Note that this spell only mimics the visual, auditory, and olfactory images of a spell, so the effects of many spells (especially Mentem spells) cannot be effectively duplicated with this spell.

### **The Tender Breeze** (David Martin)

Creo Imáginem 2  
R: Near, D: Inst

The caster "blows" a kiss at the target, who will feel the kiss. The kiss will leave a mark if the caster's lips normally would.

### **Clothe the Faithful Faerie** (???)

Creo Imáginem 5  
R: Per/Touch, D: Sun, T: Ind  
Focus: A bit of Cloth

This spell was created by Pyria of Merinita whose necessary condition forbid clothing. It creates the image of whatever clothing the caster desires, however it does not move on its own. It keeps the same relative position to the body but looks very almost like a three-dimensional painting. Pyria's Sodales are prevailing upon her to create a more natural looking version of this spell.

### **Imáginem Carpe Vulpis** (???)

Creo Imáginem 10  
R: Near/Sight, D: Sun/Perm, T: Spec  
Focus: A handful of fox hair (+1)  
Requisite: Perdo

Imáginem Carpe Vulpis - (roughly: Illusion of the invisible fox) This spell does literally nothing. Created purely to fox those who are too keen on using Intellego Vim spells to attempt to discover the true image of a situation, this spell allows you to create magical effects, which show up as illusions. Vitenka ex Miscellana tends to think others take their lives too seriously, and created this spell, to watch the reactions on the faces of magi when they first cast it... to see how long it would take them to figure it out.

### **Snarl of the Menacing Bear** (Jason C. Buss)

Creo Imáginem 10  
R: Per, D: Mom, T: Ind  
Focus: A Bear's Tongue (+5)  
Requisite: Animal, Auram

You bark a very loud growl, which sounds like an angry bear. If the focus is used you must place it in your mouth.

### **Wizard's Script** (Ian Barkley)

Creo Imáginem 10  
R: Touch, D: Spec

Writes up to 20 words in a silvery script on any flat surface. They are visible only to the intended recipient(s), and will fade even as they are read.

[Note: From *A Wizard of Earthsea* by Ursula K. Le Guin.]

### **Chimes of the Hours** (Dave Martin)

Creo Imáginem 15  
R: Touch, D: Sun/Year  
Requisite: Intellego

The target sets a magic alarm upon a target, causing a chime to ring at a time specified when the spell is cast. The chime will go off whether the caster is nearby at the appropriate time or not.

Casting requisite: appropriate form for the target.

### **Ball of Incandescant Fury** (???)

Creo Imáginem 20  
R: Near/Sight, D: Mom, T: Ind  
Aimed: +1  
Focus: Piece of cloth that has been burnt by a Flambeau Magus (+3)

Requisite: Caster must know Ward against Heat and Flames  
"Me? A Ball of Abysmal Flame? Nah..."

An illusory ball of flame shoots forward, hitting the target; who feels intense heat coming from it. Pain damage slowly builds; peaking at +10, PER ROUND. Soak from armor etc. does not apply - just natural stamina. This spell is designed to bypass protections commonly used - including wards against flames (as there is no actual source) Once the target is unconscious - no further damage can be done.

**Fiery Cloak of the Phantom Disaster** (Paul Sherliker)

Creo Imaginem 20

R: Per, D: Spec

Requisite: Muto, Corpus, Ignem, Vim

This spell is cast with frantic gestures, and booming voice. The words and gestures are appropriate to a massive Creo Ignem spell. The spell focus, a lump of rock painted red, will provide a +1, and is destroyed as the spell is cast, as if it were a source of vis. At the conclusion of the spell, a ball of violet flame forms between the caster's arms and suddenly slips and falls back, engulfing him in flame. The caster is then supposed to scream and fall to the ground for full effect, possibly staggering up to six paces in apparent agony, whereupon the spell will make him look like a charred corpse, still burning hotter than a bonfire (and the heat can be felt.) The spell will last as long as the caster stays still and makes no major motions.

If cast with a Perdo requisite, the spell can also apply the necessary sensations to obviate acting on the caster's part for the first few seconds.

[Note: "If all else fails, play dead. This cheap trick is terribly unheroic, but can be very effective." -- RQ III Tactics Suggestion]

**Wail of the Banshee's Cry** (???)

Creo Imaginem 20

R: Per, D: Mom, T: Spec

Focus: A Hunting Horn (+1)

When this spell is cast, the magus casting it opens her mouth and emits a shriek so piercing and loud that it can stun or deafen opponents, and shatter glass (admittedly rare) or other flimsy materials. Everyone within 10 paces to the front of the magus must make a +9 (Stm. + Enc) check. Regardless of the success, failure, or botch of this roll, the target will be deafened for 2 rounds. A success means that no other ill effects are felt, while a failure denotes the loss of a fatigue level as well as being deafened. A botch causes the loss of two fatigue levels.

**Enchantment of the Uncontrollable Bliss** (Dave Martin)

Creo Imaginem 25

R: Near, D: Conc

Requisite: Mentem

The target is completely overcome with pleasure, both emotional and physical. The target must make a Concentration roll of 15+ to perform any action other than sitting, standing, or writhing in pleasure. Those with personality traits which conflict with such hedonistic feelings may apply the traits to Concentration rolls, and have one chance to make an appropriate personality roll of 10+ to shake off the effects.

**Multiplexing the Prey**

(???)

Creo Imaginem 25

R: Reach/Near, D: Sun, T: Group

This spell creates a number (up to six) of illusory creatures, which act solely under the casters unspoken command (this requires concentration) However - they all act at once, and perform the same actions. Usually used to create foxes - so that no-one could tell which of them is Vitenka. Useful spells to combine this with are *Multiplexing the Prey* (CrAn25), *Imaginem Carpe Vulpis* (CrIm 10) and some spell to get you out of the vicinity quickly. Though the animals can only be created at range near, they can move farther away - as long as they stay in sight.

**Shadow of the Vicious Beast**

(Dave Martin)

Creo Imaginem 25

R: Near, D: Conc

Requisite: Animal

Creates an image of an animal up to Size +2, which will act as the given type of animal, under the control of the caster. The animal impacts all senses as if it were a real animal of the given type, but the results of its actions are not "real", and will not impact the real world in any way. Thus, the animal's bite will cause pain exacting wound penalties, but there will be no wound and no blood, and the animal will leave no tracks and will have no weight --- it cannot knock someone over, but neither can it be lifted. The image will respond to real or magical images which impact it, and thus it will take "damage" from normal attacks, and will leave images of blood where it has been wounded and where the image of the blood fell. No matter what beast the image appears to be, it will at best have all attributes at +1 and combat totals at +4. The beast will have appropriate abilities up to a maximum bonus of the caster's Finesse + 3.

**Cherished Reminiscence**

(Dave Martin)

Creo Imaginem 30

R: Near, D: Spec

Requisite: Mentem

The target relives, in complete detail, the most physically painful experience of the target's life. This spell will last as long as the original event, so it may last instants (a memory of a great wound that knocked the target unconscious) or up to days (memory of the pain suffered by a crushed leg while the target was trapped in a cave-in). The target must make an Int + Stm roll of 12+ or suffer actual physical damage from the memory; a roll of 15+ allows the target to throw off the effects completely.

**Displaying the Imagination**

(Ian Barkley)

Creo Imaginem 35

R: Near, D: Conc

The caster creates an illusion of whatever picture she has in her "mind's eye." She can cause the image to change to whatever she thinks of. This spell is interesting in that it has **no requisites**, so that it is possible to create an image of "fire" without an Ignem requisite. However, unlike the spell *Phantasmal Fire* (CrIm 15), which insures by its Ignem requisite a believable-looking fire, the image created by this

spell is only as good as the caster's internal image of it ---so a person with a low Ignem will probably have too little knowledge of fire to create a good image. Having many objects or a lot of motion, lowers image quality as well. This spell is especially difficult to concentrate on: -3 to all such rolls, -5 to Concentration on any spell being concentrated on at the same time, and, whenever distracted, the caster must make 2 Concentration rolls --- the first to maintain the spell, and the second to keep the image in her mind. Note that it is possible to cast this spell and "hold" it without projecting any image for a while.

**Warrior of the Shadows** (Dave Martin)

Creo Imaginem 35

R: Near, D: Conc

Requisite: Mentem

Creates an image of a human warrior in arms and armor of your choice, who will act at your command, similar to the spell *Shadow of the Vicious Beast* (CrIm 25). The warrior impacts and is impacted by the surroundings exactly as in "Shadow of the Vicious Beast", but, no matter what weapons and armor the warrior appears to possess, they will act as best as Full Ring Mail and a Broadsword (Shields act normally), and the warrior will act as a normal human with 0's in all attributes and non-combat skills. The warrior will have combat skills equal to the caster's Finesse + 3.

**Etching the Lunar Script** (Chris Earley)

Creo Imaginem 40

R: Spec, D: Spec, Ritual

Requisite: Mentem

Allows the caster to etch a symbol and have the image of that symbol appear on the face of the moon. This spell may only be cast during a full moon, and only those who have the Gift to work magic may see the symbol. The blood of a woman may be used as a focus, giving +3. The ritual affects the moon's image for three nights maximum, but individual viewers may "clear away" the symbol in their own minds with a moment's concentration. This spell may not be cast successfully twice in the same hour period, no matter who does the casting.



**Memoria's Past Visions** (Ian Barkley)

Intellego Imaginem Gen.

R: Spec, D: Moon, Ritual

Allows the caster to see and hear past images and sound. Unlike the spell *Eyes of the Past* (InIm 25), it can see places far away, but it is harder to focus on particular incidents, especially recent ones; instead, one tends to see a mosaic of images related to the subject the spell was cast about. The historian Memoria invented this spell to aid her in her research. It can be used as a source for Hermes History, Hermes Lore, Mundane History, Legend Lore, and so on --- the knowledge

researched can be as specific or broad as the caster wishes. The Level of the ritual determines how focused, clear, and controllable the images are; since those with a high score in a lore need more precise images to learn anything, they will need a higher Level ritual. If the magnitude of the ritual is 4 higher than the caster's score in that knowledge, she will gain 2 experience points; otherwise, if the rank of the ritual is greater than the caster's score, she will gain 1 experience point. (Remember that 3 such spells can be cast in a season.)

As this ritual is cast, the caster will fall to the ground in a trance, her mind filled by the visions of the past. The next morning, the caster will be "awake" again, but she will continue to see visions of the past which seem as real as the images of the present; she will often have trouble distinguishing --- most rolls will be at a substantial penalty, and studying, experimenting, or other lab work will be impossible. On occasion, the caster may cry out, weep, blush, or laugh as the spell shows her various moments in history. Once the spell is cast, the caster has only limited control over what she sees, and at least one rather soft-hearted magus was said to have been driven insane by being shown the sack of Rome in gory, bloody detail for hours on end. The vision will invade the caster's dreams, ruin her meals, and probably make a mess of her social life until, a month later, the visions fade away and the real world returns.

**Like Echoes from the Lake** (Eric Kouris)

Intellego Imaginem 5

4th

R: Per, D: Conc, T: Ind

Expands your hearing to sight, like a lake is able to carry sounds at some distance. All sounds are heard simultaneously. You will need quite a time to identify different sounds. [To follow a discussion in an otherwise silent area, roll perception + concentration vs. 9+]

**A Moment of Remembrance** (???)

Intellego Imaginem 5

R: Per/Touch, D: Conc, T: Ind

Focus: Forget-me-not Flower (+5)

Requisite: See Below

The Hermetic version is used to memorize or perfect your memory about an image you have encountered. The spell is used to gain up to a +3 to mimic or remember details about an image.

Mercurian Version: Include requisites Creo and cast upon an object, one can store the image inside the object and will it remain stored there, but it must be perceived by another Intellego Imaginem spell. If the object is destroyed, the image inside is destroyed and as the object fades, so will the image slowly fade with time unless boosted by vis to Permanent. Stores roughly two minutes of dialogue and a few images. Secret messages and priceless memories have both been forever saved with this spell.

**Sight of the Blind** (Ian Barkley)

Intellego Imaginem 10

R: Per, D: Conc

Allows the caster to see the images she would see if she had her eyes open and working.

**Sight of the Finger** (Ian Barkley)  
Intellego Imaginem 15  
R: Per, D: Conc

A limited form of clairvoyance which allows the caster to shift her point of view to any body part, thus allowing sight while, for instance, blindfolded. Also provides protection against eye spells.

**Sight for the Blind** (Ian Barkley)  
Intellego Imaginem 15  
R: Touch, D: Sun/Moon  
Requisite: Mentem

Gives the target "sight" by projecting the images that her eyes would be seeing into her mind. Works while her eyes are closed, but not while covered.

[Note: It was suggested that this only work for people who once had sight.]

**Sound of the Red Footstep** (Kenji Ulstein)  
Intellego Imaginem 15  
R: Per, D: Conc, T: Ind  
Focus: A large earhorn (+3)

This spell allows the caster to perceive an image of something she hears. If the spell is active then the magi can see what made the noise. So casting this on the sound of a footstep would show the boot that made the noise. Hassabis invented this spell so that he could enigmatically declare "I hear red boots!" and impress his sodalis. In his version of the spell, there is a wreath of steam that obscures everything but the sound source.

**Sounds for the Deaf** (Ian Barkley)  
Intellego Imaginem 15  
R: Touch, D: Sun/Moon  
Requisite: Mentem

As like the spell *Sight for the Blind* (InIm 15), but for sounds.

**Seeing the Lost Reflection** (Ian Barkley)  
Intellego Imaginem 15  
R: Touch, D: Conc

Makes a mirror reflect any images it reflected up to five years ago.

[Note: It was suggested that this be Level 20.]

**Eyes of the Fleeing Fox** (Dave Martin)  
Intellego Imaginem 20  
R: Per, D: Sun/Year

The caster can see in a 360 degree arc, 180 degrees at a time. The caster may shift the angle of her gaze by concentrating.

**Vision of the Wheel's Passing** (Paul Sherliker)  
Intellego Imaginem 20  
R: Touch, D: 30 Seconds/Conc

You touch an object which has been destroyed in some sense and get a vision of the mechanism by which it was destroyed. The destruction may be partly metaphorical, for example: a broken-hearted girl, a man broken by torture, or

the standard of an army broken by mutiny. The spell may or may not give enough information to trace a murderer; it is more likely to show the murder weapon.

**Sight of the Sound's Flow** (Dave Martin)  
Intellego Imaginem 25  
R: Per, D: Conc

The caster can "see" sound as waves in the air, similar to smoke. The caster can thus trace the origin of sounds by following the motion back to the source. Sounds of different pitches are different colors, mostly shades of yellow and red, and louder sounds are more distinct.

**The Safe Road** (David Martin)  
Intellego Imaginem 25  
R: Reach, D: Spec

Cast upon a target who is moving along a particular road or trail, the target will be forewarned of any traps or accidents while moving along the trail, gaining +4 to any rolls to avoid untoward occurrences. The target will get a glimpse of any travelers on the road about 5 minutes before they would normally come into sight, will know when any ambush is within 30 paces and get a glimpse of the assailants, and will get a warning of bad weather about an hour in advance. All warning provided by the spell are in the form of quick glimpses of what is to come, and provide visual clues only. The spell ends when the target stops moving or leaves the path.

**Window to the World** (Dave Martin)  
Intellego Imaginem 25  
R: 100 paces, D: Conc

The caster may gaze into a mirror, and see within whatever is reflected from any other mirror within range that the caster knows about or has a piece of. The caster may change which mirror's reflection is viewed with a Concentration roll of 12+ (failure in this roll ends the spell). All magi and companions with Mystical Virtues may see what is shown in the mirror.



**Wizard's Lens** (Dave Martin)  
Muto Imaginem Gen.  
R: Near, D: Sun/Year

Magnifies an image to a multiple of its normal size equal to the rank of the spell. Thus, a rank 4 spell can make the target (a door, picture, book, etc.) appear as 4 times its original size. Images thus magnified must be non-moving, as moving the target breaks the spell, though they may be living.

Casting Requisites: appropriate form for the target.

**Clothing of the Nobility** (Timothy Sallume)  
Muto Imaginem 5  
R: Touch, D: Sun, T: Spec  
Focus: A Fairy Wand (+1)

Requisite: (Same as Target)

Change the clothing of one person enhancing the apparent value of the clothes. Thus a worn cloak would appear to be fit for a noble. A peasant's dress transforms into one worthy of a princess. A tin or copper crown could appear to be silver or golden, but not gem encrusted like a king's crown.

**The Dark Silhouette** (Dave Martin)

Muto Imaginem 10  
R: Near, D: Sun/Year

The shadow cast by the target is changed, as though the target were any object or being within one size point of the target. The shadow cast will stretch and move as a normal shadow when the lighting changes.

**Mask of Sincerity** (Dave Martin)

Muto Imaginem 10  
R: Per, D: Spec  
Requisite: Mentem

The caster may feign any one emotion, specified at the time of casting, for one conversation. The caster's facial expressions and voice are altered to reflect the emotion as the caster normally expresses it.

**The Possum's Death** (Dave Martin)

Muto Imaginem 10  
R: Per, D: Conc

Your bodily functions all appear to have ceased, making you appear dead to all inspection. Your bodily functions all work normally, but are masked so as to be undetectable by any of the 5 senses. The spell ceases when you move (more than shifting slightly in place), speak, or stop concentrating.

**Vision of Beauty** (Ian Barkley)

Muto Imaginem 10  
R: Near, D: Sun/Year  
Requisite: Corpus, Mentem

Causes the target to become quite good-looking, in fact appearing to be close to the ideal of beauty for their time (though still recognizable as themselves). In addition, this spell subtly influences the minds of those around the target, causing them to become more interested in the character. To those who have no magic resistance, or those whose magic resistance fails them, the target gains the effects of a "Venus's Blessing", as the virtue. To others, it is only a +1 to Prs.

**Confound the Hermetic Onlooker** (???)

Muto Imaginem 15  
R: Per, D: Sun, T: Ind  
Focus: An oversized glove

Once cast, this spell prevents anyone watching or listening to the maga from being able to cast further spells to discern the technique or form by watching her gestures or listening to her words. It also gives a +5 bonus to certamen combats.

**The Herald's Voice** (Dave Martin)

Muto Imaginem 15  
R: Touch, D: Conc

The target's voice is amplified to twice its normal volume, and will carry 5 times as far as normal.

**The Politician's Assurance** (Dave Martin)

Muto Imaginem 15  
R: Spec, D: Sun

The volume of your voice is amplified or lowered so that it is always loud enough to be clearly heard, but no louder. Thus, if it is dead silent around you, your voice will come out in a clear whisper, but if it is a great cacophony, your voice will come out in a deafening tumult, no matter how loud you actually speak. This makes your voice easily heard by all those within 15 feet no matter what the surrounding noise, but it overrides your normal control, so you may not choose to speak at a different volume. When casting this spell, you will not suffer penalties for speaking in a soft voice due to this spell, as the spell modifies your voice after the sound comes out of your mouth.

**Shadow of the True Nature** (Dave Martin)

Muto Imaginem 15  
R: Near, D: Sun/Year  
Requisite: Intellego

The shadow cast by the target is changed to reflect the target's true nature, similar to the spell *The Dark Silhouette* (MuIm 10). Thus, a werewolf would cast the shadow of a wolf while in human form and the shadow of a man while in wolf form, a maga under the effects of the spell *Preternatural Growth and Shrinking* (MuCo 20) would cast a smaller or larger shadow than normal, and a diabolist might cast a very twisted shadow indeed. The exact effects are up to the storyguide, but those beings with magic resistance may resist the effects of this spell.

**Visions through the Mist** (Dave Martin)

Muto Imaginem 15  
R: Per, D: Sun

The caster's image becomes blurred and difficult to make out, especially at a distance. Rolls to attack or perceive the caster are at -1 per 5 paces or fraction thereof from the caster, making missile weapons at any distance virtually useless.

**The Constant Reminder** (Dave Martin)

Muto Imaginem 20  
R: Near, D: Sun/Year

All the pain the target currently feels is maintained at its current intensity for the duration of the spell. The pain may increase, but will not decrease. Thus, the target will retain any penalties suffered due to pain for the duration of the spell. This spell only affects pain which is inflicted naturally. (I.e.: pain which is magically inflicted is not maintained).



**Aspect of the Divine Agent** (???)

Muto Imaginem 25  
 T: Touch/Near, D: Sun/Year, T: Ind  
 Focus: White Dove Feather (+1)  
 Requisite: Ignem, Corpus

Makes the target appear to be an angel. The face becomes symmetrically balanced and beautiful. They appear to be clothed in bright whiter robes with wings, a halo, and are bathed in a beam of moonlight. This spell was invented by Richard of Merinita to specifically annoy Sister Gwendoline, a militant nun currently staying at their covenant.

**Cloak of the Chameleon** (Dave Martin)

Muto Imaginem 25  
 R: Touch, D: Sun/Year

The target will take on the color of its surroundings for the duration of the spell. Unlike a natural chameleon, this color change is immediate, making the target very difficult to spot even when the target is moving. All perception rolls to see the target are at -7, modified normally for cover, motion, etc.

**Reflection of the Inner Soul** (Dave Martin)

Muto Imaginem 25  
 R: Near, D: Sun/Year  
 Requisite: Intellego

The reflection the target casts is altered to show the target's true nature, similar to the spell *Shadow of the True Nature* (MuIm 15). Magical targets which are in their true shape may still cast a reflection which indicates something of their personality or powers, such as a druid being shown with skin of wood and hair of leaves or moss; for this reason, the results of this spell may be a little vague.

**Knowledge of the Juggernaut's Path** (Paul Sherliker)

Muto Imaginem 30  
 R: Eye, D: Spec  
 Requisite: Mentem

The target perceives a vast, indestructible, unstoppable stone wheel bearing down on her. The target gets an Int roll of 15+ to resist each round. As long as she fails, she will do everything in her power to escape the illusion. Once the victim attempts to escape, the wheel will follow her wherever she goes, despite all barriers and movement. Only when the victim is caught, possibly after running to exhaustion, will the spell end. The natural resistance roll may be made each round; if the victim makes that roll, they have faced up to the certainty of their own death and allow the wheel to catch them. Once someone has made the roll, they can never again be affected by this spell.

Note that the spell has a Mentem requisite; magic resistance is possible, but knowing the wheel to be illusionary has no effect on the compulsion to escape. A character who has had a brush with death gets a +3 or more to resist, at the storyteller's option.

**Apparent Healing of Wounds** (Ian Barkley)

Muto Imaginem 45  
 R: Touch, D: Sun/Year  
 Requisite: Corpus

Causes the target to believe that she has been restored to full health. All the wounds disappear (an Imaginem effect, they're still there in reality), and she feels no pain. The target has no wound penalties for wounds received before this spell is cast, but may have a hard time judging when she is close to death. She will not notice the wounds, even when incapacitated, but when the character takes enough total wounds to kill her, she is dead. This spell has several uses, since it allows for natural healing while still allowing the target to function in the here-and-now (something of a temporary healing without the prevention of natural healing).

But sadly, its most common use is to fool those a maga does not like into over-extending themselves into death.

**The Imperceptible Magiks** (Dave Martin)

Perdo Imaginem Gen.  
 R: Spec, D: Spec  
 Requisite: Vim

The effects of the next spell you cast will be invisible and inaudible, though the effects other than visual or audio ones will remain the same. This spell lasts as long as the spell it affects, so the affected spell will remain invisible and inaudible for its entire duration. Only works on spells of half the level of this spell or lower.

**Binding the Sight** (Ian Barkley)

Perdo Imaginem 15  
 R: Near, D: Conc

Creates a magical patch of darkness in the shape of a blindfold over someone's eyes, blinding them. The darkness is immaterial, so the blindfold cannot be "taken off" or touched in any way.

**Masking the Lingering Odors** (Dave Martin)

Perdo Imaginem 15  
 R: Touch, D: Sun/Year

The target of the spell and anything carried do not give off odors of any kind for the duration of the spell.

**Barrier of Direct Vision** (Dave Martin)

Perdo Imaginem 20  
 R: Near, D: Sun/Year

Creates a 7 pace long by 3 pace high wall which cannot be seen through, but which blocks no other senses. The wall may be passed through without obstruction.

**Hiding the Flame** (Dave Martin)

Perdo Imaginem 20  
R: Near, D: Sun/Year  
Requisite: Ignem

Makes a flame and its burning source, such as coals, invisible, giving off no light. Flames up to the size of a campfire can be affected. The flame still gives off heat, however, and can still spread. Fires started by the flame are visible as normal flame.

**Mendel's Missing Mage** (Andrew Sturman)

Perdo Imaginem 20  
R: Per/Touch, D: Conc/Sun

This spell is similar to the spell *Veil of Invisibility* (PeIm 15), except the mage can move at a walk and even sleep while the spell remains in effect. The mage gets +3 on his concentration rolls to maintain the spell, but -3 on concentration in combat.

This spell was designed specifically so Hymie could sleep in peace.

**The Path of Darkness** (Dave Martin)

Perdo Imaginem 20  
R: Per, D: Spec  
Requisite: Ignem

The caster is completely invisible so long as she stays in shadow or darkness. Caster will not cast a reflection in a mirror, but the spell is canceled as soon as the caster is touched by direct sunlight, or exits shadows and darkness.

**Reflections of the Empty Soul** (Dave Martin)

Perdo Imaginem 20  
R: Per, D: Sun/Year

The target does not cast a reflection for the duration of the spell. This spell is incompatible with the spell *Veil of Invisibility* (PeIm 30), which always takes precedence.

Casting requisites: Forms of all accoutrements.

**Ward against Sound** (Ian Barkley)

Perdo Imaginem 20  
R: Ring, D: Ring

Creates a magical ring, 1 to 7 paces across, which no sound can get in or out of. Does not affect spells except those that require communication between the target and the caster. Useful for private conferences or shutting out distraction in the lab. (Also would nice to have in the present day, to silence those \%\$\#@ people who live nex door! ☺)

**Numbing the Fingers** (Dave Martin)

Perdo Imaginem 25  
R: Near, D: Sun/Year

The target can feel nothing she touches for the duration of the spell. Most actions involving the use of the hands will be difficult, and the target will feel no pain and suffer no wound penalties.



**Silence of the Speaking Wizard** (Mark Booth)

Rego Imaginem 10  
R: Per, D: Conc, T: Ind  
Requisite: Corpus

The spell masks up to normal speech and makes the lips of the maga not appear to move, while the maga maintains concentration. Thus a maga may cast spells silently, without the -10 silence penalty, but will not totally mask a maga shouting out spells to gain extra effect.

**Gestures of a Still Wizard** (Mark Booth)

Rego Imaginem 10  
R: Per, D: Conc, T: Ind  
Requisite: Corpus

The spell masks bodily movements, the maga appearing to be seen as she wishes, e.g. standing still while gesticulating a spell. Thus a maga may cast spells without the -5 penalty for casting without gestures.

**Pains of the Heart** (Dave Martin)

Rego Imaginem 15  
R: Spec, D: Sun/Year  
Requisite: Corpus

This spell requires two willing targets. By means of this spell, one target, called the primary target, gives her pains to another (secondary) target. The primary target will still feel a shadow of the normal pain (enough to know what hurts), but not enough to cause any wound penalties. The secondary target feels all of the primary target's pain, as well as her own, incurring all the wound penalties, with penalties for the primary and secondary targets added together. Often, the primary target is a pregnant woman, and the secondary target is her husband.

**Tearing the Shadow** (Rob Davies)

Rego Imaginem 15  
R: Near/Sight, D: Sun/Inst

The caster causes part of the target's shadow to become snagged on a suitable object, and torn from the whole. The fragment of shadow is much like a piece of grey silk, which must be retrieved from where it was caught. The target's shadow will be incomplete until the spell expires, thus the fragment forms an arcane connection to the shadow's owner. A sprig from a thorned bush allows a +1 for focus.

**The Frozen Image** (David Martin)

Rego Imaginem 15  
R: Near, D: Sun/Year

The target's image will be frozen in its current state. The image will move with the target, but the image itself will not move (looking something like a cardboard cut-out).

**Voice of the Traveling Breeze** (David Martin)

Rego Imaginem 15

R: 1 mile, D: Conc

Requisite: Auram

The caster's voice is carried by the wind, up to 1 mile away. Anyone downwind of the caster will hear her voice. The caster may speak as long as she concentrates, and the voice will be carried as long as the wind continues away from, and remains within 1 mile of, the casting point. Concentration rolls of 6+ are required to maintain the spell while speaking, modified for any other distractions.

**Voice from the Well** (Kenji Ulstein)

Rego Imaginem 20

R: Spec, D: Conc, T: Ind

Focus: Big Seashell (+3)

Requisite: Aquam

This spell lets you shout into one well and out of another. According to the law of sympathy, you use a well as an arcane connection to other wells. All nearby wells (~50 miles) will resonate with your voice although wells that are extremely similar can resonate even three hundred miles away. You must SHOUT into the well or no one will hear you. If you use a spell focus, put the Seashell to your mouth and shout through it with all your might. (Note to SG: It is very difficult to understand the speech from a well so play it up. To simulate the distortion you could make the speaker talk into a tin can and have about five people "echo" the speaker word for word.)

**Sight of the Distant Point** (Dave Martin)

Rego Imaginem 25

R: Sight, D: Conc

While the caster concentrates, she sees as though she were standing at a given point within the caster's sight. The caster may see in any direction from that point. This spell can be used to look around corners, look at things from above (though the targeting of the point will be difficult), or double the caster's effective range of sight.

**The Convenient Disguise** (David Martin)

Rego Imaginem 25

R: Spec, D: Sun

The caster switches images with any target within 15 paces, taking on the target's appearance, and placing the caster's own appearance on the target. Both images will move as the person on whom the image rests, but changes to the source of the image (wounds, removing clothing, etc.) will be reflected on the image, not on the person actually experiencing the changes.

**Sight of the Altered Perspective** (Yuval Miller)

Rego Imaginem 30

R: Eye/Sight, D: Sun/Moon

Requisite: Mentem

Everything the caster is seeing replaces everything in the field of vision of the target. The target gets an intelligence roll of 12+ to resist. The spell lasts over a range of 5 miles once cast. For instance, Esteban the Magus is being yelled at by a haughty baron and decides to cast this spell because he is getting rather annoyed. If the spell works, the baron, instead of seeing Esteban and what is behind Esteban, will now be yelling at himself (everything **Esteban** sees will be in **his** field of vision). Then, if Esteban whirls around to face away from the baron, the baron's world will whirl and he will no longer see Esteban (he will see what is on the other side of Esteban, as that's where Esteban is looking). Then, if Esteban closes his eyes, the baron will suddenly see darkness.

[Note: This spell is Imaginem and not Mentem because it directly affects the target's senses, not his mind. The target does not simply \*think\* he is seeing what the caster sees, he actually \*does\* see these things. Without a Mentem requisite, this spell would be Concentration duration, but the Mentem requisite allows the Sun duration.]

**Lost in the Inky Depths** (???)

Rego Imaginem 45

R: Near/Sight, D: Sun, T: Ind

Focus: Black Silk (+3)

Requisite: Corpus

Under the influence of this spell, the nearest area of deep shadow sweeps out and engulfs one target (the requisite assumes a human target; an Animal requisite would be required for an animal and so forth). Once engulfed, the shadow retreats, leaving nothing. The target is imprisoned between thicknesses of shadow; he is unharmed but lost in a sensory void. He will only be released from within the trap at the end of the spell duration or if the caster says his name three times. A dodge roll of 12+ can avoid the lunging shadow. This spell is part of a suite of spells devised by Mar Oscura of Criamon based around the principles of shadow magic and imaginem; whilst originally devised as an offensive spell, this formula has seen a number of other applications, including an excellent (if somewhat overpowered) means of hiding people. Given Mar Oscura's somewhat sinister worldview, this was not the primary focus of the spell's intent.



# Mentem Spells



## Creo Mentem



### 3 Words of the Unbroken Silence (Bruno Faucon)

Creo Mentem 5

R: Near/Sight, D: Inst

As a result of successful experimentation, Anaxius of House Bonisagus invented a formulaic version of the spell *Words of the Unbroken Silence* (CrMe 5) that allows you to mentally tell three (not two) words. Anaxius was very proud of it, and gave a copy of this spell. He even wanted to become famous with it.

### Daefregn's Euphoric "Trip" (???)

Creo Mentem 15

R: Near/Sight, D: Sun, T: Spec

Focus: Bunch of Poppies (+2)

Requisite: Auram

This spell causes a smoke to rise (about enough to fill a medium sized room) and cause euphoria to all who breath it. The smoke travels as would any normal smoke would and also disperses as such. The duration only applies to the effects. To resist you must make an appropriate personality trait roll of 9+ or gain the trait Euphoric +6. After the duration has ended the trait wears off at the rate of +1 per half minute. The foci is crumbled and thrown to the wind in the casting.

### Lust of the Dog in Heat (Ian Barkley)

Creo Mentem 15

R: Eye, D: Spec

Causes the target to feel an overwhelming desire for the caster. The target's actions will depend on circumstances, but will definitely be aimed towards bedding the caster. When first cast, the target get one chance to resist the spell by making an Int roll of 12 + caster's Per, with appropriate personality rolls modifying. If the caster is a person the target would not ordinarily consider sexually compatible (if the caster was male and the target lesbian) the ease factor is halved. The spell will last until Sunrise (**not** Sunset) or until satisfied. If cast with vis, the spell lasts for a full year without ever abating, though it may be temporarily sated. It is said that this spell has no power against "True Love" (+2 Virtue), though this has never been proven. Furthermore, it has been said that several love-struck magi have attempted to create a love spell, to win the target of their affections, but such attempts have been universal failures. A few trace the problem to 1-Corinthians 13:13 "In the end, there are three things that endure: faith, hope, and love, and the greatest of these is love."

The possible philosophical implications regarding the essential nature of man are quite interesting, to say the least.

Story: Perhaps as a "reward" for some service, a demon teaches a maga this spell. The maga was too virtuous to research this spell, but can she now resist the temptation to use it on the beautiful companion?

[Note: Later made into the Faerie spell *Cupid's Bow* (CrMe(Fa) 15), which I like better.]

### Obedience of the Loyal Hound (Dave Martin)

Creo Mentem 15

R: Near, D: Sun/Year

The target of the spell gains +4 Loyalty towards a specific goal or person for the duration of the spell. The target gets a natural resistance roll of Int - Loyal, with appropriate personality rolls adding or subtracting.

### Picture of the Mind's Eye (David Martin)

Creo Mentem 15

R: Per, D: Inst

Requisite: Imaginem

The caster imprints a scene into her mind, complete with all senses, which can be recalled with exquisite detail with a memory roll of 3+, or spontaneous ReMe of Level 5 if memory fails. Only one such scene may be kept at any time, and subsequent castings of this spell will erase previously held images.

### Snap of the Rude Awakening (Dave Martin)

Creo Mentem 15

R: Near, D: Inst

Convinces the target of the validity of one thing which the caster believes to be true. If the target has a vested interest in believing otherwise or a strong belief to the contrary she may resist the spell with an Int roll of 9+, with appropriate personality traits thrown in. If the caster does not believe that the thing to be validated is true, even if she does not know whether it is true or false, the spell will fail.

### Spirit of the Family (Piers Brown)

Creo Mentem 15

R: Near, D: Sun, Westros

Imbues all members of Family Westros within range with a sense of cooperation, dedication, courage and unity. All those affected will gain +3 on appropriate personality rolls.

[Note: I expect someone has already done something like this but it is appropriate.]

**Talia's Gift** (???)

Creo Mentem 15  
 R: Eye, D: Sun, T: Ind  
 Focus: A Comedy Mask

The target of the spell burst out laughing loudly, rolling on the ground. The target must make an Intelligence roll in each round after the first. A roll of 9+ stops the spell. The player may add to this roll any appropriate personality trait, at Storyguide's discretion. The target also suffers one short-term fatigue level for each 15 rounds laughing. The caster must wear the focus when casting the spell. Talia is the greek muse of comedy.

**Thicker than Water** (Dave Martin)

Creo Mentem 15  
 R: Near, D: Sun/Perm

The target believes that the caster is a distant but legitimate relative, and will treat the caster appropriately. The target gets one roll to resist: an Int roll of 9+ canceling the spell. Most effective with nobles, but is usually useful for requesting aid from most anyone.

**Words of the Waking Dream** (Dave Martin)

Creo Mentem 15  
 R: Reach, D: Moon/Year

Caster speaks softly into the target's ear while the target is asleep, implanting a suggestion of a particular behavior or action. The target may resist with an Int roll of 12+, including modifiers for personality traits. Upon waking, the target will perform the specified behavior or action without thinking about it, almost as if asleep. If the target's actions are brought to the target's attention, the target gets another chance to resist, with an Int roll of 6+.

**Avarice of the Cutpurse** (Jason C. Buss)

Creo Mentem 20  
 R: Eye/Sight, D: Sun/Moon, T: Ind  
 Focus: Gold (+3)

The target desires to possess any object that you designate (though they must either already know of this object, or be able to see it at the time of casting). This spell seems to be much more effective when specifying physical objects within the target's view at the time of casting. Choosing more surreal or symbolic objects (i.e. love, happiness) has a more limited effectiveness.

**Confidence of the Undaunted Child** (Dave Martin)

Creo Mentem 20  
 R: Near, D: Spec

The target of this spell will gain extreme confidence with regards to one action or task, giving +4 to all rolls applicable to the task at hand, but making the target rash and overconfident (-3 Reliable). The target gains no extra inclination to perform the task, so those that balk for nearly any reason but fear or uncertainty will still not desire to perform the action. The spell will end when the task is no longer imminent (a battle ends) or when the target fails in any action related to the given task. The target suffers from 4 extra botch rolls in any action related to the task at hand.

**Curse of Narcissus** (Jason Buss)

Creo Mentem 20  
 R: Eye/Near, D: Sun/Moon

The victim sees his or her own face in everyone they meet, which may lead to interesting roleplaying and mayhem.

**Guilt of the Hidden Secret** (Tom Ault)

Creo Mentem 20  
 R: Eye/Near, D: Spec

This spell causes the target to feel an all-pervading, ever-present, will-crushing guilt about something. The weight of the subject's crime hangs heavily upon her until either the next moon passes, or the subject does something that would expunge her of the guilt (confess, make restitution, etc.). Vis can be used to make the spell permanent until atonement. The magus has the option of specifying a specific deed, or leave the object of the guilt unspecified, causing the target to feel a less-intense, more generalized guilt about her actions. Deeds which would be inappropriate for feelings of guilt (things the subject didn't do, for example) result in a lessening of the intensity and duration of the guilty feeling.

This spell was invented by Simon, filius Erasthones, follower of Bonisagus, to aid in the extraction of confessions from mundanes. Simon warns that unless you have a good idea of what the target has done, it is better to leave the object of guilt unspecified, or one is likely to get grogs confessing to things they did not do. Simon also notes that this spell goes a long way towards promoting honesty in mundanes.

**Humility of the Vanquished Knight** (Jason C. Buss)

Creo Mentem 20  
 R: Eye/Sight, D: Sun/Moon, T: Ind  
 Focus: Broken Lance from a defeated knight (+4)

The target believes that he has failed miserably at a specific task that you designate at some time in their past. They will be daunted at the prospect of repeating the task (though this varies according to the personality of the target), and cannot invest Confidence Points in such an effort. Particularly strong-willed, self-confident, or carefree persons may resist the effects of this spell on an appropriate personality roll of 9+ (though they will still believe that they have failed at the task designated by the spell).

**Memory of Morning's Past** (Dave Martin)

Creo Mentem 20  
 R: Touch, D: Inst

The target will remember any single day chosen by the caster, back to the last new moon, in vivid detail. No particular part of the day will be remembered better than any other, and the memories will immediately begin to fade as normal.

**Rewards of Good Faith** (Dave Martin)

Creo Mentem 20  
 R: Near, D: Sun/Year  
 Requisite: Imaginem

The target is rewarded by feelings of satisfaction and pleasure when performing a specific type of action or exhibiting a certain behavior, as chosen by the caster. This spell has a subtle effect, usually causing a gradual preference

by the target for the specified action or behavior. The target gets no initial resistance roll, but any time the spell encourages an action that the target is averse to, the target may attempt an Int roll of 13+, plus modifiers, for personality traits to throw off the spell. A botch in such a roll means the target whole-heartedly embraces the behavior, which may permanently affect personality traits.

[Note: The roll is high because the effect is subtle.]

### **Speaking Through the Unbroken**

**Silence** (Robbie Westmoreland)

Creo Mentem 20

R: Near, D: Conc

Where the spell *Words of the Unbroken Silence* (CrMe 5) speaks two words into the mind of the target, this spell allows the maga to speak for as long as the range and concentration are maintained.

**The Wizard's Haunting Presence** (Rob Davies)

Creo Mentem 20

R: Eye/Near, D: Sun/Moon

Requisite: Imaginem

The victim sees the caster's face in every face they see.

**Calling for the Family's Help** (Piers Brown)

Creo Mentem 25

R: Spec (10 miles), D: Inst, Westros

Shouts a cry for help much like a scream into the minds of all members of the family within range, making them immediately aware of the fact of your distress and your general direction. No other coherent information is sent.

**Consumption of the Sage's Bread** (Dave Martin)

Creo Mentem 25

R: Touch, D: Inst, Ritual

Requisite: Perdo

The caster "consumes" the information contained in a text or other record, gaining all the information contained therein. The record is completely destroyed, leaving no trace of material. The information gained in this fashion may not be more than 2 Levels of increase in any knowledge or 1 Level of increase in any skill or magical art. Regardless of how much information is retained, the entire record is destroyed.

Casting Requisites: appropriate form for the target, usually Animal for parchment.

**Painting the Picture of the Dream** (Dave Martin)

Creo Mentem 25

R: Near, D: Conc

Requisite: Intellego, Imaginem

The caster can control the target's dream world completely, but not how the target will react to the dream. The caster will become embroiled in the dream as well, perceiving the dream as it occurs. The target of the spell must be sleeping when the spell is cast, and if the target wakes up for any reason during the course of the spell, the spell will end. Death in dreams should be traumatic, but not fatal. In extreme circumstances, especially with injured or otherwise weak individuals, the storyguide may require the dreamer to make a

Stm roll of 3+ to avoid a heart attack.

**Usury of the Mind**

(Dave Martin)

Creo Mentem 25

R: Touch, D: Sun/Inst

Requisite: Perdo

The caster "borrows" any one talent, knowledge, or skill from a willing target. The target loses the borrowed ability for the duration of the spell, and the caster performs as though she had the ability at the target's original Level. The caster chooses which ability is taken, but the target must be willing to lend that ability, or the spell will fail.

**The Headsman's Mask**

(Dave Martin)

Creo Mentem 25

R: Near, D: Sun/Inst

The target of the spell is made to believe that if she takes or fails to take any one action, something very bad will happen. Exactly what will happen is up to the caster to specify, and it will affect the target's natural resistance roll. An Int roll of 12+, modified by the believability and fear of the supposed danger, will end the spell. The maga may choose not to specify anything, in which case the target gets a +3 to resist, and will only feel a vague sense of foreboding and doom about the action. The target may still act in any way desired, but will usually require a Brave roll of some kind, also modified by the reality and fear of the supposed danger, to act in the face of the supposed danger.

**Aura of Awesome Terror**

(Piers Brown)

Creo Mentem 30

R: Per, D: Sun/Year

This causes all who view you to become terrified of your presence until you go out of sight. Bravery rolls 12+ to melee, 9+ to use attacks from a distance.

**Elephant's Memory**

(Ian Barkley)

Creo Mentem 30

R: Eye, D: Sun/Moon

Gives the target perfect recall. She will not recall anything that she had forgotten before the spell started, but during the duration, the target will forget **nothing**. While under the influence of this spell, the target need not make memory rolls at all for things learned while under this spell, and +5 for other things. Furthermore, if studying knowledges while under this spell, every month that the spell is active, the target gains 1 additional experience point. However, this has a tendency to be quite dangerous, for if overused, this spell can erode the target's natural memory.

**The Well Placed Word**

(Dave Martin)

Creo Mentem 30

R: Near, D: Inst

The caster places one thought of up to one full sentence into the target's mind. The target will consider the thought to be a conclusion if the target was considering something pertaining to the thought at the time, otherwise she will take it as a flash of inspiration.

### Lost in the Depths

(Dave Martin)

Creo Mentem 35

R: Spec, D: Spec

Puts the target within a specific dream-world state in which the target perceives only the dream-world, which is created by the caster. The caster must be able to touch the target, unless something intimate to the target (hair, clothing, etc.) is possessed, in which case the caster need only see the target to cast the spell. There must always be some "out" to the dream world, which the target will be able to find with an Int + Per roll of 15+, rolled each time she wakes up within the dream-world (once per day). The target will suffer no physical effects from any actions she believes to be taking place, unless she is killed [see the spell *Painting the Picture of the Dream* (CrMe 25)], but will take long-term fatigue instead. Once the target is free of the trap, she will remember the actions in the dream-world as if they really happened, and experience gained to all but knowledges while within the dream-world remains.

Story: Someone at the covenant gets trapped by this spell (perhaps the spell was set off while a maga was investigating a magic item). Play out the activities in the dream world, giving everyone else parts appropriate to the world, or bit parts as they come up.

### Perius' Mind

(Ian Barkley)

Creo Mentem 50

R: Eye, D: Conc/Moon

Requisite: Muto

This spell increases the target Int by 2 points. The target gains all applicable bonuses, being able to reason more clearly and make intuitive leaps more readily. Only one such spell can be cast on a target at a time. For a target to gain the applicable bonuses, the spell must be in effect for the duration of the action; thus, using this spell to increase lab totals takes 3 castings and 30 pawns of vis. Some, especially magi, find this spell rather addictive. The name refers to the inventor of the spell, Perius, a less than modest magus.



### Detection of Other Minds

(Ian Barkley)

Intellego Mentem Gen.

R: Near, D: Conc

This spell detects the presence of other minds in the vicinity. The caster gets an accurate feeling for the number and location of all other minds in the area of effect, but no insight into what they are or what they are thinking. This spell is mostly used to detect hidden or invisible people. Since it relies on the mind instead of sight, it will go right through most Imaginem spells. However, a wizard can defend herself by casting her Imaginem spell with a Mentem requisite at 5 Levels higher than normal. Thus, *Veil of Invisibility* (PeIm 30), cast at Level 35 with a Mentem requisite, would cause this spell to not detect any presence, and *Image from the Wizard Torn* (PeIm 15), cast at Level 20 with a Mentem requisite

would make the image seem to have a mind. A "Detection" cast at a higher Level than the Imaginem spell will still see through it, so the above Image must cast at least at Level 26 to stand a chance of fooling this spell. This spell works only on humans, Faeries, intelligent undead and corporeal demons.

### Acquire the Author's Insight

(Glenn Stowe)

Intellego Mentem 15

R: Near, D: Sun

The spell allows the caster to read a text in any language, provided the text has been prepared with the spell *Bind the Unwilling Author* (ReMe Gen). There is no risk (beyond the possibility of a botch) that the ghost will escape, since it has been bound with the above ritual, nor does the ghost's spirit might have any affect, since the ritual has already overcome it.

### Perceiving the Eyes of Knives

(Dave Martin)

Intellego Mentem 15

R: Per, D: Sun/Year

The caster can sense hostile thoughts directed at the caster or the caster's group. The caster does not glean the contents of the thoughts, but will know from which direction the thoughts are coming, and on a Per roll of 9+, will be able to determine from whom the thoughts originate if the originator is within the caster's vision. This spell only detects hostile thoughts from those who are Near the caster (15 paces), or from those farther away who can see the caster.

[Note: See also *Sense the Hostile Thoughts* (InMe 15)]

### Sense of the Unbridled Emotion

(Dave Martin)

Intellego Mentem 15

R: Near, D: Conc

The caster can sense any one emotion, specified at the time of casting, in all beings within 15 paces. The caster can sense who or what is having the emotion and about how strong the emotion is being felt.

### Sense the Hostile Thoughts

(Dave Martin)

Intellego Mentem 15

R: Near, D: Conc

The caster can sense when anything nearby has thought to harm or actively interfere with her personally or the group she is in. She cannot sense the source of the thoughts, though she may be able to sense the general direction with a good Perception roll.

[Note: See also *Perceiving the Eyes of Knives* (InMe 15)]

### The Sleeper's Unfolding Tale

(David Martin)

Intellego Mentem 15

R: Reach, D: Conc

Requisite: Imaginem

Allows the caster to sense what the target is dreaming. Most dreams consist only of sight and sounds, but some individuals (notably **unintelligent** people) will dream more vividly, and in more senses.

**Incantation of the Heart Felt Truth** (Shannon Appel)

Intellego Mentem 20

R: Eye, D: Conc

Requisite: Rego, Terram

This spell was developed by a particularly nasty Quaesitor as an alternative to the spell *Frosty Breath of the Spoken Lie* (InMe 20). It has since been outlawed as a means to determine the truth of a maga's statement, but many wizards still enjoy using it when dealing with mundanes.

The magi must have a dagger, knife or other sharp pointed implement for use with this spell. When the spell is cast, the dagger will move itself so that it is positioned directly over the victim's heart. Whenever the victim lies, the dagger will bury itself deeper into the victim's body, doing +6 damage which may be soaked normally, although the victim will assumedly be wearing no armor. If a victim takes damage, than it is quite easy to see that she lied. If she managed to soak the whole damage roll, this is not obvious.

**Motives of the Near Minds** (Esther ???)

Intellego Mentem 20

R: Near, D: Conc

Detects the surface thoughts and emotions of all minds within 15 paces.

The caster can try to pick out one mind from the rest, to study it specifically, but the target then gets a resistance roll, as normally resisting a Mentem spell. Also, the caster must make a Perception roll dependent on the situation to see if they can target the correct mind.

E.g. With six vaguely known people in range and no extreme emotions present the Per roll would be about 12+. Very intense emotions "overload" the atmosphere making it difficult to get anything else and someone thinking of nothing much is very hard to pick out of a crowd.

This spell is very dependent on the storyguide in this case to decide how hard it is to target one mind. Group emotions are, of course, easy.

**Sense the Spirits of the Night** (Dave Martin)

Intellego Mentem 20

R: Per, D: Sun/Year

The caster can see spirits and ghosts for the duration of the spell.

**Riding the Eyes of Man** (Dave Martin)

Intellego Mentem 20

R: Spec, D: Conc

Requisite: Imaginem

Basically the spell *Eyes of the Lowly Beast* (InAn 15) with a human target. Could be used on a spirit of some kind if the spirit could sense with normal human senses.

**The Tolling Bell of Truth** (Jim Tran)

Intellego Mentem 20

R: Near/Sight, D: Conc

This spell does to spirits what the spell *Frosty Breath of the Spoken Lie* (InMe 20) does to people: it detects falsehoods. The spirit resists the spell with its Spirit Might, and if it fails, the spell takes effect (thus, this spell is not always reliable

against particularly powerful spirits). If the spirit fails its magic resistance roll, any false statement made by the spirit will cause the air to reverberate with the tolling of a bell, such as might be found in a church steeple. The more severe the lie, the louder the sound of the bell becomes. This spell will not detect a lie if the spirit believes that the statement is true (for example, the spirit of a dead peasant might say that demons from Hell killed them, and believe it implicitly - even if that is not the case in reality, the spell will not cause the bells to toll).

[Note: As an added note, while this spell was not created with a spell focus, I suggest that perhaps a glass bell might be used as a +1 or +2 focus with this spell.]

**Voices of the Damned** (Dave Martin)

Intellego Mentem 20

R: Near, D: Sun/Year

The subject of this spell can suddenly hear the voices of the dead, as they cry, scream, and mumble in the afterworld. This power is not selective --- the subject will hear the voices of all dead souls within 5 paces, and may not block out the voices except by an act of extreme concentration. The subject of the spell may act differently depending upon her personality, but in any case she suffers a distraction of -1 per two dead souls within the area, to a maximum penalty of -5, at which point the target can hear almost nothing else. The target will usually exhibit noticeable discomfort around dead bodies and places of burial, and will be extremely distracted every time someone dies in the presence of the target --- to the tune of -5 for one round, not cumulative with the aforementioned penalties.

Particularly nasty souls that can somehow sense the target's discomfort may purposefully berate and harass the target, providing additional penalties, at the storyguide's option.

**Warning of the Imminent Attack** (Dave Martin)

Intellego Mentem 20

R: Per, D: Sun/Year

The caster will be able to sense imminent danger to herself or her group, getting a sense of foreboding, starting very weak (Per roll of 9+ to notice) up to 5 rounds before the danger strikes, and getting suddenly strong the round immediately before the danger manifests. The caster will always be under stress once the sense of foreboding begins, even if the caster has not yet noticed it.

**Journey of the Silver Road** (Paul Sherliker)

Intellego Mentem 20

R: 300 miles, D: Spec

Requisite: Creo

Allows the caster to share the dreams of the target, provided she is within range. The caster must have an object intimate to the target, and the target must expect the use of this magic. This does **not** imply that the target must be willing! The spell is cast before going to sleep. If, at any point before you wake up, the target goes to sleep, or if they are asleep when you go to sleep, you will share a dream.

Each of you may pass one idea through the dream for each point by which an Int + Meditation + Strong Willed roll



of 6+ succeeds, or two points of success may be used to allow the partner to send an idea. If the caster has no score in Enigmatic Wisdom, then the roll is 9+.

In addition, the storyguide may allow one idea of her choice to pass in each direction, whether the participants wish it or not. In general, this should be the dominant concern of the involuntary sender. Dreams are hard for anyone to control.

### **Perception of the Nasty Surprise** (Dave Martin)

Intellego Mentem 25

R: Near, D: Conc

The caster can see traps of any nature hidden within her field of sight. Only things intended as traps and intentionally hidden will be seen, traps left in plain view or hidden unintentionally will not stand out. This spell will determine that there is a trap and where it is, but not what it does. With a Vim requisite, this spell will detect magical traps as well.

### **Opening the Crystal Gates** (Paul Sherliker)

Intellego Mentem 25

R: Reach, D: Conc

Requisite: Creo, Imaginem

The caster touches a target, who must be in a meditative frame of mind, and holds out her left hand, palm upwards. The target then attempts to recall some fragment of her past, and an image of the memory, perfect in every detail, appears above the caster's hand and sound accompanies the image. Every part of the memory, even those which have been forgotten, is apparent. Even a period of time the target cannot remember at all, for example, by means of a *Loss of but a Moment's Memory* (PeMe 20) spell, can be seen through the use of this spell. However, although details the subject did not **notice** the first time may be seen, things she did not **perceive** may not.

### **Enigmatic Understanding of Hopes & Fears**

(James Thomas)

Intellego Mentem 30

R: Per/Touch, D: Sun/Moon

This spell gives the caster an instinctive understanding of the hopes, wishes and fears of all those he talks to. Such knowledge can aid greatly social skills such as "intimidation", "bargain", and "charm". However, the understanding must be interpreted with "enigmatic wisdom"; the target rolls E.W. + Per, and for every point the caster exceeds a target set by the storyguide (usually 9+, although it can vary from 6 to 12), he gets a point of bonus to the social skills in question. This roll has 3 extra botch dice; botches provoke behavior in the target from bizarrely incomprehensible to stupidly dangerous.

### **The Living Colors** (Dave Martin)

Intellego Mentem 30

R: Per, D: Sun/Year

Requisite: Imaginem

The caster of this spell will see "auras" around every person, indicating their emotions and state of mind. These auras are simply colors that are superimposed over the caster's normal vision, so the caster may be fooled by Imaginem spells

which mimic the aura effect. Since the colors are changing, and colors may each indicate several different emotions, the information gained from this spell is very general.

### **Knowledge of the Unknown Tongue** (Matthey Hamey)

Intellego Mentem 35

R: Per/Touch, D: Conc/Sun

Allows the subject to speak, understand, read and write any language with the subject's best score in said activity (i.e. the spell won't give an illiterate person the ability to read or write, or give a mute person the ability of speech). Unlike the spell *Thoughts Within Babble* (InMe 25), this spell allows understanding of coded speech and writing and no Com or Pre rolls are needed unless they would be needed in the subject's native tongue. Either parchment (+1), or a quill (+1) may be used as a focus, with the usage of both giving a +3 rather than a +2.

This spell only works on intelligent languages. It would allow the subject the ability to understand an ancient dragon language but not regular animal communications (e.g. a wolf's howl).

This spell was created by Quintessa Roma, Quaesitor, Arch-Magus of House Bonisagus, in order to facilitate the exchange and gathering of knowledge for the greater good of the Order of Hermes.

### **Peering Into the Decaying Mind** (Ian Barkley)

Intellego Mentem 35

R: Eye, D: Conc

Like the spell *Peering Into the Mortal Mind* (InMe 30), save that it works on a corpse or someone with the spell *Night of the Mind* (PeMe 40) cast on them. It reveals the same thing that *Peering into the Mortal Mind* would have if cast just before the target died. The corpse must be in a state that eye contact is possible.

### **Perception of the Secret Places** (Dave Martin)

Intellego Mentem 35

R: Near, D: Conc

The caster can see hidden things within her range of vision. Only things which were intentionally hidden can be sensed, as it is the hider's intent that this spell finds. This spell only finds hidden physical things, it does not deal with anyone's mind directly.

### **Voicing the Babbles** (???)

Intellego Mentem 40

R: Per/Touch, D: Conc, T: Ind

Using this spell enables the maga to speak whatever languages are spoken around her.

### **Gift of the Stranger's Thoughts** (Piers Brown)

Intellego Mentem 50

R: Touch(Per), D: Sun/Year

Requisite: Creo

Takes the memories and habits of the person touched and implants them within the maga's own mind. For the duration, the caster will have a fair scope of the person's memories (All non-magic skills at half Level), but, apart from the maga's

strongest motivations, will act as if she is truly the other person. The spell is dangerous to maintain for a long period, as the other personality will slowly become dominant --- change personality traits at the rate of one point per month towards the new personality. These changes are permanent, although they may change normally. While under this spell, the caster's mind will seem to be that of the other person to all but the deepest magical investigation.

**Mind's Bridge** (Ian Barkley)  
Intellego Mentem 55  
R: Per, D: Year/Perm

Allows the caster to communicate over long distances with others. Once this spell is cast, anyone who knows the caster may contact her by concentrating on her face and name for one round and making an Int + Concentration roll of 4+. The maga will then feel that someone is trying to make contact with her, and gain some idea of who it is and where they are. The feeling is strong enough to wake a person out of sleep. If the maga chooses to accept the communication, she can hold a conversation with the person, but at the beginning of the conversation, and for every 10 words spoken thereafter, both people must make Stm rolls of 6+ or lose a fatigue level. Also, attacks may be made over this link.

The mechanics work like Certamen, save that the roll bonus is Int + Concentration + (Mentem / 5) + "Strong Will" (+1 Virtue), the roll to fatigue is Int + Concentration vs. Stm + Concentration, and no final spells can be cast.

The link ends when either person chooses to end it, either person falls unconscious, or either person is distracted and fails a Concentration roll, so a person can pull out of a combat between rounds.

[Note: Idea from "Tigana", where a wizard/king used something similar to communicate with his governors.]



**The Gentle Falling into Sleep** (Carl D. Emery)  
Muto Mentem 15  
R: Near, D: Spec

The caster causes a willing recipient to fall asleep by speaking calmly and soothingly into her ears. Unwilling recipients are allowed a Stm roll of 6+ to resist; however, they must roll every round that the maga speaks. This spell will not work on over-excited targets, such as opposing warriors in combat, although it will work perfectly well to put captured warriors out for several hours afterwards. Likewise, this spell will not work in places that are too noisy for normal sleep, such as at the base of a great waterfall. Anyone affected will sleep her normal 6 to 10 hours, or until awakened by normal means.

[Note: This spell will not work upon the caster.]

**The Voice of Reason** (Dave Martin)  
Muto Mentem 15  
R: Near, D: Sun/Inst

You speak to the target, elaborating upon the negative consequences of some action, and convince the target not to perform the action. The target must be able to hear and understand you, and you must have the time to complete your argument (which typically takes from 2 to 10 rounds). The target may resist the spell with a personality trait (stubborn, or anything else appropriate) of 9+. This roll may be modified by the storyguide based upon how reasonable your argument is.

**The Curse of Babel** (Dave Martin)  
Muto Mentem 20  
R: Near, D: Sun/Perm

The target's mind is warped so that when she tries to speak or make any other meaningful noise, it comes out as gibberish. The target will not be aware that she is speaking gibberish, even if it is pointed out to her - she believes she is speaking normally. The target can hear and understand the speech of other people normally. Two people under the effects of this spell will speak entirely different gibberish, being incomprehensible to each other, as well as everyone else.

[Note: Any storyguide worth her salt will make you roleplay out the effects of this spell.]

**Ears of Babel** (Jason C. Buss)  
Muto Mentem 20  
R: Eye/Sight, D: Conc/Perm, T: Ind  
Focus: Vine (+3)

The target hears all conversations as gibberish, but may speak normally. Someone permanently afflicted with this condition may gradually lose their ability to speak normally as the years pass. Invented by Percival of House Tylalus during his stay in London. A similar spell *Curse of Babel* (MuMe 20) causes the target to hear conversations normally, but speak gibberish.

**Seed of Betrayal** (David Martin)  
Muto Mentem 20  
R: Near, D: Sun/Perm

Gives the target a sense of distrust for another person designated by the caster. The target does not suddenly lose all trust in the other person, but will interpret all actions of the designated person, past, present, and future, in the worst possible light. The target may resist the spell with a Trusting + Int roll of 12+ when the spell is initially cast, possibly modified by the designated person's reputation. This spell does not require normal words or gestures to cast, but the caster must speak a short sentence to the target, which subtly questions the designated person's loyalty and trustworthiness.

**The Overwhelming Emotion** (Dave Martin)  
Muto Mentem 20  
R: Near, D: Sun/Moon  
Requisite: Perdo

Increases one emotion the target is feeling, to the

exclusion of all other emotions. The target gains a +6 Personality Trait for the emotion or adds 6 to the current trait, if she has one, and all other emotions and drives are dampened -- halve all other personality traits, rounding toward zero. Only works on an emotion the target was already feeling, and since the target was already feeling the emotion, there is no natural resistance roll.

**Fervor of the Fanatic** (Dave Martin)  
Muto Mentem 25  
R: Near, D: Sun/Year

One belief of the target is greatly strengthened, to the point of fanaticism (treat it as a passion). The target will evangelistically try to persuade others to share her belief, by whatever means are most appropriate to the character (violence is not uncommon), and will react negatively to those who disagree with her belief. If the target does not actually believe what you attempt to magnify, the spell has no effect.

**Idolatry of the Worthless Mortal** (Mica Goldstone)  
Muto Mentem 25 *4th*  
R: Near, Sun/Year, T: Ind

The target perceives themselves to be worthless in comparison to the caster, groveling and attempting to please him at all times he is in range. There is little the target will not try to do to the point of near death. At any time there is a conflict of personalities, the target can make a concentration 9+ (Intelligence + Personality Trait 9+) to perceive that they are not acting normally although should it be pointed out by others, they will be seen as interfering ne'er-do-wells. Like most if not all fairy spells, when it wears off, memory of the events are hazy as though dreamt, or the target was drunk.

**Perception of Extreme Intoxication** (Dave Martin)  
Muto Mentem 25  
R: Near, D: Sun/Year

The target suffers from extreme hallucinations which make the real world a very distant concern. Who knows what the target perceives, but if possible, they should play it out. The target may resist with an Int roll of 12+, made when the spell is first cast and whenever the target is having a particularly bad trip.

**See the Reality behind the World** (David Smith)  
Muto Mentem 30  
R: Per, D: Spec, Ritual  
Requisite: Vim, Intellego

This spell induces Twilight, including the gain of Twilight points. This twilight state, being self-induced, is more under control, and has the advantages of:

1. Do not add Magic Aura to the Bad Effects roll.
2. Add Magic Theory to the Good Effects roll.
3. Add Magic Aura to the strength of the Good Effects (before division, after multiplication) for which this is applicable.

As one might guess, this spell was invented by a Criamon magus. The Vis usage of this spell is quite flexible; by adding

a Casting Requisite, one may use that variety of Vis for the spell. It is, however, limited by that any Good Effect gotten will be limited in what can result by what the Magic Theory used for the casting of the spell is possible. In other words, if the Magic Theory used for the spell says a particular Good Result (such as the ability to heal without Vis for Hermetic or Rational Magic Theory) isn't possible, then choose another Good Result.

[Note: There is some disagreement over how well this spell fits into the Paradigm, etc. I limit its usage to Rational Magi (see the REASON subdirectory).]

**Mages Slaves** (Hager Erich)  
Muto Mentem 50  
R: Near/Sight, D: Sun/Year, T: Ind  
Focus: Whip (+4)  
Requisite: Perdo

This spell makes the target totally nonresistant to all commands from the maga. This spell was made by Erich Hager a diabolist spy in Tremere.



**Banish the Possessing Spirit** (Dave Martin)  
Perdo Mentem Gen.  
R: Near, D: Sun/Perm

Forces a spirit possessing any body other than its own to end its possession, and prevents the being from possessing the same body for the duration of the spell. The possessing spirit may resist this spell if its magic resistance roll exceeds a roll of Level + die + possessed body's Int, if any.

**Hidden Mind** (Ian Barkley)  
Perdo Mentem Gen.  
R: Touch, D: Sun

This spell cloaks the mind of the target. The target has no ill effects, but spells such as *Peering into the Mortal Mind* (InMe 30) or *Detection of Other Minds* (InMe Gen.) will not work on the subject if "Hidden Mind" was cast at higher Level. Spells that affect the target's mind, like *Passion's Lost Feeling* (PeMe 20), still work, but any natural resistance roll is made at +2 if the spell is of lower Level than the level of *Hidden Mind*.

**Aversion of the Mind's Subtle Poison** (Dave Martin)  
Perdo Mentem 15  
R: Near, D: Sun/Year

Breaks the target's concentration completely, requiring that the target think through the interrupted thought from the beginning again. The target may resist with a Concentration or Meditation roll, as appropriate, of 15+.

**Gentle Bash of Utter Confusion** (Carl D. Emery)  
Perdo Mentem 15  
R: Near, D: Variable

This spell is your basic confusion spell. By means of a large mind-jarring shock, the intended victim's mind ceases to

function normally, and in extreme circumstances, like a double botch, may cause death. The usual effect is that the world makes no sense whatsoever to the victim. Any actions are taken at -5 or worse, depending on what is going on. Someone in combat may, for instance, wonder what she is doing here, holding a sword in her hand, attacking this elderly gentleman. A Stm roll of 13+ means that the spell has no effect, while those affected remain so for 10 minutes or until they make the same 13+ roll, one roll being approximately every minute.

**Light Tap into Unconsciousness** (Carl D. Emery)  
Perdo Mentem 15  
R: Touch, D: Inst

Upon touching the victim, a Stm roll of 12+ is needed to prevent falling unconscious. She will then re-awaken after the number of minutes that she missed the roll by. The main shortfaling of this spell is the range --- touch. Fatigue levels are not lost; however, they may be regained by the target while unconscious.

**Obscurari** (Johannes Oppermann)  
Perdo Mentem 15 *4th*  
R: Per, D: Sun, T: Ind  
Focus: a small sandstone

This spell makes the caster inconspicuous and very hard to remember, anyone who encounters the caster during the spell's duration and later wants to recall the encounter needs to roll 10+ on an intelligence stress roll. In Jorlan of Merinita's version of the spell (Imaginem Requisite) the caster also becomes slightly transparent and hard to notice (-3 on relevant rolls)

**Stealing the Threads of Thought** (Dave Martin)  
Perdo Mentem 20  
R: Touch, D: Inst  
Requisite: Creo

The caster steals thoughts from the target, which are permanently removed from the target's mind, and learned by the caster. The thoughts taken will be random, but recent thoughts are more likely to be stolen than old ones, and important thoughts are more likely to be taken than less important ones. The target will know she has lost the train of thought, but without magical restoration, will never actually **remember** the original thoughts, although the same thoughts and conclusions can be arrived at again normally.

**Aura of Total Insignificance** (Piers Brown)  
Perdo Mentem 25  
R: Per, D: Sun/Year

While under the effects of this spell, the caster is viewed by everyone met as unimportant, indeed scarcely there. Apart from going to the trouble of not walking into your path, they will continue with their own affairs as if the caster was not there at all. Effectively, the caster is invisible but can go about her business much more easily, although it needs to penetrate magic resistance. Should the caster act in such a way as to directly affect the people surrounding her, they get an Int + Per roll vs. an appropriate target number to realize the caster's

presence --- Hitting them: 3+, Stealing an important item in full view: 6+, Opening a door: 15+.

[Note: See also *Watchman's Wandering Eyes* (PeMe 35).]

**Curse of the Dottering Fool** (Ian Barkley)  
Perdo Mentem 25  
R: Eye, D: Sun/Inst  
Lowers the target's Intelligence by 3 points.

**Incantation of the Wearisome Mind** (Esther ???)  
Perdo Mentem 30  
R: Sight, D: Sun  
Destroys target's ability to resist Mentem spells gives -5 on all Mentem resistance rolls.

**Insane Chaos of Flashing Fire** (Hans Georg Schaathun)  
Perdo Mentem 30  
R: Sight, D: Conc  
Spell focus: burning candle from a late lunatic's funeral (+5)  
Aimed  
Requisite: Creo, Imaginem, Ignem

The caster creates illusions of flames, light and smoke moving chaotically in the air within some designed area within sight. Targeting roll is necessary to direct the spell to a very limited area, for instance to enclose a single person in a crowd). The illusions are a traumatic experience for everybody enclosed, and each round they must make a stamina roll against the Resistance Difficulty (RD) or roll on the effect table. RD is 4 in the first round, but the caster may increase it by rolling 2xRD-4 on concentration+intelligence stress. Botch drops RD to 4, Double botch drops the spell.

Effects table:

(roll intelligence+enigmatic wisdom (or 0) stress)

12+	no effect
9-11	lose one long-term fatigue level
4-8	catatonia or other insanity, disabling the victim for combat. Duration of 'sun'.
-3	Berserk until unconscious. (The victim attacks inanimate objects when all friends and enemies are dead, so sure he will get unconscious...)
Botch:	Permanent insanity. Once insane, the spell has no further effect.

[Compared to *Black Whisper* (PeMe 30). This spell is easier to resist, takes longer time to cast properly, cannot be cast quietly (somebody must notice these flames...) and has no permanent effect. On the other hand it affects a crowd. I think the level may be the same.]

**Stealing the Pages of Memory** (Dave Martin)  
Perdo Mentem 30  
R: Touch, D: Inst  
Requisite: Creo

The caster steals memories from the target, which are permanently removed from the target's mind. The memories taken will be random, but recent memories are more likely to be stolen than old ones, and strong memories, like important events, are more likely to be taken than less important ones.

The target will know she has a gap in memory, but without magical restoration, will never actually **remember** the original memories, although new ideas of what took place might replace the old ones if the target is informed of what happened. The caster gains these memories as current information, not as memories, though a botch might cause the memories stolen to "overwrite" the caster's memory, causing some personality shock. Note that this is different from the spell *Stealing the Threads of Thoughts* (PeMe 20) in that this spell takes memories (past thoughts) and *Stealing the Threads of Thoughts* takes current thoughts.

### **March of the Inevitable Wheel** (Paul Sherliker)

Perdo Mentem 30

R: Eye, D: Inst

Breaks the target's will to continue. It will only work on someone who would eventually give up what they are attempting. Examples are: an unrequited lover, a victim of torture, a diseased person carrying on by force of will, a warrior struggling in battle, or a mage concentrating on a spell.

Natural resistance is a Persevering or similar roll of 9+; targets with flaws such as "Lost Love" (-1 Flaw) or "Sense of Doom" (-3 Flaw) resist at -3. The broken target will recover just as if she had been "broken" naturally --- the warrior will surrender, the mage stop concentrating, the diseased person will die and so on. They may lose confidence, alter personality traits, gain appropriate mental flaws, or even commit suicide, but most often will react as a character with the "Sense of Doom" flaw who has been defeated.

### **Watchman's Wandering Eyes** (Dave Martin)

Perdo Mentem 35

R: Per, D: Sun/Year

The caster will be very difficult to notice, able to simply walk by even those actively searching for her. Those not searching for the caster will not notice the caster unless they physically run into the caster. Those actively searching for the caster, or who contact the caster physically, must still make Int + Per rolls of 15+ to notice the caster, at which point the spell will no longer effect them until it is cast again.

[Note: See also *Aura of Total Insignificance* (PeMe 25).]

### **Night of the Mind** (Ian Barkley)

Perdo Mentem 40

R: Near, D: Inst

Destroys a person's mind. The target can make an Int roll of 15+ to resist. If the target does not, her mind is gone; her body is still alive, but inert --- it will still breathe, but nothing else. If the person is ever brought back, she will remember nothing of what happened after this spell was cast. Mentem spells cast upon such a person will fail as if they had been cast on a corpse.

This spell might be undone by a Creo Mentem spell of about 60th Level, with vis to make it permanent and an Intellego requisite, to actually recreate the person's mind.

### **Poisoning the Will**

(Ian Barkley)

Perdo Mentem 50

R: Sight, D: Year/Perm, Ritual

With this spell, the caster curses a place, be it a valley, a town, a city, or another covenant. There are no obvious effects, but the curse will gradually sap the will and vitality of people there. People will be less energetic. They will slowly stop to care about the place, about the things and happenings around them, about other people, and finally about themselves. Colors will seem drabber, the days longer, emotions lower under an all-pervading sense of boredom and lassitude. Strong-willed individuals and those with strong passions will be less affected.

This spell only affects someone while they are within the area cursed, and people who have been under this curse for a long time and who then leave the area may be nearly overwhelmed by the return of their sense of purpose and energy. Few will show any desire to return to the cursed area.



### **Bind the Unwilling Author**

(Glenn Stowe)

Rego Mentem Gen.

R: Arcane, D: Perm, Ritual

The caster, by using a tome or scroll as an arcane connection to its author, (who must be dead for the spell to work) summons the author's ghost and binds it into the book. The spell penetration must be greater than the ghost's spirit current might. The binding is accomplished in such a way that the following spell will allow the text to be translated.

### **Effect of Concentration**

(Ian Barkley)

Rego Mentem Gen.

R: Effect Only, D: Perm, Ritual

This is not a spell one casts, it is an effect one installs in a magic item. It must be used as a continuous effect. Its purpose is to boost the maga's concentration --- it adds +1 to all Concentration rolls for each 2 ranks of the effect. The maga must be touching the item to gain the bonus, and only one such effect can affect a given maga at a time. The effect still needs a triggering ritual of some sort --- the person performing the ritual is the one to gain the bonus, although if many magi are performing the ritual only one may have it.

### **Mystical Vortex of Spirit Entrapping**

(Marten ???)

Rego Mentem Gen.

R: Near, D: Conc/Inst

Aimed

Creates a blue swirling "Vortex" (a bit like in Ghostbusters, but not **that** fancy), into which the unhappy incorporeal spirit is sucked. The caster decides where the "end point" of the "Vortex" is --- where the ghost is to be sucked --- but it must be within 15 paces of the caster. The mouth of the "Vortex" is a maximum of 1 pace diameter. The mouth may be up to 15 paces distance from the end point. The end point of the "Vortex" is immovable once set, but if its location is a

movable object, like a staff, the "Vortex's" end **can** be moved by moving the object. The mouth of the "Vortex" is not movable by any means, however. The "Vortex" appears only for several seconds and its success depends on the targeting roll. If the caster uses vis, the "Vortex" may be held up as long as caster concentrates.

The mouth of the "Vortex" must **always** be within line of sight. The end point of the "Vortex" must always be within 15 paces of the caster. If either of these requirements is not met, the "Vortex" disappears. The mouth of the "Vortex" must be targeted. Only incorporeal spirits who have Mystic Might less than or equal to die roll + spell level are affected. If the object into which the spirit is sucked is not ready to trap and hold the spirit, the spirit can exit the object at will. Dylan has yet not tested whether the spell has any effect to incorporeal elemental beings, such as air elementals.

#### **Weariness of the Mind** (Akura)

Rego Mentem Gen.

R: Eye/Sight, D: Mom, T: Ind

Focus: Sand (+1)

When the caster casts this spell the target must make a Stamina stress roll of +9 or lose a fatigue level, a botch causes the loss of two fatigue levels. These fatigue levels are short term and regained normally.

#### **Answering the Silent Question** (Bruno Faucon)

Rego Mentem 10

R: Per/Touch, D: Conc/Sun

Next time your spirit is asked a mental question, it will answer a programmed sentence of your choice. "I'm not guilty!" or "I don't know anything" are good possibilities.

#### **Dream of the Beautiful Princess** (Bruno Faucon)

Rego Mentem 10

R: Per/Touch, D: Sun/Moon

Requisite: Imaginem

The image you are looking at while casting this spell will probably be included in your dreams during the duration of the spell. You have no control over the dream, it could be a nightmare, even if the image is beautiful.

#### **Enchantment of the Rapt Attention** (Dave Martin)

Rego Mentem 15

R: Near, D: Conc

The target of this spell must make an Int roll of 9+ or continue to look into the caster's eyes so long as the caster concentrates. Even if the target resists, she will feel compelled, and must make an additional resistance roll each time she changes actions, and whenever the caster addresses her by name. The spell will be broken when the caster breaks concentration or when the target successfully resists three times, not necessarily in a row. The target is not completely spellbound --- she may perform other actions while enchanted, but will take appropriate penalties for not looking at the subject of the actions. Neither the target nor the caster will blink while this spell is in effect.

#### **Meal of the Tasty Foot**

(Dave Martin)

Rego Mentem 15

R: Near, D: Inst

Places up to three words in the target's mouth, so to speak. The victim may resist with a Qik + Int roll of 15+. There is known to be an Imaginem version of this spell, but it is more limited, as the words come out in the caster's voice.

#### **The Mirror of the Truth**

(Marzio il Rosso)

Rego Mentem 15

R: Near, D: Sun, T: Ind

Focus: a rope with a knot (+2)

Requisite: Corpus

You must keep the liar in front of a mirror (or just a reflecting surface) and then ask him what you want to know; if he is lying the image in the mirror will tell you the truth. For helping the spell's effect you can untie a knot: it remembers sympathetically the untying of the tongue.

#### **The Open Vessel**

(Dave Martin)

Rego Mentem 15

R: Per, D: Spec

Requisite: Corpus

The caster enables a willing spirit to possess the caster's body. If the possessing spirit had any magical powers in life, it may use them while it is in control of the caster's body, but the caster has no control over how her or her body is used. Usually, the caster enters some agreement with the spirit beforehand, determining when the spirit will leave, but if the spirit is not willing to leave at the appointed time, the caster will have to fight for control of her body. Treat this struggle as a Certamen, with the caster's Rego and Mentem scores vs. the spirit's Spirit Might. Victory for the caster means that the spirit is thrown out. Victory for the spirit means the caster's spirit is suppressed for a number of days equal to the hours the caster would have spent unconscious --- one day per fatigue level beyond incapacitated the caster goes.

#### **Aura of Insincerity**

(Dave Martin)

Rego Mentem 20

R: Near, D: Sun/Year

The target is shrouded by an aura that makes her seem insincere about everything the target says for the duration of the spell. No matter what the target says or what proof is provided, others will remain suspicious of the target and what she says, even if what is said is a lie.

#### **Hold on the Slumbering Mind**

(Ian Barkley)

Rego Mentem 20

R: Arcane, D: Spec, Ritual

Requisite: Imaginem

This spell allows dream control. This caster must have an arcane connection to the target. When cast, the target must be sleeping, **not** unconscious or incapacitated. The target may resist by making an Int roll of 12+. If failed, the caster slips into a trance and the target starts to dream, a dream controlled by the caster. In this dream, anything can happen, though strong fear, anger, pain, etc. will wake the target. The target does not necessarily realize that she is in a dream, either then

or when she wakes, but the caster must be extra-careful to have any chance of having the dream believed on awakening. The dream can have time-leaps, missing details, etc., without the target necessarily noticing. (The exact dances of the target knowing what's going on should be determined by the GM.) The caster can control everything in the dream, including the target's sleep-self, but to access knowledge of the dreamer's mind, the caster must relinquish control of that part of the dream.

Example: Grimgroth casts this spell to find a secret password that Alba the Master Thief knows. He can have Alba's dream-self go to the place where Grimgroth knows he should give the password, if he knows where that is, and be given the counter-sign, which Grimgroth also knows, or give Alba control of that part of the dream, risking his subconscious mind changing the dream sequence, and then give Alba control of his dream-self. Grimgroth could **not** say "I make Alba's dream-self say the password."

The spell lasts for an hour, or until the target wakes, whichever comes first. The spell cannot hold a person in sleep longer than she otherwise would be, but the caster can make dream events happen at up to ten times the rate of normal life without the target noticing.

#### **The Many Legged Beast** (Dave Martin)

Rego Mentem 20

R: Spec, D: Spec

You may influence the actions of a mob of people, encouraging and discouraging certain actions and types of actions, but by no means being in control. You state how you wish to influence the mob, and the storyguide will modify any die rolls relating to the influence by 3 to 5 points in your favor. The mob must have already formed when you cast this spell, and though you must not be in the mob when you cast this spell, you must join the mob, and participate in mob actions for the spell to remain in effect. This spell lasts as long as you remain in the mob - it ends when you leave the mob, or the mob begins to disperse. You may only influence one action or type of action at a time.

#### **Pressing the Weight of Sleep** (Robbie Westmoreland)

Rego Mentem 20

R: Near, D: Inst

Requisite: Corpus

The target of this spell will become sleepy and fall asleep immediately if they fail a Stamina roll of 12+.

#### **Roundabout** (Dave Martin)

Rego Mentem 20

R: Near, D: Sun/Year

The target's direction sense and perceptions become warped, so that unless the target uses some infallible means of trail marking, the target will continue traveling in circles, and even if the target does have some infallible way of marking the trail, the target will feel as though she were going in circles instead of following the trail.

#### **Speaking to the Spirits of the Ancestors** (Piers Brown)

Rego Mentem 20

R: Reach, D: Sun, Westros, Ritual

Temporarily summons the ghost of an ancestor of House Westros in much the same way as the spell *Incantation of Summoning the Dead* (ReMe 25). However, the ghost is automatically laid to rest once again when the spell finishes. This spell is often used to gain advice from the ancestors.

#### **Mesmeric Wisdom** (Paul Sherliker)

Rego Mentem 20

R: Near, D: Spec

Requisite: Imaginem

This spell will only work for magi who have Criamon signs of unfolding wisdom on their faces. It causes the patterns to move, change color and glow, fascinating everyone who can see them.

The spell lasts until the caster moves rapidly or wills it away. Its effects on a target are dispelled if the target can no longer see the caster's face or is directly threatened. The caster must also maintain concentration, but may talk, sing or play instruments freely.

People who are fascinated will listen intently to what the caster has to say, allowing her to add her Enigmatic Wisdom score to rolls for such abilities as storytelling, charisma, diplomacy, and intimidation. If she wishes, she may pose a riddle to them so powerfully that they will be unable to act until they make an Int roll of 8+, rolled once per round, by making an Com + Enigmatic Wisdom roll of 12+.

A drawback of this spell is that while it could fascinate and persuade a large number of mundanes, it is a very showy use of magic and one which could cause problems if applied to large numbers of people within the Dominion.

#### **The Hub of the Wheel** (Paul Sherliker)

Rego Mentem 20

R: Per, D: Inst

Requisite: Intellego

Casting this spell, you momentarily put yourself at the *Hub of the Wheel*, the still point about which all else turns. In a moment of icy calm, you perceive everything that is going on around you to the best of your ability, irrespective of distractions. While this spell does not enhance your perceptions, it does allow you to see out of the corners of your eyes as if they were the centers of your field of view, and so on.

This spell is useful in the heat of battle, when many things might be missed --- but only a few magi are willing to take the time to cast such magic in a battle! It would also be useful in a tribunal though, allowing you to register the expressions on every face you can see.

#### **Aura of Seductiveness** (Piers Brown)

Rego Mentem 25

R: Per, D: Sun/Year

This causes all those who are sexually orientated towards your sex to immediately fall headlong into love or lust with you. So long as you do not make any overtly hostile or dangerous actions and their lives are not in danger from

another source, they will stop what they are doing and move, by the most direct route towards you ignoring all other events and fling themselves into your embrace. Appropriate personality + Int or Per to resist. Wonderful for use with the spell *Kiss of Death* (PeCo 35).

**Gaze of the Piercing Eye** (Dave Martin)

Rego Mentem 25

R: Near, D: Conc

Requisite: Creo

The target of this spell must make an Int roll of 10+ or continue to look into the caster's eyes, as per the spell *Enchantment of Rapt Attention* (ReMe 15), and will feel uncomfortable under the caster's gaze, especially when attempting to hide something from the caster (physically or mentally). The target will have a -1 penalty to all rolls due to distraction, and will suffer an additional penalty of -4 to any attempts to hide something from the caster (additional penalties may be levied due to lack of eye contact with the target of the action). Like the spell *Enchantment of the Rapt Attention*, this spell will end when the caster breaks concentration or when the target resists the spell for the third time.

**Hellish Pains of the Sinner** (Eric Mehlauff)

Rego Mentem 25

R: Near, D: Moon

Works just like the *Agony of the Mortal* (PeCo 15) spell mentioned earlier, but only when triggered by the subject doing something that was specified in the spell. The subject is told what this thing is, as the spell is cast, and if they don't hear or understand it, the spell fails. ReMe because it's basically a really powerful "guilty conscience". I.e.: You could cast it on your grogs to keep them from using "foul language", or use it to keep those kids out of your backyard.

**Mists of Morpheus** (Oskari Koskimies)

Rego Mentem 25

R: Spec, D: Spec, Ritual

Requisite: Auram

A thick white mist starts to slowly rise from the ground around the caster, and then spreads at 10 paces/round outwards until it covers the area within a one mile radius. Anyone caught within the mist (except the caster, who is not affected) who fails his magic resistance roll falls into a deep sleep unless he makes a Stamina roll of 8+. This roll must be made once per minute (10 rounds) in order to stay awake. Visibility in the mist is restricted to 20 paces (**nothing** can be seen beyond that range).

The mist lasts for one hour, after which it slowly dissipates. The victims remain asleep until awoken or until they wake up naturally - this would normally take several hours, but someone who had just rested before he was caught in the mist might wake up sooner.

**The Impenetrable Skull** (Dave Martin)

Rego Mentem 25

R: Near, D: Sun/Inst

The target becomes absolutely convinced of any one

thing she already thought or believed in. No amount of reasoning, torture, or badgering will make the target change her mind (though torture may prompt her to lie and say she believes otherwise.) With regard to this thought or belief only, no personality rolls are ever necessary for the target - the target automatically succeeds all appropriate personality rolls.

**Compulsion of the Single Task** (Dave Martin)

Rego Mentem 30

R: Near, D: Moon

Compels the target to perform a single task for the caster. The target must make an Int + Stm roll of 12+ to resist. Even if the target fails the resistance, she will still act in her own best interests so long as they do not conflict directly with the caster's. Actions which conflict with the target's motives and best interests are more easily resisted. If the task is not completed as the end of the month approaches, the target will get more intense, driven, and violent in pursuit of the goal. If the action is not completed by the end of the month, the spell ends with no penalties to the target.

**Rebel Tongue** (Dave Martin)

Rego Mentem 30

R: Touch, D: Conc

The target will be forced to speak only the truth so long as the caster concentrates, but the target is not forced to speak. The target may attempt to lie about something, but what the target actually says is the truth about the situation. Once the target realizes she is under the influence of this spell --- after the first lie is unsuccessfully attempted --- she may choose either to say nothing at all, or may attempt to twist the meaning of the questions asked so as to answer truthfully to a twisted version of the question, which has a different meaning than the one intended by the asker. This "twisting" requires an Int + Guile roll of 12+ by the would-be liar for each lie attempted, modified by the directness of the question, at the storyguide's judgment. A roll of 20+ for any lie will break the spell, and a botch on any lie will prevent the target from lying for the rest of the spell.

**Show of Proper Respect** (Ian Barkley)

Rego Mentem 30

R: Eye, D: Conc/Sun

The target becomes ridiculously fawning and subservient to the caster, filled with an overwhelming desire to abase herself for the caster. The target will literally crawl on her hands and knees to the caster, and lick her boots. If kicked away, she will return, though actual damage will break the spell. Useful for humiliating opponents.

**The Lure of Cleodice** (Treena Genest)

Rego Mentem 30

R: Touch/Near, D: Spec

Requisite: Muto

The story is told how Himerus offended Aphrodite, who caused him to get very drunk and take his sister, Cleodice, to bed with him. When Himerus awoke the next day, he leapt into the Erotas river to his death. The target of this spell is overcome with an overwhelming passion appropriate to her



nature. They must make a stamina stress roll of 12+, with appropriate passions and personality traits applying. The passion is one that accords with your weaknesses but causes great pain and shame upon fulfillment. This usually means that passions and personality traits act to the negative. Once the target has fulfilled this passion they are overcome with the deepest feelings of self-loathing and despair and attempts suicide in a dramatic way. The use of a myrtle bough as a focus provides a +1.

**The Collected Beast** (Dave Martin)

Rego Mentem 35  
R: Earshot, D: Spec

You draw a group of 30 or more emotionally charged (angry, afraid, ecstatic, etc.) people together into a mob, which will direct its emotions however the storyguide sees fit (though violence is the most common outlet for emotions). You must rile up the crowd by speaking to them, rallying them around their common emotions. The spell takes from 5 to 20 minutes to work, depending upon the size and mood of the crowd, and affects all those who can hear and understand you. You are automatically drawn into the mob, and once the mob is started, you have no control over it or over what outlet it finds for its emotions. Individuals other than yourself may resist joining the mob with a personality trait + Int roll of 6+, modified by the strength of the individual's emotions.

**Control of the Unwilling Mind** (Esther ???)

Rego Mentem 40  
R: Near, D: Conc

A Mentem variant of the spell *Strings of the Unwilling Marionette* (ReCo 30).

The target gets a Stm + Int roll of 15+ each round. If they fail, they lose control of their movements. The caster can then control them similar to the above spell. The target gets an easier resistance roll if they are made to do something against their nature or harmful to themselves.

**Moment of Privacy** (Ian Barkley)

Rego Mentem 40  
R: Spec, D: Spec  
Requisite: Muto, Vim

This spell subtly affects the minds of those in the general vicinity, so that they don't bother the caster. People who wish to speak to her will remember something else they wanted to, decide it's not important, get distracted, etc. This allows the maga to, for instance, hold a private and secret conference with an ally without being obvious about it --- she and her ally meet, she casts the spell, and people just "happen" not to bother her.

This spell is Sun. duration, but the longer the spell is held, the harder it becomes to maintain, for there is only so long people can be distracted or will find other things to do. In general, a person who has a urgent reason to see the maga must make a Int roll of 13+, modified by storyguide's whim and at +1 for each five minutes person has had an urgent reason to see the caster. People who think about it can make an Int + Per roll of 15+, with +1 to the roll for each five minutes the spell was up, to realize what was going on. A person aware

of the spell, or passionately bent on seeing the caster, is immune to the direct effects of the spell.

One interesting innovation made by this spell's inventor was its way of handling Parma Magicas. He realized that the spell would be useless if other magi noticed it bouncing off their Parmas; instead, the spell will not attempt to directly affect any magi in the immediate vicinity unless their resistance roll to the spell is at most 30. (Hence the Vim requisite.) However, magi and others who are not directly affected are still slowed by the spell, as those affected by the spell will (indirectly) attempt to slow them down. For instance, a maga might be approached by the autocrat with important business, or be distracted by a grog fight.

**Trapping the Soul** (Dave Martin)

Rego Mentem 40  
R: Spec, D: Spec, Ritual

Traps the target's soul in a previously prepared container, see the spell *Crafting the Prison of the Soul* (MuVi 30), leaving the body alive, but empty. The caster must have a piece of the target's hair or other bodily part: blood, sweat, flesh, etc., must know the location of the target at the time of casting, and must cast the spell on the night of the full moon. The spell will last until the seal on the prison object is broken, at which time the soul of the victim is freed to try to possess any one body within 5 paces, or the nearest body if none are within 5 paces. This spell is often associated with demons and diabolists.

**Traversing the Mind's Eye** (Dave Martin)

Rego Mentem 40  
R: Per, D: Spec, Ritual  
Requisite: Imaginem, Intellego

The caster's mind leaves her body, to travel in the realm of the spirits and the dead, commonly known as the Astral plane. The spell lasts as long as the caster can sustain concentration, or until Sunrise/Sunset, whichever is shorter. Due to the nature of the spell (leaving worldly ties behind), you gain +3 to all Concentration rolls while traveling the Astral plane. Leaving your body behind strips you of all worldly senses, but enables you to perceive the world as spirits do, sensing minds, spirits and magic that affects minds and spirits rather than bodies. You may speak with spirits while out of your body, and you may travel away from your body, similar to the spell *Image from the Wizard Torn* (ReIm 15). Also similar to *Image from the Wizard Torn*, you must make a Concentration roll of 9+ for each league your spirit travels, or your concentration will be broken, and the spell will end. You do not need to make a Concentration roll when you pass through walls or other obstacles, since they are physical, not mental, barriers. The complications of this spell are numerous: your astral "body", the silver cord, combat with spirits, etc., which will not be discussed here, but remember that this spell is very dangerous both in the actual casting and in the course of the spell, and if you ever roll a double or triple botch on the casting, your spirit will be forever cut off from your body, leaving your body a soulless, mindless husk, effectively killing you.

**Call of the Siren** (Dave Martin)

Rego Mentem 45

R: 1 mile diameter, D: Conc

The caster sings a magical song which summons all humans of the opposite sex within a 1 mile diameter to the caster, in a daze. They will come until they get to within 5 paces of the caster, at which point they will stop and stare at the caster until they are broken out of the stupor by an appropriate action or until the caster stops singing. This spell may be resisted if the target's Int + Stm roll exceeds the caster's Sing + Prs roll, but the target must make this roll every minute she remains in the area, or the target will succumb. The song extends for several miles outside of the radius, but those outside the radius will not feel obliged to appear (though they may investigate on their own). It is rumored that this spell was taught to an apprentice by a siren who fell in love with her, in exchange for a single night of her love.

**Cleanse the Mortal Infestation** (Ian Barkley)

Rego Mentem 50

R: Near, D: Conc/Sun

Causes all humans in the area to start mindlessly attacking each other. They will use melee weapons if close at hand and they know how to use them, but will not use ranged weapons or magic. Int + Personality rolls of 10+ will cause them to avoid certain targets, such as loved ones, Int + Personality rolls of 16+ to break the spell entirely. Roll when the spell begins and every time the person switches targets. People with the virtue "Berserk" (+1 Virtue) don't get to roll.

Note that this spell does not cause extreme rage or other emotions; it is just an overwhelming command to kill. Affects one building.

[Note: see *Cleanse the Verminous Infestation* (PeAn 25)]

**Lucifer's Advisor** (Dave Martin)

Rego Mentem 50

R: Touch, D: Inst, Ritual

Requisite: Corpus

Turns the person's head separated from its body into a magical reservoir, allowing the caster to draw knowledge from it. The caster, when touching the head, may use the memories and knowledge of the head as though they were the caster's own, and if the head is that of a maga, the caster will be able to cast the head's formulaic spells! In addition, the head retains some magic power, so the caster may draw a fatigue level from the head for casting spells, but the head will then be incapacitated for 1 hour. The caster may use the head's knowledges directly, and may use half the scores the head has in skills, magic arts, and appropriate Virtues and Flaws, like magical affinities. The head will be completely incapacitated in even the weakest Dominion, and when in the Dominion, will be permanently disenchanting if a die roll + Dominion is a 10+, roll each hour. Finally, whenever a spell is cast at the head or the owner of the head, the spell must overcome the resistance of **both** to succeed, and it will then affect both the head and its owner. This spell will work on any corpse, but the mind of a corpse deteriorates rapidly, losing half its knowledge each Sunrise/Sunset and lapsing towards insanity,

which may very well infect the caster. The caster will begin to take on the personality traits of any being whose head she is in contact with for any length of time. A given maga may have any number of heads enchanted in this way, but may only use one at a time. As you may have guessed, neither the Church nor the Order of Hermes has any particular fondness for this spell.

[Note: Taken directly from the Chaos cults of RuneQuest.]

**Walk the Paths of the Dead** (Dave Martin)

Rego Mentem 50

R: Per, D: Sun/Month

Allows the caster to project her mind onto the "road" that the dead travel to get to the next "world". Souls encountered can be questioned, and can interact with the caster's mind as though it were the caster's physical body as per the spell *Traversing the Mind's Eye* (ReMe 40). The likelihood of finding a particular person depends on how long ago they died. Generally, it will take about an hour of travel per day the person has been dead, and people dead more than two years will have reached the resting place of their soul, unless they are tied to the mundane world for some purpose as ghosts.

[Note: Taken directly from GURPS.]

**Brief, Shining Resurrection of a Mage's Form** (Geoffrey Grabowski)

Rego Mentem 60

R: Per, D: Spec

Requisite: Creo, Corpus, Vim

This is an extremely complex ritual of indeterminate origin. It is believed to have been in very limited circulation among necromancers and magical theorists focusing on death for several centuries, but its original author has been lost. Whatever its origins, they are certainly Hermetic.

In short, this spell allows a magus to cheat death ... briefly. The magus casting it must have a Talisman, or the ritual will fail, and he may not have a familiar, nor may he have the flaw commonly known as "Life-Linked Magic" (-1 Flaw).

In casting this ritual, the magus must have his talisman with him, and he must also have an implement which may be used to cause death, such as a knife, axe, strangling cord, or the like. The magus then performs the ritual holding both the Talisman and the weapon. When the ritual is completed, assuming there is no botch (and this ritual may not be mastered) a certain set of circumstances will cause the magus to be able to cheat death ... briefly.

First, within one moon of the end of the ritual, the magus must be killed, either by his own hand or the hand of another, with the weapon, and no other, that the ritual was performed with. The magus must then roll for twilight. If the magus does not pass into Final Twilight, the magus's spirit will always become a ghost (assuming there are no prior pledges on it) and be forced into the Talisman and bound there.

While in the talisman, the magus is a ghost, and not a particularly active one at that. However, it may still cast spells and perceive the world around it to a limited extent, just like the ghost of any magus.

Secondly, the magus' body must, in almost its entirety, be

preserved. Whether it be ashes or a corpse means nothing, so long as there stuff which once formed the magus' body is mostly there.

The ritual takes effect when the body/remains thereof, are placed in contact with no less than 20 pawns of Vis (all of which must be of the same type) and the Talisman is within Near range. At this time, the ritual finishes, and the Vis is used to form a semi magical shell for the magus' ghost to inhabit, either reviving the dead body or creating anew, one based on the ashes and magic. This shell will be exactly the same as that of the magus at the moment of his death, except that the wounds that were inflicted upon him with the weapon consecrated by the ritual (and **only** that weapon) will not be there.

Assuming no incredible outside interference occurs, the magus' spirit passes into the body/shell. This shell will last for only one sun duration, but functions exactly like the magus' normal body, allowing his ghost to experience and react exactly like it did when it inhabited the magus' first body. For all intents and purposes, until the passing of the sun, the magus is once again alive.

Once the sun duration ends, the magus' body dies and crumbles into dust (though it may be killed beforehand), as does the Talisman. The one drawback to this ritual, if drawback it is, is that if the magus' talisman is broken before the magus's new body dies, the magus' link with the world is ruptured and the body becomes unstable and without guidance or coherence, effectively erupting in a spontaneous spell of (5\*pawns of Vis in body) level. The exact effects of this spell are up to the Storyguide, and often bent by the magus' personality, but they are generally . . . cataclysmic. When the body dies, be it from wounds, the expiring of its brief existence, or the breaking of the talisman, the magus passes into Final Twilight, no rolls, no ifs, ands, or buts, and is forever beyond the reach of mortal man and magus alike.

This spell, when used, is usually used for one of two reasons. Either the magus must go somewhere he positively cannot go, or they will soon die and be unable to perform some act they feel they must perform.



# Terram Spells



## Creo Terram

### Key to Nowhere (Bruno Faucon)

Creo Terram 5

R: Touch, D: Sun/Inst, Silly

Creates a key ... that won't open any door. Just a way to impress your friends by creating a magical key that could open a magical door (not locked!)

### Joining the Severed Shaft (Dave Martin)

Creo Terram 10

R: Touch, D: Inst

Repairs an object broken into three or fewer pieces.

### The New-born Blade (Benoit Jauvin-Girard)

Creo Terram 15

R: Touch, D: Moon

Creates a plain but sturdy sword, of average quality iron. Nothing tricky to it, except for the following: instead of vanishing into thin air at the end of the duration, the blade gradually deteriorates over the course of a few days, becoming nothing but a rusted, broken heap, which then finally rusts away into nothingness in just a few hours; also, if the spell is cast on a Blood-Stone (see below), the stone will insert itself in the hilt.

The bloodstone is an enchanted, small bony ball carved into the shape of a skull, which when "charged", are dark red.

The effect is similar to the spell *Gathering the Essence of the Beast* (MuVi 15), but constant and can work through a blade. The specific effect is designed to gather some slivers of life fluid as it escapes a wound and accumulate it in the form of Vis. This vis can be later extracted from the stone with a simple lab procedure, leaving the stone undamaged.

The above item, as is, would cost a flat 5 pawns of vis - which does not sound that cost-effective (of course, always depends on how much each stone can accumulate in the way of vis - maybe a pawn for half a dozen kills, but may be only extracted if the owner dies also in battle, feeding the stone?)

### Sheath of Amber (Thierry Charrot)

Creo Terram 15

R: Touch, D: Moon/Perm, T: Small

Aimed: +1

Requisite: Variable

This spell creates a stone of amber around a little item the caster places into her hand, this material being known to preserve the living forms. The targeted item cannot be larger

than the caster's palm, otherwise the sheath doesn't totally cover the item and so is ineffective. This spell is effectively useful in keeping the said item from rotting; note the requisite must be chosen according to the nature of the intended item. The item stays visible through its crystalline coating, so this spell turns out to be very useful in order to preserve the perishable foci and arcane links because it's still possible to concentrate onto them. Note too that a botch result on an aiming roll means generally that the caster's hand is in part caught in the amber too (think to apply penalties!).

### Avalanche from the Clear Sky (Ian Barkley)

Creo Terram 20

R: Near, D: Sun/Inst

Aimed: Special

Creates a number of large, jagged stones. There are enough to cover a circle one pace across, centered on whatever point the caster designates. They cannot be created inside of a solid object, but can be created in mid-air.

This spell can be used for filling in caves, making fords, etc.; but the most common usage is to create the stones over someone. When used in this way, they must be aimed. The aiming is a +3 if the stones are created immediately above the target, but for every 4 feet above the target, the aiming is at -1. Damage is +1 for every foot above the target. Furthermore, since cuirass armor does not include a helm, it does not protect the wearer from this damage; hauberk armor protects with half its normal value. The target can parry with a shield, giving them a +10 on the Soak roll, or dodge; either on a defense roll of 14+. Reduce the ease factor by 1 for every 4 feet above the target the stones are created.

In addition, the target is trapped. To get free requires 20 accumulated points (see *Ars Magica* rules, p. 38) from Str x 3 rolls against a 4 ease factor. Other people may help, and they have a 0 ease factor, but each attempt requires a Fatigue roll of 6+ for the helpers or 8+ for the target.

### Distant Shadow of Manipulation (Dave Martin)

Creo Terram 20

R: Sight, D: Conc

Requisite: Rego

Creates a duplicate of some item anywhere within the caster's line of sight, which moves as the original item does. Thus, a copy of a sword can be created to attack an enemy at range, a page can be written from across a room, etc. Penalties for range will apply to all actions, making fine work difficult. The duplicate is an exact, mundane duplicate of the original, so it will not possess any enchantments the original may have. The spell ends when the caster stops concentrating, or when the item is prevented from mimicking the original by destruction, restraint, etc.

**Gleam of the Recent Polishing** (Ian Barkley)

Creo Terram 20

R: Touch, D: Perm, Ritual

Causes any one metal object to be unaffected by the passage of years. It will, in fact, continue to gleam as if polished. Any Perdo Terram spell aimed at affecting the metal as if it had aged must win a die + Level. Even if the Perdo Terram spell wins, the "Gleam" spell will remain, and will return the object to its undecayed, polished state in 10 days if the object is not destroyed in the meantime. It does **not** increase the object's strength, except insofar as it was weakened by decay. It can be cast on one object of up to man-size. If the object is broken, the spell vanishes.

This spell can also be used to restore rusted items, but it will not regenerate the item.

**Sharding Stone** (???)

Creo Terram 20

R: Touch/Near, D: Sun, T: Ind

Aimed

Focus: Rock with several fractures (+1)

Requisite: Rego

This is an improved version of *Stone of the Hundred Shards* (CrTe 15) for those of us magi with no talent for ballgames. This spell propels the created stone thru the air without the need of physical throwing. The damage differs in no way from *Stone of the Hundred Shards*. The range is maximized to 40 paces. This spell requires a clear line of sight to the target, but it can hit targets in 3/4 cover. When the magus casts this spell he/she points a finger at the target and the stone flies of in that direction.

**Sorcerer's Bulwark of Excellent Protection** (Geoffrey Grabowski)

Creo Terram 20

R: Per, D: Sun/Moon

This spell clothes the magus in a knee-length skirt of incredibly fine silver mail, a pair of silver greaves, and a silver, close fitting plumed helmet on the Roman pattern (with hinged cheek guards and a neck guard). This armor provides a Soak bonus of +12 at a load of only 2, so fine is the mail. This spell is unique in that the casting, not the inventing, wizard's sigil is evidenced in the pattern and coloration of the plume, allowing differentiation of identically armored magi on a crowded battlefield. The mail is obviously of unearthly origin, and is closely fitted to the magus, and may not be donned by another who is not, for instance, the magus' close duplicate or identical twin. The magus may not be clothed about their upper body nor may they be wearing a hat when this spell takes effect. At the expiring of the spell, the armor crumbles into fine white ash, and begins to lose protective value for several minutes after that.

**The Workman's Bench** (Dave Martin)

Creo Terram 20

R: Touch, D: Inst

Repairs an object broken into any number of pieces.

**Barrier of Faerie Stone** (Mike Minnotte)

Creo Terram 25

R: Near, D: Sun/Perm

As per the spell *Circle of Faerie Stone* (CrTe 30), but forms a wall one pace thick, which can be at most five paces by five paces and which must be anchored by rock on at least three sides.

This spell would make an effective doorway to a sanctum if it were cast (with vis) over the doorway. Then, casting the spell *Suppressing the Wizard's Handiwork* (ReVi Gen.) could be used to open it.

**Gaea's Embrace** (???)

Creo Terram 25

R: Near/Sight, D: Mom, T: Spec

Creates dirt 6 paces in diameter and 3 paces high. This is the same amount that *Pit of Gaping Earth* (PeTe 15) removes.

**Umbrella of the Piercing Rain** (Dave Martin)

Creo Terram 25

R: Touch, D: Spec, T: One missile

The target of this spell is a missile which, once fired, will split into several copies of itself (simple die + 1 copies), which will each attack the target separately. Make a separate roll for each missile, and apply the damage of all that hit to the target. Duplicates of the original will be mundane versions of the original, so any magical properties the original may have will only apply to the first missile which attacks. A botch with the targeting roll for the original missile indicates a botch for **all** missiles.

[Note: Taken from Runequest.]

**Healing the Earth** (Yuval Miller)

Creo Terram 35

R: Sight/5 Miles, D: Year/Inst, Ritual

Heals the land, turning non-arable, unyielding earth into soft, rich soil.

If this ritual is cast for the Year Duration, and things are subsequently planted in the soil, the areas of earth that were not "healed" will be in contact with those that were. This means that there may be a chance the soil stays fresh and rich past the Year Duration. Deciding this is left up to Storyguide discretion and troupe approval.

**Incantation of Earthy Passages** (Matt Mansell)

Creo Terram 35

R: Spec, D: Perm/Inst, T: Spec, Ritual

Focus: A map planning the corridors

Requisite: Muto, Intellego

This ritual allows the caster to plan a sequence of underground passages. The passages can range a mile in radius from the position the caster is in when they cast the spell. The caster plans the passage network prior to the casting of the spell (usually using many InTe spells to determine the nature of the ground to be tunneled). The ritual is cast and the tunnels created. The muto requisite ensures that the tunnels formed will be stable and not prone to collapse. The tunnel is usually about big enough for one person to walk along comfortably. Note, if the mage does not properly explore the

ground to be tunneled the storyguide is perfectly justified in having them tap into underground streams an flood their tunnel network and the like.

**Protection of the Immovable Rock** (Ian Barkley)

Creo Terram 35

R: Per, D: Sun

Creates a spherical rock around the caster with a 5 pace diameter. The caster is left in a small hollow about 2 paces across. The rock is rough enough not to roll down gentle hillsides; casting this spell on steep slopes is not recommended. The air in the hollow lasts only a short time, but a CrAu spell of about 10th Level would refresh the air for the duration.

Casting requisites: Intellego to see out.

**Bands of Burning Iron** (Ian Barkley)

Creo Terram 35

R: Near, D: Conc

Requisite: Ignem

Aimed: +2

Creates 3 "Bands of Burning Iron" around a person, which then contract rapidly to entrap the target. One surrounds the person just below the shoulders, one around the waist, and one on the lower legs. If the target is expecting the "Bands", she can make a Qik roll of 7+ to avoid having her arms bound to her body; if she is not, she must first make a Per + Alertness roll, and add 1 to the ease factor of the Qik for every point under 15 of her Per + Alertness roll.

The "Bands" are nearly unbreakable, being half an inch of high quality iron --- the target will only be able to break if them if she is giant or magically strong. Other people might be able to pull the top and bottom "Bands" off with a Str x 3 roll of 20+; each attempt will cause the other person +10 fire damage. The actual target gets +15 fire damage each round that all three "Bands" are on her (+8 for 2 and +2 for 1 "Band"). The flames go out when the caster loses concentration, and the "Bands" crumble to dust a round later.

**Chaos of Fire** (Hans Georg Schaathun)

Creo Terram 40

R: Sight, D: Conc

Spell focus: A statuette of the God of Chaos (with ruby eyes +5, otherwise +3)

Aimed

Requisite: Ignem

The caster directs the spell to a specific sub area within sight. Targeting rolls is necessary for very limited areas only. Within this area the caster creates a number of volcanoes erupting once and then leaving a tiny crater behind. The caster cannot control exactly where the volcanoes appear nor where the erupted lava clods go.

The ejected clods of burning lava can ignite woods and other inflammable material, and when hitting people or animals, do +12 in damage. People may be hit by combined clods doing combined damage.

The lava clods may move out of the area wherein the volcanoes are, and they may threat the caster. Hehas of course his magic resistance (with Ignem) and he can cast spontaneous

ReIg spells. ReIg spells may also take control over clods to hit particular people. Remember to make concentration rolls to maintain the original spell.

The first round five volcanoes appear, then the number is doubled each round.

I recommend the spell for fireworks for the next Flambeau council...

[Compare it to *Opening the Earth's Pore* (CrTe 40). My spell is non- ritual, but also non-controllable. Quite the same effect can hardly be achieved, but by concentrating long enough, one can get close - but one can also kill oneself as one have no real control. A lucky man may also run between all the flying lava clods, as they hit only randomly. I think the advantages and disadvantages cancel out with respect to the level.]

**As Once Was, So Shall Be Again** (Ian Barkley)

Creo Terram 70

R: Touch, D: None/Inst, Ritual

Requisite: Muto, Vim

Makes an object for which the caster has all the pieces whole and complete as if it had never been broken --- it does not repair the object; it actually undoes the breakage. The object regains its magical powers and other special properties. Useful for mending artifacts and other such things where lesser spells are not appropriate. The effectiveness of this spell is **always** up to the storyguide, especially for artifacts. The ritual might also take special components or other hard-to-find stuff related to the artifact.

Casting Requisites: Form of the target, and maybe arts appropriate to any major powers of the artifact. Note the none in the duration --- the ritual must be cast with a vis boost to have an effect.

[Note: I got the idea for this spell and *Spell of Wholeness* (MuTe 30) from LeGuin's "Earthsea".]

**Builder of Mountains** (Dave Martin)

Creo Terram 70

R: Touch, D: Moon/Inst, Ritual

The caster causes a steep mountain to grow from the spot on which he stands. The caster must maintain concentration, and for each round he concentrates, the mountain grows 3 paces high, starting at about 5 paces in diameter the first round, increasing by 5 paces in diameter each round. Any structures caught in the path of the growing mountain will be destroyed or severely damaged, and anyone attempting to climb the growing peak will be at -4 to all movement rolls due to the instability and steepness of the grade. Most plants will survive unharmed, or will be damaged only slightly (roll of 3+ for undamaged, a roll of 0 means the plant was killed). The caster need not make any rolls to remain atop the mountain, but needs to make a Concentration roll of 9+ every minute to continue the spell. If the caster is distracted by anything, a normal spell Concentration roll is required. The spell will stop if the edge of the mountain ever reaches consecrated ground, or if the mountain ever reaches 300 paces high (roughly 500 paces in diameter).

## Conjuring the Splendid Home

(Ian Barkley)

Creo Terram 70

R: Near, D: Moon/Inst, Ritual

A more advanced version of the spell *Conjuring the Mystic Tower* (CrTe 50), this spell will create a tower exactly to the caster's specifications. It can be up to 120 feet tall, and 50 feet around. The appearance of the stone can be whatever the caster specifies, for example black marble, gold, or pure gemstones. Whatever the appearance, it will be super-hard, in effect the very essence of stone. Virtually no earthly power will affect it. In particular, any spell that wishes to destroy or harm the tower must match its Level on a die + Level! Any spell or power that could, even possibly, be blocked by stone, will be blocked by the walls of this tower, thus a spell like *Pilum of Flame* (CrIg 20) will flame uselessly against the tower, the caster of an *Image from the Wizard Torn* (ReIm 15) spell will **always** fail her Concentration roll when attempting to pass through (or, at least, it's increased by +70), but a spell like *Summoning the Distant Images* (InIm 35) will be unaffected, since it cares not about the intervening medium, thus it is good to still have a Parma Magica around a covenant in this tower.

The caster may also specify any entryways, and the command words or actions required to open them. Note that the defensive powers of the tower are much reduced when a gate is open, though when they are closed, the tower can be considered one solid block of stone. The caster also specifies the number of levels, the size and outlay of the room, and even furnishings! Thus, she could design a grand council chamber, with seats of rare wood, covered with silk, and silver chairs around a diamond table for the magi --- useful for impressing the locals. Such furnishings are as permanent as the tower, so that the "silk" coverings would not rot after hundreds of years and could be burned or ripped or whatever, but they cannot be removed from the tower.

The requisites depend on the effects wanted. Herbam and Animal are frequently used to provide the furnishings. Auram allows a *Chamber of Spring Breezes* (CrAu 15) effect on any or all rooms. Ignem will allow any room to remain lit at all times, with any intensity from dim to sunlight, or even to vary periodically. Imaginem will allow the walls of the tower to become one-way or two-way windows, though still remaining as hard as the rest of the tower; in addition, any simple Imaginem effects can be included --- if the covenant's sigil included a flame, an Imaginem plus Ignem requisite would allow the covenant to have the sigil inscribed over the doorway in glowing lines, but with a "real" flame in place of the drawn flame. Finally, a Muto requisite will allow any or all of these to be changed later by a prescribed set of actions --- so that after a new maga moves onto a laboratory floor, she can change the outlay of the walls, the furnishings, and the windows to whatever she desires. The items that can be changed, and how they can be changed, are specified at the time of casting.

This spell is rarely used for buildings other than covenant buildings, for the primary reason that probably no maga in history could cast this spell with all of its requisites alone!



### See the Cavities

(???)

Intellego Terram 10

R: Near, D: Conc, T: Spec

Focus: Volcanic stone (+2)

Requisite: Auram

The caster is able to see through 9 feet of stone, metal or earth into any cavity.

### Touch of the Magesmith's Forge

(???)

Intellego Terram 15

R: Touch, D: Spec, T: Small

A spell designed for a Verditius mage, it's construed to help with smithwork. It is cast at the beginning of the forging of a new metal item, and it lasts until the work is over. The effect provided happens when the caster uses vis in while working on his creation. By enchanting his metal item with a pawn of vis, the metal "tells" the mage when the temperature is just right for hammering and being worked on. In Archibalds version, his sigil, the color green plays an important role as the hot metal gives off a hue of green when the temperature is right. In game terms, the spell adds a +3 bonus to the metalworking craft score, provided the smith has the virtue of magesmith. If the mage is a magesmith without metal craft it adds +0. If the mage has a metal craft score, but is not a magesmith the bonus is +1. Since this spell tries to gauge a scientific problem, i.e. the correct temperature for tempering metal, the use of vis is required. 1 pawn of terram for 15 pounds of base metal (iron, lead, copper, etc.) 1 pawn for 5 pounds of silver and 1 pawn for 1 pound of gold. The vis is "used up" in the process and does not count toward "filling up" an item.

### History's Strong Duties

(Dave Martin)

Intellego Terram 20

R: Per, D: Conc

Gives the caster a vision of the environment an object was in, up to 10 years before.

### The Miner's Keen Eye

(Dave Martin)

Intellego Terram 20

R: Near, D: Conc

The caster can see any one type of mineral (gold, diamonds, sand, etc.) specified at the time of casting, through up to 3 paces of intervening material, not including intervening open space. The caster will have a good idea of how much is there and how pure it is, if appropriate.

### Vision of the Fatal Flaw

(Dave Martin)

Intellego Terram 20

R: Sight, D: Inst

The caster perceives the weakest spot in an object, allowing the caster to target the spot and direct others to it. Most items, unless magically crafted or enchanted, will have some flaw, which can be exploited so as to make the object

more vulnerable to attack. The weak spot of an item must still be aimed for and hit, but if it is hit, the object should take more damage from the blow, or at least have its Soak reduced, perhaps with a simple roll for Soak rather than a stress roll.

**Enchantment of the Crystal Images** (Dave Martin)

Intellego Terram 30

R: Spec, D: Conc

Requisite: Imaginem

The caster can see things at a distance using a globe of unflawed crystal. The range of the crystal's vision is only 100 paces unless the caster has an arcane link (piece of clothing from a person, piece of soil from a place, etc.) with another place up to 10 miles away. The caster may only see one place or person per viewing, as the crystal focuses on one thing and may not shift focus once the vision is started (though the focus may be more detailed or less at another casting). The people and things viewed by this spell often (Per roll of 6+) feel uneasy, and some (rolls of 9+) even realize (at least feel like) they are being watched.

**Eye of the Monolith** (David Robinson)

Intellego Terram 30

R: Arc, D: Conc, T: Ind

Focus: Face Mask (+2)

The caster may view events as they would be seen by a stone carving or statue which they have an Arcane Connection to. Obviously the carving or statue must have eyes of some sort.

**Greeting the Maker** (Dave Martin)

Intellego Terram 30

R: Touch, D: Inst, Ritual

Gives the caster a vision of the maker of an item and the process (up to 15 minutes worth) used to create the object. When used in conjunction with magical investigation in the laboratory, provides a +5 to the investigation roll, and in any case gives a hint as to the nature of the item being investigated.

**Detect Mountain Range** (???)

Intellego Terram 35

R: Sight, D: Conc, T: Ind

Focus: A Mountain (+5)

Would you believe the effort it takes to identify that something you can see is, in fact, a mountain range? This spell was invented to teach Dmitri (who uses magic for every mundane task) that hermetic theory has limits. Oh - and for a more useful version - try combining with a spell similar to *The Inexorable Search* (InCo 20), allowing you to trace mountain ranges that you have an arcane connection to, on a map.

**Rite of the Burnished Blade** (Paul Sherliker)

Intellego Terram 35

R: Touch (500 Miles), D: Perm, Ritual

Requisite: Perdo, Terram

When casting this spell, the magus cuts the target with the knife (arcane connection) and polishes the blade. If the blade is well-kept, it will rust to show the state of the person's health,

becoming completely useless if they die (but it is in no way preserved from normal rusting.)

[Note: Level 5 to detect health at near range for conc. duration; two range boosts to level 25 and two duration boosts to level 35 with the ritual. Since it's very specialized and gives only limited information, it could reasonably be made a level 25 spell.]

**Sight of the Earthen Mist** (Ian Barkley)

Intellego Terram 45

R: Per, D: Conc/Sun

While this spell is in effect, the caster can see through all rock, earth, metal, etc. as if it was only a light mist. The caster can see about 200 paces into stone before it's too hazy to see further, so one can't look down and see Hell... It is difficult to make out details of the "mist" through other parts of the mist, so trying to find a vein of gold in a mountain, which looks like a puff of yellow smoke amid brown smoke, or trying to see a metallic object on a table in a room or trying to make out the existence of a room with no non-Terram objects in it requires a Per roll of at least 16+. This spell also makes certain actions very difficult --- all actions taken on unsmooth ground get at least 1 extra botch die --- 3 or 4 if the ground is broken up, etc., though a covering of leaves or grass will mostly negate this. Parrying or dodging metal weapons is at -5; anyone parrying against your attack with a metal weapon or shield is at +3.



**Forging the Legendary Blade** (Lauri Salo)

Muto Terram Gen.

R: Touch, D: Sun/Perm, T: Small

Ritual

This spell is similar to *Edge of the Razor* (MuTe 5), but allows players to enchant even stronger magical blades. For each 5 levels of the spell, the blade gains a damage bonus of +1, although the spell must be cast cumulatively - first at level 5. Thus, enchanting a blade to have a +3 bonus, one would have to cast the spell at levels 5, 10 and 15 (And spend vis for each casting).

**The Scathing Blade** (Dave Martin)

Muto Terram Gen.

R: Touch, D: Inst, Ritual

(David of Mirrormere) Enchants a blade to be stronger than natural, resisting breakage. Doesn't make much sense without resilience rules, but normally it adds resilience equal to the Level of the spell.

**Sorcerer's Winning Dice** (Sead Dzibur)

Muto Terram 5

R: Touch, D: Sun

Changes the physical properties of one die that the magus holds in his hand, so that there is a 90% chance that it will give a number specified on each throwing that day. Playing dice with grogs using this spell is an excellent background for



superior armaments virtue (and some bad reputations too.)

**Clouds from the Stone** (???)

Muto Terram 15  
R: Reach, D: Mom, T: Ind  
Focus: Cloudy Crystal  
Requisite: Aquam, Auram

Transforms stone or earth into a thick mist. The volume of stone is approximately six feet, by two feet, by two feet. The shape transformed resembles that of the shadow of the caster. (Anyone remember those Warner Bros. cartoons?)

**Diamond of Intimacy** (Ian Barkley)

Muto Terram 15  
R: Sight, D: Inst  
Requisite: Intellego

This spell takes a diamond and gives it a special link to any person, place, beast, or thing in range. From then on, the diamond can be used in place of an "intimate" object for spells such as *The Inexorable Search* (InCo 20), *Image of the Beast* (InAn 5), *The Ear for Distance Voices* (InIm 20), etc.

A casting requisite is required appropriate to the form of the being that is being linked to.

**Doom of the Deadly Pebble** (Keven Morrell)

Muto Terram 15 *4th*  
R: Near, D: Sun, T: Ind  
Aimed: -1

Focus: Pebble from a Rock Quarry (+2)

The caster of this spell hurls a pebble which grows and increases in speed, becoming a deadly boulder about a pace in diameter that inflicts +20 damage if it strikes the target. If a pebble from a rock quarry is used, it also grants a bonus of +2 to the aiming roll in addition to its spellcasting bonus as a spell focus. The pebble will remain a boulder for the duration of the spell. There is a reversed version of this spell called Shrink the Boulder (MuTe 10).

**Pool of Mud** (Carl D. Emery)

Muto Terram 15  
R: Sight, D: Inst

This spell creates a pool of mud 2 paces in radius varying in depth from 6 inches at the edge to 1 foot in the center. A targeting roll is required to do fancy things with it, such as put it under someone's feet.

**The Faithful Ring** (Ian Barkley)

Muto Terram 15  
R: Touch, D: Sun/Year

Enchants a ring so that it will stay on a person's finger. It will fit snugly and comfortably, but cannot be removed unless a command word is spoken. Useful in magic items.

**Secret Entrance of Avoram** (Johannes Oppermann)

Muto Terram 15 *4th*  
R: Touch, D: Spec, T: Ind  
Focus: A curtain or cloth (+2)  
Requisite: Rego

This spell creates an opening in any wall under three feet thick by transforming part of the wall into a "curtain" of stone dimensioned large enough for one big person to pass through, which the caster can open and hold open as long as he likes to remain in that position. The opening lasts as long as the caster holds it open with his hands or his staff and slips closed and disappears tracelessly afterwards. The focus, if used, melts into the wall as the curtain forms.

**Silken Suppleness of Stone** (M. Northstar)

Muto Terram 15  
R: Touch/Near, D: Sun/Perm, T: Ind  
Focus: A Piece of Velvet Cloth (+3)

Makes any man sized amount of material that falls under the dominion of Terram (stone, metal, etc.) as soft as cloth. A stone statue would fall down in folds, and a steel breast plate would become like a tunic (except it wouldn't stretch). Cast on any metal armor, this spell will reduce the encumbrance of partial armor to 0.5, and full armor to 1, while also decreasing the protection with 2 points (no protection against crushing weapons). This remaining encumbrance is due to the weight of the armor, which does not change. With this spell you could also create a strong rope of metal, like a cable, by casting the spell on a long metal rod. The encumbrance of the rope is up to the storyteller, who should take into consideration the length and thickness of the rope, as well as the material. The affected material is not any easier to work (cut, tear, etc.) than before.

**Written in Stone** (Ian Barkley)

Muto Terram 15  
R: Touch, D: Inst  
Writes up to 5 words in any stone surface.

**Potter's Earthy Clay** (Dave Martin)

Muto Terram 20  
R: Near, D: Conc  
Allows the caster to shape even hard-packed earth as though it were soft clay. The caster has better control than her hands would normally give her, so all crafting rolls get a bonus equal to Finesse, but people other than the caster may also shape the earth while the caster is concentrating. The volume that can be shaped is roughly twice the amount one could normally shape with one's tools.

**Sculpting the Hands of Stone** (Dave Martin)

Muto Terram 20  
R: Touch, D: Conc  
As per the spell *Potter's Earthy Clay* (MuTe 20), but shapes stone, and only the caster may do the shaping. Stone is more difficult to shape, so Finesse does not help with crafting rolls. The volume that can be shaped is only what the caster can shape with her own hands.

**Stone As Clay in the Potter's Hands** (Eric Mehlhaff)

Muto Terram 20

R: Touch, D: Conc

While the maga concentrates, stone she touches becomes as soft and pliable as potter's clay. For very large stones, the softening effect only extends about a palm's width away from the surface of the hands, and it gradually reduces away from the hands.

**Stone of the Ages** (Carl D. Emery)

Muto Terram 20

R: Sight, D: Year/Perm

You can change any mud or soft clay into something slightly harder than quartz. The original substance must be soft and formable, thus metal and most stone will not work. This spell was originally used to "freeze" people in combination with the spell *Pool of Mud* (MuTe 15).

**Gaea's Needle** (David Robinson)

Muto Terram 25

R: Near/Sight, D: Sun/Year, T: Spec

Aimed: -1

Focus: Stone Knife (+2)

Requisite: Rego

This is a variant upon *Teeth of the Earth Mother* (MuTe 35). A single spike of stone grows beneath the target, impaling them for +25 damage. Survivors may suffer further damage from remaining "attached" to the needle.

**Melting the Barriers** (Dave Martin)

Muto Terram 25

R: Touch, D: Sun/Year

Requisite: Aquam

Turns solid mass up to 10 cubic paces and 500 pounds into a very viscous liquid. The melted substance will solidify when the spell ends, taking its previous shape, as well, although a substance which has been separated from the original substance will remain separated.

**The Virgin Form** (David Martin)

Muto Terram 25

R: Touch, D: Inst

Requisite: Perdo

Separates a touched substance into all the component substances that make up the target. Thus, dyed cloth would separate into the dye (which might itself be composed of several substances, which would all separate) and the cloth, steel would separate into lesser metals, potions would separate into many varied substances, etc...

Casting Requisites: appropriate form for target, which may be a liquid as well if an Aquam requisite is used.

**Blazing the Trail** (David Martin)

Muto Terram 30

R: Spec, D: Spec

Requisite: Herbam

A trail is created wherever the caster walks, allowing easy movement through most terrain, leaving a path for the caster's companions to travel with ease as well. The ground is leveled

and packed, plants moved out of the way, and minor obstacles removed. This spell must be cast while the caster is standing still, and will begin as soon as the caster begins to move. The spell ends when the caster stops moving, or doubles back on her trail. Large and particularly tough obstacles will not be affected by this spell, and will cause the caster to stop moving, and the spell to end. The trail created by this spell is a normal trail, subject to normal damage and reclamation by the wilderness.

**Kiss of the Viper Blade** (Chad Hooper)

Muto Terram 30

R: Touch, D: Sun/Year, T: Small

Focus: Fang of an Asp (+3)

Requisite: Perdo, Animal

This spell is cast on a weapon. While in effect, this spell causes wounds of a highly poisonous nature. Anyone hit by a blade under the influence of this spell must make a Stamina Stress roll of 15+ or die. The victim will live a maximum of 10 minutes after they are hit, minus one minute per point by which the Stamina roll failed. Animal requisite due to the animal nature of the venom, Perdo due to the effect of said venom. Vis-boosted duration is Year.

**Object of Irresistible Growth** (Mike Minnotte)

Muto Terra, 30

R: Near, D: Sun/Perm

As per the spell *Object of Increased Size* (MuTe 15), but cannot be resisted. If resistance is attempted, either the object or the resister will bend or break.

**Spell of Wholeness** (Ian Barkley)

Muto Terram 30

R: Touch, D: Conc/Sun

Requisite: Creo, Rego

Makes a broken, holed, or otherwise damaged object act as if it is whole and undamaged for the duration of the spell. A boat with many holes and rotting planks will still float; a ruined tower will still hold. Any attempt to break the object forces the caster to maintain the wholeness of the target with sheer strength of will--- she must make an Int + Concentration roll based on the severity of the attack. A catapult hitting a stone tower would be 10+, a wave crashing across a large ship would be 5+. If cast with a vis duration boost, the caster does not need to make rolls. Note that, in many ways, the wholeness exists only in the caster's mind, so that only an object that the caster thinks of as whole can be bound by this spell, and only for tasks the caster thinks of the whole doing.

Casting Requisites: Form of the target.

**The Plutonic Form** (David Martin)

Muto Terram 30

R: Touch, D: Sun/Inst

Turns any object into a perfect specimen of its type. The object will be perfect in geometry, materials, and workmanship, generally increasing a weapon's combat bonuses by +1 each, and multiplying Resilience, Soak or Soak bonus, and Body Levels by 150% each. The object so affected will be very aesthetically pleasing. Note that the spell does not

change the object's dimensions or basic properties --- what substance it is made of, for example; it just refines the object to be the best possible object with those basic properties. The Level of this spell is high because of the difficulty of the spell, not because of the power of its effects.

**Enchant the Shadow Stone** (David Martin)

Muto Terram 40

R: Reach, D: Perm, Ritual

Requisite: Rego, Vim

This spell, which must be cast on the night of the full moon, creates a Shadow Cairn from a supply of prepared stones. The Cairn must be placed exactly one league from another active stone for a road between the two to be created (though it may be the first in a series of Cairns which will form a road), and if so, it will allow travel along a Shadow Road through the use of the spell *Travel the Paths of Shadow* (ReVi 25). The Cairn, once created, is resistant to damage and magical manipulations (at least +40 Soak and Magic Resistance), but can be destroyed by significant force. If the Cairn ever comes under the influence of the Dominion, it will lose all of its magical properties, and become nothing more than a pile of stones.

**Pass the Unyielding Earth** (Dave Martin)

Muto Terram 40

R: Per, D: Conc

The caster may pass through earth with solidity up to hard-packed earth as though it were thick mud, though the caster does not gain the ability to breathe in the earth. Softer earth will be easier to pass through, with sand or mud the resistance of water. Earth passed through will stick to the caster as mud or water would.



**Return to the Purest Forms** (David Martin)

Perdo Terram 15

R: Near, D: Inst

Separates an object into its component parts, different pieces becoming detached from each other. Thus, an arrow would separate into the wooden shaft, feather fletchings, and metal tip, and a shield might separate into 6 wooden boards, 20 iron rivets, an iron rim, and two leather straps. None of the individual pieces suffer any damage or changes.

**Shriek of Shattering Metal** (Piers Brown)

Perdo Terram 25

R: Near, D: Inst

Causes all metal items within range to immediately break with a terrible high-pitched shriek.

In actual fact it would probably be good to tie it to the weapon damage rules, but I don't have my book with me, and it will be a long time before my Corpus magus is good enough to research it, so I have yet to give it serious thought. Anyway, dress your grogs in leather armor, give them clubs,

quarterstaves and stone tipped arrows and go out into the world... ☺

**And to the Earth Return** (Dave Martin)

Perdo Terram 30

R: Near, D: Inst, Ritual

(Enkil Namor of Perennis) Causes the Earth to open up and swallow a medium-sized building, along with all its contents. A more powerful version of this spell (to swallow a building up to the size of a castle) is in the works.



**The Army of Unseen Porters** (Timothy Sallume)

Rego Terram Gen.

4th

R: Near/Sight, D: Conc, T: Ind

This spell in the general version of *The Unseen Porter* (ReTe 10). Roughly speaking, at Level 10 it is identical to that spell and can carry 220 pounds (100 kilograms). Each additional 5 Levels summons another porter. Option: Wizards who want raw strength can have a version with one porter that has double the lift per 5 levels.

**Entrapping the Spirits of the Earth** (Piers Brown)

Rego Terram Gen.

R: Touch, D: Spec

The maga draws a binding circle of some form around an area, such as a pentagram or magic circle. Any appropriate entity within the circle when the spell is cast is unable to leave the circle or disturb the circle in any way unless its Magic Might is greater than the spell's Level - 5 + die. Should the integrity of the circle ever be broken in any way, the entities within are free to leave. As soon as they leave, the spell ends and must be recast. (Effectively a reversed ward with Ring duration.) It is possible to summon a creature so that when it appears, it is trapped within the circle.

**Invisible Shield** (Philip B. Gaines)

Rego Terram Gen.

R: Near, D: Conc, T: Ind

Focus: A shield's rivet (+?)

Produces a magical shield around an individual which provides a soak bonus equal to the spell's level -10. This spell is mimicking *Ward Against Heat and Flames* (ReIg 25), and this method of magical self defense is much more understandable than the vague "deflect several metal attacks".

**Path of the Burro** (Jason C. Buss)

Rego Terram 10

R: Per/Touch, D: Spec, T: Ind

Focus: Hoof from a Donkey (+2)

Requisite: Animal

The target of this spell leaves tracks in the earth of a donkey wherever they trod. This persists until the target stops walking for more than a brief moment. Since humans walk on two legs and donkeys on four, an astute tracker might notice

the unusual spacing. Some versions of this spell leave the tracks of cows, sheep, or similar indigenous animals.

**Prepare ye the Way** (Ian Barkley)

Rego Terram 10

R: Touch, D: Inst

Requisite: Intellego

Locks or unlocks any mundane, metallic lock.

**Trackless Step** (Stuart Wilson)

Rego Terram 10

R: Per/Touch, D: Spec, T: Ind

Focus: Hoof Shaving from a Deer (+3)

You leave no tracks in the earth until you come to a stop, such as to rest or fight.

**Avoidance of the Leper's Touch** (Dave Martin)

Rego Terram 15

R: Near, D: Sun/Year

The target of this spell is an object, which will be repulsed from anything coming near it except the surface upon which it rests. Whenever anything comes within 3 paces, the object will move in a random direction away from whatever is approaching. The object will stop when forced against an obstruction.

Casting Requisites: appropriate form for the target.

**Lifting the Weighty Burden** (Dave Martin)

Rego Terram 15

R: Touch, D: Sun/Year

(Sovell of Perennis) Makes an inanimate object up to 10 pounds in weight only half as burdensome as normal. Divide Enc for the object by 2.

**Blessing of the Lightened Load** (Dave Martin)

Rego Terram 15

R: Touch, D: Inst, Ritual

As per the spell *Lifting the Weighty Burden* (ReTe 15), but a permanent enchantment on an item.

**Might of Stone** (Andrew Sturman)

Rego Terram 15

R: Touch, D: Sun/Year

Cast on a striking weapon, this spell causes +3 damage on the next blow that connects. The wielder will also win the initiative and forces the opponent back a pace. If a pawn of vis is used, this power can be used once a day (on the 1st blow of the day). This spell can be cast multiple times on a weapon.

**Removal of Things** (???)

Rego Terram 15

R: Touch, D: Mom, T: Ind

Focus: Cloth

Fizz the Wizz created this strange spell. Fizz was a very egotistical man. He hated how stains could ruin his clothes. So he created this spell to get rid of any stain, magical or regular. Many mages have used it on their favorite clothes. Thank ye!

**Terror of the Stones**

(Mike Minnotte)

Rego Terram 15

R: Per, D: Sun/Year

Protects the caster from stone and metal missiles. Adds 6 to the ease factor of an archer trying to hit the caster with fully stone or metal missiles: sling pellets, rocks, etc., and 3 to the ease factor of an archer attacking the caster with a missile partly made of metal or stone: wooden arrows with stone or metal arrowheads, etc. Also provides a +2 bonus on rolls to avoid damage from falling rocks, avalanches, etc. If *Stone Tell of the Mind that Sits* (InTe 30) or a similar spell is cast while this spell is in effect, all rocks will be fearful and hostile.

**The Unseen Spirit of the Wind**

(David Williams)

Rego Terram 15

4th

R: Near/Sight, D: Conc, T: Ind

Requisite: Auram

Works much the same as *The Unseen Porter* (ReTe 10) spell, but without the constraints of gravity. Using the wind as a tool, this spell allows you to lift and carry objects at any elevation as long as it remains within sight. Very useful for those Magi who prefer to travel through means of flight, or for those shapechanging Magi who travel through the air.

**Wizard's Cleave**

(???)

Rego Terram 15

R: Reach, D: Sun, T: Spec

Requisite: Appropriate to Target

This spell locks shut any inanimate thing that can naturally be fastened, making it impossible to open by mundane means. This includes doors, gates, buckles, knots, books, shutters, swords in scabbards, pouches, potion stoppers, chests, etc. This spell does not confer any magical resistance or supernatural strength to the target as a whole. A door can still be chopped through with axes; but the edges of the door will remain glued to the frame. The key definition lies in the target's natural state encompassing this 'shutable' position. For instance, a wagon brake could arguably be a target to be 'fastened'; but it could only be 'closed' or made to lock into an applied position. Nothing can be 'fastened' open.

**Chaotic Dance of Dead Stones**

(Hans Georg Schaathun)

Rego Terram 20

R: Sight, D: Conc

This spell animates rock within a sub area of the field of sight (as for Chaos of Flame). The caster cannot control which stones are animated and how and where they move. Small stones move very quickly through the air, and may be deadly projectiles, larger stones moves more slowly, but may kill a man by dropping from some height. The stones may move out of the area where they were animated, and thus threaten the caster (who has his magical resistance though). The amount of stone animated is 10 lbs. the first round, but doubles each subsequent round. Spontaneous ReTe may be used to control particular stones (as for Chaos of Flame).

[Compared to *The Unseen Porter* (ReTe 15). This spell moves more stone at longer range, but without control. Consider level 25]

**Homecoming of the Obedient Tool** (M. Northstar)  
Rego Terram 20  
R: Arc, D: Mom, T: Small  
Teleports any object with a load of up to 2, and to which you possess an Arcane Connection, to your hand.

**Magic's Capable Hands** (David Martin)  
Rego Terram 20  
R: Touch, D: Conc  
Requisite: Mentem  
Controls an object, making it respond to your mental manipulations rather than physical ones. The object is manipulated using the caster's Finesse score rather than the normal skills required to effectively use the item, and the caster's mental attributes are used in place of physical ones: Int instead of Dex, Per instead of Qik, and Stm instead of Str (Stm representing your magical strength rather than your physical strength).

For example, if used to wield a sword, your combat totals would be:

- 1st = Per + Finesse + Weapon Speed
- Atk = Int + Finesse + Attack Bonus
- Dam = Stm + Finesse + Damage Bonus
- Parry = Finesse + Parry Bonus

**Painter's Tools** (???)  
Rego Terram 20  
R: Near/Sight, D: Conc, T: Small  
Focus: Paintbrush (+1)  
Requisite: Herbam

Similar to *The Invisible Porter* (ReTe 10), this spell is of much greater practical use. It allows a much greater manipulation of small items - meaning that you can paint without using your hands. Very useful for its inventor - who is a fox.

**The Fixed Position** (David Martin)  
Rego Terram 20  
R: Near, D: Sun/Year

Holds an item motionless relative to the earth, no matter what position the item is in, or whether the item has any support or not (the item may be suspended in the air, for instance). The item resists motion with a Str equivalent of +3 (which is strong enough for you to climb on top of it, if you wish).

**The Traitorous Blade** (Mike Minnotte)  
Rego Terram 20  
R: Near, D: Spec

As per the spell *The Traitorous Spear* (ReHe 20) but works only on weapons at least 90% stone or metal.

Requires a casting requisite if the remainder is not Terram related (usually Herbam, Corpus, or Animal).

**Shield of Faith** (Ian Barkley)  
Rego Terram 20  
R: Touch, D: Conc/Sun

(Richard de Burrus, Earl of Salvotate) This spell is meant to be cast either on a weapon or a shield. The item will then

move to intercept blows, giving a +4 parry bonus. However, if the target of this spell is a weapon, the weapon gets a -3 first, attack, and damage penalty, as the wielder will have to fight the weapon's defensive motions to get a blow in. Also, all parry rolls get an extra botch die, as the shield may occasionally fight the will of the wielder. Note that, since the spell was designed for use in melee, the Int + Concentration roll needed to maintain the spell while in melee is only 6, though if the caster takes damage, the normal 12 + amount by which soak roll was missed roll must be made. There is also a Herbam version of this spell.

**Sword of Wrath** (Ian Barkley)  
Rego Terram 20  
R: Touch, D: Conc/Sun

Causes a sword or other weapon to attack faster, surer, and stronger, giving a +3 first, attack, and damage bonus. If the weapon is used for parrying, it will have a -3 to parry. Also, all 1st and attack rolls get an extra botch die, as the weapon may occasionally fight the will of the wielder. Note that, since this spell was designed for use in melee, the Int + Concentration roll needed to maintain the spell while in melee is only 6, though if the caster takes damage, the normal 12 + amount by which soak roll was missed roll must be made. There is also a Herbam version of this spell.

**The Two-Edged Armor** (Ian Barkley)  
Rego Terram 20  
R: Near, D: Conc

Causes the target's metal armor to start crushing her. The target must Soak +8 damage with Stm + Size each round the spell is in effect. Liked by many magi for the irony as much as anything else.

**Trap of the Closing Fists** (Dave Martin)  
Rego Terram 20  
R: Near, D: Conc

The target's metal armor contracts slowly inward, becoming uncomfortable the first round, and crushing the target in the second and subsequent rounds, doing +0 brawling damage, plus one per round, soaked only with Stamina + Size, and the target will lose body levels once all fatigue levels are gone. The target may rip her way free with a Strength roll of 3 plus 1 for each point of protection the armor offers.

**Wizard's Ward Against the Bite of Steel** (Geoffrey Grabowski)  
Rego Terram 20  
R: Spec, D: 1 Hour

By means of this spell, the magus may, by gesture, deflect attacks from weapons made of Terram. These are minor gestures and do not require a Qik roll, but the magus must have his left hand free to make them, making it impossible to use a shield or other weapon in the left hand, and making it hard for left-handed magi to wield weapons. Arrows move too quickly, and have too little Terram for this spell to affect them, but the magus may deflect slingstones or bullets on a roll of Qik + Finesse of 9+ per attack. Up to 3 attacks per round may be deflected, but the magus must be able to

perceive them to deflect them.

Overuse of this spell will cause difficulties manipulating objects composed in whole or in part with Terram, so most magi use this spell only when it will obviously be needed. Bad effects include unsure footing on stone and earth and objects skittering from the magus' grasp, and can evidence themselves for up to moon duration after the expiring of the last casting. What exactly constitutes overuse is a much-debated topic, but the Flambeau and Tytalus among whom this spell is popular, contend that one or two uses per Sun. duration is safe, and that uses after that start to cause a greater and greater risk of negative effects.

**Exchange of Stone** (Marcus Thomasson)

Rego Terram 25

Focus: A mortar spade (+1)

Requisite: Muto

Exchanges places of two stones, that the caster is touching simultaneously, even if one is built into a wall. The Muto requisite insures a perfect fit. In the version invented by Cephalicus of Bonisagus other material such as logs in a wooden house can be exchanged with the appropriate requisite. Cephalicus invented this spell to retrieve some magical stones built into a church wall.

**Halt the Missile Perilous** (Andrew Sturman)

Rego Terram 25

R: Sight, D: Conc

Requisite: Aquam

With this potent battle spell, the mage can halt the path of any missile he can see. With 1 round's concentration, a missile will be stopped in its tracks, and hang in the air motionless until released by the caster moving his attention elsewhere. The missile will then drop to the ground. A different missile can be halted each round of concentration, and the caster can attempt to block more than 1 missile a round. Missiles from siege engines (catapults, ballista etc.) can only be affected by the 40th level version of this spell *Halt the Siege Missile* (ReTe 40).

To stop a missile, roll a Stress + Qik + Finesse

<u>Difficulty</u>	<u>Type of Item</u>
4	Small thrown (dagger, stone, axe)
5	Large thrown (boulder, spear, javelin)
6	Slingstone, short/composite arrow
8	Longbow arrow, Light crossbow bolt
10	Heavy crossbow bolt

In addition, the stress die should be modified by +5 if the target missile is within Reach a +5 and by +2 if in Near. Furthermore, depending upon the composition of the missile the die should be modified for all stone +5, all metal +3, and half metal +1. Finally, for every missile attempted after the first in a round by a single spell, an additional -3 penalty. Note, this assumes an unmastered spell not being multicasted.

If the roll botches, the spell finishes and the missile is not stopped. The mage can only affect missiles he is aware of, and of course an all wood (herbam) missile is unaffected by this spell, as are magical missiles. If the roll is less than the

difficulty, add the (roll - 3) to the target's defense total (dodge or parry).

The creator of this spell, Jacob Stonemaster, used it to great effect in the 2nd Crusade. He would stop a missile and then reverse it with a spontaneous **rego auram** or destroy it with a **perdo terram** or **creo ignem**. It had a noticeable effect on the enemy morale when they shot arrows at the mage and they burnt away before they got to him. The crossbow bolt that killed him, he never saw.

**Stone Cleaver** (Andrew Sturman)

Rego Terram 25

R: Touch, D: Sun/Year

Cast on an edged weapon, this spell renders the blade so sharp it is able to cut through stone on the next blow that connects (it treats stone as clay). If used against a foe, it will do +5 damage, or if parried will cleave the weapon or shield struck in two. If vis is used, this power can be used once per day (on the 1st blow of the day) for a year. This spell can be cast multiple times on a weapon.

**Travel of the Earthworm** (John Boozer)

Rego Terram 25

R: Per/Touch, D: Sun/Moon, T: Ind

Focus: Dirt from a landslide (+3)

Allows caster to "swim" through dirt. The caster can move through the earth at up to 50 paces per round. The caster cannot pass through stone. This spell does not allow caster to breathe underground. Dirt and mud will stick to the caster as per normal. If only half of the caster's body is underground, then caster moves at half speed. This spell can be used to sink into the ground quickly. Can also be used to soften(X1/2) falls on a finesse roll of 6 + height/10.

**The Willfull Armor** (???)

Rego Terram 25

R: Per, D: Conc/Sun, T: Ind

Focus: A Piece of Clamshell (+3)

Deflects all known and unknown attacks from metal and stone weapons, if the damage of the attack cannot overcome your finesse + spell roll at the time of casting. The spell only hinders weapons approaching at a harmful speed, and so does not inconvenience the target in everyday life.

**The Workman's Loyal Tool** (Dave Martin)

Rego Terram 25

R: Touch, D: Inst, Ritual

Enchants any object (weapon, tool, bag, etc.) to make its way into the hands of its wielder when released, unless a command word is spoken. Whenever the tool changes hands, the new wielder must connect some arcane link: hair, nail clipping, etc. to the tool and remove the previous wielder's arcane link, or the tool will seek to return to the previous wielder when released. If the tool has two arcane links connected, it will not return to anyone. In any case, the tool will not travel more than 100 paces. The tool travels by "flying" through the air in as straight a line as it can, so major obstructions may prevent its return.

**Ward Iron** (Dave Martin)

Rego Terram 25  
R: Per, D: Sun/Year

Makes all iron (and steel) shy away from the caster, increasing defense rolls vs. iron or iron tipped weapons by +10. However, the caster will have a very hard time (-4 to rolls) when attempting to hold items with iron attached, and may not pick up anything made of iron.

**Call of the Possessor** (Dave Martin)

Rego Terram 30  
R: Spec, D: Inst

Summons a previously prepared item to the caster. The item can weigh no more than the caster's own weight, can be no larger than the caster's own body, and the caster must know where the object is (i.e. if it has been moved, the spell will fail). The object must have been prepared by the caster, requiring the caster to put a mark on the item (if you use the spell *Wizard's Mark* (ReVi 10), then that is what is meant, else a mundane mark will do). The item appears touching the caster's hand (in the hand, if the caster desires and the object is small enough).

Casting Requisites: appropriate form for the item.

**Stone Hammer** (Andrew Sturman)

Rego Terram 30  
R: Touch, D: Sun/Year

Cast on a crushing weapon (mace, war maul, etc.) this spell allows the weapon to shatter stone on the next blow (treat stone as glass). If used against a foe, it does +6 damage on impact, or if parried will shatter the weapon or shield parried and break the foe's arm (+1 body level damage). If vis is used, this power can be used once per day (on the 1st blow of the day) for a year. This spell can be cast multiple times on a weapon.

**Recall the Thieves' Bounty** (Dave Martin)

Rego Terram 40  
R: Spec, D: Inst

Transports anything you own and know well back to you, if it has not been away from you for more than one month. This spell will work within 10 miles unless you have an arcane connection with the item in question, in which case it will work at any distance.

**Enchantment of the Rightful Return** (Dave Martin)

Rego Terram 40  
R: Ring, D: Inst, Ritual

Sends all objects within a 5 pace ring around the caster to their rightful owners, no matter how far away the owners are, or whether they are dead or alive. Even the items worn by the caster are affected, though they will not actually go anywhere so long as the caster owns them. The caster will have no idea where the items go unless she makes other arrangements.

Casting Requisites: appropriate form for the target.

**Molten Maiden** (???)

Rego Terram 40  
R: Near/Sight, D: Mom, T: Ind, Ritual

Aimed: +3  
Focus: Freshly cooled magma (+4)  
Requisite: Muto, Aquam

This spell requires 2 turns to complete. The rock around the target is turned into magma and is then scooped up by the surrounding earth. It then slams together on the target encasing him in molten lava, in the second turn it seals itself. Needless to say this spell must be performed on a rock surface but works quite well when trying to make a point. Damage is at the discretion of the storyguide.

**Unrest of the Inanimate Object** (Hans Georg Schaathun)

Rego Terram 40  
R: Near/Sight, D: Inst  
Requisite: Perdo

The caster starts an inanimate object, up to the size of a tower, to start shivering until it breaks to pieces. Small objects of weak material break within a single round, while larger and more solid objects may last for up to five minutes.

**Bringing Forth the Treasures of the Earth** (Piers Brown)

Rego Terram 50  
R: Spec, D: Inst, Ritual

Casting this spell on an appropriate piece of land causes the earth to open up and disgorge its treasures in the form of metals, gems and other minerals specified by the caster and lying within 100 paces of the site of casting. The earth then seals itself once more leaving the treasures which it has given up.

While this is a very effective means of acquiring large amounts of wealth and vis (if you are lucky), it is not the type of activity that is prone to endear one to Earth spirits of any nature. Many Magi Terrae who have used this to garner vast amounts of wealth have been destroyed later by elementals and faeries whose treasures they were.

There is also an Aquam equivalent of this spell.

**Calling up the Wrath of the Earth** (Ian Barkley)

Rego Terram 50  
R: Touch, D: Inst, Ritual

Causes an earthquake, about 8.0 on The Richter Scale. Standard effects include widespread destruction of buildings and considerable loss of life. Death of PC's in the area will have to be decided on a case-by-case basis, with those in the open countryside unlikely to be hurt, and those in a ruined tower almost certainly dead. If the area is normally prone to earthquakes, the shock may cause aftershocks of high magnitude. Using or transcribing this spell is generally frowned upon, particularly as there are few areas far enough away from all covenants to avoid causing damage to some of them. Also, it will probably destroy some churches, angering the divine powers, and knock down some Faerie woods, angering the Faeries. It is also quite dangerous, since the caster is as affected by the spell as any other in the area, and is unlikely to survive without protection. There are also rumors that repeated use of this spell may anger some elemental forces. In short, don't use this spell unless you are prepared to take on the whole universe.



# Vim Spells




## Creo Vim



### Buffer the Tides of Magic (Christopher Carter)

Creo Vim Gen.

R: Per/Sight, D: Sun/Moon

When this spell is cast with another spell of equal or lower level cast by the caster or another in sight range, this spell creates a magical "buffer" of Vim which wraps itself around the spell being cast with it. When the original spell's duration expires, instead of failing at the appropriate time, this spell fails instead by weathering for the original spell the tidal fluxes that would cause the original spell to fail. The net result is that the original spell is allowed to last for double its normal duration.

Note that this spell must be cast when the spell to be buffered is cast or it will have no effect, and that it can only buffer spells of Sun or Moon duration. Spells with durations of Spec. or Inst. are not affected by this magic.

### Burning the Power of Body's Youth (Marc Messner)

Creo Vim Gen.

R: Per, D: Inst

Requisite: Perdo, Corpus

This spell allows you to draw vis directly from your body. You gain one pawn per magnitude of the spell, of whatever Form you desire. However, for every pawn drained, you age one year and have to make an aging roll, even if you're younger than 35. Remember that any longevity potion wears off after the first effect of aging, so that following rolls are made without its protection. If you die from this, only the pawns "paid for" come into effect. This spell can be cast simultaneous with another one on a concentration roll of 6+.

Casting requisites: Appropriate Form for the vis.

[Note: However, in my troupe, we play it that a magus can draw any amount of body-vis without needing a spell. It's a kind of an innate ability.]

### Creation of Fictitious Forces (Brian F.)

Creo Vim Gen.

R: Near, D: Sun/Perm, T: Ind

Aimed: +3

Focus: Artist's Paintbrush (+2)

Requisite: Spec

This spell is used to create false energies to draw off someone's magical searches. It creates energies of up to twice the level of the spell, and of form and technique of any requisites you cast the spell with. Very good for incriminating

wizards at Tribunal gatherings.... This spell was created by a Diedne pretending to be a Tylalus (and doing a good job of it, I might add!), who was having fun trying to make the wizards of a covenant he was visiting paranoid of internal dissent. Adding an *imaginem* requisite to make the magic appear like the spell you're trying to cast (i.e. a "Ball of Abysmal Fire" streaks from the Flambeau hothead towards the Bonisagus stick in the mud) would be a great idea. Finesse rolls are 6 plus the magnitude of the spell being faked (BoAF would take 13+) to do a credible job, unless you make a specific version for each spell to be faked, in which case no finesse roll is necessary. A player may specify whatever penetration total they want on this spell, up to double their actual penetration total, or even say, "I want this spell to go bounce off their parma pathetically." NB: For those sagas that use degrading parmas, this spell can't wear down a parma, although it can be used to scare an archmage by penetrating his parma (if you're good enough, which isn't hard).

### Endowment of the Changing Nature (Dave Martin)

Creo Vim Gen.

R: Touch, D: Inst

Requisite: Muto

The caster enchants a living subject with the capabilities of a single spell which the caster knows or can cast spontaneously at the time this spell is cast. The subject's magical nature is changed to incorporate the bestowed ability, so that neither this spell nor the powers it endows may be removed by any means other than destroying the target's magical abilities in their entirety. Any effect or combination of effects up to one-fifth Level may be Endowed, and will function exactly as would the same effects in a magic artifact. Thus, the punch, duration, usage per day, etc. may all be changed by modifying the Level of spell as per magic artifact creation rules.

### Shell of False Determinations (Dave Martin)

Creo Vim Gen.

R: Touch, D: Month/Inst

Similar to the spell *Shell of Opaque Mysteries* (CrVi Gen.), but this "Shell" provides false information about the powers of the item as well as preventing the true powers from being determined. The *Shell of False Determinations* will be discovered if the investigating maga's roll exceeds half the Level of the "Shell".

### Shell of Opaque Mysteries (Dave Martin)

Creo Vim Gen.

R: Touch, D: Month/Inst

Creates a "shell" of magic on an item, shielding the item from investigations by other magi. In effect, all attempts to



investigate the item will fail until the investigator equals or exceeds the Level of the *Shell of Opaque Mysteries*, preventing enchanted items from being easily investigated. Once a particular maga has determined the presence of the "Shell", that maga may ignore that particular "Shell" in all future investigations of the item.

**Pose** (Ian Barkley)

Creo Vim 0

R: None, D: None, Silly

Causes nothing to happen, but sounds powerful and deadly when cast. Useful for impressing credulous underlings. Also useful for NPC's when the storyguide wants the PC's to figure things out on their own.

**Create the Arcane Bond** (???)

Creo Vim 10

R: Touch, D: Sun/Perm, T: Small

Requisite: Terram

This spell is cast on two small stones of a like kind (granite, limestone etc.) which thereafter and for the duration form an Arcane connection to each other. You can send away one of the stones with a grog or even someone unaware, thus enabling yourself to magically perceive that person, or the locale where he is. You cannot channel magic through the bond, even at the wearer of the stone, without possessing a normal Connection to the target, but there is a higher magnitude spell *Forge the Bond of Magical Oneness* (CrVi 50) that overcomes this limitation.

**The Phantom Gift** (Dave Martin)

Creo Vim 15

R: Near, D: Sun

(Enkil Namor of Perennis) The target of the spell becomes tainted with magic as most magi are. Beasts and people will react to the target as though they were magi. Multiple castings of this spell on a given individual in a single day do not increase the effect, and this spell does not work at all on those who already have the gift, even if they have the "Gentle Gift" (+1 Hermetic Virtue), since there is something about their gift that suppresses this taint. Animals and people who normally associate with the target will not react with hostility to the target--- they will merely give the target a wide berth, much as you would treat someone who smelled bad.

Casting Requisites: Appropriate form for target.

**Forge the Bond of Magical Oneness** (???)

Creo Vim 50

R: Touch, D: Sun/Perm, T: Small, Ritual

Requisite: Terram, Imaginem, Rego

In this ritual you forge a magical bond between two sapphires of exactly the same size and cut. The sapphires will thereafter constitute as Arcane Connections to each other, just like the spell Create the Arcane Bond. However, by performing some trigger action specified at the time of casting, you can tap into the higher powers of the ritual: an image from the locale of the target stone is imposed on your surroundings, so that you will seem to be standing in the location of that stone (while in fact remaining where you were, i.e. if you

where in your laboratory, you must take care not to upturn any of your equipment as you move about.), at the same time your image will also be projected on the location of the target's stone (replacing the image of anyone wearing the stone). In this condition you can cast spells normally at anything you see at the target location, but any magician at that end can also cast spells at you (only spells directed at your person can pass the connection, physical and environmental effects affect the target location normally, possibly harming the wearer of the stone. Note: spells targeting the wearer of the stone directly will instead cross the bond and attack you). One drawback is that you cannot cast touch-range spells at anyone but yourself. The range of the connection and the level of spells going through is unlimited. The triggering action to open or close the Bond takes one turn to perform, and can be used three times a day (three openings and three closings).

**Dark Art** (???)

Creo Vim 60

R: Per, D: Season/Year, T: Ind

The caster uses the power of his twilight, so he can add for the duration his points of twilight to one magic art. But this power has a cost: add one point of twilight, two if you use vim art.

**The Ritual of Endowment** (Dave Martin)

Creo Vim 60

R: Touch, D: Inst, Ritual

Requisite: Corpus

The target of the spell is endowed with full magical abilities, and, with training, may become a maga. It is somewhat akin to creating a familiar, but involves the soul of the target as well, making it a different process. The target's magical abilities will be balanced except for Vim (for which the target will have an affinity) unless the caster's magical arts are particularly unbalanced or the spell is cast with an appropriate requisite, in which case the target will be appropriately influenced.



**Seer's Discerning Eye** (Dave Martin)

Intellego Vim Gen.

R: Per, D: Conc

Caster can identify active magic (spells in effect) up to the Level of the *Seer's Discerning Eye* spell by the technique and form. On a good Per roll (6+), rank of the spell and general purpose will be hinted at as well.

**Scarlet Flash of the Demon** (Jeff Berry)

Intellego Vim Gen.

R: Near, D: Inst

Cause one Near target to flash with a red light for an instant if it is a demon and the caster exceeds the target's Demon Points with the Level of the spell + 5 + a simple die. If the roll does not exceed the target's Demon Points or the target

is not a demon, there is no result.

**Sight of the Spirit World** (Dwayne Collard)

Intellego Vim Gen.

R: Per/Touch, D: Sun/Moon

Requisite: Mentem

Every five levels of this spell is equivalent to +1 "Second Sight" talent. Thus a 20th level spell gives the caster an ability of "Second Sight 4". Limitation does not allow sensing demons.

**Tracing the Sigil** (Dave Martin)

Intellego Vim Gen.

R: Per, D: Inst

Caster can identify the caster of a spell, sensing a signature much like the wizard's sigil. This is useless unless the caster has seen the signature before, as the spell does not link the signature to a particular maga. This spell works only on spells up to Level.

**Turning the Cruel Eye** (Dave Martin)

Intellego Vim Gen.

R: Spec, D: Inst

The caster draws the attention of a demon whose name she knows if she can match its Demonic Might on a roll of die + Level. The only effect this spell has is to notify the demon of your location and the attempt to draw its attention. The demon will only travel to the caster if it wishes to (and is able to) do so by its own means. This spell may only be cast at night, and the distance to the demon is not important.

[Note: This spell will not work when cast in Dominion.]

**Sensing the Mystic Place** (Carl Schnurr)

Intellego Vim 5

R: Spec., D: Inst

Allows the caster to determine if they are currently within an area with a magical or faerie aura. At the storyguide's option this will also detect divine and diabolic auras.

**Feeling the Font of Power** (Carl Schnurr)

Intellego Vim 10

R: Spec, D: Inst

Allows the caster to determine the nature of an area of power or regio (diabolic, divine, faerie, or magical) if the caster is currently within its bounds.

**Scales of Power** (Carl Schnurr)

Intellego Vim 15

R: Spec, D: Inst

If the caster is within an area of power or regio, it gives them a feel for its strength. (E.g. weak, powerful, stronger than the last level entered)

**Seeing the Elusive Boundary** (Carl Schnurr)

Intellego Vim 15

R: 30 paces, D: Conc

Allows the caster to see the boundaries of a regio as faintly glowing lines. The spell detects boundaries to the next higher or lower level within the mage's normal line of sight.

The mage must specify when casting whether they are looking for the higher or lower boundary. If a boundary is observed using this spell, the caster may add +3 to future attempts at crossing it.

**Glimpse through the Mystic Veil** (Carl Schnurr)

Intellego Vim 20

R: Sight, D: Conc

Allows the caster to see into levels of regio other than the one currently occupied. In order for the spell to take effect, the magus' penetration roll must equal or beat the number normally needed to enter that regio. All normal modifiers for entering regio apply to the penetration roll, including bonuses or penalties from magical creatures aware of the intrusion. If a magus desires to look up or down several layers, each must be entered in sequence, just as though the magus was traveling physically through them. Changing levels requires a Concentration roll, as does any movement other than rotating in place. Walking while casting this spell is extremely difficult as the caster is moving over one physical reality while seeing another. Trying to see into a level higher than that in existence above the caster results in the spell's abrupt failure.

**Siren Call of the Magus' Home** (Ian Barkley)

Intellego Vim 20

R: 10 miles, D: Conc

Requisite: Imaginem

The caster of this spell can "hear" any place within 10 miles that has a magical aura as strange, alluring melody. Since magical auras are so rare, this is of considerable help when magi are trying to find a place for a new covenant. The stronger the aura, the more beautiful the music, the nearer the aura, the louder the music.

[Note: Lots of people thought this should be higher Level.]

**Study of the Enchanted Item** (Ian Barkley)

Intellego Vim 20

R: Touch, D: Inst

Reveals if an item is enchanted with powers (as opposed to having raw vis or having spells cast upon it.) Also finds any Verditius Runes which are linked to powers, and thus shows any false Runes as such. It does not, however, reveal anything about the powers themselves.

**The Manifestations of Evil** (Dave Martin)

Intellego Vim 20

R: Near, D: Inst

Causes the caster to discover one of a demon's powers or shapes, if it can take multiple shapes.

[Note: There is no guarantee that multiple castings of this spell will not inform you about the same power or shape, and you only gain a broad description of the power or shape --- the details and strength remain unknown.]

**Peals of Magic's Work** (Dave Martin)

Intellego Vim 25  
R: Per, D: Sun/Year

The caster can hear magic as notes of music. This "sound" travels as normal sound, and stronger spells will produce louder "songs". Most spells will be fairly simple, repetitive melodies, but complicated spells (especially ritual spells) can be as complicated as whole symphonies. Faerie magic is sometimes heard as random chimes, and demonic magic as a low buzz, but these things are much less noticeable --- treat as  $\frac{1}{5}$  power for the volume they produce.

**Locating the Apprentice** (David Smith)

Intellego Vim 30  
R: Sight/Map, D: Conc/Moon  
Requisite: Mentem

This spell enables the magus to locate an apprentice. If a current or near-current map of a location is available, it may be used as a form of arcane connection to the area to be searched. The map will give no more information than its scale allows. The Sight application allows seeing a glow around any potential Magus in sight. The spell only considers potential Magi as people with the full Gift and Intelligence of at least +2. [If the campaign uses Rational Magi (see the REASON subdirectory), then it will indicate persons with the potential to be a Rational as opposed to a non-Rational magus differently.] This spell is somewhat unreliable, and has been known to not indicate someone as Magically Gifted someone who is in fact so gifted (i.e., "Hidden Gift" virtue). However, anyone without the Gift will never be indicated as having it. It cannot overcome any degree of magic resistance, and thus those who have Parma Magica or other shielding will not be detected.

A focus of Hazel during spell-casting will give a +1 bonus.

[Note: How well this spell fits within the Paradigm, etc., has been disputed. For my campaign, I only allow it for Rational Magi.]

**See the Fight Between Cosmos and Chaos** (Biel Suau)

Intellego Vim 30  
R: Near, D: Conc, T: Ind  
Requisite: Mentem

This spell permits you to see how the magic is fighting with the mind of a mage when it is under crepuscule and which is the winner. (Very interesting for a Ciamon magus) The caster of the spell may rolls an Enigmatic Wisdom stress dice of 6+ or enter into crepuscule

**Tale of the Magical Blow** (Ian Barkley)

Intellego Vim 30  
R: Per, D: Sun/Year

The caster knows the technique, form, general Level, and general source of any spells she resists or detects through normal magic resistance.

**Seer of Black Souls** (Dave Martin)

Intellego Vim 35  
R: Spec, D: Spec

This is not really a spell, but a process learned as though it were a spell, and through which the caster can determine the true name of a demon from whom she has a body part (hair, skin, nails, etc.) The process takes a full season, and at the end of that time the caster must make an Int + Occult Lore roll of 11 + the demon's rank (Demonic Might / 10) to be successful. Having a demon's true name gives you greater power over it, including a +10 Penetration bonus versus that demon. This spell/process cannot determine the true names of The Prince of Darkness or his direct lieutenants.

**Sight of the Active Magics** (Dave Martin)

Intellego Vim 35  
R: Per, D: Conc

Caster can see magic as "auras" around things and people. Color of the aura depends on the form of the magic, and shape of the aura depends on the technique and/or the specific effects of the magic, so some basic information about the magic can be determined. The stronger the magic, the more bright the aura. Traditional colors are:

- Animal: brown
- Aquam: blue
- Auram: white or purple
- Corpus: red
- Herbam: green or brown
- Ignem: red
- Imaginem: purple
- Mentem: orange or violet
- Terram: black or brown
- Vim: silver or white

Note that some colors overlap and that these colors cannot be distinguished readily from normal light, so Imaginem spells could be used to fool you.

**Following the Magical Trail** (Piers Brown)

Intellego Vim 40  
R: Touch, D: Inst

Determines the destination of any person who teleported from the point touched.

[Note: This is one of the type of spells which *Destruction of the Lingerin Traces of Magic* (PeVi Gen.) was designed to counter.]

**The Great Quest** (Paul Sherliker)

Intellego Vim 40  
R: Per, D: Spec, Ritual  
Requisite: Creo

This spell claims to send the caster on a great quest for knowledge, in which she must encounter arcane forces of great power, risking all to gain mystical knowledge of something concerning her. The spell does not state that it sends the caster into temporary twilight. If she manages to control the twilight, then, in addition to the normal consequences, she will gain much knowledge (usually, but not

always, relevant to the reason for her quest). The struggle for control takes the form of a quest, which is best role-played out.

This spell often fails for unknowable reasons; in this case the caster does not enter twilight, but is incapacitated for a number of days equal to simple die - Enigmatic Wisdom. A small amount of knowledge may nevertheless be gained.



**Boost the Lofty Spell** (Dave Martin)

Muto Vim Gen.

R: Spec, D: Spec

Increases the range of a spell, making Personal spells Touch, and Touch spells Near, etc. Near spells are boosted to work on anything within the caster's line of sight, or at any distance so long as you have an arcane link. Spells which already work at any distance with an arcane link are not affected. Targeting for the spell being boosted is normal within Near range, but targeting for line of sight spells will be at a penalty of -1 past 15 paces, increasing with greater range, penalty to be determined by the story guide. Duration of the spell boost is that of the spell being cast or Sunrise/Sunset --- whichever is shorter.

**Crafting the Reservoir of Magic** (Dave Martin)

Muto Vim Gen.

R: Touch, D: Inst, Ritual

Requisite: Creo

Enchant an object to store fatigue levels for spell casting. Such an object will be able to store one level of fatigue per 3 ranks in the spell. Levels may only be drawn one at a time (taking one round per level), and are only short-term fatigue (drawing long-term fatigue drains the item permanently). Fatigue levels must be put into the item before they can be taken out again.

**Dirnano's Potion Doubling** (Ian Barkley)

Muto Vim Gen.

R: Touch, D: Inst., Ritual

This ritual takes a potion and an equal amount of water. During the course of the ritual, the water is imbued with the same magical properties as the potion. The ritual must be equal to the Level of the potion's effect times the number of doses; and any vis used to boost the duration of the potions must be added to the water as well.

**Extending the Ever Fleeting Spell** (Timothy Sallume)

Muto Vim Gen.

4th

R: Reach, D: Spec, T: Ind

Requisite: Intellego

This spell is cast on a spell that has already been cast and is not Momentary in duration. That spell's duration increases by one magnitude and must be at least 5 levels less than this one. A spell's duration can not be increased beyond Ring/Moon without spending raw vis and cannot be boosted more than once by this method.

**Help with the Difficult Art** (Ian Barkley)

Muto Vim Gen.

R: Reach, D: Inst

This spell allows magi to pool their knowledge to cast a spell with requisites. The spell can be at most twice the Level of the *Help with the Difficult Art* spell. When used, the effective score in all arts used as requisites to the spell is the higher of the two maga's scores. Note that the caster must still provide the base Technique and Form arts on her own, without help from this spell, and that another maga must cast this spell on the caster --- it does no good from the caster to cast this spell herself. Only the primary caster takes fatigue from the primary spell. This spell may be cast by more than one maga for the same spell.

**Linked Vis** (Ian Barkley)

Muto Vim Gen.

R: Spec, D: Perm, Ritual

When cast, the caster enchants a crystal vial to hold stores of vis. She can put as much vis as she wishes into the vial, and then hide the vial in a safe place.

Even though the vis is hidden, the caster can still use it as if she had it with her. She can boost spells with it, add to her rolls in Certamen with it, or cast ritual spells with it. She can use exactly as much as she wishes at any time, subject to the normal restrictions of her Vim score. Note that this is generally superior to carrying the vis with her, because it cannot get lost or stolen, and because one can fast-cast spontaneous spells with it without having to fumble in a pouch for it. The maximum number of vis points usable at any one time it equal to the rank of the spell. The caster cannot use such vis for lab work without retrieving it from its hiding place, and she may add vis at any time after the vial is enchanted.

**Mirror of Opposition** (Dave Martin)

Muto Vim Gen.

R: Spec, D: Spec

Cast on another spell while the other spell is being cast, causes the targeted spell to have the exact opposite of its normal effect. Works on spells up to half the Level of the *Mirror of Opposition* spell. May be cast on another maga's spell, but must overcome the Penetration total of the other spell to take effect. The effects of the inversion are up to the storyguide to determine, but the target of the inverted spell usually remains the same as that of the original spell. This spell was accidentally created by a magus attempting to invent *Wizard's Boost* (MuVi Gen.), who met his demise upon his testing of the spell. It is very dangerous, giving double the normal number of botch dice, and cannot be mastered.

**Muris Magica (Magic Wall)** (David Martin)

Muto Vim Gen.

R: Ring (7 paces), D: Sun

Extends the caster's Parma Magica to affect everyone within the ring (at the usual -3 penalty to skill). Affects all spells which would affect anyone in the protected area, not just spells which cross the boundary.

**Prolonging the Inevitable** (Dave Martin)

Muto Vim Gen.

R: Spec, D: Conc

You extend the duration of a spell currently in effect, maintaining the spell past its normal duration. The affected spell will continue for as long as you maintain concentration. Works only on spells of equal or lower level. Non-Hermetic magic may not work, at the storyguide's discretion.

**Sharpen the Wizard's Blade** (Dave Woods)

Muto Vim Gen.

R: Spec, D: Inst

A variation of the spell *Wizard's Boost* (MuVi Gen.). This spell, when cast simultaneously with another (concentration roll of 9+), may enhance the penetration of the first. The new penetration will equal the Level of this spell + die roll.

A chisel used as a focus lends a +1 bonus.

**Sheath of Deadly Fire** (Ian Barkley)

Muto Vim Gen.

R: Spec, D: Spec

From a piece on ways to destroy the Order/Saga:

Cast upon another spell of equal or lower Level, allows that spell to "burn" through any Hermetic Parma Magica without resistance. Obviously not something you want your players to have, but it would make an interesting opponent...

**Sodalis' Stolen Sorceries** (Mark Neale)

Muto Vim Gen.

R: Touch/Near, D: Inst

You magically "grab" a spell that was placed on an object, person or whatever and move it to another. You can only move it to a legal target of the spell that you are moving. Consider the spell have just been cast again with the original rolls, penetration and such, but on the new target. If the spell can be resisted and is by the new target then the spell is gone. Spells with Instant durations can not be affected by this spell. You can move any active spell. With this spell, you can do the following:

- 1) Spells cast by Magi - you must double the original caster's Technique + Form score (at the time he cast the spell) on a die + the level of your spell.
- 2) Spells not cast by magus - you must double the caster's might score.
- 3) Spells from magic items - the value to beat is double the level of the spell.

**Speeding the Great Spell** (Ian Barkley)

Muto Vim Gen.

R: Per, D: Spec

Allows for faster casting of a ritual spell. The ritual spell is cast in the process of casting this one, thus allowing the ritual to be cast in one round (This spell **cannot** be fast-cast). It still requires the normal amounts of vis, and the double casting requires an Int + Concentration roll of 9+. Furthermore, all fatigue from casting this spell and the ritual are long-term; and the caster loses one more long-term fatigue level in addition.

This spell is also dangerous, 3 extra botch dice, plus the botch dice for the vis used in the ritual.

Casting Requisites: Form and Technique of the ritual.

**Strength of Tremere's Warrior** (Ian Barkley)

Muto Vim Gen.

R: Per, D: 1 Certamen

Cast during the open ritual of a Certamen, this spell adds +1 to the effective Certamen score of the caster for each rank of the spell. Some magi consider this cheating, or at least unworthy, but if cast without hands or voice, the magical energy of the Certamen covers up the magic of this spell, making detection by InVi spells quite difficult. (A 30th Level spell would be able to detect it with a Per + Magic Theory + Certamen roll of 15+; a 45th Level spell would have no problems.)

**The Sorcerer's Fork** (Dave Martin)

Muto Vim Gen.

R: Spec, D: Spec

This spell splits another spell into two or more identical spells of reduced power, which may be cast against two or more separate targets. Each of the resulting spells will be a fraction of power of the original spell, so if two "Forks" are created, each will be at  $\frac{1}{2}$  power, if three "Forks" are created, each will be at  $\frac{1}{3}$  power, etc. The Level of the "Forks" may not exceed half the Level of the "Fork" spell. The caster suffers targeting penalty as per multicasting, and suffers a penalty to the spell casting roll for the "Fork" equal to the number of "Forks" made (not the number of targets). The Penetration total of each of the spells is a fraction of the spell casting roll for the original spell, not to exceed the Level of the "Fork".

**The Varicolored Magjiks** (Dave Martin)

Muto Vim Gen.

R: Spec, D: Spec

Requisite: Imaginem

The next spell you cast may appear however you wish it to, though the effects of the spell remain unchanged. Thus, for example, you could make the spell *Hands of Grasping Earth* (MuTe 15) appear as shining crimson shackles around the target's feet rather than as hands of earth. This spell lasts as long as the spell it affects, so the affected spell will maintain its altered appearance for its entire duration. Note the affected spell must be visible in some way --- you cannot make its effects invisible with this spell. Only works on spells of equal or lower level.

**Transformation of Energy** (Ian Barkley)

Muto Vim Gen.

R: Touch, D: Inst

Requisite: Corpus

This spell changes the form of energy, changing it from energy stored in vis to energy in the form of fatigue levels. One vis point can be transformed into one fatigue level for every 5 Levels of the spell. The vis can be of any type, and the caster need not use all that is touching her body. The fatigue

level gained from casting the spell, if any, can be erased by the spell. Note that this spell cannot be reversed, to turn fatigue levels into vis, because vis actually represents a lot more energy than a fatigue level, most of which is going to waste. A prerequisite is needed for the type of vis used, if it is not Vim or Corpus.

[Note: This is a bit powerful, when compared with the Merinita spell which does the same. You may want to consider it very carefully.]

### **Wizard's Immortality** (Ian Barkley)

Muto Vim Gen.

R: Spec, D: Perm, Ritual

Makes a spell immortal (Permanent). The spell to be affected can be at most half the Level of the ritual, and cannot have a duration of instant. Does not affect Faerie spells. Note that the spells are made Permanent, not Instant, so making a healing spell immortal is not the same as casting the healing spell with vis. Wounds healed by such a spell would not come back at sunset, but since the person would always be under the effects of a healing spell, she would never heal naturally.

### **Splitting the Inestimable Gem** (Yves Lafrance)

Muto Vim 10

R: Touch, D: Inst, Ritual

The target of that spell must be a "chunk" of raw vis of at least two pawns. It will break the chunk into two parts. The caster may choose the number and type of vis (by availability) in each part but must make a (Finesse + Per) stress roll of 3+, modified by the number of pawns in the chunk. If the roll fails, one part is smaller by one pawn for each point the roll missed but at least one pawn, and the other one is proportionally bigger. If the roll is a botch, one pawn is destroyed and the caster must roll botch dice equal to the remaining pawns. If a botch occurs, the pawns detonate. Exact effect is left to the storyguide.

### **The Addition of the Names** (Paul Sherliker)

Muto Vim 15

R: Touch, D: Inst, Ritual

Requisite: Intellego, Mentem

This spell is cast on a magic item which was prepared with the appropriate limitation "only for use by [list of names] and any future additions through the ritual, less any removed through use of the spell *The Striking of the Name* (MuVi 20)." It adds someone to the list. There are many versions of this spell, limiting who can cast it --- typically it takes three people already on the list, but it may only take one.

### **The Damned Clay** (Dave Martin)

Muto Vim 20

R: Near, D: Conc

Forces a demon to use its own powers to change into one other shape specified by the caster, and it must remain in that shape so long as the caster concentrates.

### **Parting Blow**

(Ian Barkley)

Muto Vim 20

R: Per, D: 1 Certamen

Requisite: Corpus

This spell is designed to be worked into the opening ritual of a Certamen, and closely resembles it, so that casual observers need to make a Per + Magic Theory + Certamen roll of 13+ to note its casting (or the caster can take a -15 penalty and make it completely unnoticed). It controls the magic of the Certamen so that, if the opponent loses, she does not collapse unconscious, but stays at dazed for a small time. This allows for the casting of very humiliating spells (*Show of Proper Respect* (ReMe 30), for instance) which require the target to be awake. 5 minutes after the Certamen is over, or whenever the caster wishes it, the opponent finally falls unconscious from the Certamen.

Casting requisites: Form and Technique of the Certamen.

### **The Striking of the Name** (Paul Sherliker)

Muto Vim 20

R: Touch, D: Inst, Ritual

Requisite: Intellego, Mentem

Similar to the spell *Addition of the Names* (MuVi 15), this spell is cast under the same restrictions, except that the person in question, who need not be present, has her name struck from the list.

These spells might be used on a covenant magic item, allowing for use by all the members of the covenant, provided enough users remain to perform the ritual. Note that the spell cannot be altered to take account of the intentions or state of members not present at the ritual, though intent in some basic forms can be discerned for those present. Typically, the person joining or leaving the covenant would be asked to provide the vis, but those leaving would often have reasons to refuse. The item must be tailored to specific alteration formulae to which the creator had access. Other formulae are no use, even if they do exactly the same thing.

This set-up provides some interesting story ideas --- what if someone were to steal the formulae? What if a small group uses them to take over control of the item? The fact that these spells are rituals also makes the limiting of an item in this way a more serious situation.

### **Warping the Magical Veil** (Carl Schnurr)

Muto Vim 20

R: 5 Paces, D: Conc

This spell, when cast within range of a regio boundary, allows the caster to momentarily warp the contour of the boundary a few paces in either direction. If the caster causes the boundary to cross over someone, they must roll to enter (or leave) the level with a bonus equal to the penetration total of the spell minus the level of the regio. After concentration ceases, the boundary slowly flows back to its original position.

### **Magnification of the Impotent Corruption** (Dave Martin)

Muto Vim 25

R: Near, D: Spec

The caster augments a single power which a demon

possesses, adding +5 Levels of effect to the power and +5 Penetration. This strengthening lasts for a single use of the power (if appropriate), or until Sunrise (for powers which have continuous use).

[Note: This spell may only be cast at night, and will expire at Sunrise, no matter how long the power lasts.]

### **Crafting the Prison of the Soul** (Dave Martin)

Muto Vim 30

R: Touch, D: Inst, Ritual

Requisite: Mentem

Enchants a special magic item into which a soul can be placed. Souls put into the item will remain trapped there until the seal on the prison is broken (usually by purely mundane means). The object must be a container with an airtight seal or a gem of some sort. Containers are easier to use since they are easier to engrave with the proper incantations and runes. With a gem prison, however, the face of the trapped victim can be seen when staring intently into the gem. See the spell *Trapping the Soul* (ReMe 40).



### **Assailing the Magical Barrier** (???)

Perdo Vim Gen.

R: Near, D: Mom, T: Ind

Focus: Rust from a Shield (+2)

Weakens or possibly destroys the target's Parma Magica. Roll a stress die + spell Level, and for every point by which the roll exceeds the target's Parma x 5, subtract one point from the resistance of the Parma to future attack. Damaged Parmae must be recast to repair the damage. Note that the target receives no resistance bonus from his Forms, as this spell attacks the Parma directly, not the magus protected by it. Parmae are the only forms of magic resistance that can be affected with this spell. If cast from hiding, the target knows immediately that he is under magical attack. This was the first spell created by Michaelis Montefeltro of House Flambeau, and may have played a part in his success in fulfilling the Wizard's March on his former parents, the magister Prodessus degli Umberti of Jerbiton. Currently the only copy of this spell resides in Magvillus, Domus Magnus of House Quaesitor.

### **Banish the Mobile Forms** (Dave Martin)

Perdo Vim Gen.

R: Near, D: Sun/Year

This spell will banish a single elemental, sending it back to whatever place it calls home, where it must remain until the spell expires. Banished elementals rarely hold ill will towards the caster unless the banishing interferes with something the elemental was doing of its own accord (possibly including services that are the result of bargaining). An elemental can be banished if a stress roll plus the Level exceeds the elemental's resistance. Elementals bound by another maga resist this spell with the binder's binding roll (see above) **minus** the

elemental's might (the elemental assists in banishing itself). Elementals voluntarily in service to another maga (through bargaining) or acting entirely on their own will resist this spell with their full magic resistance.

Casting Requisite: Form of the elemental.

### **Burning Vis** (Ian Barkley)

Perdo Vim Gen.

R: Near, D: Inst

Destroys vis, one pawn per rank of spell. Does not work on living creatures; must overcome magic resistance if the vis is being carried.

### **Cutting the Cords** (Ian Barkley)

Perdo Vim Gen.

R: Near, D: Inst

Requisite: Animal

Destroys the three cords that bind a familiar to its master if you can penetrate the combined magic resistance of the maga and the familiar (i.e. Parma Magica x 5 + maga's Vim score + familiar's Magic Might), and beat the total cost of the cords on a die + Level. If successful, the familiar retains its powers and intelligence, but the binding is no longer true. If the ex-familiar is willing to be re-bound, it will only take 2 seasons and 12 + Size pawns of vis. The ex-familiar is rarely willing to be bound to the person who cut the cords, but it has been known to happen, especially for snake or toad familiars. Some magi also do this to themselves, in order to re-forged the cords with greater power, but it is rare, for it is painful to the soul to lose one's familiar in this way, and the ex-familiar is rarely willing to be re-bound.

### **Destroy the Offending Spell** (Dave Martin)

Perdo Vim Gen.

R: Per, D: Spec

Defensive spell that will reduce the Level of the spell it is cast against by the Level of this spell. This spell may only be cast against formulaic spells the caster knows, or knows a variant of. Multiple castings of this spell (by the same maga or different magi) do not add --- the target spell is reduced by the Level of the greatest *Destroy the Offending Spell* cast on it. *Destroy the Offending Spell* is an art of countering magic more than a spell, so it is considered always working against spells that directly affect the caster, so long as the caster is aware of the attack. When cast deliberately against another spell, its duration is instant.

### **Destroy the Lingering Traces of Magic** (Piers Brown)

Perdo Vim Gen.

R: Near, D: Inst

This spell removes all the remnants of magic which has expired within the area defined. Must match the Level of the effect on Level + die. Does not effect magics which are still in operation. (Made to counter the spell *Sense of the Lingering Magic* (InVi 30) and other similar spells)

**Erasing the Wizard's Handiwork** (Mike Minnotte)

Perdo Vim Gen.

R: Near, D: Inst

Cancels any of the caster's own spells if the Level of the spell is matched on twice Level + die. Spell must still be active (i.e. not instant).

[Note: Mike and his group latter changed this to Level + 10 + die.]

**End the Permanent Curse** (Javier Fernandez Sanguino)

Perdo Vim Gen.

R: Touch, D: Perm, Ritual

Destroys any one curse upon the receiver, the level of the spell has to be higher than the spell that bestowed the curse (or the Magic Might of the being that brought the curse upon the receiver).

**Masking the Odor of Magic** (Dave Martin)

Perdo Vim Gen.

R: Touch, D: Sun/Year

Prevents a magic spell or power on an item or being from being detected by InVi spells if Level + stress die exceeds the punch roll of the "attacking" maga. Must be cast separately for each spell or power on an item or being.

**Oathbreak** (Dave Martin)

Perdo Vim Gen.

R: Spec, D: Inst

Specifically designed to thwart the spell *Enchantment of the Heartfelt Oath* (ReVi Gen.), this spell will disperse such an enchantment if a roll of Level + die exceeds the Level of the enchantment. In addition, this spell prevents the other participants from learning about the enchantment being broken (including who broke the enchantment).

**Shatter the Arcane Shield** (Dave Martin)

Perdo Vim Gen.

R: Near, D: 1 round

Designed specifically to bring down magic protection, it negates the target's magic resistance for the next round only if a roll of Level + 10 + die exceeds the target's magic resistance.

**Suppress the Arcane Shield** (Dave Martin)

Perdo Vim Gen.

R: Touch, D: Sun/Year

The target's magic resistance, if overcome by this spell, becomes hampered, providing less protection while this spell is in effect. The target's magic resistance is reduced by half the Level of this spell against all magical attacks.

**Suspend Enchantment** (Dave Martin)

Perdo Vim Gen.

R: Touch, D: Sun/Year

Suspends a single **known** enchantment (via ritual spell or laboratory work) on an item for the duration if a roll of Level + die exceeds the Level of the enchantment.

**Purge the Works of Caine** (Dave Martin)

Perdo Vim Gen.

R: Spec, D: Inst

This spell dispels the effects of any demonic magic affecting the object or person touched, if you can match the Level of effect of the magic on die + (Level x 2). This spell will not dispel demonic magic which is affecting the caster, and if the roll to dispel the magic fails, it will affect the caster as well as the target.

[Note 1: This spell does not work in an Infernal aura. - Dave]

[Note 2: Perhaps this spell simply always fails in an Infernal aura. - Surge]

**Lash of the Black Sorcerer** (Dave Martin)

Perdo Vim 20

R: Near, D: Conc

The caster pulls back her arm and makes a whip-like motion, creating a loud cracking sound, like a whip, causing a single demon great pain. The demon suffers, due to pain, a -2 penalty to all rolls so long as the caster concentrates, continuing to "whip" the demon and make the cracking sound, and a -5 penalty to actions and powers intended to harm you, as the pain intensifies when the demon performs such actions.

[Note: Perhaps the caster can choose which actions by the demon cause the -5 penalty? - Surge]

**Sundering the Puerile Flesh** (Dave Martin)

Perdo Vim 20

R: Near, D: Inst

This spell creates a large wound in the "flesh" of a demon, which will spill blood or ichor as appropriate. The demon takes +25 damage, losing a minimum of one body level. This spell may only be used on any one demon once each day; castings after the first will have no effect.

**Spear of the Holy** (Dave Martin)

Perdo Vim 30

R: Near, D: Inst

This spell completely destroys a demon's form, banishing it from the earth for seven times seven years, if the caster can match the demon's Might on a roll of stress die + (Faith Points x 10). This spell requires the use of a holy relic, the Faith Points of the relic being used to determine the strength of the spell.

[Note: If you use a holy relic with this spell, the holy relic is consumed in the casting. If you have Faith Points (and I sure as hell hope there aren't too many magi that do), you may add your Faith Points to those used in the spell.]

**Demon Lance** (???)

Perdo Vim 45

R: Near/Sight, D: Mom, T: Ind

Aimed: +5

Causes a brilliant silver lance to fly directly towards the nearest identified demon, and if it successfully penetrates a demon's magic resistance, deals 1D10+45 damage, and reduces the Infernal might of the demon by 1D10+10 points. This spell was designed to facilitate multiple-casting



Verditius magi, and as such does not require any material focus of any sort, and gives a +2 bonus to concentration rolls and casting (but only when multiple -cast).

### **The Essence of the Nothing** (The Great No-Named)

Perdo Vim 45

R: Far/Sight, D: Spec, T: Ind

Aimed

Focus: Black Amethyst +3 (Very Rare)

Requisite: Aquam, Terram, Ignem, Auram

Creates a small spherical vortex that exerts forces on everything nearby, pulling them into the vortex where they are devoured. Lighter or smaller objects are sent flying into the vortex and larger objects are dragged towards it. The first larger thing, person or animal that is hit by the vortex, if it fails a magic resistance roll, disappears along with the vortex (Dead? Or then where are they...). The vortex can be controlled to move at a speed of up to 77 mph (125 kph). People can attempt to dodge the vortex with 15+ roll. If the vortex hits the ground it implodes creating a hole 20 paces in diameter and 10 paces deep.

Needless to say this spell's effect is very dramatic and scary. Even if others aren't injured by the debris flying around this spell would leave them shaken.

### **Stealing the Gift** (Ian Barkley)

Perdo Vim 60

R: Touch, D: Inst., Ritual

Requisite: Corpus

This ritual destroys a maga's gift. She retains all magical knowledge, but cannot cast spells, engage in Certamen, use Parma Magica, get bonuses to resistances from Forms, or do any lab work. She gets one chance to resist, on a roll of Creo + Vim + Int of 18+. Note that the ritual requires the maga to be affected to stand inside of a circle of power, drawn as part of casting the spell, about one pace across for the entire spell, so an unwilling target (and how many willing targets have there been of this spell?) can simply jump away and ruin the spell. Furthermore, as this spell starts to take effect, the target can **feel** her Gift being ripped out of the innermost core of her being. This is **very** painful, starting at 5 minutes after the spell is started and building to the spell's end. It will wake the maga out of any natural sleep and most spell-induced sleep. [I would probably even allow them to be half-awaken out of unconsciousness, if I was the storyteller.] The maga would probably have to be bound or incapacitated for this to work. At the storyguide's discretion, it will also affect people with mystic virtues, but it does not have any effect on dragons, Faeries, undead, and the like.

Under the Code of Hermes, use of this spell is legally the equivalent of killing the other maga.

### **Obliterate the Gate to Hell** (???)

Perdo Vim 80

R: Near, D: Inst, T: Ind

Requisite: a lot of faith

The Gate to Hell opened and the dark masses...

Destroys a gateway leading to Hell that are sometimes found in areas of high Internal Auras. This spell is only

known to have been successfully cast once by a Pious magus named Mac Arian who was presumed destroyed in the process. It was tried again at a later date by another magus, but the spell failed for unknown reasons, the gate was eventually closed by a cabal of Quaesitoris through other means, and the casting magus was presumed destroyed in the process.

Good old Mac Arian had vowed not to use magic again (to salvage his ill fated soul). Then God spoke to him, and he did what was acquired, Arian flew down into the gate, and when he was deep enough, he used all his reserves and by the help of God he closed the gate to hell, thus preventing Armageddon...

Technical: PeVi level 80(+ an unknown powerboost by God), instant (with a little help of some 8 vim vis) and a nice Diedne trick worked into the spell (which consumed Arian's body in the process) RIP Mac Arian.



### **Aegis of the Self** (David Chart)

Rego Vim Gen.

R: Per/Touch, D: Sun

This spell grants magic resistance equal to the level. It is cumulative with resistance from forms, but NOT with Parma. I.e. it substitutes for Parma Magica.

[Note: The Saga has been running for fifty years of game time, so Menacra has this spell at a ridiculous level. She is now as much a plot device as a character (she was mine, and I'm Alpha SG), so I've bent the rules a bit recently. Thus I have no intention of defending the fact that she currently has it at 90.]

### **Bane** (Dave Martin)

Rego Vim Gen.

R: Touch, D: Inst, Ritual

Enchants an item to work especially well vs. a particular opponent or class of opponent, making enchanting the item easier (+10 to laboratory work and +5 Level effect to ritual spells) to enchant after this spell is cast, but preventing the effects to work on anything but the enemy specified in the bane. The bane must be a fairly specific class of things, such as dragons, nobles, or diabolists --- more general classes than this will not work. The bane only affects spells of a Level equal to or lower than the Level of the bane + 10 put into it.

[Note: Stolen directly from GURPS.]

### **Binding the Infernal Menace** (Tristan Barback)

Rego Vim Gen.

R: Near/Sight, D: Sun/Year, T: Ind

Focus: Diamond tipped red coral wand (+5)

Prevents a demon from moving or affecting non-infernal realms. Roll a quality die+this spell's level-10. If the total exceeds the demon's infernal might the demon cannot move and cannot affect the mundane world with any powers it may have. If you know the demon's true name, you may, by application of the law of names, double or (GM's discretion)

triple your roll (just the roll - not the total). The effects of this spell are unpredictable (to say the least) in an infernal aura. In the version of this spell invented by Gwyntar Ex Bonisagus a ghostly guttering candle flame can be seen from certain angles on the demon's forehead (or equivalent.) Notes/Observed side effects:

1. When used against a creature connected to both the infernal and another realm/power source, this spell appears to cut the demon off from its other power source. It has only been used to date against "elemental demons", and allows the vis to be collected from them after their death, as opposed to it returning to their element.
2. It is still quite possible for the demon to return to hell if it has that capability normally, potentially allowing it to return unaffected by the spell.
3. The spell is based on an inverted circle, and therefore it is possible that certain actions (possibly attacking the demon.) will cause it to end, or cancel some of its effects before its duration expires.

Warning: a magus publicly using this spell would certainly be considered a possible diabolist by the Quaesitores: they tend to be wary of Rego Vim magic affecting demons.

#### **Binding the Mobile Forms** (Dave Martin)

Rego Vim Gen.

R: Near, D: Spec

With this spell, the caster can bind an elemental to perform one or more specific services. For each multiple by which the Level of this spell exceeds the elemental's Might, truncating all fractions, the elemental must perform one service for the caster. The services that a bound elemental performs for the caster must either all be specified at once, in which case the tasks are performed in order by the elemental until all are completed, or may be specified one at a time, in which case each will be performed as given, and the elemental will return to be given the next service, until all are completed.

If the latter method is used, the maga must give the elemental the new service to be performed immediately upon its return, each time it returns. This spell ends when the caster fails to provide the elemental with a service to perform, all bound services are completed by the elemental, or at the new or full moon, whichever comes first. Casting Requisite: Form of the elemental.

#### **Calling the Mobile Forms** (Dave Martin)

Rego Vim Gen.

R: Spec, D: Spec

This spell summons an elemental to the caster and gives the caster the power to communicate with the elemental summoned until the next full or new moon or until the elemental finishes all services owed to the caster, whichever comes first. This spell must be cast where a large amount of the appropriate element exists in pure form --- the more powerful the elemental summoned, the larger and more pure the source must be. This spell is cast normally, but since the elemental summoned moves under its own power, it will take time to appear. In general, the elemental will take 15 minutes per 5 points of its Might to respond to the summons, modified

by circumstances and location. The elemental summoned will be of Might equal to the spell level unless the location is not appropriate (not enough of the pure element for the summons) or other factors interfere, in which case the elemental summoned will be less powerful than desired. This spell will never summon a more powerful elemental unless a botch, the storyguide, or a whimsy card interferes, or the caster knows the name of the elemental to be summoned (see below). This spell can be used to summon a specific elemental whose name is known to the caster, provided the elemental's might is less than or equal to **twice** the Level of this spell (having an elemental's name gives you more power over them).

Casting Requisite: Form of elemental being summoned.

#### **Catching the Fleeing Spell** (Ian Barkley)

Rego Vim Gen.

R: Per, D: Spec

Helps the caster control her magic. If the next spell she casts is of lower or equal Level to the "Catch" spell, she gets 2 less botch dice on it. (1 die if she would get 2, 0 if she would get 1.) The spell must be cast before the next Sunrise/Sunset. If the next spell cast is of higher Level than the "Catch" spell, or the caster doesn't zero her roll, the spell fades with no effect.

This spell can also be fast-cast if the caster starts to lose control of a spell she is casting. If this is attempted, she must make an Int + Magic Theory + Qik roll of 15+ to catch the spell before it goes off. If successful, the caster gets 1 less botch die than normal --- no effect if she would have only 1.

This spell is often put in a "continuously on" magic item. However, if used this way, it can become a crutch, leaving the caster unable to control her magic at all without the item...

#### **Delay of Mighty Magics** (Piers Brown)

Rego Vim Gen.

R: Near, D: Spec

Delays the effects of a spell for a few moments (one round per 5 Levels over the Level of the spell). As it is designed to be cast with another spell it only requires a Concentration roll of 9+.

Very useful when you want an effective ambush, and there are all kinds of other uses, even delaying opponents spells.

#### **Druid's Communion** (Brian F.)

Rego Vim Gen.

R: Near, D: Spec, T: Group

Requisite: Spec

An adaptation of an old Diedne spell which allows wizards to cooperate in casting any magic. This spell is cast shortly before another wizard whom you are cooperating in casting a spell with, and has the requisites (all) of the techniques and forms of the spell that the other wizard is about to cast. When cast, it gives the wizard a bonus of the magnitude of the Druid's Communion to cast his next spell, at the cost of you losing a fatigue level. (EG: You manage a 3rd magnitude version of Druid's Communion, and he gets a +3 to his spellcasting total.) If you need to expend a fatigue level just to reach the level of the Druid's Communion you are trying to cast, then you lose two fatigue levels total. Obviously

this spell needs limitation, but SG discretion as to which limitations to impose (a good one is a maximum of doubling the original spellcasting total).

**Enchantment of the Heartfelt Oath** (Dave Martin)

Rego Vim Gen.

R: Touch, D: Spec, Ritual

A special form of the spell *Watching Ward* (ReVi Gen.), this spell places another spell in waiting on at least two targets, who must all be willing. All the targets make an oath during the casting, and all are bound so that the oath will be fulfilled. If one of the targets ever breaks the oath she will be subject to the spell placed in waiting, which cannot be stopped by any form of magical protection. Unlike the normal *Watching Ward*, this spell relies upon the belief of the participants (hence the Mentem requisite) --- if any of them believes they have broken their oath, they will be affected by the spell in waiting. Once one of the targets is affected by the spell in waiting, the *Enchantment of the Heartfelt Oath* is broken, releasing all participants from their oaths, and giving all participants an impression of the oath breaker and knowledge of their release. All participants must be present when this spell is cast, but once the oaths are made, there is no limit to the range at which this spell works. The spell placed in waiting may be of any Level up to the Level of the *Enchantment of the Heartfelt Oath* spell, minus 5 Levels per participant in the spell. Because of the nature of this spell (involving willingness and oaths by the part of the participants, and distance between the targets), this spell acts as double its normal Level to resist dispelling unless all participants are present, and if it is dispelled with only one participant present, the other participants will still gain knowledge of the participant who broke the spell. If at any time all participants agree to the abolition of this spell, it will dissolve, and the spell placed in waiting will disperse.

[Note: This spell is powerful, but relies on willingness by all participants, and oaths, which can be strong magic all by themselves. This spell would probably be a classic in the Order of Hermes, although its counterpart (*Oathbreak* (PeVi Gen.)) would be very rare, and possibly outlawed.]

**Extension of the Mind** (David Smith)

Rego Vim Gen.

R: Sight, D: 1 round/spell

Requisite: Mentem

This spell extends the range of any Mentem spell with a range of Eye to a range of Sight, so long as the level of this spell is at least half as high as the level of the Mentem spell. It has a casting requisite of the Technique of the Mentem Spell. It may be cast in the round before the Mentem spell, or in the same round if one makes an Intelligence + Concentration roll vs. a 6.

**Guiding the Spell** (Ian Barkley)

Rego Vim Gen.

R: Spec, D: Spec

Requisite: Intellego

This spell helps aim other spells. It is cast, and then, while concentration is maintained on the "Guide" spell, another

spell of not more than the "Guide" spell's Level is cast. The second spell then gets a +5 to its aiming roll. If the second spell is not more than half the "Guide" spell's Level, the bonus is +10, if quarter, then +15, etc., because lower Level spells, having less power and thus less "inertia", are easier to turn towards their target.

Note that this spell actually perceives the target the other spell is aiming towards, and actively changes the spell's direction, thus there is a casting requisites of the form of the target (normally Animal or Corpus).

**Immunity of the Familiar Spell** (Dave Martin)

Rego Vim Gen.

R: Per, D: Sun/Year

The caster becomes completely immune to the effects of one spell the caster knows, and all lower Level versions of the same spell (storyguide's discretion for borderline cases). Only spells of Level equal to or lower than the Level of the "Immunity" spell can be protected against.

**The Mirror of Treachery** (???)

Rego Vim Gen.

R: Spec, D: Mom, T: Ind

Focus: A Silver Mirror (+3)

This spell is cast simultaneously to an offensive spell being cast against the caster of this one. If the Level + stress die is superior to the aggressor's penetration, her spell has its normal effects turned on herself.

**Mirror of Warding** (Dave Martin)

Rego Vim Gen.

R: Near, D: Spec

Cast on another spell **when that spell is cast**, this spell causes the target spell to be cast on its caster, rather than the intended target. The Penetration roll of the caster of this spell must exceed the Penetration roll of the caster of the target spell, and in any case, only spells up to the Level of this spell can be "Mirrored". This spell will not work on a spell which has already taken effect on a target.

**Ornament the Armor of Magic** (Yuval Miller)

Rego Vim Gen.

R: Per/Touch, D: Sun/Moon

The rank of this spell is added to the target's Parma for the duration of the spell.

**Penetrate the Regio** (J. R. Donovan)

Rego Vim Gen.

R: Per/Touch, D: Sun, T: Ind

Focus: A door (+3)

When cast on a person, this spell grants a bonus equal to half its level to penetrate the Regio of an area. If another spell is used to allow the maga to perceive into a separate Regio or with an appropriate Arcane Connection, the spell may be cast on someone in the vicinity but not on the same Regio as the magus.

**Pentagram** (Dave Martin)

Rego Vim Gen.

R: 5 paces, D: Sun/Year

General supernatural being warding spell, preventing beings with might scores up to Level / 2 + die from crossing the circle. This spell will last any length of time if it is used to contain a supernatural being, but will have a duration of only Sun/Year if it is used to keep supernatural beings from entering the ring. In either case, the spell depends upon the containing force of the "Pentagram", and if the markings of the "Pentagram" are broken, the spell will cease.

**Prolong Power's Presence** (M. Northstar)

Rego Vim Gen.

R: Spec, D: Spec, T: Spec

With this spell you can apply the vis to extend a spell's duration after you have already cast the spell. The spell to be prolonged must still be in effect, it must have been cast with the shorter duration, and it must be of equal or lesser level than the "Prolong" spell. If all the conditions are met, you cast the Prolong... on the first spell and use the same amount and kind of vis you would have used, if you had cast the target spell with the longer duration. E.g. if you cast a healing spell but didn't want to spend the vis to make it permanent, then later you had no choice (i.e. the target received more wounds, that would kill him when the healing spell wore off), you could use this spell to make the healing permanent.

**Purging Hell's Infection** (James Thomas)

Rego Vim Gen.

R: Touch, D: Inst, Ritual

Requisite: Corpus

This spell forces an evil disease spirit that is infecting a body out if the caster can roll Spell level + die greater than the infecting spirit's might + 10. This spell is risky to its recipient, as such a means of exorcising spirits is not natural; they must make a stm roll of 6+ or else lose a body level as the spirit is ripped out of their bodies. This spell, in order to remove the spirit, alters it such that it can survive temporarily outside the body; it is free to attack or try to infect the caster and must be dealt with by itself.

**Restraining the Eager Magics** (David Martin)

Rego Vim Gen.

R: Spec, D: Conc

Delays the effects of the next spell(s) you cast for as long as you concentrate. Since this spell was designed to be cast with another spell, the Concentration roll required to maintain this spell while casting another is only a 9+. Multiple spells may be delayed with this spell, provided the total Level of the spells does not exceed the Level of this spell.

You might want to increase the Concentration roll by +3 per spell being restrained, but I don't think it's really necessary. With this spell, you can hold several small spells, and release them all at once. Targeting is a tricky matter to deal with in any delays.

[Note: Anyone have any good ideas on targeting and picking targets in general with these spells? The two real choices are that the targets are chosen when the spell is cast or

when the spell is released. I would opt for the former, as it provides more limits to this spell, which I think it needs. Spells which do not require targeting rolls, though, would still affect the target selected at casting time, so long as the target was still in range.]

**Safe Waiting Spell** (David Martin)

Rego Vim Gen.

R: Spec, D: Spec

Requisite: Perdo

This spell is the same as the *Waiting Spell* (ReVi Gen.), except that it may only hold spells of total Levels up to Level / 2, and an additional condition can be specified, and if that condition is met, the spell held in waiting is dispelled without being cast. As with the normal *Waiting Spell* condition, the dispelling condition must be easily identifiable, but a spell may be placed in the *Safe Waiting Spell* to detect the proper condition.

**Safe Watching Ward** (David Martin)

Rego Vim Gen.

R: Spec, D: Spec

Requisite: Perdo

This spell is the same as the *Watching Ward* (ReVi Gen.), except that it may only hold spells of total Levels up to Level/2, and an additional condition can be specified, and if that condition is met, the spell held in the *Ward* is dispelled without being cast. As with the normal *Watching Ward* condition, the dispelling condition must be easily identifiable, but a spell may be placed in the *Safe Watching Ward* to detect the proper condition.

[Note: Note that if you use my suggested changes to *Waiting Spell* (ReVi Gen.) and *Watching Ward* (ReVi Gen.) (which makes them permanent --- see the archives or mail me if you don't remember), this still works, and the *Safe Waiting Spell* (ReVi Gen.) remains, just discharging harmlessly. However, with the rules as stated, the *Safe Waiting Spell* (ReVi Gen.) will be dispelled with all the spells it holds.]

**Shielding the Prying Eyes** (Dave Martin)

Rego Vim Gen.

R: 5 paces, D: Sun/Year

Requisite: Intellego

Protects against Intellego spells, acting as magic resistance against Intellego spells. Level of resistance is equal to Level + 10 + die.

**Spell's Faithful Guardian** (Dave Martin)

Rego Vim Gen.

R: Spec, D: Spec

Requisite: Mentem

Makes a spell independent of the caster's control, giving the spell freedom within certain guidelines outlined by the caster. Botches on this spell usually make the guidelines wrong (not necessarily disastrous), and even on successes the spell may end up taking liberties with the guidelines, especially if the spell runs for a long time. Spells up to the Level of the *Spell's Faithful Guardian* spell may be made independent, but once this spell has been cast, the spell it was

cast on may no longer be controlled by the caster. May only be cast on spells the caster has control of --- see the spell *Stealing the Wizard's Art* (ReVi Gen.). This spell ends when the target spell ends, and extends the duration of spells normally requiring concentration to Sun/Year. Hermetic scholars continue to argue whether this spell creates a pattern for the spell or calls up a minor elemental (Vim elemental?) to run the spell.

**Stealing the Wizard's Art** (Dave Martin)  
Rego Vim Gen.

R: Spec, D: Spec

The caster of this spell may wrest control of a spell already cast or being cast by another maga, allowing the caster of this spell to determine the course (target, motion, etc.) of the original spell. An already cast spell resists with Level + die vs.  $\frac{1}{2}$  Level of this spell + die. A spell being cast is resisted by the casting maga with a roll of Re + Vi + Int + die, where form is the form of the spell being cast. Once the spell has been taken over, it acts exactly as if the new controller had cast it except where the power of the spell is concerned.

Casting Requisites: Technique and form for the spell being usurped.

**Suppressing the Wizard's Handiwork** (Mike Minnotte)  
Rego Vim Gen.

R: Near, D: Conc

Cancels caster's spell --- as per the spell *Erasing the Wizard's Handiwork* (PeVi Gen.) --- but only for duration of concentration, after which the effects return. Must match Level with Level + die. Effects take about 1 round to fade out, then another round to fade back in after concentration is broken. Again, spell must be active to suppress. This spell is designed to be held while doing something else, so Concentration rolls are easier than normal: 3+ walking, 6+ simple conversation, 9+ spell casting, etc.

**Suspension of the Powers** (Dave Martin)  
Rego Vim Gen.

R: Spec, D: Spec

Suspends a single spell, to be resumed when the caster wills it. The suspended spell will completely cease to function until either the caster resumes it or Sunrise/Sunset, whichever comes first. The suspended spell is considered as though it were not on, so that when it is resumed, it will resume on the same target, with the same duration it had remaining when it was suspended, though spells which end at a given time (like Sunrise/Sunset) will still end at that time. Spells up to the Level of the "Suspension" spell may be suspended, and the caster may suspend the spells of other magi if the caster's Penetration total can exceed the Penetration total of the spell to be suspended.

Casting Requisites: Technique and form of the spell to be suspended.

**Thaumaturgic Triangle** (Dave Martin)  
Rego Vim Gen.

R: Spec, D: Ring

This spell amplifies and focuses magical energies causing

them to affect a larger area than normal. The caster draws a circle on a surface, inscribed with a triangle, that defines the area of the spell. Cast on another spell, the *Thaumaturgic Triangle* spell creates a ring which will affect everything that comes into contact with the perimeter which extends in a dome above the circle as though it had been effected by the contained spell. The circle is 2 paces in diameter, but may be expanded (see below). Any spell up to the Level of the *Thaumaturgic Triangle* spell may be affected, minus five Levels per pace beyond 2 the circle diameter is extended. If the circle is too large for the spell it contains, the contained spell will be weakened by 5 Level equivalents per extra pace diameter or fraction thereof of the *Thaumaturgic Triangle* spell.

Casting Requisites: Technique and form of the contained spell.

[Note: This spell is fairly powerful, but requires preparation on the part of the caster, making it useful only for premeditated defense.]

**The Lure of Mercury** (Christopher Carter)  
Rego Vim Gen.

R: Spec, D: Spec, Ritual

The ancient priests of Mercury had found long ago that they could link their magic to the sphere of Mercury with the use of this ritual. When cast with a spell of equal or lower level than *The Lure of Mercury*, it allows the spell to last until the next complete rising and setting of Mercury. Because of the strict Mercurian nature of this spell, it requires that three or more magi take part in its casting who all know the spell of a level equal or greater than the level of the spell to be linked.

[Note: I'm not really sure just how long it takes Mercury to complete a cycle, so this spell may or may not actually be useful to anyone other than a Bonisagus (see *The Lure of the Spheres* (ReVi Gen.) below.)]

**The Lure of the Spheres** (Christopher Carter)  
Rego Vim Gen.

R: Spec, D: Spec, Ritual

Cosmolocus of Bonisagus, upon discovery of the spell *The Lure of Mercury* (ReVi Gen.) noted the reliance upon a sphere other than the solar or lunar with great interest and despite the lack of support of his colleagues, set about researching this phenomenon and formulated this somewhat controversial spell.

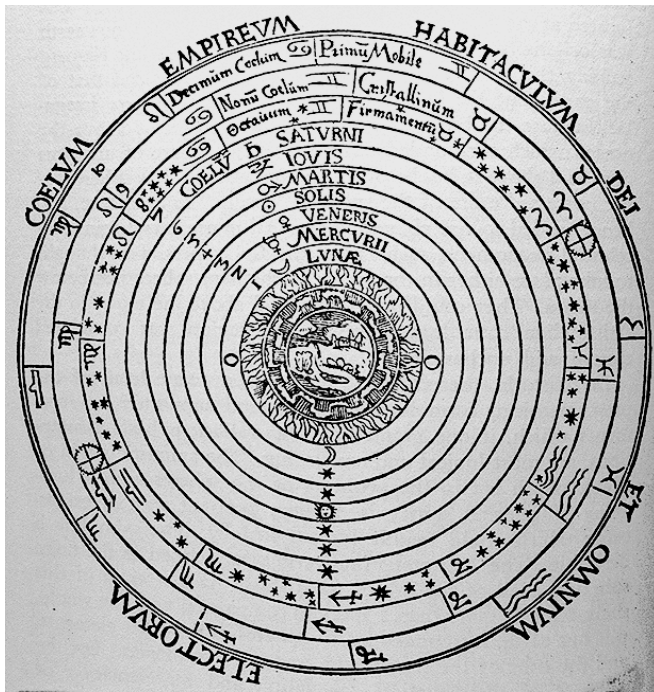
Use of this spell allows a magus to extend the duration of a spell to the complete cycle of one of the heavenly spheres other than solar or lunar. The spell to be extended must be equal to or less than half the level of *The Lure of the Spheres*, with a sun or moon duration, and the spell to be extended must be cast upon the completion of this ritual. In addition to the vis spent for the ritual, a pawn of vis must be spent per magnitude of the original spell being linked just as if the original spell were to be boosted in duration normally.

The sphere the spell is to be linked to is determined by the sign the magus casting the spell was born under. Thus, a magus ruled by Saturn casting this spell would be able to link his spell to the cycle of Saturn. Magi born under planets not yet discovered are out of luck, along with those born on cusps.

Furthermore, due to the highly personal nature of this magic, a magus may not simply learn this spell and cast it successfully. Instead, it must be invented individually by each magus seeking to cast this ritual.

Not for just that reason this spell has not gained much popularity in the order. Casting this ritual is very dangerous, as this spell is highly experimental in nature. Regardless of the spell casting roll, a botch die must be rolled for each sphere beyond the Lunar sphere which this spell is affecting. Thus, if Achillies of Flambeau seeks to link the spell "Rain of Fire" to the cycle of Mars, which he was born under, he must roll 2botch dice, since Mars is 2 spheres beyond the lunar. Botches from this roll tend to be of the extravagant nature, often carrying the magus casting the spell to the sphere being linked to, hence the title. Furthermore, the general aspect of the planet being linked comes out in the spell as if it were a powerful wizards sigil. Thus, the spell "Rain of Fire" cast by one linked to Venus may cause those in the area to fall in love.

Cosmolocus takes credit for this discovery, but it was actually his Pater, Avantgardius who invented this spell, and mysteriously disappeared while testing it's effects. Avantgardius was known to be a Picies.



Ptolemaic Geocentric Universe

[Note #1: Again, I'm really not sure just how long a cycle of any of the outer spheres is, but I'm sure with use of this spell spells could possibly be extended for years. Furthermore, an addition or even multiplication of the amount of vis needed, by the number of spheres beyond the Lunar may be appropriate.]

[Note #2: In the timeframe of Ars Magica the Ptolemaic Geocentric model (of which Ars Magica is based) would be popular. I'm not sure what those periods would be, but below is the Heliocentric models planetary revolutions around the Sun (in Earth years) for the planets that would be known for Ars Magica's setting:

Planet:	Heliocentric period:	Recommended game period:
Mercury	0.24 years	1 season
Venus	0.62 years	2 seasons
Mars	1.88 years	2 years
Jupiter	11.86 years	12 years
Saturn	29.46 years	30 years

The recommended periods give you lengths in between those that already exist but still use the games timelengths. Level and Vis requirements would obviously go up with length - Seahawk.]

**The Might of the Dread Warrior** (Simon Foston)

Rego Vim Gen.

R: Per, D: Sun, Ritual

If the caster knows more than one of these spells: *The Swiftmess of Artemis* (MuCo Gen.), *The Deadly Skill of Achilles* (MuCo Gen.), or *The Wrath of Hercules* (MuCo Gen.), then knowledge of this spell will allow them to be cast at the same time, and the caster will benefit from all of the effects. Naturally, this spell must be known at a higher level than the others combined, but it does take only the normal amount of time to cast. However, a Meditation score of 4 or better is required to cast the ritual.

**The Trickster's Indirection** (Dave Martin)

Rego Vim Gen.

R: Spec, D: Spec

This spell shifts the originating point of another spell involving a target, shifting it to another person or thing. The original caster of this spell determines the target normally, and then determines the effective caster with this spell. In essence, the caster acts only as a catalyst for the spell, designating where both "ends" of the spell will be. Any spell up to the Level of *The Trickster's Indirection* spell may be effected.

**Throw of the Distant Arm** (Dave Martin)

Rego Vim Gen.

R: Near, D: Inst

Causes another spell cast to originate from a point at a distance. The spell may be cast in any direction from the origination point, allowing the maga to cast spells around corners, at great distance, etc. However, normal targeting modifiers apply, based on the location of the caster of the spell, not on the origination point. Any spell up to half the Level of this spell may be affected.

**Wizard's Riposte** (David Martin)

Rego Vim Gen.

R: Spec, D: Spec

A specialized *Watching Ward* (ReVi Gen.), the spell placed in the "Riposte" is automatically cast at the source of any attack made against the target of the "Riposte", whether the attack succeeds or not. The type of attack to respond to (magical, mundane, or either) is specified when the "Riposte" is cast, and when the "Riposte" is activated, the spell in the "Riposte" is cast without any intervention by the target of the "Riposte", allowing the target of the "Riposte" to perform other actions as well.

**Traversing the Magical Path** (Carl Schnurr)

Rego Vim 10

R: Per, D: Spec

This spell gives the caster a +5 bonus for crossing the first regio boundary encountered. If not used by sunrise or sunset, the spell dissipates. Previous knowledge of a boundary is not necessary for the spell to work.

**Wizard's Mark** (Dave Martin)

Rego Vim 10

R: Touch, D: Inst, Ritual

Creates a magic "Mark" on a surface or object which makes that surface or object more easily affected by the caster. The mark made is physical as well, but the full signature is only detectable magically. Note that the signature here can be correlated with that determined by the spell *Tracing the Sigil* (InVi Gen.), and that the maga's name and the covenant where they were apprenticed are almost always included in the *Wizard's Mark*. Wizard's Mark's are assumed to be used in all laboratory work and already included in all lab totals, and is included in the ease --- lower Level of spell --- with which a maga can affect herself, but on anything else with a *Wizard's Mark*, the maga gets a +5 to affect the target, and +1 to Parma Magica for purposes of granting Parma Magica. This spell can be cast on living beings, with appropriate casting prerequisites, only if they are willing. Nothing may have more than one *Wizard's Mark* on it at any time. To erase a *Wizard's Mark*, one need only cast the spell again with her own mark; however, if the item is resistant to magic, due to another *Wizard's Mark* (see below) and/or an enchantment, it will resist your *Wizard's Mark*. In addition, anything with a *Wizard's Mark* gets a bonus of +5 to resist any other maga's magic. This provides some minor protection for a maga's lab work. It is impossible to duplicate another maga's "Mark".

**Firing the Cursed Clay** (Dave Martin)

Rego Vim 15

R: Near, D: Sun

Binds a demon into its current form, preventing it from changing shape for the duration of the spell.

**Seer's Guarding Ring** (Dave Martin)

Rego Vim 20

R: 12 Paces, D: Sun/Year

Caster will sense when anything physical enters the ring, and where it has entered the ring. A Per roll of 6+ will wake the caster if this happens while the caster is asleep.

**The Contest of Wills** (Dave Martin)

Rego Vim 20

R: Eye, D: Spec

This spell enables the caster and a demon to undergo a test of wills. The victor of the contest gains a great deal: if the caster wins, she gains complete control over the demon for a full year; if the demon wins, she gains the caster's soul. The demon must be willing to enter into the contest.

Note - This spell is really just a trap, enticing magi into a contest which they can almost never win. This is not really a contest of wills, but a contest of morals, and a demon's (lack of)

morals are always stronger than those of a mortal. The only exception to this is mortals with True Faith, who can win the contest if they roll less than or equal to their Faith Points on a simple die.

Yes, this is difficult, but the simple act of casting this spell is a sin of pride and conceit grave enough to make survival a real miracle. As the storyguide, you may wish to play this out similar to Certamen, to make it seem like a real contest, but the end is a foregone conclusion.

**The Deceiver's Oath** (Dave Martin)

Rego Vim 20

R: Near, D: Perm

Binds a demon to its word, forcing it to fulfill the letter of the statement it makes. The demon must be willing to succumb to this spell, but once the demon has said it will succumb, it cannot change its mind. The letter of a demon's word is what is adhered to, not the intent, so this spell is obviously very limited, since the demon will not intentionally say anything which will bind it in any meaningful way. Even demons make mistakes, though.

[Note: If cast while the demon is in Dominion, you may cast it without the demon's consent, binding the demon to something it has just said it will do. However, the demon will only be bound in this case as long as it remains within the Dominion.]

**The Futile Limit** (Dave Martin)

Rego Vim 20

R: Near, D: Sun

Places a limit on a demon, preventing it from performing any one action for the duration of the spell. The action specified must be specific, for example "biting anything", "using your power of flight", "attacking innocent people", etc., and it may name a specific person or thing: "harming me", "using magic on the mayor", "interfering with mass", etc. Actions more broad than these will have little or no effect.

[Note: This one should be obvious --- the wording of the limit is taken literally --- the demon may circumvent the limit if you leave any openings in the wording (the letter of the law, not its intent.)]

**Reigning in the Forked Tongue** (Dave Martin)

Rego Vim 20

R: Near, D: Sun

Forces a demon to remain silent for the duration of the spell, uttering no sounds but making noise for other actions such as movement.

**Transfer the Essence of Magic** (Jim Tran)

Rego Vim 20

R: Reach/Near, D: Spec

This spell "moves" raw vis from one medium into another, at the rate of one vis point (pawn) per minute, during which concentration must be held. The "container" to which the vis is moved must be appropriate for the Art. (This is up to interpretation of the Troupe, my own Troupe has declared that silver may be used to contain vis of any Art, as an exception to the above rule). Without an appropriate container, the spell

fails, leaving the vis in its original form. Botch ideas include release of the power contained in the vis, or simply having the vis be destroyed, in addition to any normal botch effects. The spell ends when all vis points have been transferred, or the Magus stops concentrating. Only vis of a type attuned to one Art may be transferred with each casting of this spell; if there is both Muto and Animal vis in a corpse, you have to cast the spell twice to move both. This spell requires a Casting Requisite in the Art of the vis being transferred, and also requires an extra botch die for every point of vis in the source attuned with this spell. For example, if the players somehow manage to kill a werewolf, and the body contains 4 pawns of Muto and 2 pawns of Animal vis, using this spell to transfer the Muto vis would require a Muto casting requisite and 4 extra botch dice.

**Dampen Magic** (Stephan Siano)

Rego Vim 25

R: Near, D: Sun/Moon

Requisite: Perdo

The caster creates a region of magic chaos (about 15m diameter) where spellcasting becomes more difficult and more dangerous. All further spellcasting rolls in this area are modified at -10 and the caster gets two extra botch dice.

**Tearing the Mystical Veil** (Carl Schnurr)

Rego Vim 25

R: Touch, D: Spec

Requisite: Perdo

This spell creates a temporary magical opening into a regio one level higher or lower than the one currently occupied by the caster. When casting, the mage actually reaches out and tears a hole in the fabric of the regio with her bare hands, so the width of the tear is limited by the mage's arm-span and the height of the tear is roughly twice the width. The opening must be physically held open by the caster and will snap close one round after released. Each round that the tear is held open, the caster must make a fatigue roll of 6+. A failed roll simply indicates a lost fatigue level, and does not affect the spell, unless the mage falls unconscious. For the spell to have any effect, the penetration roll of the spell must equal or exceed the roll needed to enter regio under normal circumstances. Beings passing through the opening cross into the next level of the regio automatically.

**Travel the Paths of Shadow** (Dave Martin)

Rego Vim 25

R: Spec, D: Spec

This spell must be cast within 3 paces of a Shadow Cairn. It allows the caster to enter the Shadow Roads and travel along them. The caster may take one other person she is linked with --- someone she is touching directly, or who is linked via a line of people touching --- along for every 5 points by which her roll exceeded the spell Level. If the caster does not roll high enough to take everyone with whom she is linked, the spell will fail, and the caster will lose a fatigue level. The spell lasts as long as the group travels along the Shadow Roads, or until the dawn comes and the moon is no longer visible in the sky, at which point the travelers will be abruptly returned to

regular modes of travel. The caster may end the spell at any point she passes a Shadow Cairn, but may not end the spell while between two stones.

**Servant of Singular Value** (Dave Martin)

Rego Vim 25

R: Near, D: Sun

This spell limits a demon to using only one of its powers, which the caster must specify --- if she doesn't know what any of its powers are, this spell won't work. The demon may not use any **magical** powers other than the power specified for the duration of the spell, though it may perform any non-magical actions it wishes, and it cannot be prevented from using powers which work automatically or which have constant effect.

[Note: This spell ends as soon as the demon enters an area with an Infernal aura.]

**Gift of Magical Fortitude** (Yuval Miller)

Rego Vim 30

R: Per/Touch, D: Conc

The caster's Parma Magica skill is effectively doubled for the duration of the spell. This spell **must** be cast during the ritual of raising the Parma Magica.

In other words, if you want to cast the spell, you have to lower your parma and spend the minute-long ritual to raise it again -- incorporating this spell in the process. Even after doing this, you must retain concentration for the spell to stay in effect.

This spell's effect can not be instilled in an item because there is no way hermetic magic can make an item take a full minute to perform a spell while the magus using the spell performs a Parma Magica Ritual.

**The Unholy Puppet** (Dave Martin)

Rego Vim 35

R: Near, D: Conc

The caster speaks the name of a demon and gains complete control over it, controlling its movements, the use of its powers if its powers are known, its speech, etc. so long as concentration is maintained. Control over the demon's motions are complete, and Finesse rolls need not be made, since it is actually the demon performing the actions --- the demon is simply following mental commands.

[Note: The spell simply says the demon's name must be spoken, but it means the demon's true name. Without the demon's true name, the demon will not be affected, though it might play along so long as it found it useful.]

**The Sorcerer's Revenge** (Dave Martin)

Rego Vim 40

R: Per, D: Year/Perm, Ritual

Requisite: Corpus

This spell enchants the caster's own body and mind so that when the caster is killed, she will be preserved long enough to utter one last spell --- a dying curse on the caster's murderer. In addition, this spell will channel the caster's magical energies upon its release, effectively doubling the Level of the curse, making the Level of the spell equal to the



total of the caster's Int + arts + affinities, and adding +20 Penetration, but draining the caster's body of all magical and mental energies --- meaning the body will have no vis and the caster's soul will be destroyed, leaving no ghost. Note that the caster is who determines at the time of her death who exactly her murderer was, which can lead to some incorrect blame being placed. Legends in the Order of Hermes tell of the mad magus Telyanos, who, upon her death by a rock slide, cursed the mountain itself, making the mountain a dangerous place for many years, and eventually reducing the mountain to a huge pile of rubble. It is the preservation of life long enough for selection of the target and the use of the vis in a maga's body that makes this spell different than a "Watching Ward" (ReVi Gen.) carrying a given spell.

**The Ties that Bind** (Dave Martin)

Rego Vim 40

R: Touch, D: Moon/Perm, Ritual

Requisite: Corpus

Binds the caster and a willing consors together magically, so that they may share magic and strength. They will know the direction and approximate distance, the wounds and state of fatigue, and the general emotions of each other at all times. They are considered under the spell *Wizard's Communion* (MuVi Gen.), and each may choose to take body and fatigue levels from the other instead of themselves when they are wounded or fatigued. Spells cast on either must overcome the magic resistance of both, and if successful, will affect both equally. In addition, each may add their Confidence to the others' rolls, whether they know what the other is rolling for or not.

**Anchoring the Mystic Veil** (Carl Schnurr)

Rego Vim 50

R: Reach, D: Perm, Ritual

Creates a permanent point of entry from the mundane world to a particular place and level with a specific regio. The spell must be cast twice, first from within the regio, then on the corresponding point in the mundane world. The castings must both succeed and be performed within the space of a sunrise to sunset (or vice-versa) for the gateway to form. The actual spell must be anchored to two objects which have some semblance, however remote, to a door or gateway --- and which exist on both levels of existence (e.g. two stately trees, a pair of rock columns, or a set of ever-burning, magical braziers.) If any of the anchors for the spell are destroyed, the gateway is dispelled. Warning: Often the inhabitants of regio do not like their peace disturbed, and may take an active role in destroying the gate or tormenting its creators.

Casting requisite: appropriate for the form of the gate-anchors.

**Word of Betrayal** (Dave Martin)

Rego Vim 50

R: Near, D: Inst

This spell forces a demon to speak its true name, loud enough so that it can be clearly heard.

**Word of Betrayal - BF's Correction** (Brian F.)

Rego Vim 50

R: Near, D: Mom, T: Ind

Focus: Tongue of a Traitor (+3)

Requisite: Mentem

This spell (which is a Hermetic version of Dave Martin's spell of the same name) attempts to force a demon to say its true name. The caster and demon face off in initiative rolls; the caster's Intelligence + Finesse, versus the demon's Quickness + Intelligence + its personality trait for lying (usually in excess of 6, with a few exceptions). If the caster is successful, the demon actually says its true name. If the demon is successful, it may say any lie it wants to. If the caster botches, the demon learns his/her true name, and it may ignore the effects of any spells cast by the caster forever after (including the effects of items and potions enchanted by the caster). This revision is because Dave Martin apparently forgot the limitation that Hermetic Magic can't pierce the deceptions of demons, so they should have supernatural powers of lying to resist this spell, even if their Infernal Might is insufficient to the task.

## Appendix A: Faerie Spells



### Creo Animal

#### **Invocation of the Shameless Pigs**

(???)

Creo Animal 20

R: Near, D: Spec, T: Spec, Faerie

Focus: A Pig's Tail (+4)

Requisite: Mentem

This spell conjures two adult pigs, one of each gender, who immediately begins to mate under much calamity. As they finish their business, they disappear back to where they came from and leave the spectators bemused, or shocked, as it might be! The author of this spell is renowned for her frequent fraternization with the Seelie Court and can surely be expected to invent some other spells like this one in the future.

### Muto Animal

#### **The Proper Beast**

(David Martin)

Muto Animal 15

R: Near, D: Sun, Faerie

Shifts an animal's center of balance and motions, causing the animal to walk upright and posture like a human, rather than an animal. The beast will use human body language to express its state of mind (per se), and its natural sounds: growling, whining, roaring, etc. will sound very much like human speech, though the animal does not really speak, and the sounds don't really mean anything. Each caster causes a slightly different effect, some making the animal posture like arrogant nobles, others making the animal posture like downtrodden peasants or beggars, and still others making the animal posture almost exactly like the caster.

### Rego Animal

#### **Master of the Hunt**

(Dave Martin)

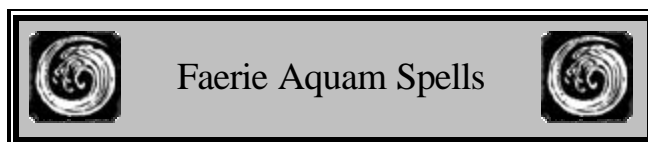
Rego Animal 30

R: Spec, D: Spec, Ritual, Faerie

This spell may only be cast under a full moon. The target of the hunt must be visible to the caster at the time of casting or the caster must have an arcane connection (hair, nails, etc.) to the target. The caster blows a hunting horn three times, and calls all combat worthy beasts including magical and Faerie ones which fail to resist within one hour travel of the caster. Bjornaer magi nearby with combat-worthy heart-beasts must resist or they will transform to their heart-beast and respond to the summons. In one hour, when all the beasts have arrived, a great black stallion appears, the caster mounts it, and the hunt begins. The caster leads the hunt, perusing the target, the

direction to which the caster always knows. Animals encountered along the path of the hunt will either join the hunt (combat worthy beasts) or be killed by the beasts in the hunt. The hunt ends when the object of the hunt is killed and its corpse eaten by the beasts of the hunt, or when dawn breaks, whichever comes first. At the end of the hunt, all beasts disperse without interference from each other. Once the hunt has started, none of the participants will feel fatigue or pain, similar to Endurance of the Berserkers. Also, once the hunt has started, the caster may not cancel the spell.

This spell mimics a Sidhe ritual known as The Wild Hunt, which was led in ancient days to hunt down and kill the Firvulag, a particular kind of Faerie. The Firvulag are all but gone nowadays, but the Sidhe, especially the UnSeelie court, still love to occasionally experience the thrill of the hunt.



### Muto Aquam

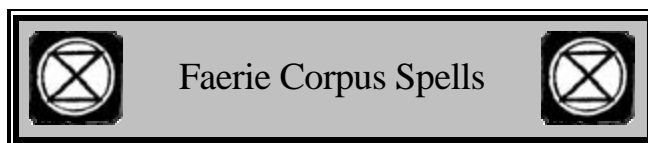
#### **Intoxicate the Drinking Grog**

(Shannon Appel)

Muto Aquam 10

R: Near, D: Sun, Faerie

This spell makes alcohol three times as potent as it would usually be, which makes drunkenness occur much more rapidly. For this reason, grogs are often cautioned not to drink while in Faerie forests.



### Muto Corpus

#### **Mask of Whimsy**

(David Martin)

Muto Corpus 10

R: Near, D: Sun, Faerie

The target's facial expressions will change at random every few minutes, always displaying extreme emotions complete with tears, if crying is appropriate. The facial expressions rarely reflect the target's true emotional state, and the target's mind is in no way affected.

#### **Beauty of the Smiling Nymph**

(Shannon Appel)

Muto Corpus 15

R: Per, D: Sun, Faerie

This makes the caster become very beautiful and/or handsome. Whenever interacting with members of the opposite sex, the caster will gain a +3 on all reaction rolls. This may apply, for example, if the caster were trying to get the person to do something, or if someone of the opposite sex were making some kind of assessment of the caster.

**Chaos of the Changing Skills** (Shannon Appel)

Muto Corpus 25

R: Near, D: Sun, Faerie

When this spell is cast upon a target, every one of her abilities changes in a random manner. When cast upon a magi, these changes extend to her abilities at the magical arts. To determine what effect the change has, 2 dice should be rolled. The first roll determines if the skill increases or decreases (50% chance of each) and the second roll determines how much it changes by. On a 1-5, the Level changes by one, on a 6-8, it changes by two, and on a 9-10, it changes by three. A Vim prerequisite is required if scores in Magical Arts are to be changed.

**Dismemberment of the Innocent Mage** (Shannon Appel)

Muto Corpus 25

R: Per, D: Sun, Faerie

When the magi casts this spell, she is able to remove any limb or organ without damage or pain. She may then move this limb about, even if it is beyond her view, and receive regular sensory input from it, as if it were still connected. Any damage done to the organ or limb is transferred to the mage herself, which could include nastiness like poison or disease. The limb remains separated from the mage until she returns it to its correct spot. If the spell ends before the magi returns the limb, the mage will automatically lose 1 body level, and must make a 6+ Stamina roll to avoid losing a second one. A botch on this roll could have dire consequences. At this point, the limb may be reattached if the spell is cast again.

**Reversal of Persuasion** (Ian Barkley)

Muto Corpus 25

R: Near, D: Sun, Faerie

Changes the target's sex and sexual orientation.

**Form of the Fay** (Ian Barkley)

Muto Corpus 25

R: Per, D: Sun/Perm, Faerie

Requisite: Animal, Auram

Transforms the caster into the form of a tiny pixie, Size-5, with tiny butterfly wings, with which she can fly about as fast as a man walks. Unlike other Muto Corpus spells, the caster cannot transform accoutrements.

[Note: It was suggested that this be Level 30 or 35.]

**Rego Corpus**

**Undying Manhood** (David Martin)

Rego Corpus 5

R: Near, D: Sun, Faerie

Makes a man erect and keeps it that way until the spell ends. The man will not have his sexual desires increased, but will be physically capable of sexual activity.

**Endurance of the Reveler** (David Martin)

Rego Corpus 10

R: Near, D: Spec, Faerie

Can only be cast upon someone who is drunk. The target will remain awake, unfatigued, and mobile so long as she

remains drunk. The spell ends as soon as the target begins to sober up.

**Contagious Laughter of the Faerie Festival** (Shannon Appel)

Rego Corpus 20

R: Near, D: Sun, Faerie

This spell makes the target become overcome by uncontrollable laughter. Every round that she attempts to do something else, she must make a Concentration roll of 9+ to avoid convulsing into laughter. The spell lasts 'til Sunset/Sunrise, or until such a time that the target is able to exert extreme self-control, and keep from laughing for three contiguous rounds.

**The Reveler's Jig** (David Martin)

Rego Corpus 20

R: Near, D: Sun, Faerie

The target is compelled to dance to whatever music is within earshot, even if the target is deaf or incapacitated due to fatigue, wounds, or even death. This prevents the target from any normal movement such as walking or running, and gives a -2 to -5 penalty to all other physical actions, usually with extra botch rolls as well, though the target will never fall down. The dance will be appropriate to the music, and Stm rolls will be required to avoid fatigue if the pace is fast or the dance long. Once the music is out of earshot, the target may continue normal movement, but she will begin to dance again as soon as music is again within earshot.

**Catching Laughter of the Fay** (Shannon Appel)

Rego Corpus 30

R: Eye, D: Spec, Faerie

This spell acts like the spell *Contagious Laughter of the Faerie Forest* (ReCo(Fa) 20), except for the fact that other people who hear the laughter must also make a Concentration roll of 6+ every round that they hear the laughter. If they fail, they "catch" the spell, and act as if they are under its influence. The laughter may be caught multiple times, even if the victim managed to resist in the past. The best way to avoid it is to either deafen yourself or get far away from those infected. At Sunset or Sunrise, the laughter will go away from all infected.



**Creo Herbam**

**Robe of Leaves** (Ian Barkley)

Creo Herbam 5

R: Per, D: Moon, Faerie

Caster becomes clothed in a robe of living flowers and plants. Soak 1, Enc 0. Does not work with other clothes/armor.

**Armor of the Living Tree** (Ian Barkley)

Creo Herbam 35  
R: Per, D: Sun, Faerie

As the words to this spell are pronounced, living bark will grow around the caster, encasing her in an armor of living bark. The "armor" has Protection 12 and a Load of but 2.

**Intellego Herbam**

**The Calling of the Seelie Court** (Shannon Appel)

Intellego Herbam 35  
R: 20 miles, D: Moon, Ritual, Faerie

When this spell is cast, all of the Seelie Court in the area will feel a summons to the spot where the ritual was performed. They may or may not decided to attend, depending upon their feelings, and what they know of the spell caster. Once gathered, they hold meetings, summon ancient powers, and discuss the problems of their kind. The results of the conference may not be entirely in your favor. With Auram, Aquam or Terram prerequisites, the Faerie of those realms may also be summoned with this spell. Members of the Unseelie Court will also hear this call, and although they are not required to attend, they very well might.

[Note: Members of the Seelie Court are also not required to attend]

**Rego Herbam**

**Protection of the Forest** (Ian Barkley)

Rego Herbam 30  
R: Per, Spec, Faerie

Causes the forest around the caster to protect her. Whenever any sword-blow or missile is sent at the caster, the trees, grass, and whatever other growth is in the area will move to intercept the blow. The branches can Parry with a score of +10(!); ease factors for archery and aiming on spells that could be intercepted by the plants is increased by 7; all rolls are double botch dice. (heavy woods may be more; light woods much less) The exception to this is fire. Fire spells are aimed at no penalty. The spell lasts until Sunrise/Sunset or until the caster leaves the area which she cast it in (more that 15 paces).

Note that this spell does not actually move the branches itself. Rather, it grants the trees a limited mobility and asks they to protect the caster. Most trees will oblige, but if they have reason to hate the caster --- he's burned down parts of the forest or is allied with the Seelie court in an Unseelie wood --- or the attacker is more in tune with the woods than the caster---the attacker is a druid, Faerie, or tender of the woods --- this spell may have no effect --- or the trees may even decide to attack the caster! Since this spell relies on the caster's special connection with nature --- Faerie Magic --- a normal Hermetic spell to do the same thing would be much higher Level, since it would probably need to actually move the branches itself.

[Note: Based on one the special powers of a Faerie queen named Alondra, save that for her, it wasn't a spell --- the trees just did it for her.]



**Creo Ignem**

**Heat of the Burning Coal** (Shannon Appel)

Creo Ignem 5  
R: Near, D: Inst, Faerie

For a second, the target will feel an intense pain in her foot, as if it were aflame. The target must make a Stamina roll of 3+ to keep from falling to the ground from the shock.

**Muto Ignem**

**The Gentle Rain of Light** (Ian Barkley)

Muto Ignem 15  
R: Near, D: Sun, Faerie

Makes the light in the range of the spell softer, cooler, and more colorful. People, plants, animals, and most objects of nature appear more beautiful under this light. Works best in shaded forests; has little effect when the light is direct, harsh sunlight (like in a cleared area or a city). Those who have entered the Regio liken this spell's effects to the way light falls in such areas.



**Creo Imaginem**

**Tickle** (Ian Barkley)

Creo Imaginem 5  
R: Sight, D: Conc, Silly, Faerie

Phantasmal fingers start to tickle the target. If the target is ticklish, all actions will be at -10; unfortunately, most warriors are not ticklish, and this spell counts as only a -1 distraction to non-ticklish people.

**The Music of the Earth** (Ian Barkley)

Creo Imaginem 25  
R: Reach, D: Sun, Faerie

Creates beautiful music, which plays in accordance with the caster's desires. She can make it play loudly and wildly for a festival, sweetly for romance, etc.; she can change it at any time, but it will always have a certain inhuman element to it. Acts as the talent "Enchanting Music", with the caster's Finesse + Prs as the roll modifiers. It does not have lyrics, so she can only inspire general emotions.

**The Wild Dance** (Ian Barkley)

Creo Imaginem 45  
R: Spec, D: Conc, Faerie  
Requisite: Rego, Mentem

Creates a wild, compelling, powerful music for as long as the caster concentrates. All those who can hear the music clearly, save the caster, must make an Int + appropriate personality traits roll of 15+ each round or be caught up in the music and compelled to dance; a wild, crazy dance to exhaustion. For each five minutes that a person dances, they must make a Fatigue roll of 14+, and another Int roll if they wish to stop. When they reach Unconscious, they will not fall unless they manage to break out of the spell's hold; instead, they will start losing body levels with each missed Fatigue roll, until they either break out and fall Unconscious or die of exhaustion.

**Muto Imaginem**

**The Voice of Reason** (David Martin)

Muto Imaginem 15  
R: Per, D: Sun, Faerie

The caster's voice will come out clear and sonorous in any circumstances, even when the caster would normally be screaming, or when the caster is drowning. The target will see confident and unharmed for the duration, seeming to talk rationally while being burned, being chatty while being tortured, and so forth. The target will still be fully affected by things, but will not seem to be affected normally.

**Taste of Delight ("Happy Meal")** (Letitia Minnotte)

Muto Imaginem 20  
R: Near, D: Sun, Faerie  
Requisite: Mentem

Gives the effects of the spell *Feast of Delights* (MuIm(Fa) 20) (hallucinations, weird colors, things tasting blue, etc.) to a single person. If the person resists, he or she gets a Per roll of 9+ to avoid taking the effects. Failure results in being essentially incapacitated (at least for the purposes of doing anything useful) for the rest of the day or night.



**Creo Mentem**

**Cupid's Bow** (Ian Barkley)

Creo Mentem 15  
R: Eye, D: Spec, Faerie

Causes the target to become infatuated whomever **or whatever** the caster chooses. They can attempt not to act on it on an Int + Stm + personality - Target's Prs roll of 12+, with wound and fatigue penalties **adding** to the roll. (7+ if the object is not their preferred sex or species.) The spell lasts until Sunrise (not Sunset) or until the target has been satisfied.

Has no effect on people with the virtue "True Love".

**Vision of Joy ("Don't Worry, Be Happy!")** (Letitia Minnotte)

Creo Mentem 20  
R: Eye, D: Sun, Faerie

Makes the target happy and carefree. Appropriate personality rolls (Practical, Loyal, etc.) at 12+ allow the target to take action, otherwise, she is very happy but very removed from the world. The ease factor can be lowered (storyguide's discretion) under conditions of extreme danger and/or urgency.

**Intellego Mentem**

**Curse of the Truthful Nose** (Paul Sherliker)

Intellego Mentem 25  
R: Near, D: Sun, Faerie  
Requisite: Muto, Corpus

This spell, which is subject to normal magic resistance because of the Muto requisite, causes the target's nose to grow by one inch each time she tells a lie. The spell will not, of course, work on Faeries!

Each lengthening requires a perception roll of (12 - current extra length) for the target to spot the extension until it is noticed. Noses more than a foot long will probably become floppy. When the spell expires, the nose snaps back into the liar's face with a whiplash sound; this is painful, and longer noses may become sore for several days, bleed, or even (for very long noses) require a soak roll.

This is not much of an improvement on the spell *Frosty Breath of The Spoken Lie* (InMe 20), but the duration is Sunrise/Sunset, not Concentration, and the range is Near, not Eye. On the other hand, it gives no sign of how extreme a lie is and allows magic resistance. The spell's best feature is probably the comic effect, very important to some Merinita magi.

**Muto Mentem**

**Strong Feeling of the Fanatic** (Shannon Appel)

Muto Mentem 15  
R: Eye, D: Sun, Faerie

One of the victim's personality traits, chosen at random, will instantly become +5. This trait could have been positive or negative before, with the only requirement being that it was marked on the character's trait list.

**The Fickle Heart** (Dave Martin)

Muto Mentem 15  
R: Near, D: Sun, Faerie

The target will suffer from extreme personality swings with regards to a single personality trait. Each time the trait is called into play, roll a simple die: on a 1-5, subtract 5 from the trait for that circumstance, on a 6-10, add 5 to the trait for that circumstance. The next time the trait is called into play, reroll.

The target may not resist, but the spell will be canceled at any time the target succeeds in altering the outcome of the personality roll due to the use of Cnf points.

Example: Calvin the Bold has been struck by the spell

*The Fickle Heart*, affecting his bravery (personality trait is normally +1, Cnf is 2). The first time she is required to make a Bravery roll, she rolls a simple die, and it comes up 7, giving her a Bravery or +6 (+1 plus 5) for this roll only, to which she does not apply Cnf points. On his next Bravery roll, she rolls a simple die, which comes up 2, giving her a total Bravery score of -4 (+1 minus 4), to which she will add his 2 Cnf, giving her a total of -2. The target roll set by the storyguide is 6, and she rolls a 9, for a total of 7 (9-2=7). Since, without using his Cnf, she would have failed the roll, his Cnf has made the difference, and she casts off the spell.

**The Lighter Side** (Dave Martin)

Muto Mentem 15

R: Near, D: Sun, Faerie

This is a more subtle version of the spell *Contagious Laughter of the Faerie Festival* (ReCo(Fa) 20).

The target is suddenly able to see the humor in every situation, and will respond appropriately, laughing at most every action or word. While under the influence of this spell, the target will get (and appreciate) every joke and pun, and generally laugh at many very inappropriate times. The target may temporarily restrain herself with an Int roll of 7+ in inappropriate situations, adding any appropriate personality traits as well, and the spell will be canceled if the target ever rolls an 11+.

**Traitorous Tongue of the**

**Reversed Intent** (Shannon Appel)

Muto Mentem 15

R: Near, D: Sun, Faerie

The victim of this spell finds everything that she tries to say come out exactly reversed. For example, a young fop, proclaiming his true love to his lady, would find herself telling her how much he hated her. This spell is unable to affect other spells, and thus even when spoken, they still come out right. There are some phrases that will have no reverse. When this occurs, they will simply come out normally.

**Desire for Revelry ("Party!!!")** (Letitia Minnotte)

Muto Mentem 20

R: Eye, D: Sun, Faerie

Makes the target feel merrier, inclined to sing, dance, etc. Acts as a mild intoxicant, with stimulating effects (+4 to Reckless, Impulsive, etc.). Based on the Revelry power of Hybacus, the Feral Musician.

**The Game of Life** (Dave Martin)

Muto Mentem 20

R: Near, D: Sun, Faerie

The caster gives the target a certain "part" to play in "the game" which the target will play to the fullest of her understanding and ability. The target will act to the best of her ability, but keep in mind that it is only acting --- the target will not gain any special abilities, and will have to fake things beyond her knowledge or ability as well as she can. When the spell is initially cast, and whenever the target's role requires some action which conflicts with her nature, the target may make an Int roll, a 9+ canceling the spell.

**The Twisted Path** (David Martin)

Muto Mentem 20

R: Near, D: Sun, Faerie

The target will become lost if in unfamiliar territory. The target will not be able to find her way out of the area without help while the spell lasts, and after it ends, the target will remain lost, but will be able to find her way out as any normally lost person would.

**The Glory of Creation** (Ian Barkley)

Muto Mentem 25

R: Eye, D: Sun, Faerie

This spell allows the target to see all the glory and wonder and beauty of nature. The target will generally be filled with a sense of wonder and awe. They will gain +2 to most nature-oriented rolls; and many gain a distinct aversion to cities.

**Town of the Crazy Martyrs** (Shannon Appel)

Muto Mentem 45

R: Spec, D: Sunrise, Faerie

At the start of this spell, the maga paces out an area that is no larger than a square mile in area (larger than an average sized village, or Covenant). All inside this area are at once affected as if by the spell *Strong Feeling of the Fanatic* (MuMe 15). When someone leaves the area, the effects will end, and anyone who enters this area must resist the magical spell, or at once be affected. Note that the spell will last until the next Sunrise, not Sunrise/Sunset as most Merinita spells.

**Perdo Mentem**

**Bliss of the Carefree Child** (Dave Martin)

Perdo Mentem 20

R: Near, D: Sun, Faerie

The target completely loses track of time for the duration of the spell, having no idea how long anything is taking and not fully understanding references to time, including any consequences of tardiness. She will sleep when tired, eat when hungry, and generally respond without any understanding of what time it is or how long anything takes.

Targets of this spell are often very lackadaisical, and always procrastinate until they feel like doing something. Appropriate personality trait rolls will be skewed by 3 to 5, at the storyguide's discretion.

**Opening the Gates of Behavior** (David Martin)

Perdo Mentem 20

R: Near, D: Sun, Faerie

The target loses all inhibitions about what behavior is socially acceptable. She will feel free to express all her thoughts as they come to mind, will dress, or undress, however she pleases, and will generally not let society get in the way of what she wants to do. This spell may be resisted with an initial Int roll of 10+, and the target may get additional rolls as her behavior impinges upon behaviors she is particularly uptight about --- add appropriate personality traits to these later rolls, but not to the initial roll.

## Rego Mentem

### **The Lie of the Utmost Truth** (Shannon Appel)

Rego Mentem 25

R: Eye, D: Sun, Faerie

After this spell is cast upon a target, the next statement that she hears, she will believe is of the utmost truth, no matter how ludicrous it is. This will not affect the way she feels about things, but the statement will be undeniably truth to her.

Example: Fred the Selfish hears the *Lie of Utmost Truth* that if he does not go to the Crusades, the entire world will be destroyed. He ignores it, because he doesn't give a damn about the world.



## Perdo Terram

### **The Healthy Appetite** (David Martin)

Perdo Terram 15

R: Per, D: Inst, Faerie

Requisite: Corpus

Allows the caster to stretch her mouth to fit anything up to Size -2 within it, and then swallow the thing, without damaging the caster in any way, no matter how volatile the substance. Where the swallowed object (or being) goes is unknown, but some Merinita magi joke that this is the fastest way to get to Arcadia.



## Muto Vim

### **Aura of Innumerable Mistakes** (Bruno Faucon)

Muto Vim Gen.

R: Sight, D: Sun, Faerie

Under the influence of this spell, magic becomes less predictable. This spell can only be cast in a faerie regio, and will only affect magical activity in this particular regio level. Under the influence of this spell, spell casting becomes tricky, and all magical rolls are stress (even for mastered spells). The number of botch rolls for any type of magical activity is increased. It is multiplied by 2 if the aura was casted at level 20, by 3 at level 30, by 4 at level 40... Thus botches occur quite often, but magical botches should be more strange than harmful. Spells seem to have a will of their own: a spell like *Pilum of Fire* (CrIg 20) would make a few turns before striking its target, and so on.

In a regio affected by the *Aura of Innumerable Mistakes*, a magician would note that something is going wrong on a

Per + Magic Theory roll of 12+. Characters with the talent "premonitions" or "second sight" might also notice something. A similar roll should be allowed after each spell casting, successful or not. The total number of botch rolls should be kept secret by the game master. This spell cannot be mastered. The spell caster is also affected, even for the casting of this very spell.

A Merinita magi, casting this spell at level 30, would certainly enjoy the sight of a Flambeau magi investing 6 ignem vis to improve a *creo ignem* spell, in a level 5 faerie regio: the unfortunate Flambeau would have to roll  $(1+5 \text{ for the aura } +6 \text{ for the vis}) * 3 = 36$  botch rolls...

### **Twisting the Spell**

(Ian Barkley)

Muto Vim Gen.

R: Near, D: Inst, Faerie

Causes the target spell, which must be less than the Level of the spell "Twist", to be twisted and changed in some way. The effects sometimes make the spell more powerful, sometimes less, but always interesting. A spell like *Mighty Torrent of Water* (CrAq 25) might turn to wine; a spell like *Despair of the Quivering Manacles* (ReCo 10) might end with the target dancing uncontrollably, unable to perform any useful actions, until she drops from exhaustion; a spell like *Summoning the Distance Images* (InIm 35) might end with a vision so beautiful that it leaves the caster uninterested in the mortal world for days. Faerie magic spells can be affected if they are up to twice the Level of the spell "Twist", and tend to be mutated to the point that the effects have no noticeable relation to spell cast, though they will normally still be a Faerie-type spell.

## Perdo Vim

### **The Straight Faced Lie**

(Shannon Appel)

Perdo Vim 25

R: Per, D: Sun, Faerie

Requisite: Mentem

While under the influence of this spell, lies that the caster makes may not be magically detected. As well, no matter how poorly the caster usually deals with interpersonal communications, she will be able to speak the lie as if it were the utmost truth. This spell will in no way affect A Quaesitor Oath of Truth ritual.

## Rego Vim

### **Binding of the Intrinsic Possession**

(Dave Martin)

Rego Vim 25

R: Touch, D: Inst, Ritual, Faerie

Binds an item as an intrinsic part of you, so that faeries will recognize the item as belonging to you, and will never steal it or manipulate it in any way. The item gains your magic resistance even when it is not on your person. Note that magic foci are already bound to you strongly enough that faeries will recognize your foci as yours, and this ritual need not be performed.

## Appendix B: Abstract Magic

This is magic based only on Creo, Intellego, Muto, Perdo, Rego, and Vim. It was originally thought of Paul Sherliker.

### **Vision** (Ian Barkley)

Creo Intellego 50  
R: Per, D: Spec, Abstract

As this spell is cast, the caster slips into a trance, and may receive a vision. The caster may try to gain a vision about a particular subject by concentrating on it as she casts the spell, but the results are not truly under the caster's control--the storyguide may give out whatever info she wishes. This spell resembles the "Visions" Exceptional Talent, save that the caster will gain **some** sort of vision from it. On a bad roll, if the storyguide does roll, the caster may have vision so terrifying that she gains Decrepitude points or even makes an aging roll.

### **Circle of Destruction** (Paul Sherliker)

Creo Perdo 50  
R: Spec, D: Ring, Abstract

Everything, apart from the caster, within the circle is slowly degraded and destroyed, by a gradual insidious weakening effect. Earth slowly turns to dust, stone weathers, living beings lose 1 Stm every five minutes, metal twists and weakens, plants wilt and so on.

### **The Craftsman's Eye** (Paul Sherliker)

Intellego Creo 10  
R: Touch, D: Inst, Abstract

Tells you how an object was crafted, but not enchanted. Has no result for an object which was not crafted, and gives no hint as to purpose, creator, etc. It only gives the method used.

### **The Burning Eyes** (Paul Sherliker)

Intellego Intellego 20  
R: Per, D: Conc, Abstract

Tells you if you are being watched actively by any being, and the location of any watcher if they are within one mile. Doesn't tell what the watcher is, but does tell whether anyone is paying any attention to you.

### **Entrapping the Spirit of the Elements** (Piers Brown)

Rego \*\* Gen.  
R: Touch, D: Spec

These are effectively reverse derivatives of the Wards against the Spirit of the Elements and similar derivatives can be deduced from the warding spells for Faeries, Demons, Ghosts, etc. The magus draws a binding circle of some form around an area (Pentagram, Magic Circle, etc. -- it might be interesting to assign different ones to different types of entities.) any entity within the circle when it is drawn and the spell cast for which the spell applies is unable to leave the circle or to disturb the circle in any way, unless its Might is greater than the spells Level - 5 + die. Should the integrity of the circle ever be broken in any way, the entities within are free to leave. As soon as they leave, the spell ends, and must be recast (Effectively a reversed ward with a ring duration). It is possible to summon a creature such that when it appears, it is within the circle thus trapping it. I think this really replicates the good old magical binding circles without being overly powerful.

### **The Empowered Blade** (Paul Sherliker)

Vim Perdo 25  
R: Reach, D: Spec, Abstract

Cast on a weapon of any kind, provided that it was made to be a weapon --- it will work on a club cut from the hedge, but not on a shovel, this spell empowers it, enhancing it to do double damage on the next blow it strikes, provided this is within 15 minutes of the casting.

### **Hex** (Ian Barkley)

Vim Perdo 20  
R: Spec, D: Spec, Abstract

Like the exceptional talent, Hex, the caster can bring down ruin on her enemies by cursing them. Like the talent, she must roll for the effectiveness of the curse; roll is stress die + Finesse.



## Appendix C: The SIRRUSH

Here are the statistics for a SIRRUSH as summoned by the Creo Animal 50 spell *Summon SIRRUSH*.

Cun -4	Per +5*	Pre n/a	Com n/a
Str n/a	Stm n/a	Dex n/a	Qik n/a

**Magic Might:** 25

**Size:** +3

Weapon/Attack	1st	Atk	Dmg
Gore	+3	+6	+20

**Defense:** 0

**Soak:** +15

**Body Levels:** OK, 0, 0, -1, -1, -3, -3, -5, -5

**Powers:**

The SIRRUSH never sleeps or ages. It has a Magic resistance of 50 versus spells which attempt to prevent the SIRRUSH from performing its duty (Sleep spells, spells which harm its perception, etc). The SIRRUSH can see through illusions with a Per + Second Sight roll of 17+.

**Abilities:**

Alertness 7\*

Second Sight 7

**Description:**

The SIRRUSH is a magical beast from Babylonian mythology, found in the service of powerful magicians. The stats and description given here were adopted (with heavy modification) from the description in the GURPS Bestiary, (c) 1989, Steve Jackson Games.

A SIRRUSH is a magical lizard-like animal the size of an ox, with scales, a long neck, and claws on it's rear legs. It is usually encountered as the guardian creature of some powerful mage - a truly powerful mage may control two or three of them, but that seems to be the limit.

The SIRRUSH is set up to guard one particular thing (a door, an item, etc.), and will guard that thing to the exclusion of all else. The SIRRUSH will attack anyone who approaches the thing it guards, ignoring all other thefts around it.

The SIRRUSH may be instructed to allow others to get at the thing it guards, but may only be so instructed by the mage who summoned it.

**Story:**

A hedge wizard comes to the covenant asking for help to drive off a foul beast (A SIRRUSH) which is preventing him from entering his own lab. In return, he offers a magic charm he recently acquired, which he says protects the wearer from demons.

In truth, the lab is not the hedge wizards, but the lab of a dead magus, whom the hedge wizard found. In the lab, the hedge wizard found the charm, and a book with a spell to summon a SIRRUSH. The hedge wizard summoned the SIRRUSH and instructed it to guard the lab, but he was not strong enough to control it, so the SIRRUSH would not let him into the lab.

The hedge wizard does not actually know what the charm does (he cannot identify it). You can make it what you like, but I suggest you make it a medallion to increase the wearer's Str when the sun is in the sky, starting at +1 at dawn, increasing to +3 at noon, and decreasing back down to +1 at dusk, and then no increase at night. The above effect is non-Hermetic, but is effectively CrCo 25, with an Ignem requisite. You may wish to make it more difficult to identify (say, as a level 40 effect) since it is non-Hermetic.

In addition, the book the hedge wizard got the SIRRUSH summoning spell is in the lab. It has the Summon SIRRUSH spell and some non-Hermetic Magic Theory (worth little to Hermetic magi).

## Appendix D: Spell List

### ANIMAL

#### Creo Animal

Traveler's Venerable Rations	CrAn 5
Musk of the Frightened Skunk	CrAn 10
Biting Cloud	CrAn 15
Spit of the Viper	CrAn 15
Bountiful Union of the Beasts	CrAn 20
Sating the Ravenous Hunger	CrAn 25
The Spider's Personal Prison	CrAn 25
Curse of the Ravenous Swarm	CrAn 40
Naldo's Keeper's Healing Touch	CrAn 40
Summon SIRRUSH	CrAn 50

#### Intellego Animal

Sparrow's Southward Call	InAn 10
The Beast's Regard	InAn 10
The Sporadic Trail	InAn 10
Nose of the Wolf	InAn 15
Seeking the Elusive Beast	InAn 15
Eyes of the Lowly Beast	InAn 15
Sniffing out the Fox's Den	InAn 20
Identify Dragon	InAn 25
Call the Council of the Animals	InAn 40
Identify Dragon	InAn 40

#### Muto Animal

Beast Kin	MuAn 15
Voice for the Beasts	MuAn 20
Entering Poseidon's Realm	MuAn 25
Gentle Mother	MuAn 25

#### Perdo Animal

Kill the Bugs	PeAn 5
Remove the Feather's Cloak	PeAn 10
Touch of Dry Udders	PeAn 10
Naldo's Liquefaction of the Animal Brain	PeAn 35
Incantation of the Beast's Demise	PeAn 40

#### Rego Animal

The Enchantment of Waiting in Slumber	ReAn Gen
The Awakening of the Slumbering Beast	ReAn Gen
The Gentle Bridle	ReAn 10
Cloak Swirl	ReAn 10
Determent of the Dog's Bark	ReAn 10
Conjurement of the Maddened Swarm	ReAn 15
Break the Master's Hold	ReAn 25
Scent of the Hungry Beast	ReAn 25
The Clever Theft of Milkingmaid's Craft	ReAn 25
Calling the Creature	ReAn 30
Spur the Galloping Horse	ReAn 30
The Black Carpet	ReAn 40

### AQUAM

#### Creo Aquam

Trap of the Ice Sphere	CrAq Gen
Peter's Certamen	CeAq 5
Snowball of Doom	CrAq 5
Frost Blade	CrAq 10
Chamber of Soothing Waters	CrAq 15
Deluge of Fallen Waters	CrAq 15
Diamond's Dust	CrAq 15
Feed the Drying Stream	CrAq 15
Icy Armor	CrAq 15
Patch of Glue	CrAq 15
Satiating the Drunkard's Thirst	CrAq 15
Vulcan's Bath	CrAq 15

Fountain of Soothing Waters	CrAq 20
Protection of the Water Spout	CrAq 20
The Slippery Ground	CrAq 20
Countering the Ignem Botch	CrAq 25
Dragon's Bile	CrAq 25
Slick of Grease	CrAq 25
Droughtbreaker	CrAq 30
Scalding Torrent of Water	CrAq 30
The Frosty Javelin	CrAq 30
Globe of Corroding Waters	CrAq 30
Ice Bubble	CrAq 30
The Protection of the Sea	CrAq 35
Wall of the Standing Waves	CrAq 35

#### Intellego Aquam

Wizard's Dowsing	InAq 20
Seeking the Oasis	InAq 25

#### Muto Aquam

Purity of the Spring Rains	MuAq 5
Distill the Essence of the Drink	MuAq 15
Enchantment of Intoxication	MuAq 15
Warmth of the Icy Deep	MuAq 15
The Curse of Bloodwine	MuAq 40
The Falling Sky	MuAq 45

#### Perdo Aquam

The Word Unwritten	PeAq 2
Sobriety of the Pious Abbot	PeAq 15
Fire's Perfected Fuel	PeAq 25
Droughtmaker	PeAq 40

#### Rego Aquam

Entrapping the Spirits of the Water	ReAq Gen
Curse of the Tantalus	ReAq 10
Haste of the Playful Porpoise	ReAq 15
Ink of One Season's Flawless Scribing	ReAq 15
Water Bomb	ReAq 15
Shaping the River's Blood	ReAq 20
Sailor's Delight	ReAq 20
Wizard's Well	ReAq 20
Neptune's Crushing Fist	ReAq 30
Sailing the Arrow's Course	ReAq 30
The Sea's Mouth	ReAq 30

### AURAM

#### Creo Auram

Energy of the Storm	CrAq 4
Sparks of Power	CrAu 5
Voice on the Wind	CrAu 10
Bolt of Crackling Lightning	CrAu 15
The Music of the Forge	CrAu 15
Arc of Fragmented Lightning	CrAu 25
Reisengeld's Intimidating Electrical Aura	CrAu 25
The Searing Gust of Flame	CrAu 25
Call Down the Wrath of Mjolnir	CrAu 30
Charge of the Unseen Ram	CrAu 30
Wrath of the Desert	CrAu 30
Breath of the Black Sleep	CrAu 35
Wind of Abysmal Fire	CrAu 35
The Wrathful Sky	CrAu 45
Malleus Dei	CrAu 50
Rage of the Storm	CrAu 55

#### Intellego Auram

Measurement of the Three Dimensions	InAu 5
Measuring the Length of Shadows	InAu 5
Hunter of Wind	InAu 25
Sense of the Subtle Motions	InAu 30

#### Muto Auram

Rain of Hailstones	MuAu 15
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The Scream	MuAu 20	The Deadly Skill of Achilles	MuCo Gen
Coruscation of Revan	MuAu 25	The Wrath of Hercules	MuCo Gen
Lashings of the Impudent Attacker	MuAu 25	Mouth Full of Razors	MuCo 5
One's Statue of 'Reconnaissance'	MuAu 25	Crafting the Sad Remains	MuCo 10
Talons of the Winds II	MuAu 25	Doppelganger	MuCo 10
Air of Invincibility	MuAu 30	Magus' Mask of Skin	MuCo 15
Four Score Strikes of the Accursed Earth	MuAu 35	Mold the Living Clay	MuCo 15
Rain of Blood	MuAu 45	Recover the Faeries Inheritance	MuCo 15
<b>Perdo Auram</b>		Damping of the Fiery Wrath	MuCo 20
Stealing of the Wind from the Sails	PeAu 30	Disguise of the New Body	MuCo 20
Sound of Doom	PeAu 40	Ripening the Young Urchin	MuCo 20
Vacuum ERGO Perdo	PeAu 50	Semblance of Life Returned	MuCo 20
<b>Rego Auram</b>		Suffocation of the Iron Mask	MuCo 20
Summon Spirits of the Air	ReAu Gen	Disguise of the Stolen Form	MuCo 25
Weather Dome	ReAu Gen	Shape of the Angry Bear	MuCo 25
Entrapping the Spirits of the Air	ReAu Gen	Strength of the Mighty Samson	MuCo 25
Control Your Breath	ReAu 5	Wearing the Stranger's Skin	MuCo 25
Support the Lofted Arrow	ReAu 15	Preservation of the Body's Inside	MuCo 30
Guiding the Hunter's Arrow	ReAu 15	Spurring the Boychild	MuCo 30
Flight of the Gentle Breeze	ReAu 20	Taming of the Shrew	MuCo 30
Molding the Morning's Breath	ReAu 20	Catherine's Change of Heart	MuCo 35
The Warding of Zephyrus	ReAu 20	Cloak of Time-bound Mist	MuCo 35
The Domino Flash	ReAu 25	Curse of Cleese the Peasant	MuCo 35
Shielding the Rain of Death	ReAu 25	The Curse of Rigid Marble	MuCo 35
Retracing the Arrow's Path	ReAu 25	Touch of the Flightful Mallardy	MuCo 35
Breath of the Djinn	ReAu 30	The Gift of Aging with Grace	MuCo 40
Calling the Wrath of the Storm	ReAu 40	Bloodfires	MuCo 45
Protection of the Raging Storm	ReAu 50	Medusa's Hideous Gaze	MuCo 45
		Transformation to Acid	MuCo 45
		Becoming the Legion of the Air	MuCo 50
		Molding the Fluid Form	MuCo 60
		Revealing the Inner Visage	MuCo 60
		Shadowform	MuCo 60
		Toll of the Hourglass	MuCo 70
<b>CORPUS</b>			
<b>Creo Corpus</b>		<b>Perdo Corpus</b>	
The Fake Beard	CrCo 5	Rusting the Unnatural Armor	PeCo Gen
Creating the Magical Mannikin	CrCo 10	Finger of Tidiness	PeCo 3
Second Wind	CrCo 10	Twist and Pull of the Wench's Hair	PeCo 5
Chirurgeon's Cauterizing Touch	CrCo 15	Wizard's Invisible Potty	PeCo 5
Blessing on the Newborn Child	CrCo 20	Agony of the Mortal	PeCo 15
The Dead that Will Not Rest	CrCo 20	Cobbler's Curse	PeCo 15
Blessing the Union	CrCo 25	Cooking the Cuticles	PeCo 15
Lost Sight Found	CrCo 25	Curse of the Angry Sun	PeCo 15
Usury of the Body	CrCo 25	Incantation of Wounding	PeCo 15
Strength of the Bear	CrCo 25	Revenge of the Irritated Wizard	PeCo 15
Sustenance of the Heart	CrCo 25	Smashing the Bones of the Feet	PeCo 15
Curse of the Barber's Neglect	CrCo 30	Smashing the Bones of the Hands	PeCo 15
Restore the Bounty of Flesh	CrCo 30	Curse of Wearying Illness	PeCo 15
Making of the Child Unborn	CrCo 35	The Freezing Touch	PeCo 15
Hummingbird's Speedy Flight	CrCo 35	Blood Tears	PeCo 20
Create the Humble Servant	CrCo 45	Curse of the Barren Years	PeCo 20
Crafting the Lordly Knight	CrCo 50	Decay of the Rotting Corpse	PeCo 20
Echo of the Body	CrCo 50	Frailty of the Gangling Waif	PeCo 20
Healing Fire of Wonders	CrCo 50	Inducing the Lady's Mundane Fainting	PeCo 20
Healer's Ring	CrCo 70	Mists of Searing Pain	PeCo 20
Enchantment of Utter Health	CrCo 75	The Serpent's Bite	PeCo 20
Rebirth of the Bird of Fire	CrCo 80	Touch of the Gloved Hand	PeCo 20
		Arrow of the Certain Death	PeCo 25
<b>Intellego Corpus</b>		Bonecrusher	PeCo 25
Wizard's Burning Vigil	InCo 5	Destroy Motorical Control	PeCo 25
Courting Death's Dark Shadows	InCo 15	The Stagnant Flesh	PeCo 25
The Juggernaut's Trail	InCo 15	Stealing the Health of the Able	PeCo 25
Seeing Through the Eyes of the Living	InCo 15	Stealing the Vigor of the Strong	PeCo 25
Assassin's Eye	InCo 20	Transfer the Ravages of Fate	PeCo 25
Seeing Through the Eyes of the Dead	InCo 20	Weakening of the Heart	PeCo 25
The Hunting Foretold	InCo 25	Weakness of the Aging Warrior	PeCo 25
The Running Mannikin	InCo 25	Turning Back the Wheel	PeCo 25
Animating the Magical Mannikin	InCo 35	Pains of Perpetual Agony	PeCo 30
Knowledge of the Hidden Attacker	InCo 40	Stealing the Vigor of Years	PeCo 30
		Crippling the Healthy Man	PeCo 35
<b>Muto Corpus</b>		The Long Arm of the Law	PeCo 35
Form of the Wizard's Desire	MuCo Gen	Maximum Carnage	PeCo 35
Restoring the Adamic Form	MuCo Gen	The Sword of Damocles	PeCo 35
Sif's Blessing	MuCo Gen	Hold the Mortal Form	PeCo 35
Swiftness of Artemis	MuCo Gen		

Destroy Utter Health PeCo 40  
 Naldo's Blood Boil PeCo 40  
 Unlink the Reality PeCo 40  
 Beheadment of the Vile Man PeCo 40  
 Kill the Connection PeCo 45  
 The Shout of Sudden Death PeCo 60

**Rego Corpus**

Ravenous Appetite of the Glutton ReCo Gen  
 Rumble of Discontent ReCo 2  
 Frosty Breath of the Next Sentence ReCo 5  
 March of the Lead Feet ReCo 10  
 Caress of Infinite Pleasure ReCo 15  
 Coercion of the Unwilling Eye ReCo 15  
 Embrace of the Steel Vice ReCo 15  
 Endurance of the Running Wolf ReCo 15  
 Error of the Bumbling Fool ReCo 15  
 Fall of the Lazy Leaf ReCo 15  
 Gift of the Spider's Legs ReCo 15  
 Itari's Locked Bones ReCo 15  
 Motion of the Unbroken Stride ReCo 15  
 Pulling the Rug out from Under ReCo 15  
 The Prodigal Stride ReCo 15  
 Removing the Clothes of the Body ReCo 15  
 Robber of the Grave ReCo 15  
 The Path of Travel ReCo 15  
 Treading the Surface of the Waves ReCo 15  
 Wings of Equilibrium ReCo 15  
 Arm of Steel ReCo 20  
 Curse of Babel ReCo 20  
 Curse of the Leper's Rejection ReCo 20  
 Flesh to Flesh ReCo 20  
 Girth of the Sinking Stone ReCo 20  
 Perseverance of the Undaunted Ant ReCo 20  
 Rebellion of the Earth's Pull ReCo 20  
 Rooted Feet of the Shackled Felon ReCo 20  
 Sleep Walker ReCo 20  
 The Wizard's Dodge ReCo 20  
 Treading the Paths of the Clouds ReCo 20  
 Speed of the Startled Hare ReCo 20  
 Castle of Flesh ReCo 25  
 Exchange of the Two Bodies ReCo 25  
 Fling the Dangling Puppet ReCo 25  
 Gas of Quiet Slumber ReCo 25  
 Harmony of Duplication ReCo 25  
 Jumping Through the Blink of an Eye ReCo 25  
 Magi's Flight ReCo 25  
 Magus' Endurance ReCo 25  
 Man Imbued with Storm's Fury ReCo 25  
 Sanctity of the Flesh ReCo 25  
 Statue of Flesh ReCo 25  
 The Living Arrow ReCo 25  
 The Traitorous Hands ReCo 25  
 The Acupuncturist's Needle ReCo 30  
 Aversion of the Expanding Sphere ReCo 30  
 Blessings of the Generous Fates ReCo 30  
 Gift of Infinite Pleasure ReCo 30  
 Slash of the Sword Made Whole ReCo 30  
 Ward Against Ill Intent ReCo 30  
 Calling the Man ReCo 35  
 The Convenient Position ReCo 35  
 Suspending the March of Life ReCo 40  
 Chirurgeon's Skillful Hand ReCo 45  
 Snatching a Stranger from a Strange Land ReCo 45  
 Speed to the Sibling's Aid ReCo 45  
 Opening Outward Gates ReCo 50  
 Saint Philip and his Sodales ReCo 55  
 Enchantment of the Vengeful Return ReCo 60  
 Exchange of Two Lives ReCo 60  
 Raising the Army of the Dead ReCo 60

**HERBAM**

**Creo Herbam**

Preserve the Tardy Banquet CrHe 5  
 Blessing of the Fruitful Field CrHe 20  
 Preserving for Posterity CrHe 20  
 Thicket of Staves CrHe 20  
 Anthorne's Tangled Thicket CrHe 22  
 Spice of Life CrHe 25  
 Spray of Thorns CrHe 30  
 Planting the Seeds of the Terrible Harvest CrHe 30  
 The Bountiful Feast CrHe 35

**Intellego Herbam**

Rediscovering the Lost Knowledge InHe 40  
 Silent Watcher of the Wood InHe 40  
 Seeing the Wood for the Trees InHe 45

**Muto Herbam**

Staff of Wisdom MuHe Gen  
 Tears of the Dying Vine MuHe 5  
 Assassin's Subtle Touch MuHe 10  
 Saving the Bjornaer's Pride MuHe 15  
 Anthorne's Shaft of Wood MuHe 20  
 Transformation of a Giant Tree  
     to a Feeble Shrub MuHe 25  
 The Rye-Jack's Touch MuHe 30  
 Name the Snakes of Doom MuHe 55

**Perdo Herbam**

Robes of the Newborn Child PeHe 15  
 Crop's Yellow Withering PeHe 25

**Rego Herbam**

The Loyal Follower ReHe 4  
 Pass Without Trace ReHe 5  
 The Branch Undivided ReHe 10  
 Discomfort of the Faerie Wedgie ReHe 10  
 Arrow's Deadly Speed ReHe 15  
 Snake of Sturdy Rope ReHe 15  
 Treading the Silent Woods ReHe 15  
 Binding the Oaken Portal ReHe 20  
 Sailor's Blessing ReHe 20  
 Trappings of the Traitor ReHe 20  
 Passage of the Forest Canopy ReHe 25  
 Ward Wood ReHe 25  
 Spirit of the Walking Tree ReHe 35  
 Summoning the Staff ReHe 55

**IGNEM**

**Creo Ignem**

Roasting the Savory Meat CrIg 5  
 Saenik's Room without Darkness CrIg 5  
 Blinding Cloud of Soot and Smoke CrIg 10  
 Bonfire of Lupi CrIg 15  
 Flames of the Vigilant Ministeriales CrIg 15  
 Hellbinding Bolas CrIg 15  
 Ice of Light CrIg 15  
 Palm of Neptune's Flame CrIg 15  
 The Watchman's Fire CrIg 15  
 Vulcan's Breath CrIg 15  
 Blast of the Inferno CrIg 20  
 Midsummer's Demise of the  
     Sparkling Firefly CrIg 20  
 Vortex of Light and Dark CrIg 20  
 Blade of the Berserker CrIg 25  
 Blazing Talons CrIg 25  
 Circle of Inferno CrIg 25  
 Hooded Flame CrIg 25  
 Palm of Abysmal Flame CrIg 25  
 Torrisium's Wrath CrIg 25  
 Apollo's Sneeze CrIg 30  
 Bloom of Distant Fire CrIg 30

Arrow of Flaming Doom	CrIg 35	Sight for the Blind	InIm 15
Balefire	CrIg 35	Sounds for the Deaf	InIm 15
Blaze of the Hellspawn Blast	CrIg 35	Sound of the Red Footstep	InIm 15
Fire the Mortal Flesh	CrIg 35	Seeing the Lost Reflection	InIm 15
Kasex's Brick Oven	CrIg 35	Eyes of the Fleeing Fox	InIm 20
The Spontaneous Conflagration	CrIg 35	Vision of the Wheel's Passing	InIm 20
A Wizard's Fun	CrIg 35	Sight of the Sound's Flow	InIm 25
Kasex's Fist of Vengeful Flame	CrIg 40	The Safe Road	InIm 25
Light of a Thousand Suns	CrIg 40	Window to the World	InIm 25
Protection of the Hungry Flame	CrIg 40		
Star of Fiery Doom	CrIg 40	<b>Muto Imaginem</b>	
Dirge of Hellspawned Flames	CrIg 45	Wizard's Lens	MuIm Gen
Neptune's Fire	CrIg 45	Clothing the Nobility	MuIm 5
Hammer of the Sun	CrIg 50	The Dark Silhouette	MuIm 10
Guiding Light	CrIg 55	Mask of Sincerity	MuIm 10
Sinar Kan's Breaking of the Creation of God	CrIg 70	The Possum's Death	MuIm 10
		Vision of Beauty	MuIm 10
<b>Intellego Ignem</b>		Confound the Hermetic Onlooker	MuIm 15
Sense of the Newborn Flames	InIg 20	The Herald's Voice	MuIm 15
Spying the Fires of the Heart	InIg 25	The Politician's Assurance	MuIm 15
		Shadow of the True Nature	MuIm 15
<b>Muto Ignem</b>		Visions Through the Mist	MuIm 15
Light's Bright Colors	MuIg 5	The Constant Reminder	MuIm 20
Demon of the Inferno	MuIg 15	Aspect of the Divine Agent	MuIm 25
Juggler's Orbs	MuIg 15	Cloak of the Chameleon	MuIm 25
Thirsting Flame	MuIg 20	Reflection of the Inner Soul	MuIm 25
Flame's Dying Breath	MuIg 25	Knowledge of the Juggernaut's Path	MuIm 30
The Cleansing Flame	MuIg 30	Apparent Healing of Wounds	MuIm 45
		<b>Perdo Imaginem</b>	
<b>Perdo Ignem</b>		The Imperceptible Magiks	PeIm Gen
Bleak Shadows of Midnight	PeIg 15	Binding the Sight	PeIm 15
Naldo's Extinguishing Word	PeIg 25	Masking the Lingered Odors	PeIm 15
Touch of Icy Death	PeIg 25	Barrier of Direct Vision	PeIm 20
The Curse of the Spreading Dark	PeIg 120	Hiding the Flame	PeIm 20
		Mendel's Missing Mage	PeIm 20
<b>Rego Ignem</b>		The Path of Darkness	PeIm 20
Entrapping the Spirits of Fire	ReIg Gen	Reflections of the Empty Soul	PeIm 20
Gathering in the Raging Flames	ReIg Gen	Ward Against Sound	PeIm 20
Crafting the Raging Flames	ReIg 15	Numbing the Fingers	PeIm 25
Douse the Virulent Flame	ReIg 15		
Molding the Liquid Light	ReIg 15	<b>Rego Imaginem</b>	
Shaping the Flickering Shadows	ReIg 15	Silence of the Speaking Wizard	ReIm 10
Walk the Dragon's Breath	ReIg 35	Gestures of a Still Wizard	ReIm 10
		Pains of the Heart	ReIm 15
		Tearing the Shadow	ReIm 15
		The Frozen Image	ReIm 15
		Voice of the Traveling Breeze	ReIm 15
		Voice from the Well	ReIm 20
		Sight of the Distant Point	ReIm 25
		The Convenient Disguise	ReIm 25
		Sight of the Altered Perspective	ReIm 30
		Lost in the Inky Depths	ReIm 45
		<b>MENTEM</b>	
<b>IMAGINEM</b>		<b>Creo Mentem</b>	
<b>Creo Imaginem</b>		3 Words of the Unbroken Silence	CrMe 5
Arturos' Images	CrIm Gen	Daefregn's Euphoric "Trip"	CrMe 15
Illusory Magics	CrIm Gen	Lust of the Dog in Heat	CrMe 15
The Tender Breeze	CrIm 2	Obedience of the Loyal Hound	CrMe 15
Clothe the Faithful Faerie	CrIm 5	Picture of the Mind's Eye	CrMe 15
Imaginem Carpe Vulpis	CrIm 10	Snap of the Rude Awakening	CrMe 15
Snarl of the Menacing Bear	CrIm 10	Spirit of the Family	CrMe 15
Wizard's Script	CrIm 10	Talia's Gift	CrMe 15
Chimes of the Hours	CrIm 15	Thicker than Water	CrMe 15
Ball of Incandescent Fury	CrIm 20	Words of the Waking Dream	CrMe 15
Fiery Cloak of the Phantom Disaster	CrIm 20	Avarice of the Cutpurse	CrMe 20
Wail of the Banshee's Cry	CrIm 20	Confidence of the Undaunted Child	CrMe 20
Enchantment of the Uncontrollable Bliss	CrIm 25	Curse of Narcissus	CrMe 20
Multiplexing the Prey	CrIm 25	Guilt of the Hidden Secret	CrMe 20
Shadow of the Vicious Beast	CrIm 25	Humility of the Vanquished Knight	CrMe 20
Cherished Reminiscence	CrIm 30	Memory of Morning's Past	CrMe 20
Displaying the Imagination	CrIm 35	Rewards of Good Faith	CrMe 20
Warrior of the Shadows	CrIm 35		
Etching the Lunar Script	CrIm 40		
<b>Intellego Imaginem</b>			
Memoria's Past Visions	InIm Gen		
Like Echoes from the Lake	InIm 5		
A Moment of Remembrance	InIm 5		
Sight of the Blind	InIm 10		
Sight of the Finger	InIm 15		

Speaking Through the Unbroken Silence	CrMe 20	Answering the Silent Question	ReMe 10
The Wizard's Haunting Presence	CrMe 20	Dream of the Beautiful Princess	ReMe 10
Calling for the Family's Help	CrMe 25	Enchantment of the Rapt Attention	ReMe 15
Consumption of the Sage's Bread	CrMe 25	Meal of the Tasty Foot	ReMe 15
Painting the Picture of the Dream	CrMe 25	The Mirror of the Truth	ReMe 15
Usury of the Mind	CrMe 25	The Open Vessel	ReMe 15
The Headsman's Mask	CrMe 25	Aura of Insincerity	ReMe 20
Aura of Awesome Terror	CrMe 30	Hold on the Slumbering Mind	ReMe 20
Elephant's Memory	CrMe 30	The Many Legged Beast	ReMe 20
The Well Placed Word	CrMe 30	Pressing the Weight of Sleep	ReMe 20
Lost in the Depths	CrMe 35	Roundabout	ReMe 20
Perius' Mind	CrMe 50	Speaking to the Spirits of the Ancestors	ReMe 20
		Mesmeric Wisdom	ReMe 20
<b>Intellego Mentem</b>		The Hub of the Wheel	ReMe 20
Detection of Other Minds	InMe Gen	Aura of Seductiveness	ReMe 25
Acquire the Author's Insight	InMe 15	Gaze of the Piercing Eye	ReMe 25
Perceiving the Eyes of Knives	InMe 15	Hellish Pains of the Sinner	ReMe 25
Sense of the Unbridled Emotion	InMe 15	Mists of Morpheus	ReMe 25
Sense the Hostile Thoughts	InMe 15	The Impenetrable Skull	ReMe 25
The Sleeper's Unfolding Tale	InMe 15	Compulsion of the Single Task	ReMe 30
Incantation of the Heart Felt Truth	InMe 20	Rebel Tongue	ReMe 30
Motives of the Near Minds	InMe 20	Show of Proper Respect	ReMe 30
Sense the Spirits of the Night	InMe 20	The Lure of Cleodice	ReMe 30
Riding the Eyes of Man	InMe 20	The Collected Beast	ReMe 35
The Tolling Bell of Truth	InMe 20	Control of the Unwilling Mind	ReMe 40
Voices of the Damned	InMe 20	Moment of Privacy	ReMe 40
Warning of the Imminent Attack	InMe 20	Trapping the Soul	ReMe 40
Journey of the Silver Road	InMe 20	Traversing the Mind's Eye	ReMe 40
Perception of the Nasty Surprise	InMe 25	Call of the Siren	ReMe 45
Opening the Crystal Gates	InMe 25	Cleanse the Mortal Infestation	ReMe 50
Enigmatic Understanding of Hopes & Fears	InMe 30	Lucifer's Advisor	ReMe 50
The Living Colors	InMe 30	Walk the Paths of the Dead	ReMe 50
Knowledge of the Unknown Tongue	InMe 35	Brief, Shining Resurrection of a Mage's Form	ReMe 60
Peering Into the Decaying Mind	InMe 35		
Perception of the Secret Places	InMe 35		
Voicing the Babbles	InMe 40		
Gift of the Stranger's Thoughts	InMe 50		
Mind's Bridge	InMe 55		
		<b>TERRAM</b>	
		<b>Creo Terram</b>	
<b>Muto Mentem</b>		Key to Nowhere	CrTe 5
The Gentle Falling into Sleep	MuMe 15	Joining the Severed Shaft	CrTe 10
The Voice of Reason	MuMe 15	The New-born Blade	CrTe 15
The Curse of Babel	MuMe 20	Sheath of Amber	CrTe 15
Ears of Babel	MuMe 20	Avalanche from the Clear Sky	CrTe 20
Seed of Betrayal	MuMe 20	Distant Shadow of Manipulation	CrTe 20
The Overwhelming Emotion	MuMe 20	Gleam of the Recent Polishing	CrTe 20
Fervor of the Fanatic	MuMe 25	Sharding Stone	CrTe 20
Idolatry of the Worthless Mortal	MuMe 25	Sorcerer's Bulwark of Excellent Protection	CrTe 20
Perception of Extreme Intoxication	MuMe 25	The Workman's Bench	CrTe 20
See the Reality behind the World	MuMe 30	Barrier of Faerie Stone	CrTe 25
Mages Slaves	MuMe 50	Gaea's Embrace	CrTe 25
		Umbrella of the Piercing Rain	CrTe 25
<b>Perdo Mentem</b>		Healing the Earth	CrTe 35
Banish the Possessing Spirit	PeMe Gen	Incantation of Earthy Passages	CrTe 35
Hidden Mind	PeMe Gen	Protection of the Immovable Rock	CrTe 35
Aversion of the Mind's Subtle Poison	PeMe 15	Bands of Burning Iron	CrTe 35
Gentle Bash of Utter Confusion	PeMe 15	Chaos of Fire	CrTe 40
Light Tap into Unconsciousness	PeMe 15	As Once Was, So Shall Be Again	CrTe 70
Obscurari	PeMe 15	Builder of Mountains	CrTe 70
Stealing the Threads of Thought	PeMe 20	Conjuring the Splendid Home	CrTe 70
Aura of Total Insignificance	PeMe 25		
Curse of the Dottering Fool	PeMe 25	<b>Intellego Terram</b>	
Incantation of the Wearisome Mind	PeMe 30	See the Cavities	InTe 10
Insane Chaos of Flashing Fire	PeMe 30	Touch of the Magesmith's Forge	InTe 15
Stealing the Pages of Memory	PeMe 30	History's Strong Duties	InTe 20
March of the Inevitable Wheel	PeMe 30	The Miner's Keen Eye	InTe 20
Watchman's Wandering Eyes	PeMe 35	Vision of the Fatal Flaw	InTe 20
Night of the Mind	PeMe 40	Enchantment of the Crystal Images	InTe 30
Poisoning the Will	PeMe 50	Eye of the Monolith	InTe 30
		Greeting the Maker	InTe 30
<b>Rego Mentem</b>		Detect Mountain Range	InTe 35
Bind the Unwilling Author	ReMe Gen	Rite of the Burnished Blade	InTe 35
Effect of Concentration	ReMe Gen	Sight of the Earthen Mist	InTe 45
Mystical Vortex of Spirit Entrapping	ReMe Gen		
Weariness of the Mind	ReMe Gen		

**Muto Terram**

Forging the Legendary Blade	MuTe Gen
The Scathing Blade	MuTe Gen
Sorcerer's Winning Dice	MuTe 5
Clouds from the Stone	MuTe 15
Diamond of Intimacy	MuTe 15
Doom of the Deadly Pebble	MuTe 15
Pool of Mud	MuTe 15
The Faithful Ring	MuTe 15
Secret Entrance of Avoram	MuTe 15
Silken Suppleness of Stone	MuTe 15
Written in Stone	MuTe 15
Potter's Earthy Clay	MuTe 20
Sculpting the Hands of Stone	MuTe 20
Stone as Clay in the Potter's Hands	MuTe 20
Stone of the Ages	MuTe 20
Gaea's Needle	MuTe 25
Melting the Barriers	MuTe 25
The Virgin Form	MuTe 25
Blazing the Trail	MuTe 30
Kiss of the Viper Blade	MuTe 30
Object of Irresistible Growth	MuTe 30
Spell of Wholeness	MuTe 30
The Plutonic Form	MuTe 30
Enchant the Shadow Stone	MuTe 40
Pass the Unyielding Earth	MuTe 40

**Perdo Terram**

Return to the Purest Forms	PeTe 15
Shriek of Shattering Metal	PeTe 25
And to the Earth Return	PeTe 30

**Rego Terram**

The Army of Unseen Porters	ReTe Gen
Entrapping the Spirits of the Earth	ReTe Gen
Invisible Shield	ReTe Gen
Path of the Burro	ReTe 10
Prepare ye the Way	ReTe 10
Trackless Step	ReTe 10
Avoidance of the Leper's Touch	ReTe 15
Lifting the Weighty Burden	ReTe 15
Blessing of the Lightened Load	ReTe 15
Might of Stone	ReTe 15
Removal of Things	ReTe 15
Terror of the Stones	ReTe 15
The Unseen Spirit of the Wind	ReTe 15
Wizard's Cleave	ReTe 15
Chaotic Dance of Dead Stones	ReTe 20
Homecoming of the Obedient Tool	ReTe 20
Magic's Capable Hands	ReTe 20
Painter's Tools	ReTe 20
The Fixed Position	ReTe 20
The Traitorous Blade	ReTe 20
Shield of Faith	ReTe 20
Sword of Wrath	ReTe 20
The Two-Edged Armor	ReTe 20
Trap of the Closing Fists	ReTe 20
Wizard's Ward Against the Bite of Steel	ReTe 20
Exchange of Stone	ReTe 25
Halt the Missile Perilous	ReTe 25
Stone Cleaver	ReTe 25
The Workman's Loyal Tool	ReTe 25
Travel of the Earthworm	ReTe 25
Ward Iron	ReTe 25
The Willfull Armor	ReTe 25
Call of the Possessor	ReTe 30
Stone Hammer	ReTe 30
Recall the Thieves' Bounty	ReTe 40
Enchantment of the Rightful Return	ReTe 40
Molten Maiden	ReTe 40
Unrest of the Inanimate Object	ReTe 40
Bringing Forth the Treasures of the Earth	ReTe 50
Calling Up the Wrath of the Earth	ReTe 50

**VIM****Creo Vim**

Buffer the Tides of Magic	CrVi Gen
Burning the Power of Body's Youth	CrVi Gen
Creation of Fictitious Forces	CrVi Gen
Endowment of the Changing Nature	CrVi Gen
Shell of False Determinations	CrVi Gen
Shell of Opaque Mysteries	CrVi Gen
Pose	CrVi 0
Create the Arcane Bond	CrVi 10
The Phantom Gift	CrVi 15
Forge the Bond of Magical Oneness	CrVi 50
Dark Art	CrVi 60
The Ritual of Endowment	CrVi 60

**Intellego Vim**

Seer's Discerning Eye	InVi Gen
Scarlet Flash of the Demon	InVi Gen
Sight of the Spirit World	InVi Gen
Tracing the Sigil	InVi Gen
Turning the Cruel Eye	InVi Gen
Sensing the Mystic Place	InVi 5
Feeling the Font of Power	InVi 10
Scales of Power	InVi 15
Seeing the Elusive Boundary	InVi 15
Glimpse Through the Mystic Veil	InVi 20
Siren Call of the Magus' Home	InVi 20
Study of the Enchanted Item	InVi 20
The Manifestations of Evil	InVi 20
Peals of Magic's Work	InVi 25
Locating the Apprentice	InVi 30
See the Fight Between Cosmos and Chaos	InVi 30
Tale of the Magical Blow	InVi 30
Seer of Black Souls	InVi 35
Sight of the Active Magics	InVi 35
Following the Magical Trail	InVi 40
The Great Quest	InVi 40

**Muto Vim**

Boost the Lofty Spell	MuVi Gen
Crafting the Reservoir of Magic	MuVi Gen
Dirnano's Potion Doubling	MuVi Gen
Extending the Ever Fleeting Spell	MuVi Gen
Help with the Difficult Art	MuVi Gen
Linked Vis	MuVi Gen
Mirror of Opposition	MuVi Gen
Muris Magica	MuVi Gen
Prolonging the Inevitable	MuVi Gen
Sharpen the Wizard's Blade	MuVi Gen
Sheath of Deadly Fire	MuVi Gen
Sodalis' Stolen Sorceries	MuVi Gen
Speeding the Great Spell	MuVi Gen
Strength of Tremere's Warrior	MuVi Gen
The Sorcerer's Fork	MuVi Gen
The Varicolored Magiks	MuVi Gen
Transformation of Energy	MuVi Gen
Wizard's Immortality	MuVi Gen
Dirano's Potion Doubling	MuVi Gen
Splitting the Inestimable Gem	MuVi 10
The Addition of the Names	MuVi 15
The Damned Clay	MuVi 20
Parting Blow	MuVi 20
The Striking of the Name	MuVi 20
Warping the Magical Veil	MuVi 20
Magnification of the Impotent Corruption	MuVi 25
Crafting the Prison of the Soul	MuVi 30

**Perdo Vim**

Assailing the Magical Barrier	PeVi Gen
Banish the Mobile Forms	PeVi Gen
Burning Vis	PeVi Gen
Cutting the Cords	PeVi Gen
Destroy the Offending Spell	PeVi Gen
Destroy the Lingering Traces of Magic	PeVi Gen

Erasing the Wizard's Handiwork	PeVi	Gen		
End the Permanent Curse	PeVi	Gen		
Masking the Odor of Magic	PeVi	Gen		
Oathbreak	PeVi	Gen		
Shatter the Arcane Shield	PeVi	Gen		
Suppress the Arcane Shield	PeVi	Gen		
Suspend Enchantment	PeVi	Gen		
Purge the Works of Caine	PeVi	Gen		
Lash of the Black Sorcerer	PeVi	20		
Sundering the Puerile Flesh	PeVi	20		
Spear of the Holy	PeVi	30		
The Essence of the Nothing	PeVi	45		
Demon Lance	PeVi	45		
Stealing the Gift	PeVi	60		
Obliterate the Gate to Hell	PeVi	80		
<b>Rego Vim</b>				
Aegis of the Self	ReVi	Gen		
Bane	ReVi	Gen		
Binding the Infernal Menace	ReVi	Gen		
Binding the Mobile Forms	ReVi	Gen		
Calling the Mobile Forms	ReVi	Gen		
Catching the Fleeing Spell	ReVi	Gen		
Delay of Mighty Magics	ReVi	Gen		
Druid's Communion	ReVi	Gen		
Enchantment of the Heartfelt Oath	ReVi	Gen		
Extension of the Mind	ReVi	Gen		
Guiding the Spell	ReVi	Gen		
Immunity of the Familiar Spell	ReVi	Gen		
The Mirror of Treachery	ReVi	Gen		
Mirror of Warding	ReVi	Gen		
Ornament the Armor of Magic	ReVi	Gen		
Penetrate the Regio	ReVi	Gen		
Pentagram	ReVi	Gen		
Prolong Power's Presence	ReVi	Gen		
Purging Hell's Infection	ReVi	Gen		
Restraining the Eager Magics	ReVi	Gen		
Safe Waiting Spell	ReVi	Gen		
Safe Watching Ward	ReVi	Gen		
Shielding the Prying Eyes	ReVi	Gen		
Spell's Faithful Guardian	ReVi	Gen		
Stealing the Wizard's Art	ReVi	Gen		
Suppressing the Wizard's Handiwork	ReVi	Gen		
Suspension of the Powers	ReVi	Gen		
Thaumaturgic Triangle	ReVi	Gen		
The Lure of Mercury	ReVi	Gen		
The Lure of the Spheres	ReVi	Gen		
The Might of the Dread Warrior	ReVi	Gen		
The Trickster's Indirection	ReVi	Gen		
Throw of the Distant Arm	ReVi	Gen		
Wizard's Riposte	ReVi	Gen		
Traversing the Magical Path	ReVi	10		
Wizard's Mark	ReVi	10		
Firing the Cursed Clay	ReVi	15		
Seer's Guarding Ring	ReVi	20		
The Contest of Wills	ReVi	20		
The Deceiver's Oath	ReVi	20		
The Futile Limit	ReVi	20		
Reigning in the Forked Tongue	ReVi	20		
Transfer the Essence of Magic	ReVi	20		
Dampen Magic	ReVi	25		
Tearing the Mystical Veil	ReVi	25		
Travel the Paths of Shadow	ReVi	25		
Servant of Singular Value	ReVi	25		
Gift of Magical Fortitude	ReVi	30		
The Unholy Puppet	ReVi	35		
The Sorcerer's Revenge	ReVi	40		
The Ties that Bind	ReVi	40		
Anchoring the Mystic Veil	ReVi	50		
Word of Betrayal	ReVi	50		
Word of Betrayal - BF's Correction	ReVi	50		
<b>Appendix A -- Faerie Spells</b>				
<b>ANIMAL</b>				
<b>Creo Animal</b>				
Invocation of the Shameless Pigs			CrAn	20
<b>Muto Animal</b>				
The Proper Beast			MuAn	15
<b>Rego Animal</b>				
Master of the Hunt			ReAn	30
<b>AQUAM</b>				
<b>Muto Aquam</b>				
Intoxicating the Drinking Grog			MuAq	10
<b>CORPUS</b>				
<b>Muto Corpus</b>				
Mask of Whimsy			MuCo	10
Beauty of the Smiling Nymph			MuCo	15
Chaos of the Changing Skills			MuCo	25
Dismemberment of the Innocent Mage			MuCo	25
Reversal of Persuasion			MuCo	25
Form of the Fay			MuCo	25
<b>Rego Corpus</b>				
Undying Manhood			ReCo	5
Endurance of the Reveler			ReCo	10
Contagious Laughter of the Faerie Festival			ReCo	20
The Reveler's Jig			ReCo	20
Catching Laughter of the Fay			ReCo	30
<b>HERBAM</b>				
<b>Creo Herbam</b>				
Robe of Leaves			CrHe	5
Armor of the Living Tree			CrHe	35
<b>Intellego Herbam</b>				
The Calling of the Seelie Court			InHe	35
<b>Rego Herbam</b>				
Protection of the Forest			ReHe	30
<b>IGNEM</b>				
<b>Creo Ignem</b>				
Heat of the Burning Coal			CrIg	5
<b>Muto Ignem</b>				
The Gentle Rain of Light			MuIg	15
<b>IMAGINEM</b>				
<b>Creo Imaginem</b>				
Tickle			CrIm	5
The Music of the Earth			CrIm	25
The Wild Dance			CrIm	45
<b>Muto Imaginem</b>				
The Voice of Reason			MuIm	15
Taste of Delight			MuIm	20
<b>MENTEM</b>				
<b>Creo Mentem</b>				
Cupid's Bow			CrMe	15
Vision of Joy			CrMe	20
<b>Intellego Mentem</b>				
Curse of the Truthful Nose			InMe	25
<b>Muto Mentem</b>				
Strong Feeling of the Fanatic			MuMe	15
The Fickle Heart			MuMe	15
The Lighter Side			MuMe	15
Traitorous Tongue of the Reversed Intent			MuMe	15
Desire for Revelry			MuMe	20
The Game of Life			MuMe	20
The Twisted Path			MuMe	20
The Glory of Creation			MuMe	25



Town of Crazy Martyrs	MuMe 45
<b>Perdo Mentem</b>	
Bliss of the Carefree Child	PeMe 20
Opening the Gates of Behavior	PeMe 20
<b>Rego Mentem</b>	
The Lie of the Utmost Truth	ReMe 25

**TERRAM**

<b>Perdo Terram</b>	
The Healthy Appetite	PeTe 15

**VIM**

<b>Muto Vim</b>	
Aura of Innumerable Mistakes	MuVi Gen
Twisting the Spell	MuVi Gen
<b>Perdo Vim</b>	
The Straight Faced Lie	PeVi 25
<b>Rego Vim</b>	
Binding of the Intrinsic Possession	ReVi 25

**Appendix B -- Abstract Spells**

Vision	CrIn 50
Circle of Destruction	CrPe 50
The Craftsman's Eye	InCr 10
The Burning Eyes	InIn 20
Entrapping the Spirit of the Elements	Re** Gen
The Empowered Blade	ViPe 25
Hex	ViPe 20

**THE END**