THE GRIMOIRE

January 9, 1999

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.

Here are 465 spells for a total of 10238 levels.

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Animal Spells

Creo Animal Spells

Traveler's Venerable Rations CrAn 10
[Magnitude 0] R:Touch D:Sun.
Preserves meat from decay, and with an Ignem prerequisite, even keeps the meat warm for the duration.

Musk of the Frightened Skunk CrAn 10
[Magnitude -1] R:Near D:Sun. Aimed +2 *Aq*
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 CrAn 15
[Magnitude 2] R:Near D:Conc. Aimed +4
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.

Spit of the Viper CrAn 15
[Magnitude 1] R:Near D:Nap/Perm. Aimed +3 *Aq Re*
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 Stm 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).

The Spider's Personal Prison CrAn 25
[Magnitude 2] R:Near D:Sun./Perm.
This spell is similar in effects to the *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 *Weaver's Trap of Webs*. The use of a spider web during casting functions as a focus of +1.

Summon Sirrush [CrAn 50]
[Ritual] R:Near D:Year/Perm. *In*
This spell "summons" a Sirrush (see 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 ($2 \times 25 = 50$). 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.

Intellego Animal Spells

The Beasts Regard InAn 10
[Magnitude 0] R:Near D:Conc.
You determine how the target animal regards you: friend, foe, food, rival, etc...

The Sporadic Trail InAn 10
[Magnitude 1] R:Touch D:Conc. *Im*
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.

Eyes of the Lowly Beast InAn 15
[Magnitude 1] R:Near D:Conc. *Im*
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.

Seeking the Elusive Beast InAn 15
[Magnitude -3] R:Local D:Sun.
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).

Tongue of the Beasts InAn 20
[Magnitude 2] R:Near D:Conc.
Understand any animal or, alternatively read the surface thoughts. With a Cr requisite, caster is able to talk with the animal.

Sniffing Out the Foxes Den InAn 20
[Magnitude 0] R:Local D:Conc.
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).

Identify the Legendary Beast InAn 25
[Magnitude 4] R:Touch D:Conc.
Allows a specific magical Beast to be identified by its spoor: scales, droppings, etc. A feel for the creature's intelligence is also manifested.

Muto Animal Spells

Beast Kin MuAn 15
[Magnitude 0] R:Near D:Sun./Perm.
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.

Twist the animal Flesh MuAn 15
[Magnitude 1] R:Touch D:Sun./Perm.
Affect the shape of an animal (size 0 or less) to turn it into almost any kind of weird creature.

Voice for the Beasts MuAn 20
[Magnitude 2] R:Touch D:Sun. Co
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. The beast produces sounds according to its intelligence.

Entering Poseidon's Realm MuAn 25
[Magnitude 3] R:Touch D:Sun./Perm.
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 — 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.

Perdo Animal Spells

Kill the Bugs PeAn 5
[Magnitude -2] R:Self D:Sun. Silly
Kills all bugs that get within 1 foot of you. Makes waking in the woods much more pleasant.

Agony of the Beast PeAn 10
[Magnitude -2] R:Sight D:Conc.
After pointing at a beast and casting this spell, the beast begins lashing wildly about, upsetting any nearby objects, and howling in great pain. The animal finds it difficult to do anything else. Size + Stm 9 + to resist.

Incantation of the Beast's Demise PeAn 40
[Magnitude 6] R:Near D:Inst.
Kills an animal instantly if it fails its Magic Resistance roll.

Rego Animal Spells

The Enchantment of Waiting in slumber [ReAn Gen]
[Ritual, magn. -4] R:Touch D:Perm.
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 [ReAn Gen]
[Ritual, magn. 8] R:Touch D:Sun.
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.

Disguise the Putrid Aroma ReAn 10
[Magnitude 0] R:Near D:Conc. Au
The animal target takes no interest in you as long as you don't threaten it; it cannot smell you.

The Gentle Bridle ReAn 10
[Magnitude -1] 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.

Cloak Swirl ReAn 10
[Magnitude -2] 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.

Break the Master's Hold ReAn 25
[Magnitude 1] R:Near D:Sun./Perm.
Causes a domesticated animal to turn wild. Especially loyal animals, such as dogs, may resist with a Loyal roll of 10+.

Calling the Creature ReAn 30
[Magnitude 5] R:Arcane 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 ReAn 30
[Magnitude 3] 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 (Stm roll of 20+). You can probably cover well over 100 miles in one day and night ride on a good road.

The Black Carpet [ReAn 40]
[Ritual, magn. 11] R:Local D:Sun.
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 Spells

Snowball of Doom CrAq 5
[Magnitude -2] R:Near D:Sun. Aimed-1,Silly Ig
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!

Ice of Light CrAq 15
[Magnitude 0] R:Near D:Sun./Perm. Ig
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 *Vulcan's Bath* (CrAq 15).

Patch of Glue CrAq 15
[Magnitude 0] R:Near D:Sun./Perm.
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 × Str roll of 15+ to be freed. The name isn't very imaginative, but neither was the magus who invented the spell.

Vulcan's Bath CrAq 15
[Magnitude 0] R:Near D:Sun./Perm. *Ig*
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.

Denial of the Frozen Ice CrAq 15
[Magnitude 0] R:Near D:Sun. Aimed +2 *Ig*
This spell creates a small amount (a few litres) of water around the target and freezes that water. This effectively immobilizes the the moving parts of the target. The grip of the ice can be broken with a strength stress roll of 6+. If the target tries to break the grip itself, a strength roll of 9+ si needed.

Fountain of Soothing Waters CrAq 20
[Magnitude 1] R:Near D:Sun./Perm.
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.

The Slippery Ground CrAq 20
[Magnitude 3] R:Self 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 *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 maneuvers, while a roll of 15+ is needed for extreme actions.

Chamber of Soothing Waters CrAq 25
[Magnitude 2] R:Near D:Sun./Perm. *Re Ig*
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 *Chamber of Spring Breezes* (CrAu 15).

Dragon's Bile CrAq 25
[Magnitude 4] R:Near D:Conc.(Once) Aimed +2 *Pe*
Creates a spray of acid that arcs out from the caster's hand, covering the target. The spray is $\frac{1}{2}$ 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.

Scalding Torrent of Water CrAq 30
[Magnitude 5] R:Near D:Conc. Aimed(-3to+1) *Ig*
Like *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 CrAq 30
[Magnitude 3] R:Sight D:Nap Aimed +3 *Re Ig*
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 *Piers' Icy Dart.*

Globe of Corroding Waters CrAq 30
[Magnitude 4] R:Near D:Nap Aimed -2 *Pe*
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. Armour 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 CrAq 30
[Magnitude 3] R:Near D:Sun. *Re Ig*
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 CrAq 35
[Magnitude 6] R:Self D:Sun. *Mu Re Au*
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 CrAq 35
[Magnitude 6] 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.

Intellego Aquam Spells

Seeking the Oasis InAq 25
[Magnitude 0] R:Area D:Conc.
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.

Muto Aquam Spells

Purity of the Spring Rains MuAq 5
[Magnitude 1] R:Touch D:Conc.(Once)
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).

Church wine MuAq 5
[Magnitude 0] R:Touch D:Nap
Turns a glass of water into wine.

Breath of Winter MuAq 5
[Magnitude -1] R:Near D:Nap *Ig*
Turns a circle of water up to 5 paces across into snow.

Distill the Essence of the Drink MuAq 15
[Magnitude 3] R:Touch D:Conc.(Once)
Concentrates/distills a liquid, up to 5 × the original concentration (within limits — you can obviously get a maximum of 100% concentration).

Enchantment of Intoxication MuAq 15
[Magnitude 1] R:Near D:Nap *Co*
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.

Warmth of the Icy Deep MuAq 15
[Magnitude 2] R:Self D:Sun. *Co Ig*
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.

Fire of the Deep MuAq 25
[Magnitude 3] R:Sight D:Conc. *Ig*
This spell transforms about a barrel's worth of water into a medium that burns and destroys like fire. It is not burning oil, as other spells produce, but a substance which itself *is*, in many respects, fire. It is more intense than ordinary fire, but similar in its effects – paper is burnt to ash, wood charred and eventually consumed, stone merely blackened and heated. Unlike ordinary fire, however, this does not spread (though it may light other fires), nor can it be doused by mundane means, so long as the magus maintains concentration. It will persist after the magus drops concentration, diminishing in effectiveness, but taking five rounds before it is completely gone.
As a guideline, someone completely immersed in such water will take +15 damage per Round.
The water so affected is lighter than ordinary water, and will tend to float to the top, if they are mixed. At sea, it will spread over an area about 40 paces across.
Vis may also be used to increase the volume of water, with a like volume of affected water added for every pawn burnt.

Perdo Aquam Spells

The Word Unwritten PeAq 2
[Magnitude -1] R:Touch D:Inst.
One word of text in fresh (not yet dried) ink is erased completely, obviating the need to cross out a mistake.

Breeze of the Sandy Wastes PeAq 5
[Magnitude 0] R:Touch D:Inst.
Dries an object up to man-sized.

Fire's Perfected Fuel PeAq 25
[Magnitude 3] R:Near D:Inst. *He*
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.

Rego Aquam Spells

Entrapping the Spirits of the Water ReAq Gen
[Magnitude NC] 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.

Curse of Tantalus ReAq 10
[Magnitude -2] R:Near D:Sun.
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 ReAq 15
[Magnitude 1] R:Self 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.

Water Bomb ReAq 15
[Magnitude 1] R:Near D:Conc. 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 (eg. if in a lab, this spell could be used to great effect and fling lots of dangerous liquids around). Aquam version of *Leap of Flames (ReIg 15).*

Sailor's Delight ReAq 20
[Magnitude 0] R:Zone Near D:Conc.
Stops water from entering a boat. Of little help if the boat capsizes.

Change the River's Path ReAq 25
[Magnitude 3] R:Near D:Conc.
This causes all the water within range to flow in any general direction you desire. The water does not fly into the air, but can be made to flow uphill, to funnel back into a bottle, or to propel a swimmer at 20 paces per round.

Sailing the Arrows Course ReAq 30
[Magnitude 2] 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 ReAq 30
[Magnitude 3] 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.

Total	Effect
11+Size	Dragged down 5 paces
6+Size	Dragged down 2 paces
Size+	Remains at same level
0+	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 Spells

Voice the Wind CrAu 10
[Magnitude 0] R:Sight D:Conc. Aimed +2
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). If cast with an Im requisite, only target can hear the message. Otherwise, anyone on the path can hear it.

Jupiter's Resounding Blow CrAu 10
[Magnitude 1] R:Near D:Conc.(Once) Aimed
Creates a thunderclap, Anyone directly underneath must makes a Stm roll of 9+ or be deafened.

Bolt of Crackling Lightning CrAu 15
[Magnitude 2] R:Near D:Conc.(Once) Aimed -2
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).

Wrath of the Desert CrAu 30
[Magnitude 3] R:Zone Near D:Conc. Aimed *Te*
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 CrAu 35
[Magnitude 8] R:Self D:Conc.(Once) Aimed *Pe*
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.

Muto Auram Spells

Rain of Hailstones MuAu 15
[Magnitude 1] 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 *Rain of Stones* (MuAu 15).

Rain of Blood [MuAu 45]
[Ritual, magn. 10] R:Local D:Moon Aq Co
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.

Perdo Auram Spells

Stealing of the Wind from the Sails PeAu 30
[Magnitude 0] 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.)

Rego Auram Spells

Weather Dome ReAu Gen
[Magnitude -4] R:Near D:Sun./Perm.
Protects those within from the effects of weather. Even spells which produce effects of weather, such as the *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.

Entrapping the Spirits of the Air ReAu Gen
[Magnitude NC] 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.

Support the Lofted Arrow ReAu 15
[Magnitude 1] R:Near D:Conc.(Once)
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 ReAu 15
[Magnitude 1] R:Near D:Conc.(Once)
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 ReAu 20
[Magnitude 4] R:Self D:Conc.
This spell is an easier version of the *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 *Wind at the Back* (ReAu 5) or similar. These, of course, require Concentration rolls...

Molding the Morning's Breath ReAu 20
[Magnitude 2] 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.

Shielding the Rain of Death ReAu 25
[Magnitude 5] R:Self 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. Requisites depending on immunity chosen.

Retracing the Arrow's Path ReAu 25
[Magnitude 3] 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. Requisite depending on missile form.

Breath of the Djinn ReAu 30
[Magnitude 4] 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 ReAu 40
[Magnitude NC] R:Local D:Nap
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 ReAu 50
[Magnitude 6] R:Zone Near D:Conc.
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 × Size) + (3 × 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.

Corporem Spells

Creo Corporem Spells

Creating the Magical Mannikin CrCo 15
[Magnitude 0] R:Near D:Sun./Perm. In Mu
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).

Blessing on the Newborn Child [CrCo 20]
[Ritual] R:Touch D:Sun./Perm.
Causes the child to grow healthy and well, making it resistant to childhood diseases and like problems.

The Dead that Will Not Rest CrCo 20
[Magnitude 2] R:Touch D:Sun./Perm.
Causes a corpse to become immune to the spell *Dust to Dust* (PeCo 15).

Blessing the Union [CrCo 25]
[Ritual] R:Touch D:Sun./Perm.
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. 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 *Curse of the Barren Years* (PeCo 20), and most natural causes, but it cannot make a woman past the age of child-bearing fertile again.
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.

Usury of the Body CrCo 25
[Magnitude 3] R:Touch D:Sun./Perm. Pe
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 CrCo 25
[Magnitude 3] R:Touch D:Sun.
Adds +2 to the target's Str for the duration of the spell.

Gift of the Hero's Strength CrCo 25
[Magnitude 3] R:Touch D:Sun. Mu
This spell temporarily increases a person's strength by three points, as long as it does not go above +5.

Sustenance of the Heart CrCo 25
[Magnitude 3] R:Touch D:Sun.
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 CrCo 30
[Magnitude 5] R:Near D:Conc.
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 [CrCo 30]
[Ritual, magn. 11] R:Self D:Year
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 CrCo 35
[Magnitude 4] R:Near D:Sun./Perm.
Causes the target, who must be female, to become pregnant; it literally creates a 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 CrCo 35
[Magnitude 6] R:Touch D:Nap
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.

Echo of the Body CrCo 50
[Magnitude 9] R:Self D:Sun./Perm. Re
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 *Echo* 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 *Echo* (though if the *Echo* goes unconscious or incapacitated, the caster cannot do more through the *Echo* than she could if she were incapacitated or unconscious.) When not concentrating on the *Echo*, she will not be aware of what the *Echo* senses and the *Echo* will fall unconscious until the caster again concentrates. The *Echo* 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 within an Arcane Tunnel; this fatigues the caster normally. Other casting requisites: forms of any items the caster wishes duplicated. The duplicates are, of course, not magical.

Enchantment of Utter Health [CrCo 75]
[Ritual] R:Self D:Sun./Perm.
An incredibly powerful ritual spell: while under its effects the maga continually heals at the same rate as if under the *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.
N. B. Wounds do not heal while this spell 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.

Intellego Corporem Spells

The Juggernaut's Trail InCo 15
[Magnitude 2] R:Touch D:Conc. Im
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 InCo 15
[Magnitude 1] R:Near D:Conc. Im
As *Seeing Through the Eyes of the Dead* (InCo 20), the simpler Concentration roll comes with *Strings of the Unwilling Marionette* (ReCo 30).

Assassin's Eye InCo 20
[Magnitude -2] R:Zone Near D:Sun.
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 InCo 20
[Magnitude 2] R:Near D:Conc. Im
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 *Awaken the Slumbering Corpse* (ReCo 20), so the Concentration roll required to cast *Seeing* while Awaken is active is only 9+. Only effective if the appropriate organs are still intact.

The Running Mannikin InCo 25
[Magnitude 2] R:Touch D:Sun. Re
Animates a mannikin — see *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 InCo 35
[Magnitude 4] R:Touch D:Sun./Perm. Re
A variant of *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 *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 remeets 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.

Muto Corporem Spells

Form of the Wizard's Desire MuCo Gen
[Magnitude -1] R:Self D:Sun./Perm. An
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 Corporem 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 MuCo Gen
[Magnitude -2] R:Near D:Inst. In
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.

Crafting the Sad Remains MuCo 10
[Magnitude 0] 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.

Doppleganger MuCo 10
[Magnitude 1] R:Self D:Sun./Perm.
Allows the caster to alter her voice into any human sounding voice.

Nose of the Wolf MuCo 15
[Magnitude 3] R:Self D:Nap An
This spell analyzes smells in the air. It allows (with Concentration rolls) tracking by smell with a quality similar to a wolf.

Damping of the Fiery Wrath MuCo 20
[Magnitude 3] R:Self D:Sun. Ig
+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 *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 MuCo 20
[Magnitude 3] R:Self D:Sun./Perm.
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.

Semblance of Life Returned MuCo 20
[Magnitude 2] R:Touch D:Sun./Perm. Re Im
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 Walking Corpse* (ReCo 25) are used to give it greater semblance of life.

Disguise of the Stolen Form MuCo 25
[Magnitude 4] R:Self D:Sun./Perm.
Essentially an advanced form of *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. Per and Pre are refigured as the average of the two individuals' characteristics the, rounding down.

Mold the Living Clay MuCo 25
[Magnitude 5] R:Touch D:Conc.
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.

Wearing the Stranger's Skin MuCo 30
[Magnitude 3] 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.

The Gift of Aging with Grace [MuCo 40]
[Ritual] R:Self D:Spec./Perm. Cr Me
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 Int and Stm at the cost of other characteristics. It was invented when Magi recognized that some aspects of aging (namely, those that are in game terms Int and Stm) are worse with respect to magic than others. If the roll for Stm or Int 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 Int or Stm comes up. If Decrepitude or Death comes up and Stm loss was being averted, then the Stm 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 MuCo 45
[Magnitude 8] R:Near D:Conc. Ig Te
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 MuCo 45
[Magnitude 5] R:Sight D:Sun./Perm. Te
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.

Molding the Fluid Form MuCo 60
[Magnitude 11] R:Self D:Sun./Perm.
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 requisite: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 MuCo 60
[Magnitude 10] R:Touch D:Sun./Perm. In Me
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.) Might be good for a miracle (and much lower Level), or a curse.

Shadowform MuCo 70
[Magnitude 13] R:Self D:Sun. Im
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 Imagonem 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.

Perdo Corporem Spells

Rusting the Unnatural Armor PeCo Gen
[Magnitude -2] R:Near D:Inst.
Counters the effects of a body-enhancing Corporem spell of other than Instant duration which has been cast on the target. You must match half the Level of the spell to be cancelled on die + Level.

Finger of Tidiness PeCo 3
[Magnitude -2] 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.

Curse of the Angry Sun. PeCo 15
[Magnitude 1] R:Near D:Inst. *Ig*
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.

Agony of the Mortal PeCo 15
[Magnitude -1] 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 *Agony of the Beast* (PeAn 10).

Smashing the Bones of the Feet PeCo 15
[Magnitude 1] R:Near D:Inst.
As *Smashing the Bones of the Hands* (PeCo 15) only the foot bones are broken and the target is unable to walk.

Smashing the Bones of the Hands PeCo 15
[Magnitude 1] 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.

The Curse of Wearying Illness PeCo 15
[Magnitude 1] 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 Corporem spells until whatever important things need to be done are done.

The Freezing Touch PeCo 15
[Magnitude -1] R:Touch 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.

Curse of the Barren Years PeCo 20
[Magnitude 2] R:Near D:Inst.
Makes the target infertile and barren.

Decay of the Corpse PeCo 20
[Magnitude 2] R:Near D:Inst.
Withers one of the target's limbs, determined randomly, to a feeble, useless husk.

The Serpent's Bite PeCo 20
[Magnitude 2] R:Near D:Inst. *An*
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.

Arrow of the Certain Death [PeCo 25]
[Ritual, magn. 11] R:Touch D:Moon *In*
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 30 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.

The Stagnant Flesh [PeCo 25]
[Ritual, magn. 9] R:Arcane D:Inst.
This spell requires a piece of the target's body (hair, nails, skin, etc.) as an arcane connection to the target. 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.

Transfer the Ravages of Fate PeCo 25
[Magnitude 0] R:Near D:Sun./Perm.
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 effect 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 *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).

Bonecrusher PeCo 25
[Magnitude 3] 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. Stress roll on the chart below; the caster may add or subtract her Finesse.

Roll	Place broken	Effects
0	Nose	Painful, may lead to disfigurement.
1	Jaw	Painful, trouble eating or speaking (vocal spells -4)
2	Foot	Painful (see *Missing Foot* flaw)
3–4	Hand	Painful (see *Missing Hand* flaw)
5–9	Leg	Painful (see *Lame* flaw)
10–13	Arm	Painful (see *Missing Hand* flaw)
14–19	Ribs	Extremely painful, hard to breathe (Stm + Conc. 9+ to do anything coherent, 12+ to cast spells. -3 to -7 to all actions from pain.)
20–21	Low.Spine	Paralyzed from waist down
22–23	Mid.Spine	Paralyzed from neck down
24+	Upp.Spine Skull	Instant Death

Weakening of the Heart PeCo 25
[Magnitude 3] R:Near D:Inst.
specifically 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 *Clenching Grasp of the Crushed Heart* (PeCo 40) she will almost certainly die (Stm roll 24+ to survive).

Weakness of the Aging Warrior PeCo 25
[Magnitude 3] R:Near D:Inst.
Drops the target's Str by 3, by permanently damaging (twisting?) this muscles.

Turning Back the Wheel PeCo 25
[Magnitude 3] R:Near(Eye) D:Inst.
An old wound the target has previously received reopens, doing damage, to be soaked with Stm + Siz 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.

Unwished Gift of Returned Pain PeCo 25
[Magnitude 3] R:Touch D:Conc. *Re*
This spell connects the caster's body to the target's (roll of Stm of 12+ to resist). Any body level of damage done to the caster is also endured by the target. Death of either part ends the spell. Damage is transferred after soak.

Pains of Perpetual Agony PeCo 30

[Magnitude 1] R:Near D:Sun./Perm.

This spell causes the target great pain as *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.

Crippling the Healthy Man PeCo 35

[Magnitude 5] 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 Sword of Damocles PeCo 35

[Magnitude 2] R:Near D:Sun./Perm. Me

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 PeCo 35

[Magnitude 5] R:Near D:Inst.

Paralyzes the target, destroying permanently 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.

The Shout of Sudden Death PeCo 60

[Magnitude 8] R:Zone Near D:Inst.

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

Rego Corporem Spells

Rumble of Discontent ReCo 3

[Magnitude -2] R:Near D:Conc.(Once)

Causes the target's stomach to growl very loudly.

March of the Lead Feet ReCo 10

[Magnitude -2] R:Near D:Sun.

Target of the spell is slowed to $\frac{1}{2}$ normal movement, for all movement involving use of the legs.

Caress of Infinite Pleasure ReCo 15

[Magnitude 0] R:Touch D:Sun. Im

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).

Embrace of the Steel Vice ReCo 15

[Magnitude 2] R:Touch D:Conc.

You embrace someone or something, crushing them with tremendous strength. Damage is +10 per round, and armor only protects agains 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.

Error of the Bumbling Fool ReCo 15

[Magnitude 1] R:Near D:Conc.(Once)

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 ReCo 15

[Magnitude 1] R:Self D:Sun.

Makes the target fall very slowly, preventing damage from falls. Like *Rise of the Feathery Body* (ReCo 10) 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).

Pulling the Rug out from Under ReCo 15

[Magnitude 0] R:Sight D:Conc.(Once)

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 effected.

Removing the Clothes of the Body ReCo 15

[Magnitude 2] R:Touch D:Conc. Pe

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 ReCo 15

[Magnitude -1] R:Near D:Sun.

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 ReCo 15

[Magnitude 1] R:Touch D:Sun. [-1]

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 ReCo 15

[Magnitude 3] R:Self D:Conc. Aq

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 ReCo 15

[Magnitude 3] R:Self 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 ReCo 20

[Magnitude 4] R:Self D:Conc.(Once) Mu Te

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 the Leper's Rejection ReCo 20

[Magnitude 1] R:Near D:Sun./Perm. [-1]

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 Perm., in which case the spell is renewed every sunrise and sunset.

Flesh to Flesh ReCo 20
[Magnitude 0] R:Near D:Sun./Perm. *Mu*
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.

Rebellion of the Earth's Pull ReCo 20
[Magnitude 4] R:Self D:Conc. *Te*
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 ReCo 20
[Magnitude 0] R:Near D:Sun.
Prevents the target from moving her feet from the ground.

Sleep Walker ReCo 20
[Magnitude 1] R:Near D:Sun. [-1] *Me*
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 ReCo 20
[Magnitude 4] R:Self D:Conc.(Once)
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. Of little use unless fastcast.

Treading the Paths of the Clouds ReCo 20
[Magnitude 4] R:Self D:Conc. *Au*
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 ReCo 20
[Magnitude 3] R:Self D:Nap
The caster can run as fast as a rabbit for as long as she continues running. Fatigue is proportional to the effort, the spell just allows much greater speed.

Castle of Flesh ReCo 25
[Magnitude 2] R:Near(Ring) D:Sun. [-1]
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.

Harmony of Duplication ReCo 25
[Magnitude 3] R:Near D:Conc.
A limited version of *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.

Jumping Through the Blink of an Eye ReCo 25
[Magnitude 5] R:Self D:Conc.(Once)
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 *Gift of the Frog's Legs*.

Man Imbued with Storm's Fury ReCo 25
[Magnitude 3] R:Touch D:Nap
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 *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 *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 ReCo 25
[Magnitude 4] R:Touch D:Conc.(Once)
The target of this spell, who must be dead, will become protected 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), 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 ReCo 25
[Magnitude 3] 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 ReCo 25
[Magnitude 3] R:Near D:Conc.(Once)
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 ReCo 25
[Magnitude 3] 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.

Exchange Between Prison Bars ReCo 25
[Magnitude 4] R:Touch D:Conc.(Once)
By means of this spell you exchange places with someone you touch. Natural resistance roll; Stm of 10+. See grimoire for uses.

Aversion of the Expanding Sphere ReCo 30
[Magnitude 3] R:Near D:Nap
The target of this spell will be physically repulsed from some designated object, person, or place, as in *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 *Aversion* are at -3 and require 2 extra botch rolls. Failure in an attempt to move towards the object of *Aversion* 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 *Curse of the Leper's Rejection*, the target touching the object of *Aversion* will end the spell.

Gift of Infinite Pleasure ReCo 30
[Magnitude 2] R:Near D:Sun./Perm. *Im*
As per *Pains of Perpetual Agony* (PeCo 30), but with the effects of *Caress of Infinite Pleasure* (ReCo 15).

Calling the Man ReCo 35
[Magnitude 6] R:Arcane D:Conc. *Me*
Like *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. Need an Arcane connection.

The Convenient Position ReCo 35
[Magnitude 5] R:Near D:Conc.(Once)
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.

Suspending the March of Life [ReCo 40]
[Ritual] R:Touch D:Spec.
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.

Snatching a Stranger from a Strange Land [ReCo 45]
[Ritual, magn. 13] R:Arcane D:Inst.
This spell brings any individual with which the caster has a sorcerous connection directly in front of the caster.

Speeding to the Sibling's Aid ReCo 45
[Magnitude 8] R:Arcane D:Conc.(Once)
As per *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.

Enchantment of the Vengeful Return [ReCo 60]
[Ritual, magn. 9] R:Self D:Perm.
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 Corporem score, and some manifestation of any arts the caster was especially powerful in: poison claws for a Perdo maga, ability to make beasts attack people for an 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 — $\frac{1}{2}$ of everything but arts. The corpse will remain animated only until the next full moon, at which time it will crumble into dust.

Exchange of Two Lives ReCo 60
[Magnitude 8] R:Near D:Sun./Perm. Mu
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 like the target and the target like 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 [ReCo 60]
[Ritual, magn. 11] R:Local D:Inst.
Raises from the ground and animates all the whole skeletons and corpses within one mile to a maximum of the caster's (Rego + Corporem) × 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.

Opening Outward Gates [ReCo 75]
[Ritual] R:Near D:Moon/Perm. Vi
Opens a gate to another reallity 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.

Herbam Spells

Creo Herbam Spells

Preserve the Tardy Banquet CrHe 5
[Magnitude -1] R:Touch D:Sun./Perm.
Preserves food from decay, and with an Ignem prerequisite, will even keep the food warm.

Thicket of Staves CrHe 20
[Magnitude 3] R:Touch D:Nap/Perm.
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.

Preserving for Posterity [CrHe 20]
[Ritual, magn. -1] R:Near D:Perm.
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* on a die + Level. Even then, *Preserving* 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.

Spray of Thorns CrHe 30
[Magnitude 3] R:Zone Near D:Conc.(Once) Pe Re
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 vegetal 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.

Planting the Seeds of the Terrible Harvest CrHe 30
[Magnitude 2] R:Near D:Moon Co
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 Siz + 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.

Intellego Herbam Spells

Rediscovering the Lost Knowledge InHe 40
[Magnitude 5] R:Touch D:Sun. Cr Im
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.

Muto Herbam Spells

Staff of Wisdom [MuHe Gen]
[Ritual] R:Touch D:Moon/Perm. Vi
"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 that 2 × 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 a 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 spell levels on a single staff. A staff may hold up to 200 levels of spells.

Assassin's Subtle Touch MuHe 10
[Magnitude 2] R:Touch D:Conc.(Once) *Pe*
Poisons vegetal 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.

Perdo Herbam Spells

Robes of the Newborn Child PeHe 15
[Magnitude 1] R:Near D:Inst.
All objects of plant matter on the target disintegrate, including clothes.

Rego Herbam Spells

The Loyal Follower ReHe 5
[Magnitude -2] R:Near D:Sun. [-1]
Animates a small (Size -4 or smaller) plant to pull up its roots and follow the caster, at about $\frac{1}{2}$ 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.

Arrow's Deadly Speed ReHe 15
[Magnitude 1] 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 ReHe 15
[Magnitude 1] R:Near D:Conc.
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 ReHe 15
[Magnitude -1] R:Near D:Sun. *Im*
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.

The Animate Attire ReHe 15
[Magnitude 1] R:Near D:Conc. *An*
Upon the utterance of this spell, all clothing upon the target becomes mobile and agitated. It inders movement in the utmost. See grimoire for effects stats.

Binding the Oaken Portal ReHe 20
[Magnitude 1] 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 ReHe 20
[Magnitude 3] R:Touch D:Conc. *Aq*
Keeps a boat upright. Note that boat implies that it is smaller than a full ship — exact definition is up to the storyguide.

Ward Wood ReHe 25
[Magnitude 3] R:Self D:Sun./Perm.
Like *Ward Iron* (ReTe 25), save that it works on dead wood.

Spirit of the Walking Tree [ReHe 35]
[Ritual, magn. 3] R:Touch D:Perm. *Me*
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.

Ignem Spells

Creo Ignem Spells

Roasting the Savory Meat CrIg 5
[Magnitude 1] R:Touch D:Conc.(Once) *An*
Roasts a piece of meat up to the size of a boar.

Palm of Neptune's Flame CrIg 15
[Magnitude 3] R:Touch D:Conc. *Aq*
This spell is identical in effect to *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 *Pilum of Fire* (CrIg 20), *Arc of Fiery Ribbons* (CrIg 25), etc.

The Watchman's Fire CrIg 15
[Magnitude 0] R:Near D:Sun./Perm.
Keeps a fire up to size of a campfire burning even after it uses up all its fuel.

Vortex of Light and Dark CrIg 20
[Magnitude 1] R:Zone Near D:Conc. *Re Im*
Creates a swirling vortex of brilliant light and deep 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.

Hooded Flame CrIg 25
[Magnitude 4] R:Touch D:Sun. [-1] *In Im*
Like *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 *Aegis of the Hearth* (ReVi Gen) would appear as a great cloud of darkness.

Bloom of Distant Fire CrIg 25
[Magnitude 3] R:Sight D:Conc.(Once) Aimed -2
Blue fire is created around the target: enough to do 20+ 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 foe on the other side of the line, without danger of hitting the grogs, as long as the wizard can see the foe. Another effect is that the target can't tell where its attacker is from the spell effect, which is symmetric. A smell of ozone lingers in the air around the target.

Bolt of Flaming Doom CrIg 35
[Magnitude 5] R:Sight D:Conc.(Once) Aimed +2
This spell creates a flaming bolt 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; Stm 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.

The Spontaneous Conflagration CrIg 35
[Magnitude 4] R:Zone Near D:Conc.(Once)
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.

Light of a Thousand Suns CrIg 40
[Magnitude 7] R:Touch D:Nap
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 been 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 CrIg 40
[Magnitude 7] R:Self D:Sun. *Re*
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.

Guiding Light CrIg 55
[Magnitude 8] R:Arcane D:Moon *In*
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 *Diamond of Intimacy* (MuTe 15). The *Guiding 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 & Corporem 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."

Intellego Ignem Spells

Sense of the Newborn Flames InIg 20
[Magnitude -2] R:Local D:Sun.
You can sense when any fire is started within 100 paces of you and how it was started (ie. lightning, flint & steel, magic, etc.)

Spying the Fires of the Heart InIg 25
[Magnitude 1] R:Near D:Sun.
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.

Muto Ignem Spells

Light's Bright Colors MuIg 5
[Magnitude -2] R:Near D:Sun.
Changes light from a specific source up to the size of a bonfire to the caster's desired color.

Thirsting Flame MuIg 20
[Magnitude 3] R:Near D:Conc. *Aq*
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 MuIg 25
[Magnitude 4] R:Near D:Conc.(Once)
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 MuIg 30
[Magnitude 5] R:Near D:Conc.
Makes a fire up to the size of a 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.

Perdo Ignem Spells

The Curse of the Spreading Dark [PeIg 120]
[Ritual] R:Near D:Sun./Perm. *Cr*
Creates an area of utter darkness which reduces many times the light shed by all sources, including spells of lower Level. The darkness is dense 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.
This spell is rumored to have been created by House Diedne during the Chism War, and never released one the world, for unfathomable reasons. Its manuscript is lost, but some say it is not destroyed.

Rego Ignem Spells

Entrapping the Spirits of Fire ReIg Gen
[Magnitude NC] 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 ReIg Gen
[Magnitude -2] R:Near 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 ReIg 15
[Magnitude 1] 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.

Molding the Liquid Light ReIg 15
[Magnitude 1] 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 ReIg 15
[Magnitude 1] R:Near D:Conc. *Pe*
Shapes shadows and magical darkness up to 5 paces in diameter.

Imagonem Spells

Creo Imagonem Spells

The Tender Breeze CrIm 5
[Magnitude 0] R:Near D:Conc.(Once)
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.

Wizard's Script CrIm 10
[Magnitude -1] R:Touch D:Sun. [1] *In Me*
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 or after a duration of Sun.

Elaboration of the Conspicuous Sigil CrIm 10
[Magnitude 1] R:Near D:Conc. *Vi*
This spell is cast prior to another spell's casting. A concentration roll is required per round that this spell is maintained before the second is cast. Another Concentration roll is required when the second spell is cast, at 6+. The second spell is then cast in a flamboyant demonstration of magic and your own sigil. In essence you create a flashy side effect that has no actual power.

Chimes of the Hours CrIm 15
[Magnitude 1] R:Touch D:Sun./Perm. *In*
The caster 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.

Enchantment of the Uncontrollable Bliss CrIm 25
[Magnitude 4] R:Near D:Conc. *Me*
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.

Shadow of the Vicious Beast CrIm 30
[Magnitude 5] R:Near D:Conc. *An*
Creates an image of an animal up to Size +2, which will act as the given type of animal, on his own, but according to the casters interests. 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 CrIm 30
[Magnitude 2] R:Near D:Nap [2] *Me*
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 CrIm 35
[Magnitude 6] 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 *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.

Etching the Lunar Script [CrIm 70]
[Ritual] R:Spec. D:Spec. *Me*
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. Of course this spell does not actually affect the lunar sphere, only the senses of the watchers.

Intellego Imagonem Spells

Memoria's Past Visions [InIm Gen]
[Ritual] R:Spec. D:Moon
Allows the caster to see and hear past images and sound. Unlike *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. 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...

Sight of the Blind InIm 10
[Magnitude 2] R:Self D:Conc.
Allows the caster to see the images she would see if she had her eyes open and working.

Sight of the Finger InIm 15
[Magnitude 3] R:Self 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 InIm 15
[Magnitude 0] R:Touch D:Sun. *Me*
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.

Sounds for the Deaf InIm 15
[Magnitude 0] R:Touch D:Sun. *Me*
As *Sight for the Blind* (InIm 15), but for sounds.

Seeing the Lost Reflection [InIm 15]
[Ritual, magn. 13] R:Touch D:Conc.
Makes a mirror reflect any images it reflected up to five years ago.

Eyes of the Fleeing Fox InIm 20
[Magnitude 2] R:Self D:Sun.
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 InIm 20
[Magnitude 3] R:Touch D: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 InIm 25
[Magnitude 5] R:Self 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.

Perception of the Nasty Surprise InIm 25
[Magnitude 1] R:Zone Near D:Conc. *Me*
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.

The Safe Road InIm 25
[Magnitude 3] R:Touch D:Sun. [-1] *Me*
Cast upon a target who is moving along a particular road or trail, the target will be forewarned of any unfriendly encounter while moving along the trail, gaining +4 to any rolls to avoid untoward occurrences. The target will get a glimpse of any travellers 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 (Auram). 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 InIm 25
[Magnitude 1] R:Local 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.

Muto Imagonem Spells

The Dark Silouette MuIm 10
[Magnitude -1] R:Near D:Sun./Perm.
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 MuIm 10
[Magnitude 2] R:Self D:Nap *Me*
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 MuIm 15
[Magnitude 4] R:Self 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.

The Herald's Voice MuIm 15
[Magnitude 3] 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 MuIm 15
[Magnitude 2] R:Self 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 there 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 notice, 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 MuIm 15
[Magnitude 0] R:Near D:Sun./Perm. *In*
The shadow cast by the target is changed to reflect the target's true nature, similar to *The Dark Silouette* (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 *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 MuIm 15
[Magnitude 2] R:Self 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.

Disguise of the Transformed Image MuIm 15
[Magnitude 0] R:Near D:Sun./Perm. *Co*
Makes someone look different, though at least passably human.

Vision of Beauty MuIm 20
[Magnitude 1] R:Near D:Sun./Perm. *Co Me*
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.

The Constant Reminder MuIm 20
[Magnitude 1] R:Near D:Sun./Perm.
All the pain the target currently feels is maintained at its current intensity for the duration fo 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. (Ie: pain which is magically inflicted is not maintained).
This spell must be cast with a Co or Me requisite, depending upon the nature of the pain (physical or mental).

Cloak of the Chameleon MuIm 25
[Magnitude 3] R:Touch D:Sun./Perm.
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 MuIm 25
[Magnitude 2] R:Near D:Sun./Perm. *In*
The reflection in a mirror the target casts is altered to show the target's true nature, similar to *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 MuIm 30
[Magnitude 4] R:Near(Eye) D:Nap *Me*
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 storyguide's option.

Apparent Healing of Wounds MuIm 45
[Magnitude 7] R:Touch D:Sun./Perm. *Co*
Causes the target to believe that she has been restored to full health. All the wounds disappear (an Imagonem 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.

Perdo Imagonem Spells

The Imperceptible Magiks PeIm Gen
[Magnitude -3] R:Near D:Conc. *Vi*
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. Works on spells up to the level of this spell.

Binding the Sight PeIm 15
[Magnitude 0] 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 PeIm 15
[Magnitude -1] R:Touch D:Sun./Perm.
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 PeIm 20
[Magnitude -1] R:Near D:Sun.
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 PeIm 20
[Magnitude -1] R:Near D:Sun. *Ig*
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.

The Path of Darkness PeIm 20
[Magnitude 2] R:Self D:Sun. [-1]
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 PeIm 20
[Magnitude 1] R:Self D:Sun.
The target does not cast a reflection for the duration of the spell. This spell is incompatible with *Veil of Invisibility* (PeIm 30), which always takes precedence.

Ward against Sound PeIm 20
[Magnitude 0] R:Near(Ring) D:Sun. [-1]
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.

Numbing the Fingers PeIm 25
[Magnitude 0] R:Near D:Sun.
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.

Rego Imagonem Spells

Silence of the Speaking Wizard ReIm 10
[Magnitude 2] R:Self D:Conc. *Co*
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. You still have to cast both spell at once.

Gestures of a Still Wizard ReIm 10
[Magnitude 2] R:Self D:Conc. *Co*
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 ReIm 15
[Magnitude 0] R:Touch D:Sun./Perm. *Co*
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.

The Frozen Image ReIm 15
[Magnitude -1] R:Near D:Sun./Perm.
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 Travelling Breeze ReIm 15
[Magnitude NC] R:Spec. D:Conc. *Au*
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.

Sight of the Distant Point ReIm 25
[Magnitude 2] 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 ReIm 25
[Magnitude 1] R:Near 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.

Mentem Spells

Creo Mentem Spells

Lust CrMe 15
[Magnitude NC] R:Near(Eye) D:Sun./Year
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 Pre, 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, 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...

Obedience of the Loyal Hound CrMe 15
[Magnitude 0] R:Near D:Sun./Perm.
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 CrMe 15
[Magnitude 4] R:Self D:Conc.(Once) *Im*
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.

Sharing the Truth CrMe 15
[Magnitude 2] R:Near D:Conc.(Once)
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 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 CrMe 15
[Magnitude 0] R:Near D:Sun.
Imbues all members of a group within range with a sense of cooperation, dedication, courage and unity. All those affected will gain +3 on appropriate personality rolls.

Beloved Lost Brother CrMe 15
[Magnitude 0] 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+ cancelling the spell. Most effective with nobles, but is usually useful for requesting aid from most anyone.

Words of the Waking Dream CrMe 15
[Magnitude -1] R:Near(Ear) D:Moon
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+.

Confidence of the Undaunted Child CrMe 20
[Magnitude NC] 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.

Memory of Morning's Past CrMe 20
[Magnitude 4] R:Touch D:Conc.(Once)
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.

Speaking Through the Unbroken Silence CrMe 20
[Magnitude 3] R:Near D:Conc.
Where *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.

Rewards of Good Faith CrMe 20
[Magnitude 1] R:Near D:Sun./Perm. *Im*
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.

Pain of the Perpetual Worry CrMe 20
[Magnitude 0] R:Near(Eye) D:Moon/Perm.
Gives someone a recurrent sense of anxiety, a fear of something one does not know. of everything, of nothing, a nagging, taunting, painful emotion. Wears down the most settled mind.

Calling for the Family's Help CrMe 25
[Magnitude NC] R:Local D:Conc.(Once)
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 [CrMe 25]
[Ritual, magn. 9] R:Touch D:Inst. *Pe*
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.

Painting the Picture of the Dream CrMe 25
[Magnitude 4] R:Near D:Conc. *In Im*
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 CrMe 25
[Magnitude 3] R:Touch D:Sun./Perm. *Pe*
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 caster may still be limited by physical requirement.

The Headsman's Mask CrMe 25
[Magnitude 2] R:Near D:Sun./Perm.
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 CrMe 30
[Magnitude 5] R:Self D:Sun./Perm.
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 CrMe 30
[Magnitude 3] R:Near(Eye) D:Sun.
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 CrMe 30
[Magnitude 5] R:Near D:Conc.(Once)
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 CrMe 35
[Magnitude NC] 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 *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.

Perius' Mind CrMe 50
[Magnitude NC] R:Touch D:Conc./Moon *Mu*
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

Intellego Mentem Spells

Detection of Other Minds InMe Gen
[Magnitude -4] R:Zone 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 Imagonem spells. However, a wizard can defend herself by casting her Imagonem 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 an 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 Imagonem spell will still see through it, so the above Image must cast at at least Level 26 to stand a chance of fooling this spell. This spell works only on humans, Faeries, intelligent undead and corporeal demons.

Perceiving the Eyes of Knives InMe 15
[Magnitude -1] R:Zone Near D:Conc.
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.

The Sleeper's Unfolding Tale InMe 15
[Magnitude 2] R:Touch D:Conc. Im
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 InMe 20
[Magnitude 2] R:Near(Eye) D:Conc. Re Te
This spell was developed by a particularly nasty Quaesitor as an alternative to *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.

The Living Colors InMe 20
[Magnitude -3] R:Zone Sight D:Sun./Perm. Im
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 Imagonem 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.

Sense the Spirits of the Night InMe 20
[Non Hermetic] R:Zone Sight D:Sun./Perm. NH
The caster can see spirits and ghosts for the duration of the spell.

Riding the Eyes of Man InMe 20
[Magnitude 2] R:Near D:Conc. Im
Basically *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.

Voices of the Damned InMe 20
[Magnitude 0] R:Near D:Sun./Perm.
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 InMe 20
[Magnitude 2] R:Self D:Sun.
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. Possibly other Req.

Journey of the Silver Road InMe 20
[Non Hermetic] R:Arcane D:Spec. NH Cr
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.

Weighing the Turncoat's Silver InMe 20
[Magnitude 2] R:Near(Eye) D:Conc.
This is a specific version of *Posing the Silent Question*, with which you get a fairly accurate idea of what price the target is unable to resist in a bribe, according to a specific request by the caster.

Opening the Crystal Gates InMe 25
[Magnitude 4] R:Touch D:Conc. Cr Im
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)), 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.

Gift of the Stranger's Thoughts InMe 50
[Magnitude 7] R:Touch D:Sun. Cr
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 [InMe 55]
[Ritual] R:Self D:Year/Perm.
Allows the caster to communicate over long distances with others. Once this spell is cast, anyone who was present during the casting of the ritual may contact the caster 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. Arcane connection required.
The mechanics work like Certamen, save that the roll bonus is Int + Concentration + Mentem/5 + *Strong Will*, 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.

Muto Mentem Spells

The Gentle Falling into Sleep MuMe 15
[Magnitude 1] R:Near(Ear) D:Sun. [-1]
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 effected will sleep her normal 6 to 10 hours, or until awakened by normal means. This is a natural, non-violent way to put someone to sleep.

The Voice of Reason MuMe 15
[Magnitude 0] R:Near D:Sun./Perm.
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 MuMe 20
[Magnitude 1] R:Near D:Sun./Perm. *Pe*
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.

Seed of Betrayal MuMe 20
[Magnitude 1] 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 MuMe 20
[Magnitude 1] R:Near D:Sun. *Pe*
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 MuMe 25
[Magnitude 2] R:Near D:Sun./Perm.
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.

Perception of Extreme Intoxication MuMe 25
[Magnitude 2] R:Near D:Sun./Perm.
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 [MuMe 40]
[Ritual] R:Self D:Spec. *In Vi*
This spell induces Twilight for the caster, including the gain of Twilight points. This twilight state, being self-induced, is more under control , and has the advantage of adding Magic Aura to the strength of the Good Effects (before division, after multiplication) for which it 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 vis used for the casting of the spell is possible.

Perdo Mentem Spells

Banish the Possessing Spirit PeMe Gen
[Magnitude -5] 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. Req Vim if the spirit is magical, *not* that of a living human.

Hidden Mind PeMe Gen
[Magnitude -4] R:Touch D:Sun. *Vi*
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 *Hidden Mind*.

Aversion of the Mind's Subtle Poison PeMe 15
[Magnitude -2] R:Near D:Sun.
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 PeMe 15
[Magnitude -1] R:Near D:Nap
This spell is a 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 PeMe 15
[Magnitude 0] R:Touch D:Nap
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 shortfalling of this spell is the range — touch. Fatigue levels are not lost; however, they may be regained by the target while unconscious.

Stealing the Threads of Thought PeMe 20
[Magnitude 3] R:Touch D:Inst. *Cr*
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 will never actually *remember* the original thoughts, although the same thoughts and conclusions can be arrived at again normally.

Aura of Total Insignificance PeMe 25
[Magnitude 2] R:Self D:Sun./Perm.
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 a 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+.

Curse of the Dottering Fool PeMe 25
[Magnitude 0] R:Near(Eye) D:Sun./Perm.
Lowers the target's Intelligence by 2 points.

Incantation of the Wearisome Mind PeMe 30
[Magnitude 0] R:Sight D:Sun.
Destroys target's ability to resist Mentem spells ; gives -5 on all Mentem resistance rolls.

Stealing the Pages of Memory PeMe 30
[Magnitude 5] R:Touch D:Inst. *Cr*
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 gaps in memory, but 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 PeMe 30
[Magnitude 4] R:Near(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* or *Sense of Doom* 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.

Night of the Mind PeMe 40
[Magnitude 6] 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. Mentem spells cast upon such a person will fail as if they had been cast on a corpse.
It is sais that 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.

Rego Mentem Spells

Effect of Concentration ReMe Gen
[Magnitude NC] R:EffectOnly D:EffectOnly
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.

Enchantment of the Rapt Attention ReMe 15
[Magnitude 1] 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 ReMe 15
[Magnitude 1] R:Near D:Conc.(Once)
Places a few 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 Imagonem version of this spell, but it is more limited, as the words come out in the caster's voice.

The Open Vessel ReMe 15
[Magnitude 0] R:Self D:Sun. [1] *Co*
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 ReMe 20
[Magnitude 0] R:Near D:Sun./Perm.
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 true.

Hold on the Slumbering Mind ReMe 20
[Slow] R:Spec. D:Spec. *Cr Im*
This spell allows dream control. This caster must have something important to the target, something touched in the last month. 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 chances 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.
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 ReMe 20
[Magnitude -2] R:Zone Sight D:Sun. [-1]
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.

Roundabout ReMe 20
[Magnitude 0] R:Near D:Sun.
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 travelling 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 [ReMe 20]
[Non Hermetic Ritual] R:Touch D:Sun.
Temporarily summons the ghost of an ancestor in much the same way as *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 ReMe 20
[Magnitude NC] R:Self D:Spec. *Im*
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 ReMe 20
[Magnitude 3] R:Self D:Nap *In*
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 ReMe 25
[Magnitude 3] R:Self D:Sun./Perm.
This causes all those who are sexually oriented towards your sex to subtly come to fall in love 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.

The Impenetrable Skull ReMe 25

[Magnitude 1] R:Near D:Sun./Perm.

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 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.

Gaze of the Piercing Eye ReMe 25

[Magnitude 3] R:Near D:Conc. *Cr*

The target of this spell must make an Int roll of 10+ or continue to look into the caster's eyes, as *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 *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.

Rebel Tongue ReMe 30

[Magnitude 5] 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 judgement. 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.

Compulsion of the Single Task ReMe 30

[Magnitude 1] 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.

Show of Proper Respect ReMe 30

[Magnitude 4] R:Near(Eye) D:Conc.

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 Collected Beast ReMe 35

[Magnitude 3] R:Earshot D:Nap

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 others 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 ReMe 40

[Magnitude 6] R:Near D:Conc.

A Mentem variant of *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 ReMe 40

[Magnitude 2] R:Zone Near D:Sun.

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 its 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 Nap duration, but the longer the spell is held, the harder it becomes, 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.

Trapping the Soul [ReMe 40]

[Non Hermetic Ritual] R:Spec. D:Spec.

Traps the target's soul in a previously prepared container, see *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 ReMe 40

[Non Hermetic Slow] R:Self D:Spec. *In Vi*

The caster's mind leaves her body, to travel in the realm of magic, 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 travelling 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 *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 [ReMe 45]

[Ritual, magn. 14] R:Local 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 + Pre 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 ReMe 50

[Magnitude 6] R:Zone Near D:Conc.

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 *Berserk* 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.

Lucifer's Advisor [ReMe 50]

[Non Hermetic Ritual] R:Touch D:Inst. *Co*

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 disenchanted 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 (not buried by the church), 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.

Walk the paths of the Dead [ReMe 50]
[Non Hermetic Ritual] R:Self D:Sun.
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 *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.

Terram Spells

Creo Terram Spells

Avalanche from the Clear Sky CrTe 20
[Magnitude 1] R:Near D:Sun./Perm. Aimed
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 (**Ars Magica**, p 38) from Str × 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 CrTe 20
[Magnitude 4] R:Near D:Conc. [-1] Re
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 [CrTe 20]
[Ritual, magn. 0] R:Touch D:Perm.
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* 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.
If the object is small, the ritual uses less vis.

Barrier of Faerie Stone CrTe 25
[Magnitude 2] R:Near D:Sun./Perm. Vi
As *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 *Suppressing the Wizard's Handiwork* (ReVi Gen) could be used to open it.

Umbrella of the Piercing Rain CrTe 25
[Magnitude 4] R:Touch D:Nap
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.

Protection of the Immovable Rock CrTe 35
[Magnitude 6] R:Self 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 an short time, but a CrAu spell of about 10th Level would refresh the air for the duration.
Requisites: Intellego Imagnonem to see out.

Bands of Burning Iron CrTe 35
[Magnitude 6] R:Near D:Conc. Aimed +2 Ig
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 × 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.

As Once Was, So Shall Be Again [CrTe 70]
[Ritual] R:Touch D:Sun./Perm. Mu Vi
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 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.

Builder of Mountains [CrTe 70]
[Ritual] R:Touch D:Moon/Perm.
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 [CrTe 70]
[Ritual] R:Near D:Moon/Perm.
A more advanced version of *Conjuring the Mystic Tower* (CrTe 50), this spell will create a building 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 *Pilum of Flame* (CrIg 20) will flame uselessly against the tower, the caster of *Image from the Wizard Torn* (ReIm 15) will *always* fail her Concentration roll when attempting to pass through (or, at least, it's increased by +70), but *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.

Intellego Terram Spells

History's Strong Duties InTe 20
[Magnitude 3] R:Touch D:Conc. *Im*
Gives the caster a vision of the environment an object was in, up to 10 years before. No specific scene can be seen.

Vision of the Fatal Flaw InTe 20
[Magnitude 1] R:Sight D:Conc.(Once)
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.

Sight of the Earthen Mist InTe 45
[Magnitude 4] R:Zone Sight D:Conc. *Im*
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.

Muto Terram Spells

Pool of Mud MuTe 15
[Magnitude 0] R:Sight D:Nap *Aq*
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 MuTe 15
[Magnitude 0] R:Touch D:Sun./Perm. [1]
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.

Written in Stone MuTe 15
[Magnitude 2] R:Touch D:Inst.
Writes up to 5 words in any stone surface, in elaborately designed letters.

Sculpting the Hands of Stone MuTe 20
[Magnitude 4] R:Touch D:Conc.
As *Rock of Viscid Clay* (MuTe 20), but shapes stone, without softening it may do the shaping. Stone is more difficult to shape, so Finesse does not help with crafting rolls. Volume that can be shaped is only what the caster can shape with her own hands.

Stone of the Ages MuTe 20
[Magnitude 0] R:Sight D:Sun./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 *Pool of Mud* (MuTe 15).

Melting the Barriers MuTe 25
[Magnitude 3] R:Touch D:Sun./Perm. *Aq*
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 MuTe 25
[Magnitude 4] R:Touch D:Inst. *Pe*
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 MuTe 30
[Magnitude 2] R:Zone Near D:Sun. [-1] *He*
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 levelled 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 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.

Spell of Wholeness MuTe 30
[Magnitude 6] R:Touch D:Conc./Perm. *Cr Re*
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 a Int + Concentration roll based of 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 MuTe 30
[Magnitude 4] R:Touch D:Sun./Perm.
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 [MuTe 40]
[Ritual, magn. 4] R:Touch D:Perm. *Re Vi*
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 *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 MuTe 40
[Magnitude 5] R:Zone Near 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.

Perdo Terram Spells

Return to the Purest Forms PeTe 25
[Magnitude 3] 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 PeTe 25
[Magnitude 1] R:Zone Near D:Inst.
Causes all metal items within range to immediately break with an terrible high-pitched shriek.

And to the Earth Return [PeTe 40]
[Ritual, magn. 11] R:Near D:Inst.
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.

Rego Terram Spells

Entrapping the Spirits of the Earth ReTe Gen
[Magnitude -2] R:Touch D:Sun. [-1]
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.

Prepare ye the Way ReTe 10
[Magnitude 1] R:Touch D:Conc. *In*
Locks or unlocks any mundane, metallic lock, unless the metallic pieces involved are too heavy.

Avoidance of the Leper's Touch ReTe 15
[Magnitude -1] R:Near D:Sun.
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 ReTe 15
[Magnitude 0] R:Touch D:Sun.
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 [ReTe 15]
[Ritual, magn. 7] R:Touch D:Inst.
As *Lifting the Weighty Burden* (ReTe 15), but a permanent enchantment on an item.

Terror of the Stones ReTe 15
[Magnitude -3] R:Zone Near D:Sun.
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.

Magic's Capable Hands ReTe 20
[Magnitude 3] R:Touch D:Conc.
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, and Parry = Finesse + Parry Bonus.

Magical Nail ReTe 20
[Magnitude 0] R:Near D:Sun.
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 ReTe 20
[Magnitude 2] R:Near D:Conc.
As *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 or Animal).

The Two-Edged Armor ReTe 20
[Magnitude 2] 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...

Ward Iron ReTe 25
[Magnitude 3] R:Self D:Sun.
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.

Recall the Thieves' Bounty ReTe 40
[Magnitude 3] R:Zone Sight D:Conc.
Transports anything you own and know well back to you.

Bringing Forth the Treasures of the Earth [ReTe 50]
[Ritual, magn. 10] R:Zone Sight D:Inst.
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. (NB: 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 [ReTe 50]
[Ritual, magn. 14] R:Touch D:Inst.
Causes an earthquake, about 8.0 on The Richter Scale. Standard effects of this spell 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 not prepared to take on the whole universe.

Vim Spells

Creo Vim Spells

Endowment of the Changing Nature CrVi Gen
[Magnitude NC] R:Touch D:Inst. *Mu*
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.

Intellego Vim Spells

Seer's Discerning Eye InVi Gen
[Magnitude 0] R:Self 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 InVi Gen
[Magnitude -2] R:Near D:Conc.(Once)
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 + 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.

Tracing the Sigil InVi Gen
[Magnitude 0] R:Self D:Conc.(Once)
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 InVi Gen
[Magnitude NC] R:Spec. D:Conc.(Once)
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.
This spell will not work when cast in Dominion.

Siren Call of the Magus' Home [InVi 20]
[Ritual, magn. 7] R:Area D:Nap *Im*
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.

Study of the Enchanted Item InVi 20
[Magnitude 3] R:Touch D:Conc.(Once)
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.

Peals of Magic's Work InVi 25
[Magnitude 3] R:Self D:Sun.
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.

Tale of the Magical Blow InVi 30
[Magnitude 4] R:Self D:Sun.
The caster knows the technique, form, general Level, and general source of any spells she resists or detects through normal magic resistance.

Muto Vim Spells

Help with the Difficult Art MuVi Gen
[Magnitude -1] R:Near D:Conc.(Once)
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*. 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.

Prolonging the Inevitable MuVi Gen
[Magnitude NC] 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.

Speeding the Great Spell MuVi Gen
[Magnitude 0] R:Self D:Nap
Allows for faster casting of a ritual spell of level under $\frac{2}{3}$ the level of this spell. The ritual spell is cast in the process of casting this one, thus allowing the ritual to be cast in 3 minutes per 5 Levels (This spell *cannot* be fast-cast). It still requires the normal amounts of vis, and the double casting requires a 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.

Dirnano's Potion Doubling [MuVi Gen]
[Ritual, magn. 4] R:Touch D:Inst.
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 + 15 times the number of doses; and any vis used to boost the duration of the potions must be added to the water as well.

Strength of Tremere's Warrior MuVi Gen
[Magnitude NC] R:Self D:ACertamen
Cast during the open ritual of a Certamen, this spell adds +1 to the effective Certamen score of the caster for each 2 ranks of the spell. This is forbidden by the Order of Hermes, 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 an Per + Magic Theory + Certamen roll of 15+; a 45th Level spell would have no problems.)

The Addition of the Names [MuVi 15]
[Ritual, magn. 7] R:Touch D:Inst. *In Me*
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 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.

Parting Blow MuVi 20
[Magnitude 4] R:Self D:Nap *Co*
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. Forbidden by the Order of Hermes.
Casting requisites: Form and Technique of the Certamen.

The Striking of the Name [MuVi 20]
[Ritual, magn. 8] R:Touch D:Inst. *In Me*
Similar to the *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.

Warping the Magical Veil MuVi 20
[Magnitude 3] R:Near 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.

Crafting the Prison of the Soul [MuVi 30]
[Ritual, magn. 10] R:Touch D:Inst. *Me*
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 *Trapping the Soul* (ReMe 40).

Muris Magica MuVi 30
[Magnitude 5] R:Near(Ring) D:Conc.
Extends the caster's Parma Magica to affect everyone within a 7 paces 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.

Perdo Vim Spells

Banish the Mobile Forms PeVi Gen
[Magnitude -5] R:Near D:Sun./Perm.
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 *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 PeVi Gen
[Magnitude -2] 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 PeVi Gen
[Magnitude -2] R:Near D:Inst. *An*
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 × 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-forge 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 PeVi Gen
[Magnitude NC] R:Self D:Spec.
Defensive spell that will reduce the Level of the spell it is cast against by half 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.

Erasing the Wizard's Handiwork PeVi Gen
[Magnitude -2] R:Near D:Inst.
Cancels any of the caster's own spells if the Level of the spell is matched on Level + die × 2. Spell must still be active (i.e. not instant).

Oathbreak PeVi Gen
[Magnitude NC] R:Spec. D:Inst.
Specifically designed to thwart the *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).

Suspend Enchantment PeVi Gen
[Magnitude -4] R:Touch D:Sun./Perm.
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.

Destroy the Lingering Traces of Magic PeVi Gen
[Magnitude -2] R:Near D:Inst.
This spell removes some of 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. (To counter the *Sense of the Lingering Magic* (InVi 30) and other similar spells).

Shatter the Arcane Shield PeVi Gen
[Magnitude NC] R:Near D:Round
Designed specifically to bring down magic protection, it halves the target's magic resistance for the next round only if a roll of Level + die exceeds the target's magic resistance.

Lash of the Black Sorcerer PeVi 20
[Magnitude 1] 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.

Sundering the Puerile Flesh PeVi 20
[Magnitude 2] 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.

Stealing the Gift [PeVi 60]
[Ritual, magn. 16] R:Touch D:Inst. *Co*
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.
Under the Code of Hermes, use of this spell is legally the equivalent of killing the other maga, no complete written description of this spell has been made public...

Rego Vim Spells

Bane [ReVi Gen]
[Non Hermetic Ritual] R:Touch D:Inst.
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.

Binding the Mobile Forms ReVi Gen
[Magnitude NC] 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 ReVi Gen
[Magnitude NC] 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. 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 ReVi Gen
[Magnitude NC] R:Self D:Spec.
Helps the caster control her magic. If the next spell she casts is of lower or equal Level to the *Catch*, 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*, 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 ReVi Gen
[Magnitude NC] R:Near D:Spec.
Delays the effects of a spell for a few moments (one round per 5 Levels over half the Level of the spell). As it is designed to be cast with another spell it only requires a Concentration roll of 9+.

Enchantment of the Heartfelt Oath [ReVi Gen]
[Ritual] R:Touch D:Spec. *Me*
A special form of *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*, minus 5 Levels per 2 participants 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.

Guiding the Spell ReVi Gen
[Magnitude NC] R:Spec. D:Spec. *In*
This spell helps aim other spells. It is cast, and then, while concentration is maintained on the *Guide*, another spell of not more than the *Guide*'s Level is cast. The second spell then gets a +5 to its aiming roll. If the second spell is not more that half the *Guide*'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 Corporem).

Pentagram ReVi Gen
[Magnitude -4] R:Near D:Sun.
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. 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.

Restraining the Eager Magics ReVi Gen
[Magnitude NC] 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.

Shielding the Prying Eyes ReVi Gen
[Magnitude -2] R:Near D:Conc. *In*
Protects against Intellego spells, acting as magic resistance against Intellego spells. Level of resistance is equal to Level + 10 + die.

Spell's Faithful Guardian ReVi Gen
[Magnitude NC] R:Spec. D:Spec. *Me*
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 *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. 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 ReVi Gen
[Magnitude NC] 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 + form + 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.

Thaumaturgic Triangle ReVi Gen
[Magnitude -3] R:Near(Ring) D:Sun. [-1]
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* 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 *Thaumaturgic Triangle* 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*.
Casting Requisites: Technique and form of the contained spell.

The Trickster's Indirection ReVi Gen
[Magnitude NC] 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** may be effected.

Wizard's Riposte ReVi Gen
[Magnitude NC] 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 ReVi 10
[Magnitude NC] R:Self 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.

Firing the Cursed Clay ReVi 15
[Magnitude -1] R:Near D:Sun.
Binds a demon into its current form, preventing it from changing shape for the duration of the spell.

The Contest of Wills ReVi 20
[Magnitude 1] R:Near(Eye) D:Nap
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.

The Deceiver's Oath ReVi 20
[Magnitude -3] 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.

The Futile Limit ReVi 20
[Magnitude 0] 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.

Reigning in the Forked Tongue ReVi 20
[Magnitude 0] 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 ReVi 20
[Magnitude 2] R:Near D:Conc.
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. 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 me 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.

Tearing the Mystical Veil ReVi 25
[Magnitude NC] R:Touch D:Spec. Pe
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 releaed. 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 ReVi 25
[Non Hermetic] R:Spec. D:Spec. NH
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 travellers 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 ReVi 25
[Magnitude 3] R:Near D:Conc.
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.

The Unholy Puppet ReVi 35
[Magnitude 5] 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. Does not work if demon Might exceeds 50.

The Sorcerer's Revenge [ReVi 40]
[Ritual] R:Self D:Year/Perm. Co
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 [ReVi 40]
[Ritual] R:Touch D:Moon/Perm. Co Me
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 *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 [ReVi 50]
[Ritual, magn. 6] R:Touch D:Perm.
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 (eg. two stately trees, a pair of rock columns, or a set of ever-burning, magica 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 cretors. Casting requisite: appropriate for the form of the gate-anchors.

Word of Betrayal ReVi 50
[Magnitude 8] R:Near D:Conc.(Once)
This spell forces a demon to speak its true name, loud enough so that it can be clearly heard.

Abstract Spells

This is magic based only on Techniques.
Vision CrIn 50
[Magnitude 10] R:Self D:Nap 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 CrPe 50
[Magnitude 5] R:Zone Sight D:Nap 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 InCr 20
[Magnitude 3] R:Touch D:Conc.(Once) 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.