

The Iron-Bound Grimoire

New spells for Ars Magica, 5th edition.

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VERSIONS AND UPDATES

I plan to infrequently update this document every year or so, as new material is published.

- 27 May 2015 – 117 spells. 8 June 2015 – 133 spells, miscellaneous corrections.
- 30 June 2016 – 354 spells, miscellaneous corrections.

INTRODUCTION

This is a collection of the custom Ars Magica spells written on the Iron-Bound Tome blog (ironboundtome.wordpress.com). As a work of enthusiastic fandom for the Ars Magica roleplaying game it will contain errors and also my own perspective for the game. I can only apologise if the material does not always suit your stories and say in all seriousness Your Saga My Vary.

The spells are inspired from a range of sources, including the core rules supplied guidelines which were not written and named spells, discussions in-play and in forums, and my own pondering or imaginations.

Many of the spells use implied guidelines which are extrapolated from the existing rules, and more than a handful use new guidelines which were invented to cover a gap in the spell rules. When originally posted all the spells were encapsulated in blog posts discussing their power levels and the rationale for use. This material is superfluous to the spell descriptions themselves but may be needed to understand why a spell is designed in a particular manner.

This work does not intend to infringe on the copyright or intellectual property of anyone, especially the folk at Atlas Games. Where possible I have given credit to the ideas and sources in the blog post which introduced the spells.

I sincerely hope the material is interesting and useful.

Andrew Breese

SPELL DESCRIPTIONS

ANIMAL

CREO ANIMAL

Circle Against Putrefaction of Beasts

Creo Animal 5, R: Touch, D: Ring, T: Circle

The animal materials within the target circle remain fresh, and are protected from rotting and purification.

(Base 2, +1 Touch, +2 Ring)

Charm Against Putrefaction of Beasts

Creo Animal 10, R: Touch, D: Moon, T: Individual

The targeted animal materials remain fresh, and are protected from rotting and purification.

(Base 2, +1 Touch, +3 Moon)

Conjuring the Ravenous Wolf

Creo Animal 20, R: Touch, D: Momentary, T: Individual, Ritual

The spell permanently creates a wolf, which is not disturbed by the gift but also not under the caster's influence.

(Base 15, +1 Touch, Ritual)

Conjuring the Flock of Silent Swans

Creo Animal 25, R: Touch, D: Momentary, T: Group, Ritual

This spell permanently creates a very large flock of swan corpses, up to 200 individual animals.

(Base 10, +1 Touch, +2 Group, Ritual)

Conjuring the Flock of Honking Swans

Creo Animal 30, R: Touch, D: Momentary, T: Group, Ritual

This spell permanently creates a very large flock of swans, up to 200 individual animals.

(Base 15, +1 Touch, +2 Group, Ritual)

Conjuring the Obedient Deceased Donkey

Creo Animal / Rego 30, R: Touch, D: Sun, T: Individual

This spell creates the corpse of a small donkey (size +1), animates it, and allows the caster to mentally concentrate to control its actions. The animation lacks any cunning or capacity to act independently, and commands from the caster will be followed literally. Appearance, size, and condition of the body is chosen by the caster.

(Base 10, +1 Touch, +2 Sun, +1 Rego)

Summon the Carpet of Mice

Creo Animal 40, R: Touch, D: Moon, T: Group

This spell temporarily creates a devastatingly large nest of mice, with 45,000 members.

(Base 15, +1 Touch, +2 Moon, +2 Group)

INTELLEGO ANIMAL

Sense the Beast's Vector

Intellego Animal 5, R: Touch, D: Concentration, T: Individual

The caster gains a sense for the direction and distance to the animal for which they have an Arcane Connection.

(Base 3, +1 Touch, +1 Concentration)

Hear the Chirping of Beast and Bird

Intellego Animal 15, R: Personal, D: Diameter, T: Hearing

Detect minds of all creatures around the caster as sounds of chirping for avian, growls for beasts, hisses for reptiles, and whistles for fish. The more active the creature's mind is, the louder the noise of their mind will be.

(Base 3 to detect a mind, +1 Diameter, +3 Hearing)

Tongue of the Beasts

Intellego Animal 25 / Creo, R: Eye, D: Concentration, T: Individual

This effect allows caster to understand and communicate with a particular animal. The caster perceives the basic surface thoughts of the creature, and also "speaks" directly into the creature's mind. No words need to be actually spoken while the spell functions.

The Magus must still interpret the perspective of the animal properly to understand its motivations, and must also communicate to the animal in terms akin to its own perspective to be properly understood.

(Base 10 to comprehend the surface thoughts, +1 Creo requisite for creation of understanding back to the animal's mind, +1 Eye, +1 Conc)

The Line Breeds True

Intellego Animal / Imagonem 35, R: Touch, D: Concentration, T: Bloodline. Faerie.

The caster gains an awareness of every blood relative of the target animal touched, and by concentrating can focus on specific members to determine their physical health, state in terms of awake or asleep, age, visual appearance, and location.

(Base 10 to know all information about a body, +1 Touch, +1 Conc, +3 Bloodline)

MUTO ANIMAL

Scent of the Natural Earth

Muto Animal 5 / Terram, R: Touch, D: Sun, T: Individual

This spell causes the target creature's scent to be altered to the smell of natural earth. Creatures which hunt by scent, or depend on scent for alert purposes will not notice the creature.

(Base 2 for a superficial change, +1 Touch, +2 Sun, Terram requisite free)

Disguise of the Chameleon

Muto Animal 10. R: Personal, D: Diameter, T: Individual

Allows the caster to change the cosmetic appearance of their current animal form for a short period (approx 2 minutes). Size is limited to affect up to size +1 creatures.

(Base: 5 change an animal in a minor way so it is no longer natural, +1 Diameter)

Disguise of the Gargantuan Chameleon

Muto Animal 20. R: Personal, D: Diameter, T: Individual

Allows the caster's to changed animal based form to shift to match its background. Size is limited to affect up to size +7 creatures.

(Base: 5 change an animal in a minor way so it is no longer natural, +1 Diameter, +2 additional 6 size increments)

Attired as Desired

Muto Animal 20 / Herbam Terram. R: Voice, D: Sun, T: Individual

Changes all the clothing of the target touched to the desires of the caster. Purpose of the spell is to allow a quick outfit change should circumstances demand, and also so that the clothing of the target to become appropriate foci for the Muto Corpus spells. It saves carrying around five different cloaks.

(Base 3, +2 Voice, +2 Sun, +1 highly complex clothing)

The Everlasting Quill

Muto Animal 20, R: Touch, D: Sun, T: Individual

The item made of animal products touched becomes hardy and almost unbreakable, and extremely resistant to wear and damage.

(Base 5, +1 Touch, +2 Sun)

Gift of the Master's Voice

Muto Animal 20, R: Touch, D: Sun, T: Individual

The target's animal form gains the facility of human speech, although still heavily tainted by aspects of the creature's shape. This spell does not impart the knowledge of how to speak, so has little effect on non-shape-changed creatures.

(Base 5, +1 Touch, +2 Sun)

Blessing of the Kitten's Eyes

Muto Animal 25, R: Voice, D: Diameter, T: Part

Use Muto magic to seal over the target's eyes, effectively blinding them. The targets eyes are still present, but cannot be opened as their eyelids are sealed over.

The spell name is a reference to a baby rabbit, a kitten which are born with their eyes fused closed. The physical change in the target is no more complex than a minor ability (like *Eyes of the Cat*).

(Base 5, +2 Voice, +1 Diameter, +1 Part)

Gift of the Bear's Fortitude to Beasts

Muto Animal 25, R: Touch, D: Diameter, T: Individual

This effect grants the target animal a +3 bonus to Soak.

(Base 15 to make a body resistant to damage (+3 Soak) from the Corpus guideline, +1 Touch, +1 Diameter)

The Vicious Transformation of Fenrir

Muto Animal 25, R: Touch, D: Diameter, T: Individual

The animal touched becomes a more vicious and combative version of itself. Claws, teeth, beaks (etc) all become sharper and stronger, the animal gains +3 to attack and damage scores (due to an increase in muscle mass and speed), and any aggressive personality traits involving combat are raised by +2 as the creatures temperament is altered. The spell will affect any creature of size 0 or smaller.

The spell's name references the wolf Fenrir who will consume Odin during the battle of Ragnarok.

(Base 15, +1 Touch, +1 Diameter)

Transforming the Tome

Muto Animal 25 / Terram. R: Touch, D: Sun, T: Individual

This spell temporarily transforms a book into a small very hard object, such as a gem or piece of metal. The form of the object is chosen by the caster. This facilitates concealing and carrying the text in a more convenient manner.

(Base 5 major unnatural change, +1 complexity of affecting a book, +1 Touch, +2 Sun, requisite is free)

Unearthly Magnification of the Beasts

Muto Animal 30, R: Personal, D: Diameter, T: Individual

This spell allows for temporary growth or shrinking of the Magus' animal form up to Size 11 or down to size -12. The spell may target any creature of up to size +4, but may only change the creature's size by up to 10 size ranks in either direction.

For example: a size +4 animal may become up to size +11 or down to -6. A size -3 creature may become size -12 or up to size +7.

(Base 4 for changing creatures size up to size +1 in an unnatural way, +1 to allow for shrinking and growing in the same effect, +1 Diameter, +1 mag to affect creatures of up to size +4, +3 to change up to size 11 or down to -13)

PERDO ANIMAL

Dust the Shambling Hound

Perdo Animal 15, R: Voice, T: Individual

This spell destroys an animal corpse, affects up to size +1 corpses which are not controlled by an independent spirit.

(Base 5, +2 Voice)

REGO ANIMAL

Blind the Speeding Destrier

Rego Animal 5, R: Voice, D: Diameter, T: Individual

Causes the target's eyes to close for the duration of the spell.

(Base 2 to make a target lose control of a body part, +2 Voice, +1 Diameter)

Hibernation of the Unwilling, Till Morning's Light

Rego Animal 15, R: Touch, D: Sun, T: Individual

The target animal becomes sleepy and momentarily falls asleep, and will stay so for the duration. Violent or painful stimulus will only rouse the target momentarily.

(Base 4, +1 Touch, +2 Sun)

The Vicious Bones of Beasts

Rego Animal 25, R: Touch, D: Momentary, T: Individual

This spell projects a piece of a non-living animal material toward a target, inflicting up to +20 damage. It is probably most often cast on prepared bone implements.

The projectile is accurate to 20 paces and requires a successful Finesse roll to hit the target. As the object is flung by spell rather than guided, the effect is not influenced by Magic Resistance.

(Base 20, +1 Touch)

AQUAM

CREO AQUAM

Floor of Slippery Ice

Creo Aquam 10, R: Touch, D: Concentration, T: Individual

This spell creates a smooth layer of ice across the ground in an area surrounding the caster.

(Base 3 to create ice, +1 Touch, +1 Conc, +1 size)

Shield of Ice

Creo Aquam / Rego 15, R: Voice, D: Diameter, T: Individual

This spell conjures a small barrier of ice which can block missiles and can be moved about by the caster. The shield is large enough to fully interpose itself between two individuals.

(Base 3 to create ice, +2 Voice, +1 Diameter, +1 Rego)

Barrier of Sharpened Ice

Creo Aquam 20, R: Voice, D: Diameter, T: Individual

This spell creates an ice wall with sharp and pointed barbs along one side. The sides of the wall are 5 feet high, and the wall can be up to 20 feet long, and 2 feet deep. The caster may choose the shape of the barrier when cast.

(Base 3 to create ice, +2 Voice, +1 Diameter, +1 size, +1 flexibility in shape)

Conjure the Refuge from Ice and Snow

Creo Aquam 20, R: Touch, D: Sun, T: Individual

This spell conjures a simple single room shelter for protection against the elements, large enough to hold 10 travelers with their gear. The refuge has solid walls and roof, a long curved entryway, and a thin chimney.

(Base 3 to create ice, +1 Touch, +1 size, +2 Sun, +1 complex shape)

The Playful Snow Drift

Creo Aquam 20, R: Voice, D: Concentration, T: Individual

This spell creates a large snow drift at the spot designated by the caster, the snow can be any

shape, with a mass up to roughly 50 feet wide and 20 feet at its highest.

(Base 3 to create snow, +2 Voice, +1 Conc, +1 Size, +1 flexibility in shape and mass)

Shape the Servant of Snow

Creo Aquam / Rego Mentem 20, R: Touch, D: Sun, T: Individual

This spell conjures a snowman, grants it a simple intellect, and allows it to move to obey the caster's commands. The figure can be made up to a typical humanoid in size.

While the servant can be cut apart or separated into pieces this does very little to permanently hurt the servant, as they can reconnect limbs and patch holes.

(Base 3 to create snow, +1 a complex shape, +1 Touch, +2 Sun, +1 Rego)

The Assassin's Churning Draft

Creo Aquam 25, R: Touch, D: Diameter, T: Individual

This spell creates a single draft of poison that inflicts a Medium wound on the person who drinks it, unless they succeed a Stamina check of 6+. The poison created is a dram (or teaspoon) of colorless odorless liquid, which may be added to drinks or conjured within a cup the caster is touches. The poison is harmless if it is not ingested.

(Base 10 for a medium poison, +1 to increase the check to Stamina 6+, +1 Touch, +1 Diameter)

Conjure the Translucent Bridge

Creo Aquam 25, R: Touch, D: Sun, T: Individual

This spell conjures a pathway of ice between two points. The path will adjust dynamically to appear as a bridge, stairway, or ramp subject to the elevation between the points and desire of the

caster. The bridge can be up to 500 feet long and is strong enough for very large creatures to walk upon without issues of cracking or breakage.

(Base 3 to create ice, +1 Touch, +2 size, +2 Sun, +1 flexible design)

Jet of Air and Frost

Creo Auram 25, R: Voice, D: Concentration, T: Individual

This spell allows the caster to project a jet of freezing cold air from their outstretched arm, which will chill any object it touches. The jet can reach as far as the caster's voice, is 5 feet wide at its end, and is sufficiently powerful so it will propel the caster if they are upon water or another smooth surface.

(Base 5, +2 very unnatural, +2 Voice, +1 Conc)

Shape the Hulking Golem of Snow

Creo Aquam / Rego Mentem 30, R: Touch, D: Sun, T: Individual

This spell conjures a huge (size +6) golem of snow and ice, and allows it to move and follow very simple commands.

While the servant can be cut apart or separated into pieces this does very little to permanently hurt the servant, as they can reconnect limbs and patch holes.

(Base 3 to create snow, +1 a complex shape, +1 Touch, +2 Sun, +1 Rego, +2 size)

Sheath of the Serpent's Venom

Creo Aquam 30 / Rego, R: Touch, D: Sun, T: Individual

This spell coats the blade of a weapon in a constantly refreshing poison. When the weapon successfully inflicts damage to an opponent the

victim must succeed a Stamina check vs 6+ or also receive an additional Light wound.

Weapons enhanced by this spell will noticeably drip the venom if inspected, and the poison can be carefully taken from the weapon and used in other ways. Use of poisons is highly disregarded in most regions.

(Base 5 to inflict a light wound, +1 Rego to control the liquid's movement on the blade, +1 to raise the check difficulty to 6+, +1 Touch, +2 Sun)

Conjure the Castle of Perfect Ice

Creo Aquam 35, R: Touch, D: Momentary, T: Individual, Ritual

This spell conjures a large castle formed from a single block of ice. The base of the tower is shaped to merge into the surrounding landscape, providing a broad base for stability which thins to a small upper chamber at the top. The tower contains eleven large levels, with the internal design chosen by the caster.

The design of castle exterior and interior makes heavy use of reflective and transparent surfaces, graceful arcs, and bold

(Base 3 to create ice, +1 Touch, +4 size, +3 elaborate shape and design, ritual)

Conjure the Frozen Island

Creo Aquam 35, R: Voice, D: Sun, T: Individual

This spell creates a massive iceberg, up to 200 paces across and 500 paces at its deepest. The shape and position of the ice is chosen by the caster. A Finesse targeting roll is required to place the ice around a ship or at a specific point within range, subject to the size of the object to be affected.

The spell will likely have unintended uses beyond saving ships or crew lost overboard, or crushing enemy ships.

(Base 3 to create ice, +2 Voice, +2 Sun, +3 Size, +1 flexibility in size and shape)

MUTO AQUAM

Enhance the Drunkard's Muse

Muto Aquam 5, R: Touch, D: Sun, T: Individual

Changes a container of alcohol to be exceedingly alcoholic, any container is suitable, be that cup, pint, or flask.

(Base 2, +1 Touch, +2 Sun)

Withhold the Drunkard's Muse

Muto Aquam 10, R: Touch, D: Sun, T: Individual

This spell changes the contents of a container so it is no longer alcoholic, but otherwise is the same. This means especially excellent wine will taste excellent, and poor ale will still be undesirable. At the expiry the contents return to normal, restoring the intoxicating effect. This may cause interesting mishaps and unexpected circumstances if the liquid was recently drunk.

(Base 3 to change liquid into a slightly unnatural form, +1 Touch, +2 Sun)

Taint the Drunkard's Desire

Muto Aquam 15, R: Touch, D: Sun, T: Individual

The target liquid of this spell is altered to become a medium strength poison. An hour after it is ingested the poison inflicts a Medium wound on any drinker for each dose consumed. The poison may be resisted by succeeding a Stamina check vs 6+. The spell may transform any single portion of a beverage including water, wine, beer, or spirits up to one gallon.

(Base 3 to inflict an Medium wound, +1 to raise the check difficulty to 6+, +1 Touch, +2 Sun)

Call for the Drunkard's Demise

Muto Aquam 25, R: Touch, D: Sun, T: Individual

The target liquid of this spell is altered to become a powerful poison. An hour after it is ingested the poison inflicts an Incapacitating wound on any drinker for each dose consumed. The poison may be resisted by succeeding a Stamina check vs 6+. The spell may transform any single portion of a beverage including water, wine, beer, or spirits up to one gallon.

(Base 5 to inflict an Incapacitating wound, +1 to raise the check difficulty to 6+, +1 Touch, +2 Sun)

Savior of Lost Sailors

Muto Aquam 30, R: Voice, D: Sun, T: Part

This spell makes the targeted water so dense that it anything within it is exceptionally buoyant. While it is possible to swim through the altered water deliberately, an object will gradually rise to the surface unless it is propelled downward by another significant force.

The area affected is 50 paces wide and 20 paces at its deepest, which is sufficient to easily target a lost sailor or even surround a large ship under duress or with severe damage.

(Base 4 for very unnatural water, +2 Voice, +2 Sun, +1 Part, +1 size)

Shape the Boatman's Skiff from Water

Muto Aquam / Herbam 30, R: Touch, D: Sun, T: Individual

This spell transforms an area of water into a moderate sized wooden boat, with single sail, and running gear suitable for six travelers and their gear. The spell requires a finesse check to determine the quality of the boat.

(Base 4 to change a liquid into an unrelated solid or gas with requisite Herbam, +1 for larger result)

target size, +2 for finished Herbam product, +1 Touch, +2 Sun)

PERDO AQUAM

Break in the Wall of Ice

Perdo Aquam 25, R: Voice, D: Momentary, T: Part

This spell destroys a segment of snow or ice, up to 25 cubic feet of material, which may be part of a larger shape.

(Base 10 to destroy a liquid, +2 Voice, +1 Part)

Shatter the Veil of Ice

Perdo Aquam 40, R: Voice, D: Momentary, T: Group

This spell destroys a grand amount of snow or ice, up to 25,000 cubic feet of material, either a single piece, or many smaller segments combined.

(Base 10 to destroy a liquid, +2 Voice, +2 Group, +2 size)

Revoke the Endless Winter

Perdo Auram 50, R: Sight, D: Momentary, T: Part

This spell destroys a weather phenomenon which can be severe and large, including rains, snows such as a huge hurricane or expansive lightning strike. The spell can target part of a

(Base 15, +3 Sight, +3 size, +1 Part)

REGO AQUAM

Cypher the Secrets, with the True Cypher of Trianoma

Rego Aquam 20 Herbam/Animal, R: Touch, D: Momentary, T: Individual

This spell encrypts a page of text using the original Cypher of Trianoma, a basic substitution cypher key. In terms of appearance the crafted material appears as a gibberish reordering of the alphabetic characters.

As the effect is based upon the Rego work based magic, a Finesse check of 9+ is needed to ensure the message is encrypted without introducing mistakes. The effect also requires that appropriate writing materials are present.

(+1 Range to Touch, +3 Bloodline cypher, +2 to alter Finesse check from 15 to 9, +1 Animal req, +1 Herbam req to effect the writing materials)

Summon the Fisherman's Bounty

Rego Aquam 20, R: Touch, D: Concentration, T: Individual

The Magus touches a section of river or stream, a small pond, or spring and enhances the power and flow of the river to cast fish and other material from the river onto the bank.

(Base 4 to control a fast current, +2 for highly unnatural movement, +1 Touch, +1 Concentration)

Gathering of the Winter's Harvest

Rego Aquam 25, R: Sight, D: Momentary, T: Group

This spell casters together all ice and snow around the caster and brings it together in one location. Up to 250 cubic feet can be affected with each casting.

(Base 4, +3 Sight, +2 Group)

Compel the Frozen Island

Rego Aquam 35, R: Voice, D: Sun, T: Individual

This spell turns an existing water source into a massive iceberg, up to 200 paces across and 500 paces at its deepest. The shape and position of the ice is chosen by the caster. A Finesse targeting roll

is required to place the ice around a ship or at a specific point within range, subject to the size of the object to be affected.

(Base 3 to create ice, +2 Voice, +2 Sun, +3 Size, +1 flexibility in size and shape)

AURAM

CREO AURAM

Curse of Arendelle's Freeze

Creo Auram 30, R: Sight, D: Sun, T: Individual

This spell creates a severe localized storm of ice and snow, which is blanketing the area surrounding the caster. The storm is powerful enough to partially obscure vision, hamper movement, and is very cold.

(Base 3, +1 increased severity in effect, +3 Sight, +2 Sun, +1 size to affect 1,000 paces wide)

Curse of Arendelle's Winter

Creo Auram 35, R: Sight, D: Moon, T: Individual

This spell creates conditions of a freezing winter snow storm blanketing the surrounding landscape. Properly prepared travels can still move through the spell's effects.

(Base 3, +3 Sight, +3 Moon, +2 size to affect 10,000 paces, or approx. 4.5 miles wide)

Summon the Storm of the Heavens

Creo Auram 35, R: Sight, D: Sun, T: Group

Creates a thunderstorm which covers a ten mile wide area with rain, winds, and lightning. The storm gathers and dissipates very slowly over 30 to 60 minutes, and if the spell is cast too close to the expiry the storm may not actually form properly.

The intent of the spell is to conjure a powerful storm which is also natural looking, although a storm which lasts all day will also be noted as unusual.

(Base 2, +3 Sight, +2 Sun, +2 Group, +2 size)

The Incantation of Enveloping Lightning

Creo Auram 40, R: Voice, D: Diameter, T: Individual

This spell envelops the target in a prolonged field of lightning, which inflicts +30 damage per round for the duration, and applies a knockdown effect (as per the Incantation of Lightning spell).

(Base 5, +2 Voice, +4 unnatural, +1 Diameter)

The Incantation of Heaven's Lightning

Creo Auram 40, R: Sight, D: Momentary, T: Individual

This spell can strike any target the caster can see with a blast of lightning which appears to come from the sky above. This inflicts +30 damage and applies a knockdown effect (as per the Incantation of Lightning spell). This spell will appear totally unnatural unless a lightning storm is currently underway.

(Base 5, +3 Sight, +4 unnatural)

The Incantation of Chained Lightning

Creo Auram 45, R: Voice, D: Momentary, T: Group

This spell strikes the targeted group with a blast of lightning which appears to arc between group members. This inflicts +30 damage to each group member and applies a knockdown effect (as per the Incantation of Lightning spell).

(Base 5, +2 Voice, +4 unnatural, +2 Group)

The Incantation of Voluminous Lightning

Creo Auram 50, R: Voice, D: Diameter, T: Group

This spell strikes the targeted group with a blast of lightning which appears to arc between group members. This inflicts +30 damage for two minutes to each group member and applies a knockdown effect (as per the Incantation of Lightning spell) when the spell strikes.

(Base 5, +2 Voice, +4 unnatural, +1 Diameter, +2 Group)

Your Own Personal Flurry

Creo Auram 50, R: Voice, D: Moon, T: Individual

This effect creates a floating snow cloud above the target which follows them, keeping their temperature to just below freezing. The flurry is sophisticated enough to generally only affect the target.

(Base 5 which is exceedingly unnatural, +2 Voice, +2 Moon, +4 divorced from its normal context)

INTELLEGO AURAM

Perceive the Breath of Jupiter

Intellego Auram 25. R: Personal, D: Diameter, T: Vision

Allows the target to see air patterns and movements around them. This alternative type of vision allows the target to “see” in environments where normal senses might be greatly hindered.

(Base:4 Learn all the mundane properties of the air., +1 Diameter, +4 Vision)

MUTO AURAM

Shape the Leafy Tent

Muto Auram / Herbam 25, R: Touch, D: Sun, T: Individual

This spell transforms the surrounding air into a simple tent made from natural plants. The space is well protected from wind and rain, and features a raised floor to keep equipment dry. The tent is large enough to sleep four travelers and gear. From casual inspection the outside of the tent appears much like a large bush.

(Base 5, +1 Touch, +2 Sun, +1 for increase in size)

The Toxic Solar

Muto Auram 30, R: Touch, D: Diameter, T: Room

This spell changes the air within a room touched to a highly corrosive gas which inflicts +10 damage per round to everything within. This gas will also damage delicate items within the room, such as paper, food, fur and cloth.

(Base 10 for Level as damage, +1 Touch, +1 Diameter, +2 Room)

The Toxic Ziggurat

Muto Auram 35, R: Touch, D: Diameter, T: Structure

This spell changes the air within a single structure touched to a highly corrosive gas which inflicts +10 damage per round to everything within. This gas will also damage delicate items within the room, such as paper, food, fur and cloth.

(Base 10 for Level as damage, +1 Touch, +1 Diameter, +3 Structure)

Shape the Watchman's Tower from Air

Muto Auram / Terram 40, R: Touch, D: Moon, T: Individual

This spell transforms the surrounding air into a sturdy two room tower formed from a single piece of stone. The complexity in the spell allows for solid sturdy construction, a heavily weighted base, doors and doorways, internal stairs, a battlement on top, a hearth and chimney, arrow slits in the walls, and benches and blocks to act as furniture throughout.

While it is not luxurious, the dwelling is far superior to sleeping in the elements. In the original design the tower's lower room was larger than the upper, as the tower smoothly plinthed upward. A Finesse check is required when the spell is cast to determine the degree of success in the transformation.

(Base 4 to transform into another element with requisite Terram, +2 for larger result size, +1 for stone, +1 moderate complexity in components and shape, +1 Touch, +3 Moon)

CORPUS

CREO CORPUS

Circle Against Purification of Man

Creo Corpus 5, R: Touch, D: Ring, T: Individual

Prevents the decay of a human corpse, or a severed body part, while the Ring is maintained and the target remains within it. This spell is a simple re-working of *Charm Against Purification* (ArM p129) with the duration altered to Ring.

(Base 2, +1 Touch, +2 Ring)

Selfish Rest of the Injured Magus

Creo Corpus 15, R: Personal, D: Moon, T: Individual

This spell grants the Magus a +9 bonus to all wound recovery rolls made while the spell is in effect, as long as the spell is maintained during the recovery time.

(Base 4, +3 Moon)

The Chirurgeon's Healing Circle

Creo Corpus 20, R: Touch, D: Mom, T: Circle, Ritual

As per The Chirurgeon's Healing Touch, modified to Target all creatures within a drawn circle. Spell will restore one Light Body Level of damage permanently.

(Base 15, +1 Touch)

Circle of Perfectly Presented Corpses

Creo Corpus / Animal 20, R: Touch, D: Momentary, T: Circle, Ritual

Corpses inside the target circle have all their wounds closed and sealed, damage repaired, discoloration or rotting removed, bones reset and fused, and skin freshly restored.

The damage is not repaired completely and perfectly as it would need to be for a living target, however this spell will permanently address any basic structural faults and return the corpse to sound mechanical function.

This effect has been further refined to enhance the visage, pallor, presentation, shape and complexion of the corpse so that gains a more "ideal appearance". The corpse appears fresh, wholesome, and perfect.

(Base 5, +1 Touch, +1 an ideal state, +1 Animal requisite, Ritual)

Circle to Conjure the Remains of Man

Creo Corpus 20, R: Touch, D: Ring, T: Individual

This spell creates a corpse of up to size +1, with an appearance subject to the desires of the caster. Matching to a specific individual is possible with a successful Finesse check of 12+, with an optional familiarity adjustment between +/-3 depending on how well the caster knows the subject.

(Base 5, +1 Touch, +2 Ring)

Semblance of the Trespasser's Corpse

Creo Corpus / Intellego 20, R: Touch, D: Ring, T: Individual

This spell uses a small amount of human remains to conjure a fresh corpse which appears as the person does.

(Base 5 to create a corpse, +1 Touch, +2 Ring)

True Rest of the Injured Custos

Creo Corpus 20, R: Touch, D: Moon, T: Individual

This spell grants the target touched a +9 bonus to all wound recovery rolls made while the spell is in effect, as long as the spell is maintained during the recovery time.

(Base 4, +1 Touch, +3 Moon)

Conjure the Remains of Man

Creo Corpus 25, R: Touch, D: Moon, T: Individual

Creates a corpse of up to size +1, with an appearance subject to the desires of the caster. Matching to a specific individual is possible with a successful Finesse check of 12+, with an optional familiarity adjustment between +/-3 depending on how well the caster knows the subject.

(Base 5, +1 Touch, +3 Moon)

Restore the Abandoned Vessel

Creo Corpus 25, R: Touch, D: Moon, T: Individual

The targeted corpse has all wounds closed and sealed, discoloration or rotting removed, bones reset and fused, and skin freshly restored.

The damage is not repaired properly as it would need to be for a living target, but superficially appears to be no longer present, and any basic structural faults fixed. All restoration is undone when the spell ends.

(Base 5, +1 Touch, +3 Moon)

Serious Rest for the Injured Custos

Creo Corpus 30, R: Touch, D: Moon, T: Individual

This spell grants the target touched a +15 bonus to all wound recovery rolls made while the spell is in effect. Note that the spell will cause warping.

(Base 10, +1 Touch, +3 Moon)

Vital Rest for the Incapacitated Custos

Creo Corpus 30, R: Touch, D: Ring, T: Circle

This spell grants the target touched a +18 bonus to all wound recovery rolls made while the spell is in effect, and the target must stay within the circle/ring for the duration. Note that the spell will cause warping.

This variant is intended for custos who require critical intervention and will not be moved.

(Base 15, +1 Touch, +2 Ring)

Rain of One Hundred Corpses

Creo Corpus 35, R: Voice, D: Diameter, T: Group

This spell causes one hundred corpses to fall from the sky and blanket an area within range chosen by the caster. Each corpse is identical and size +1.

(Base 5, +2 Voice, +1 Diam, +2 Group, +1 size)

Vital Rest for the Injured Custos

Creo Corpus 35, R: Touch, D: Moon, T: Individual

This spell grants the target touched a +18 bonus to all wound recovery rolls made while the spell is in effect. Note that the spell will cause warping.

(Base 15, +1 Touch, +3 Moon)

Slip From the Reaper's Grasp

Creo Corpus 40, R: Touch, D: Mom, T: Individual, Ritual

Resolves a terminal (or less) crisis caused by Aging (see Ars p.170). This effect causes Warping.

(Base 35 to resolve a terminal aging crisis, +1 Touch)

INTELLEGO CORPUS

Blood of My Blood

Intellego Corpus / Imagonem 30, R: Personal, D: Concentration, T: Bloodline. Faerie.

The caster gains an awareness of every blood relative, and by concentrating can focus on specific members to determine their physical health, state in terms of awake or asleep, age, visual appearance, and location. When learned the spell is tailored for the caster's bloodline to avoid warping.

(Base 10 to know all information about a body, +1 Conc, +3 Bloodline)

The Seed is Strong

Intellego Corpus / Imagonem 35, R: Touch, D: Concentration, T: Bloodline. Faerie.

The caster gains an awareness of every blood relative of the target touched, and by concentrating can focus on specific members to determine their physical health, state in terms of awake or asleep, age, visual appearance, and location. When learned the spell is tailored for the caster's bloodline to avoid warping.

(Base 10 to know all information about a body, +1 Touch, +1 Conc, +3 Bloodline)

MUTO CORPUS

Eyes of the Bat

Muto Corpus 5 / Animal. R: Touch, D: Sun, T: Individual

Grants the target the sense vision akin to a bat, allowing vision in total darkness.

(Base 2 to change someone to give them a minor ability, +1 Touch, +2 Sun, requisite free)

Poise of the Cat

Muto Corpus 5 / Animal. R: Personal, D: Sun, T: Individual

Grants the Magus the sense of balance and poise akin to a cat, apply a +3 bonus on rolls for appropriate Athletics checks.

(Base:3, +2 Sun)

Senses of the Bloodhound

Muto Corpus 5 / Animal. R: Personal, D: Sun, T: Individual

Grants the Magus enhanced sense of hearing and smell akin to bloodhounds, adding +3 to all appropriate perception based tests.

(Base: 2, +2 Sun, +1 extra sense, requisite free)

Tantalising Feast of the Omnivore

Muto Corpus / Animal 5, R: Touch, D: Sun, T: Individual

The spell target can ingest and gain nourishment from all manner of materials which are normally only palatable and nourishing to animals, such as plants, raw meat, or even worms. This includes materials that would be eaten by avians, carnivores, and herbivores.

While not as graceful or elegant as conjuring a bountiful feast, this solution it is better than starving. A Sun duration is required so that the materials can be fully processed before the spell ends.

(Base 2 to change someone to give them a minor ability, +1 Touch, +2 Sun)

Blessing of the Haunting Pond

Muto Corpus 10 / Animal Ignem. R: Touch, D: Sun, T: Individual

Makes the target's hands glow powerfully by changing them to have the glowing effects of a firefly, which provides equivalent light to that of a small lantern.

(Base 2 to change someone to give them a minor ability, +1 unnaturally strong light, +1 Touch, +2 Sun, requisites free)

Eyes from the Flame

Muto Corpus 10 / Animal. R: Touch, D: Sun, T: Individual

Alters the target's vision so that they can see heat patterns in detail, akin to the senses of some exotic snakes and beetles. This alternative type of vision allows the heat patterns to be viewed in many circumstances including total darkness.

If this is the target's only form of vision, then the target cannot discern any significant differences between two potential combatants. e.g. A friend

and foe of roughly equal size are very difficult to tell apart based only on their "heat" appearance. The spell is very effective in identifying most invisible creatures who still emit or affect heat.

(Base 2 to change someone to give them a minor ability, +1 to make the unnatural heat vision more powerful than a natural animal, +1 Touch, +2 Sun, requisite free)

Tantalising Feast of the Earth

Muto Corpus / Terram 10, R: Touch, D: Sun, T: Individual

The spell target can ingest base materials relating to the Terram Form, such as dirt, sand, and mud. While not as graceful or elegant as conjuring a bountiful feast, this solution it is better than starving. A Sun duration is required so that the materials can be fully processed before the spell ends.

(Base 2 to change someone to give them a minor ability, +1 for being unnatural, +1 Touch, +2 Sun)

The Curse of Limos

Muto Corpus 15, R: Touch, D: Moon, T: Individual

The target is unable to gain more than a trivial amount of sustenance from food and drink, and as days pass will find themselves lethargic and their hunger never satiated.

When applied to a target over many months they will become unnaturally gaunt and thin, so much so their visage is disturbing to others. Repeated application will also eventually cause a wasting death.

(Base 3, +1 Touch, +3 Moon)

The Diminution of Man

Muto Corpus 15. R: Voice, D: Diameter, T: Individual

Reduces the target's size to -3, that of a baby.

(Base 3, +2 Voice, +1 Diameter, +1 extra size rank down to size -3)

Paralysis of Gluttony

Muto Corpus 15, R: Voice, D: Diameter, T: Individual

The target of this spell is made unnaturally heavy and obese, so much so they are no longer able to move; with a final size two levels larger than their original size, or a maximum size of +4. Clothes will become painful and may burst their seams as the target grows in size.

(Base 3, +2 Voice, +1 Diam, +1 for three extra size categories)

Sculpt Unhallowed Flesh as Clay

Muto Corpus 15, R: Touch, D: Sun, T: Part

This spell changes the consistency of dead human body material to that of soft clay which can be shaped. The spell can affect an entire corpse or a smaller segment.

(Base 3, +1 Touch, +2 Sun, +1 Part)

Form of the Lumbering Jotunn

Muto Corpus 20, R: Personal, D: Sun, T: Individual

This effect enlarges the Magus up to a very large (size rank 10) version of themselves. At this size the Magus is around 60 feet tall, and weighs over 100 tons. The character's combat mechanics are greatly enhanced, adding +20 Strength, +10 to Soak, -10 to Quickness. The character also gains the reach and leverage associated with the truly massive stance.

Requisites are required when cast to transform clothes and equipment, and not all equipment will be included in the transformation. The effect is designed with a girdle as the focus, which is removed to end the effect prematurely.

(Base 3 to utterly change the size of a person although still human up to size +1, +2 Sun, +3 for an additional 9 size ranks)

The Pact of Limos

Muto Corpus 20, R: Touch, D: Until, T: Individual, Ritual, Faerie

The target is unable to gain more than a trivial amount of sustenance from food and drink, and will find themselves lethargic and their hunger never satiated.

When applied to a target over many months they will become unnaturally gaunt and thin, so much so their visage is disturbing to others. The spell will also eventually cause a wasting death. The effect continues until the caster speaks a specific word aloud, typically performed when the target has performed their side of a pact.

(Base 3, +1 Touch, +4 Until, ritual, faerie)

The Resistant Skin

Muto Corpus 20, R: Personal, D: Sun, T: Individual

The casters body is enhanced and toughened, gaining a +2 bonus to Soak for the duration. From the Ars Magica Muto Corpus guidelines p. 132.

(Base 10, +2 Sun)

Silence the Babbling Fool

Muto Corpus 20. R: Touch, D: Diameter, T: Part

The target of this spell has their eyes and mouth close over, as if they were born that way.

(Base 5 to change a person in a minor way so that they are unnatural, +1 Touch, +1 Diameter, +1 Part)

Tantalising Feast of Adephagia's Desire

Muto Corpus 20, R: Touch, D: Sun, T: Individual

This spell allows the target to consume any material, both living and non-living and gain sustenance from it. The volume of material required to sate the appetite should be proportional to the material consumed; with water offering almost no sustenance and animal and plant products offering near instant gratification.

Material are also softened when consumed, so that even hard substances can be eaten. Casting requisites are mandatory when cast to suit the materials to be consumed. Adephagia is a greek goddess of gluttony.

(Base 2, +1 for being unnatural, +1 for manufactured products, +1 Muto sub-effect to soften materials, +1 Touch, +2 Sun)

The Diminutive Advisor

Muto Corpus 25, R: Touch, D: Sun, T: Individual

This spell shrinks a human down to a fraction of its normal size, down to size -11. This ensures unobtrusive transport is possible and makes the target almost threat in ordinary combat.

The spell was designed with corpses in mind, but can also affect living targets.

(Base 3, +1 Touch, +2 Sun, +3 for shrinking 9 more sizes ranks)

Hera's Indignant Blessing

Muto Corpus 25, R: Voice, D: Diameter, T: Part

Use Muto magic to seal over the target's eyes, effectively blinding them. The targets eyes are still

present, but cannot be opened as their eyelids are sealed over.

The spell name is a reference to Teiresias, who in one story was blinded by Hera for answering a question which favored Zeus over Hera. The physical change in the target is no more complex than a minor ability (akin to *Eyes of the Cat*).

(Base 5 to change a person in a minor way so that they are unnatural from the Muto Animal guideline, +2 Voice, +1 Diameter, +1 Part)

Shape of Fearsome King

Muto Corpus 25 / Animal. R: Personal, D: Sun, T: Individual

Changes the Magus into a Lion.

(Base 10, +2 Sun, +1 due to extra size requirement of lion form)

The Cursed Gift of Daedalus

Muto Corpus 30. R: Touch, D: Sun, T: Part, Req: Animal

Grants the target a pair of wings and the ability to fly.

(Base 5, +1 Touch, +2 Sun, +1 Part, +1 Requisite)

Polymorph the Belligerent Rabble

Muto Corpus 30 / Animal. R: Touch, D: Diameter, T: Group

This spell changes the targets within the group into sheep for up to two minutes.

(Base 10, +1 Touch, +1 Diameter, +2 Group)

Blessing of Oreus's Fortitude

Muto Corpus 35, R: Touch, D: Diameter, T: Group

This effect enhances a group of up to 10 soldiers soak scores for two minutes, with a +3 bonus.

(Base 15, +1 Touch, +1 Diameter, +2 Group)

Form of the Charging Behemoth

Muto Corpus / Animal 35, R: Personal, D: Diameter, T: Individual

The caster is transformed into a enormously large and imposing monster, up to a size +7. The form stands upright and hunched, well over 20 feet tall, with two main fore-limbs formed into crushing weapons, and a long tail capable of crushing and sweeping opponents aside. Two smaller additional limbs are below the main set, which can grasp and use implements. Its hide is almost impregnable due to the overlapping carapace of scales and spikes which cover its body, the spines and spikes being especially long and sharp along the creatures upper body and tail. Two massive horns adorn it's head, forming the basis of the creatures ramming charge. When charging it will sprint using the large forelimbs and hind legs to build momentum.

The physical form as the following aspects: a battering ram skull which can be used to charge, crushing fore limbs, sweeping tail, an impregnable hide of intersecting armor plates, quick bursts of speed, massive bellow, and human speech.

(Base 10 size change into an animal of max size +1, +1 Diameter, +2 for an additional 6 size ranks, +2 for a broad set of physical abilities)

Form of the Agile Leviathan

Muto Corpus / Animal 40, R: Personal, D: Diameter, T: Individual

The caster is transformed into a large (up to size 4) sea monster. A green and blue scaled serpentine body, sleekly shaped for efficient underwater movement. Two stout forelimbs with grasping

hands, and finned rear limbs used to add maneuverability in water. It also has a long neck and tail.

The physical form as the following aspects: breathing underwater through axillary gills, enhanced underwater olfactory and visual perception, a set of six smooth long tentacles which can be used to grip and entwine, and long powerful tail to allow swimming at great speeds, a toughened skin which resists cold, and human-like speech.

(Base 20 size change into an aquatic for flying animal of max size +1, +2 Sun, +1 for an additional 3 size ranks, +1 for a limited set of physical abilities)

Form of the Barbed Dragon

Muto Corpus / Animal 45, R: Personal, D: Sun, T: Individual

The caster is transformed into a large (up to size 7) dragon. A crimson and gold thickly scaled serpentine body, covered in razor sharp barbs and tines. The barbs are much larger and thicker along it's back and spine, but small barbs cover the entire body except where joints fold. The form has two arms, a long neck, two legs, a set of broad wings, and a long spiked tail.

The physical form as the following aspects: Flying and tolerance for flying conditions, a spiked hide, corrosive blood, a venomous tail spike, and human-like speech.

(Base 20 size change into an aquatic for flying animal of max size +1, +2 Sun, +2 for an additional 6 size ranks, +1 for a limited set of physical abilities)

Form of the Erebus' Servant

Muto Corpus 45 / Imagonem, R: Personal, D: Sun, T: Individual

The caster is transformed into a shadow of themselves. They can no longer physically interact

with the physical world, but instead can pass under and through the narrowest spaces, and move very quickly across the ground. This makes the shadow immune to physical damage, but highly susceptible to bright light and magical bursts of light may cause pain or damage. A small mirror is held by the caster and is dropped to remove the effect prematurely.

Like all transformation effects, some gear and equipment may not be transformed, or casting requisites may be required for some equipment; subject to troupe rules.

(Base 30, +1 controlled movement, +2 Sun)

Form of the Iron Juggernaut

Muto Corpus / Terram 45, R: Personal, D: Diameter, T: Individual

The caster's body is transformed into solid metal, which can move as normal. A metal pin is applied during casting, and removed by the caster to end the effect prematurely if they wish. Casting requisites are required for carried equipment, although clothing and personal effects are also transformed.

(Base 25 for solid inanimate object, +1 Diameter, +1 to allow movement sub-effect, +2 for metal)

Form of the Shade of Hades

Muto Corpus 45 / Mentem, R: Personal, D: Sun, T: Individual

The caster is transformed into a spirit-like creature, unnatural and incorporeal. The caster can still be seen, but appears as a ghostly version of their normal self. This ghost like form cannot interact with the physical world except for basic movement, and may float in a ghost-like manner through solid objects.

While transformed the caster can still speak and be heard normally, although the voice takes upon ethereal features, and the caster does not need to breathe. A token inscribed with a human skull is

held during the spell casting, which can be dropped to end the effect prematurely.

(Base 30, +1 controlled movement, +2 Sun)

Gift of the Herculean Fortitude

Muto Corpus 45, R: Personal, D: Diameter, T: Individual

The caster gains a bonus of +8 to Soak.

(Base 40, +1 Diameter)

PERDO CORPUS

Invoke the Agony of Man

Perdo Corpus 15, R: Voice, D: Conc, T: Individual

Inflicts the target of the spell with wracking pain, almost completely disabling them. To make an action the target must succeed a Stamina + Size stress of 9+.

(Base 4 to cause a person pain, +2 voice, +1 concentration)

Dust the Unwanted Remains

Perdo Corpus / Animal 30, R: Voice, D: Momentary, T: Group

This spell destroys a selection of human and animal corpses, up to 10 size +1 corpses which are not controlled by an independent spirit.

(Base 5, +2 Voice, +2 Group, +1 Animal corpses)

Invoke the Horrific Cacophony

Perdo Corpus 35, R: Voice, D: Diameter, T: Group

This spell inflicts the targeted group of up to 100 standard sized people with physical pain so severe

that they can do nothing else except writhe in agony, and perhaps very slowly crawl away.

(Base 4 to cause a person pain, +1 to boost the effect to the same level as Rego Corpus immobilizes the target, +2 Voice, +1 Diameter, +2 Group, +1 to affect up to 100 targets at once)

REGO CORPUS

Blind the Ogling Fool

Rego Corpus 5, R: Voice, D: Diameter, T: Individual

Causes the target's eyes to close for the duration of the spell.

(Base 2 to make a target lose control of a body part, +2 Voice, +1 Diameter)

The Buoyant Magus

Rego Corpus 10, R: Personal, D: Concentration, T: Individual

The caster is moved slowly in any direction they desire, horizontally or vertically as fast as smoke rises. The spell affects targets up to size +1 and the caster must concentrate to alter the movement. Heavier targets move more slowly.

(Base 5, +1 Concentration)

Curse of the Bloated Tongues

Rego Corpus 10, R: Touch, D: Diameter, T: Group

As per *Curse of the Unruly Tongue* (Rego Corpus 5), modified to target a group, and last diameter. Invented specifically at this level to defend against multiple Magi, but requires one of the targets be touched during casting.

(Base 2, +1 Touch, +1 Diameter, +2 Group)

The Clumsy Mannequin

Rego Corpus 10, R: Eye, D: Diameter, T: Individual

The spell facilitates the control of the target's large scale motions (arms, legs, and head movement), which must follow any simplistic instructions. The target can only control their own small scale motions (finger gestures, talking), and suffers a -3 modifier to any of these actions, including spell casting. Eye contact is needed only for the initial application of the spell.

Valid commands might be "walk in a circle", "sit down", "walk of that edge", and if the command is completed but the spell still has duration the target gains control again until the caster issues another command. As the duration is Diameter the caster must concentrate to the control over the target's body. While the spell is in effect the target cannot be made to make any complex or agile movement such as fighting, dancing, juggling, etc.

(Base 4, +1 Eye, +1 Diameter)

The Fastidious Wizard's Repose

Rego Corpus 10, R: Personal, D: Momentary, T: Individual

This spell performs all of the caster's standard grooming and laundry needs in a matter of seconds. The casters body, clothes, and equipment worn are cleaned, clothes pressed, body manicured, etc.

The quality of the effect is determined by a Finesse check, difficulty 3+ to obtain complete coverage and effect. The spell's inventor traveled extensively without servants in difficult and remote areas, and this spell maintained a suitably dignified and hygienic appearance. The additional magnitudes for requisite arts empowers the spell to use affect a wide range materials, and also temporarily create materials needed for cleaning.

(Base 2, +1 to enhance the Finesse check difficulty downward from 6 to 3, +1 to allow for cleaning of complex equipment carefully, +1 Creo, +1 Herbam Animal and Terram)

Wizard's Step

ReCo 10, R: Personal, D: Momentary, T: Individual.

The caster instantly transports himself up to 5 paces away. The destination must be visible to the caster.

(Base: 10)

Blind the Watchful Scout

Rego Corpus 15, R: Sight, D: Sun, T: Individual

Causes the target's eyes to close for the duration of the spell.

(Base 2 to make a target lose control of a body part, +3 Sight, +2 Sun)

Construct From Flesh the Unhallowed Tools

Rego Corpus / Muto 15, R: Touch, D: Momentary, T: Group

This spell transforms a corpse or corpus based materials into a item of equipment required by the caster, akin to how a craftsman would create an item. This requires a Finesse roll to successfully construct an item (see Covenants p.51), and may be modified by an appropriate skill.

(Base 3, +1 Touch, +2 Group, +1 flexibility in outcome)

Crafting of Shells and Strings from the Remains of Man

Rego Corpus 15 / Muto, R: Touch, D: Momentary, T: Group

This spell uses human remains as raw materials to construct strings, bone plates, splints, sockets, and many various segments and components which can then be used in human taxidermy or construction of automatons. The Muto

requirement allows the materials to be made temporarily malleable during their transformation.

A finesse check determines the quality of the conversion, with 6+ required to convert raw materials into a prepared state. Suitable raw materials must be on hand for the spell to be cast successfully.

This spell was invented by Zharkune of Bonisagus who recognized that a necromancer's arts could be expanded by a less conservative approach.

(Base 3, +1 Touch, +2 Group, +1 complexity)

Gross Repair the Abandoned Automaton

Rego Corpus 15 Herbam Terram Animal, R: Touch, D: Momentary, T: Group

This spell uses the raw materials on hand to physically repair a damaged human or animal corpse back to basic function. Spell requisites allow for a variety of miscellaneous materials to be used in the reconstruction of a corpse.

Bones are pinned or replaced, flesh padded out, and limbs reattached, wounds or skin is stitched back together.

It is important to note that ReCo and ReAn based animation spells will work on skeletal remains so there is no real requirement for a corpse to be fleshed out.

A finesse check determines the quality of the repairs, with 12+ required for a high quality outcome, although a 6+ will allow the base materials to be added into the target corpse. Suitable raw materials must be on hand for the repair and will determine the appearance of the corpse afterward.

(Base 3, +1 Touch, +2 Group, +1 Animal targets)

Assembly of the Monstrous Humanoid Fiend

Rego Corpus 20, R: Touch, D: Momentary, T: Group

This spell constructs a range of prepared corpus materials into a large multi-limbed fiendish looking monster. A set of base raw ingredients must exceed the volume of the finished form and this is best achieved by having at least one reasonably complete human corpse and many extra components of various types.

The default configuration for the fiend is a size +1 humanoid with four arms, reinforced limbs and torso, sharpened teeth and claws, and a bone carapace over the body. The appearance and construction of the final form can be altered by the caster.

A finesse check determines the quality of the construction, with 9+ required to form the basic construct and a 12+ for a high quality outcome.

The additional strength of materials adds a +2 bonus to the soak score of a typical animated corpse. The corpse may also wear and wield armor and weapons.

If the optional group combat rules are used in the saga, then the additional limbs allow the animation to function as if it is an additional combatant in an untrained group.

(Base 3, +1 Touch, +2 Group, +2 complexity)

Blind the Ogling Horde

Rego Corpus 20, R: Voice, D: Diameter, T: Group

Causes the group's eyes to close for the duration of the spell.

(Base 2 to make a target lose control of a body part, +2 Voice, +1 Diameter, +2 Group, +1 larger group up to 100 members)

The Buoyant Grog

Rego Corpus 20, R: Touch, D: Sun, T: Individual

The target is moved slowly in any direction the caster desires horizontally or vertically, as fast as smoke rises. The spell affects targets up to size +1 and the caster must concentrate to alter the movement. Heavier targets move more slowly.

(Base 5, +1 Touch, +2 Sun)

Forcing the Statue of Man

Rego Corpus 20, R: Voice, D: Diameter, T: Individual

The spell holds the target motionless for two minutes, during which time they cannot move at all. This prohibits all physical movement such as talking, spell casting, and even changing the direction they are looking.

(Base 5, +2 Voice, +1 Diameter)

The Obedient Hand

Rego Corpus / Intellego 20, R: Touch, D: Concentration, T: Individual

This spell allows a severed hand to be held against the stump and animated that hand as if it were a normal complete limb. The Intellego requisite allows the hand to respond in an intuitive manner to the needs of the body it is attached to.

(Base 4, +1 Touch, +1 Conc, +1 fine control, +1 Intellego)

Rampart Against the Common Man

Rego Corpus 20, R: Touch, D: Ring, T: Circle

Creates a circle through which no ordinary (say protected by Parma Magica or otherwise resist the spell) person can cross or affect those within the circle.

Aside: *Ward Against the Curious Scullion* was errata-ed to use a base effect of 15, which is incredibly out of alignment with the other baseline effects in Rego Corpus and the other wards. In hindsight I'd call this a barrier or rampart instead of a ward and say it stops direct physical manipulation instead of using the phrase Ward and inheriting all the angst and confusion that comes with how wards may be implemented within a story. My intent was a barrier, and not at all to stop actions of humans working in an intelligent manner.

(Base 5, +1 Touch, +2 Ring)

Assume the Dominant Sentience

Rego Corpus 25, R: Touch, D: Moon, T: Individual

This spell allows the caster to directly control a target touched, and is designed for use with an animated corpse but will function with a living target as well.

To maintain control beyond their reach the caster should have an arcane connection to the target, so it can move beyond his presence and still be controlled. The caster can pause and resume the control of the target.

(Base 4, +1 fine movements, +1 Touch, +3 Moon)

The Buoyant Squad

Rego Corpus 25, R: Touch, D: Concentration, T: Group

The target is moved slowly in any direction the caster desires horizontally or vertically, as fast as smoke rises. The spell affects targets up to size +1 and the caster must concentrate to alter the movement. Heavier targets move more slowly.

(Base 5, +1 Touch, +1 Concentration, +2 Group)

By Will Alone

Rego Corpus 25, R: Personal D: Sun, T: Individual

This spell grants the Magus the power to move their body through the air, controlled by thought at up to speeds of 40 miles per hour. Unlike the *Creo Auram* spells hovering in place with this spell is as simple as any other flight. The Magus must concentrate to control when and how fast they fly, and may elect to halt their thought movement, even while the spell remain active (effectively the Magus elects to not move using the spell). Finesse rolls are required for complex maneuvers.

Note that the spell will continue in a manner last instructed, so the caster best be wary of distractions and mishap.

(Base 15, +2 Sun)

Circle of Walking Servants

Rego Corpus Mentem 25, R: Touch, D: Ring, T: Circle

Turns all corpses in the circle into a nearly mindless servants that can follow your simple verbal commands faithfully but unimaginatively. Unless the corpses are preserved with *Charm Against Putrefaction* or the equivalent, the bodies will decay normally, but even a skeleton can be animated.

(Base 10, +1 Touch, +2 Ring, Mentem req free)

The Vicious Bones of Man

Rego Corpus 25, R: Touch, D: Momentary, T: Individual

This spell projects a piece of a non-living human body toward a target, inflicting up to +20 damage. It is probably most often cast on prepared bone implements.

The projectile is accurate to 20 paces and requires a successful Finesse roll to hit the target. As the

object is flung by spell rather than guided, the effect is not influenced by Magic Resistance.

(Base 20, +1 Touch)

Animation of the Creeping Hand

Rego Corpus 30, R: Touch, D: Sun, T: Individual

This spell grants an unnatural motion and dull intellect to a severed part of a human body so it may perform tasks as commanded by the caster. The body part is granted the ability to follow very simple instructions, and does so unimaginatively.

The spell is commonly used on the severed hand of thief, but might be used on any body part which could conceivably move under its own motion.

(Base 10, +1 Touch, +2 Sun, +1 Mentem)

Blind the Ogling Legion

Rego Corpus 30, R: Voice, D: Diameter, T: Group

Causes a large group's eyes to close for the duration of the spell.

(Base 2 to make a target lose control of a body part, +2 Voice, +1 Diameter, +2 Group, +3 larger group up to 10,000 members)

The Unwilling Army

Rego Corpus 30, R: Voice, D: Diameter, T: Group

The spell allows the caster to control the large scale motions (arms, legs, and head movement) of a very large group of people (up to 100 standard individuals). The targets are controlled by the caster, following simplistic instructions. The targets can only make small scale motions (finger gestures, talking), and suffers a -3 modifier to any of these actions, including spell casting.

Valid commands might be "walk in a circle", "sit down", "walk of that edge", and if the command is completed but the spell still has duration the

target gains control again until the caster issues another command. As the duration is Diameter the caster must concentrate to the control over the target's bodies. While the spell is in effect the target cannot be made to make any complex or agile movement such as fighting, dancing, juggling, etc.

(Base 4, +2 Voice, +1 Diameter, +2 Group, +1 for a very large group)

Conjuring the Deceased Obedient Slave

Rego Corpus / Creo Mentem 35, R: Touch, D: Sun, T: Individual

This spell creates a human corpse (up to size +1), animates it, and allows the caster to mentally concentrate to control it's actions. The animation has a dull intellect to act independently, however commands from the caster will be followed unimaginatively. Appearance, size, and condition of the body is chosen by the caster.

(Base 10, +1 Touch, +2 Sun, +1 Creo, +1 Mentem)

Direct the Flight of Your Flock

Rego Corpus 35, R: Touch, D: Conc, T: Group

The target and his group of traveling companions are raised into the air and fly as one under the control of the caster up to speeds of 40 miles per hour (see "By Will Alone" above). The members of the group must remain together, otherwise the member is removed from the spell's effects; and pray that the Magi's concentration is not disturbed.

(Base 15, +1 Touch, +1 Conc, +2 Group)

The Walking Servant

Rego Corpus Mentem 35, R: Voice, D: Moon, T: Individual

Turns a corpse into a nearly mindless servant that can follow your simple verbal commands faithfully

but unimaginatively. Unless the corpse is preserved with Charm Against Putrefaction or the equivalent, the body decays normally, but even a skeleton can be animated.

(Base 10, +2 Voice, +3 Moon, Mentem req free)

HERBAM

CREO HERBAM

Conjure the Humble Skiff

Creo Herbam 25, R: Touch, D: Sun, T: Individual

This spell conjures a small wooden boat, single sail, and simple running equipment suitable for six travellers and their gear. The boat is shaped from wood rather than built in the mundane manner, so does not require a Terram requisite for nails or pins. This also means that the boat would likely not be as hardy even if the duration were significantly extended. The spell requires a finesse check to determine the quality of the boat.

(Base 3, +1 Touch, +2 Sun, +1 increased target size for a small boat, +2 complexity in the finished form)

Conjuration of the Dawn Treader

Creo Herbam / Terram 40, R: Touch, D: Momentary, T: Individual, Ritual

This spell permanently creates a large wooden boat, multiple sails, oars, and running gear suitable for fifty travellers and their gear, and requiring a crew of nine to operate properly. The ship will have a sizable cargo hold, multiple decks and internal cabins for crew and guests. The ship is not suitable for travel on small rivers, but may use larger ones. The spell requires a finesse check to determine the quality of the boat.

(Base 3, +2 treated and processed Herbam materials, +1 Touch, +3 increased target size for a large boat, +2 complexity, +1 Terram)

Conjuration of the Titan's Barge of War

Creo Herbam / Terram 45, R: Touch, D: Momentary, T: Individual, Ritual

This spell conjures a permanent monumentally large ship, suitable for transporting incredible amounts of cargo or acting as a vehicle for war. The ship created is clearly unnatural and fearsome as no ship in history would be even close to this size. The ship is outfitted for war, and contains defensive structures, armaments mounted along the hull, and also a large ram. It is designed with multiple sails, oars, and running gear suitable for its size, and smaller boats to use for short commutes.

Due to how large the ship is a crew will have to learn over many weeks to operate this ship properly. The ship's draft is so deep than it cannot be docked in most ports. The spell requires a finesse check to determine the quality of the boat.

(Base 3, +2 treated and processed Herbam materials, +1 Touch, +4 increased target size for a large boat, +2 complexity, +1 Terram)

Conjure the Merchant's Dream

Creo Herbam / Terram 50, R: Touch, D: Moon, T: Individual

This spell temporarily creates a moderate sized wooden boat, one or two sails, oars, and running gear suitable for twenty travellers and their gear, and requiring a crew of four to operate properly. The ship will have a modest cargo hold and a few small cabins. The ships draft is designed to allow it to sit high on the water, so it may use rivers as well as oceans for travel. The spell requires a finesse check to determine the quality of the boat.

(Base 3, +2 treated and processed Herbam materials, +1 Touch, +3 Moon, +2 increased target size for a moderate boat, +2 complexity, +1 Terram)

REGO HERBAM

Draw the Magic Circle

Rego Herbam 5, R: Touch, D: Momentary, T: Individual

The caster quickly draws a circle onto the surface touched, far faster than the typical inscription time. The circle may be as large or small as the caster desires, up to around 100 paces in diameter. The caster must make a Finesse check of 3+ or else the circle is unusable.

(Base 1 to create something simple, +1 Touch, +3 for very large circles)

The Unwanted Mask

Rego Herbam 15, R: Voice, D: Diameter, T: Individual

The target clothing moves to blind the wearer, shifting in place for the duration to cover the eyes. This effect will have varying results dependent of the clothing of the creature to be affected.

(Base 4, +2 Voice, +1 Diameter)

Extract the Essence of Serqet

Rego Herbam 20, Aquam Animal, R: Touch, D: Momentary, T: Individual

This spell processes a poisoner's raw ingredients into a near perfect extract. The quality of the final result is determined by a Finesse roll vs 6, where results lower than this amount do not produce an effective poison, and rolls that far exceed it will increase potency. All of the materials for normal processing and steps must be provided for the spell to produce an effective product.

(Base 3 to perform the craft process within moments, +4 reduction of Finesse difficulty by 12, +1 Touch)

Allay the Buoyant Load

Rego Herbam 25, R: Touch, D: Sun, T: Part

The bags, containers, sacks or other carrying vessels carried by the target touched are made buoyant, which reduces their burden to the wearer to almost nothing. The spell affects any items crafted from materials, and affects the equipment carried, not the target themselves so no warping will occur.

(Base 4 to affect a manufactured product, +1 plant product moves unnaturally, +1 Touch, +2 Sun, +1 Part)

The Vicious Arrow

Rego Herbam 25 / Animal Terram, R: Touch, D: Momentary, T: Individual

The spell projects an arrow toward an opponent, inflicting +20 damage. While effective on arrows this effect could project any small object combining wooden, metal, or animal components.

The projectile is accurate to 20 paces and requires a successful Finesse roll to hit the target. As the object is flung by spell rather than guided, the effect is not influenced by Magic Resistance.

(Base 20, +1 Touch, Animal and Terram requisites free)

The Vicious Projectile of Wood

Rego Herbam 25, R: Touch, D: Momentary, T: Individual

The spell projects a small wooden object toward an opponent, inflicting up to +20 damage, subject to the form of the object. A sharpened streamlined projectile will inflict full damage, however a lump of wood will inflict approximately +15 damage.

The projectile is accurate to 20 paces and requires a successful Finesse roll to hit the target. As the object is flung by spell rather than guided, the effect is not influenced by Magic Resistance.

(Base 20, +1 Touch)

The Subservient Lumber

Rego Herbam 35, R: Touch, D: Moon, T: Individual

The spell grants animation and sentience to an item made of wood. Items can move as directed and follow the caster's simple commands, but will be confused by complex tasks. Different items can move with various degrees of mobility directly related to how they might utilise their physical form. Chairs can walk well, cupboards less so, and statues with sufficient detail can often move identically to a person.

The spell can be cast on any wooden item up to 10 cubic paces in volume, which allows for animation of very large objects (such as wagons or boats) or massive trees. Casting requisites are required for compound items.

(Base 10, +1 Touch, +3 Moon, +1 extra size)

Vessel of the Heavens

Rego Herbam 45, R: Touch, D: Sun, T: Ind

The caster commands a ship to fly at their will. The caster must make Finesse checks to control the ship, especially if performing maneuvers quickly or with complex motion. The spell will maintain the course and speed of it's last instruction, which could be potentially dangerous.

This spell allows the ship to move at an extremely fast speed of up to 90 mph (the speed of a falcon in flight), and may affect very large of ships with carrying capacity of up to 5000 load, or an equivalent of 200 people and gear.

(Base 4 for unnatural movement across an unsupported surface, +1 Touch, +2 Sun, +3 extra size, +2 extra speed, +1 for any direction)

IGNEM

CREO IGNEM

Blessing of Warmth

Creo Ignem 5, R: Touch, D: Sun, T: Individual

The object touched becomes comfortably warm. A simple and effective cantrip for traveling or cold winter's nights.

(Base 2, +1 Touch, +2 Sun)

Circle of Sustained Flame

Creo Ignem 5, R: Touch, D: Ring, T: Circle

This spell creates a candle flame which endures until the circle is broken.

(Base 2 for candle flame, +1 Touch, +2 Ring)

Ignite the Incriminating Writ

Creo Ignem 5 / Herbam, R: Voice, D: Mom, T: Individual

This effect ignites a targeted item quickly providing a fire which will likely destroying it and leaving only ash. The spell was invented for use on writs and other paper documents which could be either incriminating or hold Magi to agreements which they would prefer to avoid.

(Base 3 as ignite parchment, +2 Voice, +0 He Requisite)

Immolation of the Cowardly Pyromancer

Creo Ignem 5, R: Personal, D: Concentration, T: Individual

The caster is covered in a fire which can be felt but neither burns nor heats significantly.

(Base 4 to create an unnatural fire, +1 Conc)

Immolation of the Haughty Pyromancer

Creo Ignem 5, R: Personal, D: Concentration, T: Individual

The caster is covered in a fire which inflicts +5 damage per round.

(Base 4 to create inflicting 5+ damage, +1 Conc)

Blessing of Torchlight

Creo Ignem 10, R: Touch, D: Sun, T: Individual

The object touched glows as brightly as a torch.

(Base 3, +1 Touch, +2 Sun)

Searing Burn

Creo Ignem 10, R: Touch, D: Diameter, T: Individual

The effect inflicts +5 dam over 2 minutes to the item touched by enveloping it in flame.

(Base 4 to create fire doing +5 damage, +1 Touch, +1 Diameter)

Spear of Fire

Creo Ignem 10, R: Voice, D: Mom, T: Ind

A short spear-shaped burst of fire flies from your hand, inflicting +5 damage.

(Base 4, +2 Voice)

A Hearth Both Comfortable and Warm

Creo Ignem 15, R: Touch, D: Sun, T: Individual

Creates a warm and healthy campfire or hearth fire which sustains itself without fuel for the duration of the spell. The fire emits light and heat, but will not emit fumes, and has difficulty burning other substances. For combative purposes the fire

will not inflict damage unless it is applied for a prolonged period.

(Base 4 for an unnatural fire, +1 Touch, +2 Sun)

Lance of Fire

Creo Ignem 15, R: Voice, D: Momentary, T: Individual

A spear-shaped burst of fire flies from the caster's hand, inflicting +10 damage.

(Base 5, +2 Voice)

Immolate Miscellanea

Creo Ignem 20, R: Touch, D: Diameter, T: Individual

The object touched bursts into flames for two minutes, requiring twenty soak checks against +10 damage. The fire will also ignite nearby objects and spread naturally, which may create additional problems for the target.

(Base 10, +1 Touch, +1 Diameter)

Jet of Flame

Creo Ignem 20, R: Voice, D: Concentration, T: Individual

A thin jet of flame pours from the caster's hands inflicting +10 damage to anything it touches. The caster can move their hand to re-target the jet for as long as they concentrate.

(Base 5, +2 Voice)

Fire for the Boatman, Shepherd, and Scribe

Creo Ignem / Muto 25, R: Touch, D: Sun, T: Circle.

Creates an unnatural fire which can warm but not burn people or man made products (treated or manufactured items), but will cook raw ingredients as normal. The fire's size is determined by the

circle drawn during casting, and may be as small as a candle or as large as a campfire. The fire can be extinguished prematurely by breaking the circle.

(Base 4 to create a fire hot enough to cook with, +1 for Muto effect, +1 Touch, +2 Sun, +1 complexity for multiple exclusions, +0 Circle)

Ignite the Promiscuous Memoir

Creo Ignem 25 / Herbam, R: Arc, D: Mom, T: Individual

This effect ignites an item connected via an arcane connection, thereby providing a fire which will likely destroy it. The item may be in almost anything slightly flammable such as leather, damp wool. The spell was invented for use on writs and books, but can also be used to ignite almost any material.

(Base 5 as ignite something slightly flammable, +4 Arc)

Melt the Vanguard's Arms

Creo Ignem 25 / Terram, R: Voice, D: Mom, T: Part

Up to ten metal items carried by or on the target are heated to melting point. Thus a soldier's sword, helm, and segments of armor will all instantly be burning hot, and melt. This has a side effect of inflicting +5 damage per round while metal items targeted are carried or worn.

(Base 10 heat an object to melting point, +2 Voice, +1 to increase number of parts targeted, +0 Te Requisite)

Every Hearth Both Comfortable and Warm

Creo Ignem 30, R: Touch, D: Sun, T: Structure

Creates a warm and healthy hearth fire in every hearth throughout an entire structure, which sustains itself without fuel for the duration of the spell. The fire emits a pleasant light and strong heat, but will not emit fumes, has difficulty

burning other substances, and can not inflict damage. A single hearth within the structure must be touched by the item when the power is invoked.

With this effect a hearth can be added into any room within the structure and it will automatically gain the benefit of the safe fire when the item is next used.

(Base 4 for an unnatural fire, +1 Touch, +2 Sun, +3 Structure)

Melt the Company's Arms

Creo Ignem 35 / Terram, R: Voice, D: Momentary, T: Group

Up to ten metal items carried by or on the target are heated to melting point. Thus a soldier's sword, helm, and segments of armor will all instantly be burning hot, and melt. This has a side effect of inflicting +5 damage per round while metal items targeted are carried or worn.

(Base 10 heat an object to melting point, +2 Voice, +2 Group, +1 increase size of group, +0 Te Requisite)

INTELLEGO IGNEM

Compass of the Vigilant Flame

Intellego Ignem 5, R: Personal, D: Momentary, T: Individual

This spell tells you the location, direction and distance, to a fire which you possess an Arcane Connection to.

(Base 1 Locate a Fire, +4 Arcane)

Perceive the Footprints of Vulcan

Intellego Ignem 15. R: Personal, D: Diameter, T: Vision

Allows the target to see heat patterns and heat emissions around them. This alternative type of vision allows the heat patterns to be viewed in many circumstances including total darkness.

(Base 2 to become aware of all fires and heat, +1 Diameter, +4 Vision)

MUTO IGNUM

Fire of Little Fuel

Muto Ignem 15, R: Touch, D: Fire, T: Individual, Faerie.

Changes a fire to consume almost no fuel, and to be more resistant to disruptive effects of wind and rain. A fire under this spell's effect burns for three to four times longer on the same supply of materials, and can withstand strong wind and rain.

(Base 3 for an unnatural effect, +1 Touch, +3 Fire)

Fire That Burns No Man

Muto Ignem 20, R: Touch, D: Fire, T: Individual, Faerie.

The effected fire can warm but not burn humans. All other aspects of the fire remain unaffected. The targeted fire may be as large as a house fire.

(Base 3 unnatural, +1 Touch, +3 Fire, +1 extra target size)

Conceal the Fire within the Arrow

Muto Ignem 25 / Herbam, R: Touch, D: Diameter, T: Individual

This spell changes a fire up to the size of a small campfire (+5 damage) into an arrow or bolt

suitable for use by an archer. The size and form of the projectile is chosen by the caster. The arrow can be used and fired normally until the duration of the spell expires, when it will revert back into a fire.

(Base 10 to change into an unnatural element of another form, +1 Herbam requisite, +1 Touch, +1 Diameter)

PERDO IGNUM

Extinguish All Light

Perdo Ignem 5, R: Touch, D: Diameter, T: Individual

Light is removed from an area 3-5 paces across for the duration of the spell.

(Base 3, +1 Touch, +1 Diameter)

Solar of Darkness

Perdo Ignem 15, R: Touch, D: Diameter, T: Room

Removes light from the target room. Only spells greater than level 15 can create or manipulate light within this area for the duration.

(Base 3, +1 Touch, +1 Diameter, +2 Room)

Footsteps Upon the Fjord

Perdo Ignem 20, R: Touch, D: Diameter, T: Part.

This spell freezes the water below the caster's feet which allows them to run across a lake or river as the surface solidifies below them as they move. The ice melts at a normal pace.

(Base 5, +1 Touch, +1 Diameter, +1 Part)

Frostbite's Touch

Perdo Ignem 20, R: Touch, D: Concentration, T: Part

The object touched is snap frozen and remains so while the caster concentrates, or if the object is large then the immediate section touched is frozen; with a size equivalent of a large individual (size +1). This inflicts +5 damage to living targets.

(Base 5, +1 Touch, +1 Conc, +1 Part)

Nova of Frost

Perdo Ignem 25, R: Touch, D: Momentary, T: Special

This spell chills the area around the caster out to 5 paces so that any creatures within the area take +10 damage. If this is enough to kill, the target is frozen solid. Armor does not add to Soak against this spell.

(Base 5, +1 Touch, +1 extra +5 damage, +2 Special AoE around the caster akin to group/room)

Sorrow for Agnarr and Iduna

Perdo Ignem 25, R: Touch, D: Concentration, T: Room

This spell causes the room and everything within to snap freeze. Ice forms across surfaces, the air becomes cold, water freezes, and frost to cover everything within. The freezing condition is maintained while the caster concentrates, and then disappears normally.

Inhabitants not protected against the cold will be very uncomfortable and eventually suffer severe exposure. Objects within the room may be ruined by the frost and cold, taking equivalent of +5 damage.

The spell is named from Elsa's first experience with the effect which came upon her during a deep sorrow at the loss of her parents.

(Base 5, +1 Touch, +1 Conc, +2 Room)

Wizard's Icy Shroud

Perdo Ignem 30, R: Voice, D: Diameter, T: Individual

As per *Wizard's Icy Grip* – Chills a single target so that it takes +15 damage each combat round the spell is in effect. If this is enough to kill, the target is frozen solid. Armor does not add to Soak against this spell.

(Base 15, +2 Voice, +1 Diameter)

Frozen Halls of Arendelle

Perdo Ignem 35, R: Touch, D: Sun, T: Structure

This spell causes the structure to become extremely cold; water freezes, ice spars to form, and frost covers everything within. Inhabitants not protected against the cold will be uncomfortable and eventually suffer severe exposure. Unprepared people and objects within the room may be harmed by the frost and cold, taking equivalent of +5 damage.

(Base 5, +1 Touch, +2 Sun, +3 Structure)

Sustain Frozen Ice and Snow

Perdo Ignem 45, R: Touch, D: Moon, T: Individual

This spell freezes and then sustains an item touched at below freezing temperature so that it will resist melting. The spell can sustain a very large objects, akin to a large castle.

(Base 5, +1 Touch, +3 Moon, +4 Size)

REGO IGNEM

Ward Against Cold and Frost

Rego Ignem 20, R: Personal, D: Sun, T: Individual

This spell protects the caster with a personal ward against cold and frost, providing full protection

against natural cold and +15 additional soak against unnatural cold.

“The cold never bothered me anyway.”

(Base 4, 2 Sun, 2 for up to +15 cold damage)

IMAGONEM

CREO IMAGONEM

Discover the Disquiet of the Obtrusive Tone

Creo Imagonem 4, R: Touch, D: Sun, T: Individual

This spell creates a simple sound infrequently over the spell’s duration. The caster determines the sound to be created (dripping water, chirp of a bird, a cat’s meow, a cough) and the interval between the occurrences when the spell is cast. In typical use a drip of water sounds every diameter for the spell’s duration.

(Base 1, +1 Touch, +2 Sun)

Discover the Peace of Thunder, Wind, and Rain

Creo Imagonem 4, R: Touch, D: Sun, T: Individual

This spell creates the sound of thunder, wind, and rain at the location touched, equivalent volume to a speaking person.

(Base 1, +1 Touch, +2 Sun)

Speak Through the Intangible Tunnel

Creo Imagonem 4, R: Touch, D: Conc, T: Individual

The caster can speak through an Intangible Tunnel (which requires range touch).

(Base 1 to create an image that affects a sense, +1 Touch, +1 Conc, +1 intelligible speech)

A Path Clearly Marked, Momentarily

Creo Imagonem 5, R: Road, D: Mom, T: Individual

This spell creates a visual marker in front of the target indicating the direction and approximate distance to either the caster, or a place or thing for which the caster has an arcane connection. The caster must know this information, and any errors in judgement are carried to the target.

The style of the marker will vary with the caster’s sigil. Additional appropriate casting requisites may be required.

(Base 1, +4 Arc, +0 Road)

An Enemy Awash in the Pure Sigil from Afar

Creo Imagonem 5, R: Touch, D: Concentration, T: Part

This spell projects magical species at the target seeking to overload their sense of sight. The spell requires no Finesse check to target. The target may be disorientated for up to two minutes after the caster ceases concentrating (see HoH:S 68).

(Base 2, +1 Touch, +1 Concentration, +1 Part)

Conjuration of the Insubstantial Fleeting Blindfold

Creo Imagonem 5, R: Voice, D: Diameter, T: Individual

The image of a blindfold is created around the head of the creature, and will move with the creature.

(Base 1, +2 Voice, +1 Diameter, +1 moving image)

Discover the Melody of the Absent Minstrel

Creo Imagonem 5, R: Touch, D: Sun, T: Individual

This spell creates the sound of music, equivalent volume to a speaking person. The style and instruments are chosen when cast, and quality is dependent on a finesse check.

(Base 1, +1 Touch, +2 Sun, +1 clear music)

The Phantom Limb

Creo Imagonem 5, R: Touch, D: Concentration, T: Individual

This spell creates an illusion of a hand in the correct position for the target that moves appropriately for their actions.

(Base 1 for visual illusion, +1 Touch, +1 Conc, +1 for a moving illusion, +1 as directed by caster)

Render the Magic Circle

Creo Imagonem 5, R: Touch, D: Moon, T: Individual

The caster draws a circle onto the surface touched. The circle may be as large or small as the caster desires, up to around 4 feet diameter.

(Base 1 to create something affecting one sense, +1 Touch, +3 Moon)

Deafen the Surly Turncoat

Creo Imagonem 5, R: Voice, D: Momentary, T: Individual

This effect creates a momentary explosion of sound which is powerful enough to potentially deafen those close to it. Creature successfully targeted by the caster's Finesse check of 6+ must then pass a Stamina check vs 9+, or they are deafened for approximately two minutes. The effect is perfect for ending conversations with belligerent subordinates.

(Base 3, +2 Voice)

Shatter the Bon Vivant's Glass

Creo Imagonem 5, R: Voice, D: Momentary, T: Individual

The caster creates a short high pitched burst of sound next to a glass item, which is shattered by the sound. The caster must succeed a Finesse check vs base 6 to correctly target the sound. The sound created is very loud.

(Base 3 to break glass with Finesse check 6+, +2 Voice)

Speak Through Silent Lips

Creo Imagonem 5, R: Voice, D: Concentration, T: Individual

Allows the caster to create a speaking voice of their choosing within range and control what it says. The caster is not required to speak each word conjured by the illusion but must maintain concentration.

(Base 1, +2 voice, +1 Conc, +1 intelligible speech)

Mastery of Thought and Purpose

Creo Imagonem 15, R: Touch, D: Conc, T: Individual

When the spell is cast an abstract image forms in front of the caster which they may manipulate using Finesse rolls, while making Concentration rolls. The spell presents a detailed changing image, which tries to resist and contradict the alterations of the caster. Slowly as time progresses the image changes more quickly, and the caster is challenged with controlling the spell for as long as possible.

Unlike practice using normal spells requiring concentration and finesse, this spell is designed to frustrate and challenge the caster. This grants a source quality of 5 for practicing the Finesse and Concentration abilities.

(Base 1 to create an image that affects one sense, +1 Touch, +1 Conc, +1 a moving image, +1 directed by use, +1 which is increasingly complex, +1 seeking to hamper or avoid the caster's intent)

The Harpies Screech

Creo Imagonem 15, R: Voice, D: Momentary, T: Individual

This effect creates a sound so loud and piercing that it causes disorientation and possibly panic to those who hear it. The caster is protected from the effect by the Rego requisite which protects them from the worst of the effect. Creatures must succeed a Stamina 12+ check are dazed and disorientated. Animals may also be panicked by the effect.

The effect can be heard by anyone who is within range, although a creature's magic resistance must be overcome for the worst of the effects to apply. This is a debatable aspect of Imagonem magic, which should be discussed before the spell is taken.

(Base 3, +2 Voice, +1 Rego requisite, +1 for a very difficult stam check vs 12 or higher)

A Crowd Awash in the Splendid Sigil of the Magus

Creo Imagonem 20, R: Sight, D: Concentration, T: Group

This spell projects magical species at the target group seeking to overload their sense of sight. The spell requires no Finesse check to target. The targets may be disorientated for up to two minutes after the caster ceases concentrating (see HoH:S 68).

(Base 2, +3 Sight, +1 Concentration, +2 Group)

A Path Clearly Marked, Till Dusk

Creo Imagonem 20, R: Road, D: Sun, T: Individual

This spell creates a visual marker in front of the target indicating the direction and approximate distance to either the caster, or a place or thing for which the caster has an arcane connection. The caster must know this information, and any errors in judgement are carried to the target.

The style of the marker will vary with the caster's sigil. Additional appropriate casting requisites may be required.

(Base 1, +1 image moves with target, +4 Arc, +0 Road, +2 Sun)

A Horde Awash in the Splendid Sigil of the Magus

Creo Imagonem 25, R: Sight, D: Concentration, T: Group

This spell projects magical species at the target group seeking to overload their sense of sight. The spell requires no Finesse check to target. The targets may be disorientated for up to two minutes after the caster ceases concentrating (see HoH:S 68).

(Base 2, +3 Sight, +1 Concentration, +2 Group, +1 increased size to 100 individuals)

An Imaginary Page

Creo Imagonem / Muto / Rego 25, R: Touch, D: Moon, T: Individual

The virtual paper includes a tactile illusion so that slight resistance is felt by the writer when being changed. When written upon the illusion reacts to the motions of the writing implement, so that ink is not needed to write on the surface.

The illusory pages can be moved about or placed in mid-air, and altered as pleases the writers just like a normal piece of paper. The illusory pages can be created in three sizes: note/palm sized, large book sized, and table sized.

(Crlm base 2 for visual and tactile illusion, +1 Touch, +3 Moon, +1 can be moved around, +1 intricate text and drawings, +1 changeable image)

An Enemy Immersed in a Sea of Stimulus

Creo Imagonem 25, R: Sight, D: Concentration, T: Part

This spell projects magical species at the target seeking to overload their senses of sight, hearing, and touch. The spell requires no Finesse check to target. The target may be disorientated for up to two minutes after the caster ceases concentrating (see HoH:S 68).

(Base 4, +3 Sight, +1 Concentration, +1 Part)

INTELLEGO IMAGONEM

Sensations of a New Hand

Intellego Imagonem 4, R: Touch, D: Concentration, T: Touch

This effect transfers the tactile stimulus experienced by the object touched (a replacement hand) to the caster; adding an additional source for tactile sensation. In effect the caster feels what the object would feel.

(Base 1 to use touch at a distance, +1 Touch, +1 Conc, +1 Touch sense)

Awareness of the Road

Intellego Imagonem 5, Faerie, R: Road, D: Conc, T: Individual

The caster can hear and see from any point on a road, and must concentrate to move their point perception.

(Base 2, +2 Road, +1 Conc)

Eyes in the Distance

Intellego Imagonem 5, R: Sight, D: Concentration, T: Ind

This spell alters the caster's point of visual perception to another location which they can see. The direction and angle of their view can be moved through concentration, or moved at walking pace as long as the point of perception remains within range.

(Base 1 to use one sense at a distance, +3 R: Sight, +1 Duration: Conc)

Awareness of the Waves

Intellego Imagonem 10, Atlantean, R: Water-way, D: Conc, T: Individual

The caster can hear and see from any point within a water-way, and must concentrate to move their point perception.

(Base 2 for two senses, +3 Water-way, +1 Conc)

Spy Through the Intangible Tunnel

Intellego Imaginem 10, R: Touch, D: Conc, T: Room

The caster can see and hear what is occurring through an Intangible Tunnel (which requires range touch).

(Base 2 to use two senses, +1 Touch, +1 Conc, +2 Room)

Experiences of the Shambling Servant

Intellego Imagonem / Creo 15, R: Touch, D: Sun, T: Individual

The caster can see, hear, smell, and feel at the location touched. The spell is intended to be used with an Intangible Tunnel or on a target creature touched.

(Base 4 to use four senses at a distance, +1 Touch, +2 Sun)

Eyes and Ears Within

Intellego Imagonem 15, R: Touch, D: Concentration, T: Structure

The caster can see and hear everything occurring within a structure, and must concentrate to move their perception throughout. The caster must

concentrate to listen to specific areas, and a thriving location may be overwhelming.

(Base 2, +1 Touch, +1 Conc, +3 Structure)

Sensations of a New Eye

Intellego Imagonem 15, R: Touch, D: Concentration, T: Vision

This effect transfers the visual point of reference experienced by the object touched (a replacement eye) to the caster. In effect the caster can see magically from the eyeball, which is typically placed within an empty socket.

(Base 1 to use sight at a distance, +1 Touch, +1 Conc, +4 Vision sense)

MUTO IMAGONEM

Subtlety Walk Between Sunshine and Shade

Muto Imagonem 4, R: Sight, D: Momentary, T: Individual

The hue of the target's image subtly shifts, to either slightly lighter or duller in a manner similar to cloud passing over an object on a sunny day, or the reverse. The caster may choose which effect at cast time.

(Base 1, +3 Sight)

Disguise of the Transformed Magus

Muto Imagonem 5, R: Personal, D: Sun, T: Individual

Changes the way the caster looks, smells, and sounds to almost any desire as long as it is passable as a human.

(Base 3, +2 Sun)

Reveal the Secrets, with the True Cipher of Trianoma

Muto Imagonem 5, R: Touch, D: Sun, T: Individual

This effect temporarily decrypts a short coded message using the original *Cipher of Trianoma* (see HoH: TL, p20-21). The pages are temporarily changed to appear re-ordered as if the cipher was applied. The Cipher is a secret of special members of the House Bonisagus, so this spell is likely to be closely guarded. This effect also uses the original classic prescribed cipher, rather than a variation of it (as mentioned in HoH:TL), so that messages which use a variation would also not be decrypted cleanly.

This spell could equally be applied to a note or text which was not already encrypted with the Cipher of Trianoma, and would render that page into gibberish. Note that the effect does not actually change the text, instead it alters the image temporarily.

(Base 1 for images only, +1 Touch, +2 Sun, +1 for a simple fixed cipher)

Disguise the Words as Written

Muto Imagonem 10. R: Touch, D: Moon, T: Individual

Allows the caster to change the contents of a letter or document, re-writing the message, changing seals, and altering signatures to create another message. The letter may also be rendered into jibberish. Useful for sending secret messages by mundane means, and also for altering official documentation

(Base 1, +1 Touch, +3 Moon, +1 very complex image and text)

Illusion of the Undisturbed Grave

Muto Imagonem 10, R: Touch, D: Moon, T: Individual

This spell makes a large area of ground or flooring look unchanged and like its surroundings, and if cast before an excavation is performed will retain the perfect undisturbed appearance. The caster must succeed a finesse check, particularly to mimic a very specific appearance.

Intended to hide the nighttime activities of grave robbers, the spell will also conceal holes, traps, or significant markings.

(Base 1, +1 Touch, +3 Moon, +1 size)

Mask the Passage of the Beast

Muto Imagonem 10, R: Touch, D: Sun, T: Individual

The appearance, smell, and sound of the target animal is altered to be akin to other natural elements in the background, appropriate to where the target is traveling. The target's smell changes to match the ground near them, and their sounds become akin to normal natural parts of the environment. The appearance of the creature is not made invisible, rather it takes on a natural camouflage, using same hues and colors of the environment.

The effect will seem odd if it is used to mask blatant dramatic sounds or smells, or if the target moves quickly as these effects are very unlikely to occur naturally and this will make the target far easier to discern.

(Base 3 for look, smell and sound, +1 Touch, +2 Sun)

Taste of Anything But This

Muto Imagonem 10, R: Touch, D: Diameter, T: Individual

A setting's worth of miscellaneous materials looks, tastes, smells, and feels like real food for a short time; exactly as the caster designates.

(Base 4, +1 Touch, +1 Diameter)

Aura of Ghoulish Malice

Muto Imagonem 15, R: Voice, D: Sun, T: Individual

The target appears rotting, horrible, and befouled; essentially appearing as if they are the walking dead. Many very obvious changes are made in the subject's appearance, sound, and smell. This includes hallowed eyes, rotting or wounded flesh, pasty skin, gravely and broken voice, moaning, bent posture, and swaying gait.

It is impossible to gain a normal reaction while under the effects of this spell, as the changes are so gross and pervasive.

(Base 3, +2 Voice, +2 Sun)

Disguise of the Leprous Vagrant

Muto Imagonem 15, R: Touch, D: Moon, T: Individual

Changes the target's sight, sound and smell images to any almost passable human for the duration of the spell.

(Base 3, +1 Touch, +3 Moon)

Disguise of the Mischievous Doppelganger

Muto Imagonem 15, R: Touch, D: Sun, T: Individual

This effects alters the target to an exacting copy of another person. The target's look, sound, and smell are altered to match; including the target's clothing and equipment. Ideally the person to be

copied should be present at the time the spell is cast, or a highly detailed likeness be present.

Like many similar effects the quality of the copy is subject to a Finesse check, with a general target number of 6+ for cursory inspection, 9+ for a fair copy that will pass almost any inspection, through to 12+ for a perfect reproduction. The Finesse check should be modified by the familiarity and knowledge the caster has for the target to be copied, and as this effect is designed to copy a specific target – the caster gains a +3 to the Finesse check if the source for the duplication is present during the casting.

(Base 3, +1 for very high detailed and reliable reproduction, +1 Touch, +2 Sun)

Gift of the Echoing Voice

Muto Imagonem 15, R: Touch, D: Concentration, T: Structure

The target's natural speaking voice echos through the target area, sounding as if it is naturally occurring. The sound grows outward from the target, becoming slightly louder, but echoing from all surfaces through the structure.

(Base 1 for Sound, +1 for slightly unnatural behavior, +1 Touch as sound leaves the Magus, +1 Concentration, +3 Structure)

Illusion of the Humble Dwelling

Muto Imagonem 15, R: Touch, D: Sun, T: Structure

This spell changes the appearance of a building to the desires of the caster, within the same approximate size as the original.

(Base 1 for visual illusion, +1 Touch, +2 Sun, +3 Structure)

PERDO IMAGONEM

Ring of Impermanently Clear Vision

Perdo Imagonem 15, R: Touch, D: Ring, T: Circle

This effect removes the image from the area within the target circle, so that it is rendered invisible.

(Base 4 affect sight, +1 Touch, +2 Ring)

Hide the Frightening Mass

Perdo Imagonem 25, R: Touch, D: Concentration, T: Group

Render the target object or creature invisible (any combination of mass up to 100 standard Corpus sized images) for the spell's duration. The image destroyed could be a single large object, or many small ones.

(Base 4, +1 Touch, +1 Concentration, +2 Group, +1 size increase)

REGO IMAGONEM

Capture the Frozen Scene

Rego Imagonem 5, R:Touch, D: Ring, T: Individual

Effect moves an image from one place (such as in a mirror) to within a ring within a pace, and sustains the image for the duration.

(Base 2 to move an image a pace, R:+1 Touch, D: +2 Ring, T: Ind)

Render the Magic Circle

Rego Imagonem 5, R: Touch, D: Moon, T: Individual

The caster draws a circle onto the surface touched. The circle may be as large or small as the caster desires, up to around 4 feet diameter.

(Base 1 to create something affecting one sense, R: Touch +1, D: Moon +3, T: Ind)

Illusion of the Standing Wizard

Rego Imagonem 10, R: Personal, D: Sun, T: Individual

The caster can change what their images appears to be doing, separating their physical actions from their appearance. The image will not reflect the caster's actions unless it is returned to overlapping their body, or by concentrating. The image can move up to 1 pace away from the caster.

(Base 2 for a pace away from the body, +1 for an additional sense, +2 Sun, +1 Changing image)

Ring of Transiently Clear Vision

Rego Imagonem 10, R: Touch, D: Ring, T: Circle

This effect removes the image from the area within the target circle, so that it is rendered invisible.

(Base 2 to make it appear 1 pace away, +1 Touch, +2 Ring, +1 Part)

Unravel the Secrets, with Unsurpassed Complexity

Rego Imagonem / Intellego Mentum 30, R: Touch, D: Sun, T: Individual

The illusion reorders a handful of sample paragraphs of the text until the Intellego component detects a message which the caster understands. Potential results alert the caster by

making the page and ring glow when a potential positive translation is found. The caster can then choose to accept the translation, or have the effect continue.

When a positive translation is found the cipher key method is understood by the caster, and the method can be documented.

Note that the effect is not actually trying to resolve using the any ciphers provided to the spell, but instead is using the repetition and the logic presented in the samples to attempt to find meaning within the text.

Within the duration the spell will continue to attempt to break through the message, essentially allowing the investigation to occur far faster than a scholar could perform, and applying multiple cipher keys. Time becomes the limiting factor for this effect to decrypt successfully.

(Base 1 for image only, +1 Touch, +2 Sun, +2 for the use of complex variable ciphers as well as simple, +1 as ciphers supplied when cast, +2 to scale for complexity of 100 different types of ciphers in sequence, +1 for Intellego Mentum sub-effect, +0 for trivial Creo Imagonem glowing effect)

MENTEM

CREO MENTEM

Whispering Thoughts

Creo Mentem 10, R: Touch, D: Sun, T: Individual

This spell lets the caster speak directly into the target's mind for the duration.

(Base 3, +1 Touch, +2 Sun)

Thoughts From Babble

Creo Mentem / Muto 15, R: Voice, D: Diameter, T: Individual

This spell allows the caster to speak directly into the mind of the target, and also obfuscates the memory of the target so they remember that the caster speaking normally, and in the target's native language.

(Base 3 for words, +2 Voice, +1 Diameter, +1 Muto sub effect)

Words of Unbroken Tranquility

Creo Mentem 15, R: Sight, D: Concentration, T: Individual

This spell allows the caster to speak directly into the mind of the target for as long as they concentrate.

(Base 3, +3 Sight, +1 Concentration)

The Road to Perdition

Creo Mentem 20, R: Road, D: Sun, T: Individual

The target of this spell is made angry, irritable, and violent. Those targets without these personality traits gain them with a score of +3, and those with them have their traits greatly increased for the duration.

The spell's intent is to sow disharmony in travelers, potentially with deadly results.

(Base 4, +2 Road, +2 Sun)

A Path Made Certain, Momentarily

Creo Mentem 25, R: Road, D: Momentary, T: Individual

Target is granted the knowledge of the direction and approximate distance to either the caster, or a place or thing for which the caster has an arcane connection. The caster must know this

information, and any errors in judgement are carried to the target.

Additional appropriate casting requisites may be required.

(Base 3, +4 Arc, +0 Road)

Unbind the Beguiled Mind

Creo Mentem 25, R: Touch, D: Mom, T: Individual, Ritual

Permanently restores a mind from maladies and confusion, caused either naturally or unnaturally.

(Base 20, +1 Touch)

A Path Made Certain, Till Dusk

Creo Mentem 35, R: Road, D: Sun, T: Individual

Target is granted the knowledge of the direction and approximate distance to either the caster, or a place or thing for which the caster has an arcane connection. The caster must know this information, and any errors in judgement are carried to the target.

Additional appropriate casting requisites may be required.

(Base 3, +4 Arc, +0 Road, +2 Sun)

Restore the Shattered Mind

Creo Mentem 35, R: Touch, D: Mom, T: Individual, Ritual

Permanently restores a mind from severe maladies and insanity, caused either naturally or unnaturally.

(Base 30 which is equivalent to restoring an incapacitating wound, +1 Touch)

INTELLEGO MENTEM

Hear the Chattering of Man and Manes

Intellego Mentem 15, R: Personal, D: Diameter, T: Hearing

Detect minds of all creatures around the caster as sounds of chattering for men and whispers for spirits. The more active the creatures mind is, the louder the noise of their mind will be.

(Base 3 to detect a mind, +1 Diameter, +3 Hearing)

Our Foremost Feelings Perceived

Intellego Mentem 15, R: Touch, D: Concentration, T: Individual

Allows the caster to perceive the emotion which was transformed into an object. If the object was not transformed then the spell has no effect. Requisites are required at cast time for the form of the object which contains the emotion.

(Base 5, +1 Touch, +1 Concentration)

Our Foremost Memories Perceived

Intellego Mentem 15, R: Touch, D: Concentration, T: Individual

Allows the caster to perceive the memory which was transformed into an object. If the object was not transformed then the spell has no effect. Requisites are required at cast time for the form of the object which contains the memory.

(Base 5, +1 Touch, +1 Concentration)

See the Ramblings of Man and Manes

Intellego Mentem 20, R: Personal, D: Diameter, T: Vision

Detect minds of all creatures around the caster as squalls of thick blue smoke for men and purple

tendrils for spirits. The more active the creatures mind is, the louder the noise of their mind will be.

(Base 3 to detect a mind, +1 Diameter, +4 Vision)

Drawing the Truth from the Dead

Intellego Mentem 35, R: Arc, D: Momentary, Target: Individual

By means of this spell the caster contacts a ghost which has not yet passed to final judgement, and learns a single sentence answer to a very specific question.

The caster must have an arcane connection to the ghost he wishes to question, and typically the unhallowed corpse of the target is used.

(Base 15, +4 Arc)

Peering into the Unresting Mind

Intellego Mentem 45, R: Arc, D: Momentary, Target: Individual

By means of this spell the caster contacts a ghost which has not yet passed to final judgement, and draws a set of knowledge from the remains of its mind about a specific topic or question.

The caster must have an arcane connection to the ghost he wishes to question, and typically the unhallowed corpse of the target is used.

(Base 25, +4 Arc)

MUTO MENTEM

Our Foremost Feelings Consigned to Stone

Muto Mentem 20 / Terram, R: Touch, D: Sun, T: Individual

The target touched has a significant emotion of their choosing transformed from their mind into a small stone curio. The form of the curio object will

be influenced by the caster's sigil, the memory, and the desires of the target, but may be no larger than a 1 foot cube of stone. Shape and elegance should be challenged with a Finesse roll, at SG's discretion.

As per HoH:S p.70 the owner of the memories can recall the memory accurately in full detail by holding the curio, and others may well also be able to access the memory.

(Base 5, +1 Touch, +2 Sun, Terram free)

Our Foremost Memories Consigned to Stone

Muto Mentum 20 / Terram, R: Touch, D: Sun, T: Individual

The target touched has a significant memory of their choosing transformed from their mind into a small stone curio. The form of the curio object will be influenced by the caster's sigil, the memory, and the desires of the target, but may be no larger than a 1 foot cube of stone. Shape and elegance should be challenged with a Finesse roll, at SG's discretion.

As per HoH:S p.70 the owner of the memories can recall the memory accurately in full detail by holding the curio, and others may well also be able to access the memory.

(Base 5, +1 Touch, +2 Sun, Terram free)

Subversion of the Magister's Mind

Muto Mentum 20, R: Personal, D: Sun, T: Individual

For the duration of the all material written by the target is automatically encrypted with the chosen cipher key. If for whatever reason the target must write clearly and legibly, the task is as difficult as reversing the cipher key on the fly; which should be a very difficult or almost impossible task.

This effect allows for the cipher key to be declared when the effect is cast, and the cipher may be complex in nature. The effect has no impact to

material spoken or read, events perceived, or other interaction.

(Base 3 as effect is estimated as equivalent to "Make a major change in a person's memory of a series of events", +2 Duration to Sun, +2 to use a complex cipher, +1 to allow cipher declared when cast)

Subversion of the Scribe's Art

Muto Mentum 20, R: Touch, D: Diameter, T: Individual

This effect is functionally identical to *Subversion of the Magister's Mind*, which has been altered to affect a target touched for up to two minutes.

(Base 3, +1 Range to Touch, +1 Duration to Diam, +2 to use a complex cipher, +1 to allow cipher declared when cast)

PERDO MENTEM

Calm the Motion of My Heart

Perdo Mentem 5, R: Personal, D: Mom, T: Individual

Removes one emotion from the caster until it reoccurs again naturally.

(Base 5)

Enchantment of Emotionlessness

Perdo Mentem 5, R: Personal, D: Diameter, T: Individual

The target is rendered emotionless and unable to feel emotion for the duration. This is both an blessing and curse as the removal of emotional bias can be an advantage, but it also will remove emotional responses for compassion.

(Base 4 remove all emotions, +1 Diameter)

Perpetual Torture of the Dead

Perdo Mentem 30, R: Arc, D: Ring, T: Individual

This spell connects the caster to ghost of a dead person for whom they possess the arcane connection (or body), and inflicts pain upon the ghost until the ring is broken.

(Base 4, +4 Arc, +2 Ring)

Torture the Restless Dead

Perdo Mentem 30 / Creo Imagonem, R: Arc, D: Conc, T: Individual

This spell connects the caster to ghost of a dead person for whom they possess the arcane connection (or body), and inflicts pain upon the ghost.

The Creo Imagonem component of the spell make the auditory screams and pleas of the ghost audible to those around the caster.

(Base 4, +1 Creo Imagonem sub-effect, +4 Arc, +1 Conc)

An Empty Husk

Perdo Mentem 35, R: Voice, D: Mom, T: Individual

The target's mind is utterly destroyed. What remains is a mindless husk.

(Base 25 to destroy a mind, +2 voice)

REGO MENTUM

Sleep of the Unwilling, Till Morning's Light

Rego Mentem 15, R: Touch, D: Sun, T: Individual

The target becomes sleepy and momentarily falls asleep, and will stay so for the duration. Violent or painful stimulus will only rouse the target momentarily.

(Base 4, +1 Touch, +2 Sun)

Sleep of the Unwilling, Till Moon's Rise

Rego Mentem 20, R: Touch, D: Moon, T: Individual

The target becomes sleepy and momentarily falls asleep, and will stay so for the duration. Violent or painful stimulus will only rouse the target momentarily. Prolonged rest without sustenance will likely be fatal.

(Base 4, +1 Touch, +3 Moon)

Sleep of the Unwilling, Upon a Distant Foe

Rego Mentem 20, R: Sight, D: Diameter, T: Individual

The target becomes sleepy and momentarily falls asleep, and will stay so for the duration. Violent or painful stimulus will only rouse the target momentarily.

(Base 4, +3 Sight, +1 Diameter)

Sleep of the Unwilling, Upon the Mob

Rego Mentem 25, R: Voice, D: Concentration, T: Group

The targets become sleepy and momentarily fall asleep, and will stay so for the duration. Violent or painful stimulus will only rouse the target momentarily. This spell can affect up to 10 standard individuals.

(Base 4, +2 Voice, +1 Concentration, +2 Group)

Incite the Traitorous Villain

Rego Mentem 30, R: Voice, D: Diameter, T: Individual

The target of the spell is driven into a violent blood-lust causing them to immediately attack any person or creature around them. If an opponent is

not present they will seek one out for the duration of the spell. The effect increases their natural ferocity which grants a personality trait based bonus to combat damage, and renders them incapable of recognizing friend from foe.

(Base 15 to control a human as long as you can see them, +2 Voice, +1 Diameter)

The Long Forgotten Stare

Rego Mentem / Perdo 30, R: Eye, D: Concentration, T: Individual.

The target is paralyzed while the caster concentrates and also has their memories of the event removed.

(Base 15 to paralyze a target mentally, +1 Eye, +1 Conc, +1 Perdo sub-effect so they don't remember anything)

Sleep of the Unwilling, Upon the Army

Rego Mentem 30, R: Voice, D: Concentration, T: Group

The targets become sleepy and momentarily fall asleep, and will stay so for the duration. Violent or painful stimulus will only rouse the target momentarily. This spell can affect up to 100 standard individuals.

(Base 4, +2 Voice, +1 Concentration, +2 Group, +1 size)

Aura of Unstoppable Malevolence

Rego Mentem 35, R: Voice, D: Sun, T: Group

Targets of this spell are strongly inclined to obey you, as their sense of fear is heightened for the duration of the spell.

(Base 5, +2 Voice, +2 Sun, +2 Group)

Blessing of Eternal Joy

Rego Mentem 35, R: Arc, D: Ring, T: Individual

This spell connects the caster to ghost of a dead person for whom they possess the arcane connection (or body), and changes the ghost's mental state to one of happiness and joy.

(Base 5 to control a natural emotion, +4 Arc, +2 Ring)

Incite the Traitorous Mob

Rego Mentem 35, R: Touch, D: Diameter, T: Group

The targeted group of the spell is driven into a violent blood-lust which causes them to immediately attack any person or creature around them. If a target is not present they will seek out a target for the duration of the spell. This increases their natural ferocity which grants a personality trait based bonus to combat damage, but also renders them incapable of recognizing friend from foe.

It is intended that the effect not be directly touched due to risk of harm, instead the spell can be delivered through an *Opening the Intangible Tunnel* or artifact.

(Base 15 to control a human as long as you can see them, +1 Touch, +1 Diameter, +2 Group)

Compel the Malevolent Deed

Rego Mentem 50, R: Sight, D: Moon, T: Individual.

Mentally commands the subject to perform a complex command, regardless of its danger or suitability, which they must carry out to the best of their ability.

(Base 20, +3 Sight, +3 Moon)

Compelling the Inhabitants Compliance

Rego Mentem 50, R: Touch, D: Sun, T: Structure.

Mentally commands all inhabitants of the target structure to perform a single complex command, regardless of its danger or suitability, which they must carry out to the best of their ability.

(Base 20, +1 Touch, +2 Sun, +3 Structure)

Dominion of Thought, Word, and Deed

Rego Mentem 50, R: Eye, D: Moon, T: Individual.

This effect allows the caster to mentally dominates the subject, completely controlling their mind, objectives, and emotions. Complex intertwined motivations, behaviours, and attitudes can be planted in the subjects mind; which they must act upon.

(Base 30, +1 Eye, +3 Moon)

TERRAM

CREO TERRAM

Conjuration of the Sand and Clay Deluge

Creo Terram 15, R: Voice, D: Sun, T: Individual

This spell creates up to 100 cubic paces of clay, dirt, mud, or sand. The caster can choose the volume of material, the shape it initially appears, and the point it appears when the spell is cast. This flexibility has a range of uses such as burying opponents, quickly summoning barriers, or even dampening fires.

(Base 1 for 10 cubic paces, +2 Voice, +2 Sun, +1 size, +1 flexibility in material and volume)

Avarice of the Uninspired Usurer

Creo Terram 20, R:Touch, D:Mom, T: Ind, Ritual

This ritual creates a 1/10th of a cubic foot of silver or gold (or 2.83 liters). As a lump of material, it has limited uses without being processed in some manner.

(Base 15, R:Touch +1, Ritual)

Conjuring the Magi's Home

Creo Terram 20, R: Touch, D: Mom, T: Individual, Ritual

A simplification on the *Conjuring the Mystic Tower* to create a modest keep with ample space as a home and laboratory. The keep has a battlement on top, three generously proportioned levels above ground, adjoining stairs, and a small cellar in the foundations below.

The spell provides 100 cubic paces of stone, which allows for walls one to two feet thick, stairwells, multiple rooms for a solar and servants, corridors, and a standard sized Magi's lab on the upper floor. The complexity modifier allows for the structure to be a single piece of stone with shutters, doors and such built in. When small parts are needed they are created within the single piece using thin stone slivers.

(Base 3 to create stone, +1 Touch, +2 size, +2 complex design, ritual)

Conjuration of the Sand and Clay Tide

Creo Terram 25, R: Voice, D: Sun, T: Individual

This spell creates up to 10,000 cubic paces of clay, dirt, mud, or sand. The caster can choose the volume of material, the shape it initially appears, and the point it appears when the spell is cast. This flexibility has a range of uses such as burying opponents, quickly summoning barriers, or even dampening fires.

(Base 1 for 10 cubic paces, +2 Voice, +2 Sun, +3 size, +1 flexibility in material and volume)

Conjure the Crushing Slab

Creo Terram 25, R: Voice, D: Sun, T: Individual

The spell conjures a mass of stone, up to 100 cubic paces in size. Size and shape are determined by the caster. The final shape can be deliberate, but must be inelegant, as the spell design has no allowance for significant complexity in the shape.

(Base 3, +2 Voice, +2 Sun, +2 Size)

Conjure the Floating Island

Creo Terram / Muto 25, R: Voice, D: Moon, T: Individual

This spell creates 100 cubic paces of an unnaturally buoyant and water resistant clay which acts as a floating island. The caster can choose a basic shape when the spell is cast, with a Finesse check required for accurate targeting.

Due to its unusual nature the clay will not dissolve naturally, but is otherwise normal and may have a variety of uses outside the ocean.

(Creo Terram 1, +2 for an unnatural effect, +2 Voice, +3 Moon, +1 Size)

The Wondrous Spectacle of my Heart's Desire, in Stone

Creo Terram 25, R: Touch, D: Mom, T: Ind, Ritual

This effect creates a complex sculpture in stone subject to the desires of the caster, using up to 100 cubic paces of stone. The appearance of the stone could be a diorama, a single huge statue, or any other form chosen by the caster. This spell can also be used to form permanent immediate defensive walls, bridges, or other structures, due to the flexibility in the spell design.

A finesse roll determines if the result is properly suitable for purpose, and what the aesthetic value may be; a Finesse skill check of 6+ is needed for a properly formed generic statue (as different from a lumpy stone sculpture), and a 9+ indicates a specific subject's appearance can be well represented in the result. A finesse roll of 12+ indicates the work is both properly formed and truly beautiful.

(Base 3, +1 Touch, +2 elaborate detail, +1 flexible design when cast, +2 increased mass)

The Flattering Statue of Man, in Stone

Creo Terram 30, R: Touch, D: Moon, T: Ind

This effect creates a life-sized statue, subject to the desires of the caster up to the size of a standard human. The appearance of the statue and the pose is determined when the spell is cast. As the caster chooses the shape, and the resulting statue may be deliberately far more or far less flattering if it is cast to copy a human subject.

A finesse roll determines if the result is a suitable impression, and what the aesthetic value may be; a Finesse skill check of 6+ is needed for a properly formed generic statue (which is suitable for animation, as different from a lumpy abstract sculpture of a person), and a 9+ indicates a specific subject's appearance is represented by the result. A Finesse check result higher than this increases the aesthetic appeal of the final result, but has no other mechanical ramifications.

(Base 3, +1 Touch, +3 Moon, +2 elaborate detail, +1 flexible design when cast)

Avarice of the Unscrupulous Glutton

Creo Terram 35, R:Touch, D:Mom, T: Ind, Ritual

This ritual creates a 100 cubic feet of silver or gold (or 2830 liters). As a lump of material, it has limited uses without being processed in some manner.

(Base 15, R:Touch +1, size +3, Ritual)

The Flattering Statue of Man, in Bronze

Creo Terram 35, R: Touch, D: Moon, T: Ind

This effect creates a life-sized statue, subject to the desires of the caster up to the size of a standard human. The appearance of the statue and the pose is determined when the spell is cast. As the caster chooses the shape, and the resulting statue may be deliberately far more or far less flattering if it is cast to copy a human subject.

A finesse roll determines if the result is a suitable impression, and what the aesthetic value may be; a Finesse skill check of 6+ is needed for a properly formed generic statue (which is suitable for animation, as different from a lumpy abstract sculpture of a person), and a 9+ indicates a specific subject's appearance is represented by the result. A Finesse check result higher than this increases the aesthetic appeal of the final result, but has no other mechanical ramifications.

(Base 3, +1 Touch, +3 Moon, +1 for metals, +2 elaborate detail, +1 flexible design when cast)

Avarice of the Dragon's Horde

Creo Terram 40, R:Touch, D:Mom, T: Ind, Ritual

This ritual creates 1000 cubic feet of gold (or 28,310 liters), created in small golden bars.

(Base 15, R:Touch +1, size +4, +1 complexity of bars, Ritual)

Conjuring the Mystic Citadel

Creo Terram 40, R: Touch, D: Mom, T: Individual, Ritual

An expansion of the Conjuring the Mystic Tower to create an entire citadel. A central tower three times the volume of the normal tower, connected to six surrounding towers via walls and walkways. The effect forms the citadel according to the caster's designs from a single stone, with a floor plan approximately ten times larger than the standard Tower.

(Base 3 to create stone, +1 Touch, +5 additional size, +3 elaborate design)

INTELLEGO TERRAM

Discern the Gardener's Delight

Intellego Terram 5, R: Voice, D: Momentary, T: Part

This spell determines the quality of soil, earth, or compost in terms of its fitness for use in a garden. The caster learns the general quality and suitability of the material for use in gardening.

(Base 2, +2 Voice, +1 Part)

Sense for the Cardinal Path

Intellego Terram 5, R: Personal, D: Momentary, T: Part

This spell grants the caster a sense for which way true north is.

(Base 4, with +1 T: Part)

Sense the Miscellanea's Vector

Intellego Terram 5, R: Touch, D: Concentration, T: Individual

The caster gains the a sense for the direction and distance to the object for which they have an Arcane Connection. Requisites are required for non-terram objects when cast.

(Base 3, +1 Touch, +1 Concentration)

Tunnel to the Wandering Whimsy

Intellego Terram 10, R: Touch, D: Momentary, T: Individual

The caster gains a sense of direction and distance to the item or person to which he can touch, which is intended to be used along with the *Opening The*

Intangible Tunnel spell, utilising an arcane connection, and is pointedly superfluous without it.

The information provided is specific enough to allow the item to be followed and tracked, but does not provide knowledge of specific pathways or obstacles which may be encountered. The effect is designed as a general spell, so casting requisites for the form of the target item are required when cast.

(Base 4, +1 R: Touch, +1 for complexity of a general approach)

Sight of the Perfect Bullet

Intellego Terram 15, R: Personal, D: Concentration, T: Vision

Thus spell highlights visually to the caster any stones in their sight which are suitable for the caster's purpose. Despite the spell name the spell will find any serviceable sized stone to match the caster's requirements; not just sling stones.

(Base 2, +1 Concentration, +4 Vision)

Sense for the Wandering Whimsy

Intellego Terram 25, R: Arcane, D: Momentary, T: Individual

The caster gains a sense of direction and distance to the item or person to which he has an arcane connection. The information provided is specific enough to allow the item to be followed and tracked, but does not provide knowledge of specific pathways or obstacles which may be encountered. The effect is designed as a general spell, so casting requisites for the form of the target item are required when cast.

(Base 4, +4 R: Arc, +1 for complexity of a general approach)

Survey the Foundations of Mound and Mountain

Intellego Terram 25, R: Touch, D: Sun, T: Individual

The caster understands the current earthen formation across an area of natural earth and stone, and comprehends formations, features, structural stress points or weaknesses, use of foundations, and gains a detailed understanding of the ramifications of excavating within the area.

The time taken to understand the scope of an area varies with the area size. A small area a few paces across is immediate, up to a fortress sized area which will take hours to fully comprehend.

The spell is intended to be used as part of the design of new structures, however it may also be used for a variety of other purposes, such as tracking where an underground stream travels, or where to best place sappers when attacking fortified walls.

(Base 10 for all the natural properties of an object, +1 Touch, +2 Sun)

MUTO TERRAM

A Stone that Speaks of Winter's Home

Muto Terram / Rego 10, R: Touch, D: Momentary, T: Individual

The spell alters the stone touched so that it now floats a pace from the ground, and points to north in the same way as a compass.

(Base 4 for a highly unnatural change, +1 Touch, +1 affect rock)

Subsume the Irritating Knave

Muto Terram 10 / Auram, R: Voice, D: Momentary, T: Part

This spell alters the ground within the target area so that it is briefly transformed into air, and then quickly back again. Anything within the target

area will fall as they lack the foundation of the earth. The spell will affect mud, sand, and dirt, and anything upon these surfaces will be quickly buried and also potentially wreck a buildings stability.

If the spell is targeted beneath a specific spot, such as beneath a particular person a targeting roll is required. The effect is designed to create a cubic area, with a volume of 10 cubic paces of earth (roughly 2.2 paces per side).

(Base 3 to change in to another substance such as liquid, and include an Auram requisite, +2 Voice, +1 Part)

Vacillate the Soldier's Arms Between Steel and Sand

Muto Terram 10, R: Voice, D: Momentary, T: Individual

The metal weapons and armor of all members in a group are temporarily changed from metal to sand. As sand has no cohesive strength it dissipates and the items are misshapen and ruined when they return to their normal state.

(Base 3 to change stone to earth, +1 to effect metal, +2 Voice)

Strength of Titan Steel

Muto Terram 15, R: Touch, D: Diameter, T: Individual

The metal weapons and armor carried by the target are made far stronger and more resilient. Reduce the number of botch dice rolled when checking for a breakage by one, even if this means no botch dice are rolled.

Optional rule: If Lords of Men breakage check is used, modify the enhanced weapon's *Weapon Breakage* roll by +5, and increase the *Damage Levels* the weapon has by +1. This is greatly decrease the change that the weapon will be damaged as a result of combat stress, but retains the initial check to see which combatant's weapon is affected by a breakage check.

(Base 3, +2 effect metals, +1 Touch, +1 Diameter)

Conjure the Orb of Sunshine

Muto Terram 20 / Ignem. R:Touch, D: Sun, T: Ind

The material touched glows brightly, and may be used like a torch. The creator Magus designed the spell so that a large volume of the enchanted material could be shared amongst many people, or used to light a large area.

(Base 3 for an unnatural glowing which affect up to 10 cubic paces of dirt, mud, sand, or up to 1 cubic pace of stone or glass, +1 glow very brightly, +1 effect stone/glass, +1 Touch, +2 Sun)

Flatten Miscellanea to Art

Muto Terram 20, R: Touch, D: Sun, T: Individual

The object touched is converted into a small two dimensional image of itself for the duration of the spell. Casting requisites are required for the object when cast, and the effect can only affect non-living objects of standard size.

(Base 4 to change dirt so that it's highly unnatural as "two dimensional", +1 Touch, +2 Sun, +1 secondary sub-effect to shrink)

Object of Increased Size, Enlarged

Muto Terram 20, R: Touch, D: Sun, T: Individual

This spell increases the size of the object touched by up to four times it's normal dimensions, and up to sixty four times it's mass. The spell can affect an object up to the size of a large chest. When cast requisites are required for the form of the affected object.

(Base 4, +1 Touch, +2 Sun, +1 further increase in scale)

Subsume the Irritating Hovel

Muto Terram 20 / Auram, R: Voice, D: Momentary, T: Part

This spell alters the ground within the target area so that it is briefly transformed into air, and then quickly back again. Anything within the target area will fall as they lack the foundation of the earth. The spell will affect mud, sand, dirt and stone, and anything upon these surfaces will be quickly buried and also potentially wreck a buildings stability.

If the spell is targeted beneath a specific spot, such as beneath a particular person a targeting roll is required. The effect is designed to create a cubic area, with a volume of 100 cubic paces of earth (5x5x4 paces), or 10 cubic paces of stone (roughly 2.2 paces per side). The difficulty of the targeting roll should be adjusted accordingly.

(Base 3 to change in to a liquid and add Au req, +1 to effect stone, +1 area increase, +2 Voice, +1 Part)

Ten Thousand Graceful Steps

Muto Terram 20, R: Touch, D: Sun, T: Part

The earth beneath the target's feet is changed so that they are always moving upon a stable and solid surface made of stone. The modified surface moves with the target for the duration of the spell. This facilitates excellent traveling conditions, akin to always traveling on well maintained paved roads.

This spell will affect most paths and road surfaces including any rocks or other Terram based materials. It will use the cubic pace allowed in the spell effect to smooth inclines, and improve broken pathways. The effect will not alter any wooden or metal components in the road surfaces, but may allow items to be covered completely by the artificial roadway. The spell does not remove the need for the traveller to pay attention to their footing.

(Base 3, +1 moving effect, +1 Touch, +2 Sun, +1 Part)

Trap of Unearthly Stickiness

Muto Terram 20, R: Touch, D: Sun, T: Part

This spell enchants an area of ground or earth (equivalent to 10 cubic paces) to be ultra sticky, so that anything which touches the area is stuck to the earth. Stuck creatures can attempt a Strength + Size roll of 9+ to break free of the effect. The spell will effect creatures of size +1 or smaller.

(Base 4 to change earth to have a highly unnatural property, +1 Touch, +2 Sun, +1 Part)

Vacillate the Company's Arms Between Steel and Sand

Muto Terram 20, R: Voice, D: Momentary, T: Group

The metal weapons and armor of all members in a group are temporarily changed from metal to sand. As sand has no cohesive strength it dissipates and the items are misshapen and ruined when they return to their normal state. This spell can affect up to 10 standard individuals.

(Base 3 to change stone to earth, +1 to effect metal, +2 Voice, +2 Group)

Object of Decreased Size, Diminutive

Muto Terram 25, R: Touch, D: Sun, T: Ind

This spell decreases the size of the object touched by up to 64 times less it's normal dimensions, and 262,000 times less mass. The spell can affect an object up to the size of a large chest. When cast requisites are required for the form of the affected object.

(Base 4, +1 Touch, +2 Sun, +2 further decreases in scale)

The Unobtrusive Observer's Voice in Stone

Muto Terram / Corpus 25, R: Touch, D: Conc, T: Part

The surface touched gains the power of human speech as long as the earth is already awakened.

(Base 4 to grant the power of speech which is highly unnatural for earth +1, +0 Corpus requisite in base effect, +1 to affect stone, +1 Touch, +1 Conc, +1 Part)

Trap of the Lazy Huntsman

Muto Terram 25 / Intellego Animal, R: Touch, D: Sun, T: Part

This spell enchants an area of ground or earth (equivalent to 10 cubic paces) to be ultra sticky, so that animals who walk across the area are stuck to the earth. The animals specified may be as wide as "any moderate sized creatures", or "only boars and pigs"; but is limited to animals of size +1 or smaller.

Creatures that are not specified in the spell might notice the ground to be slightly tacky but are not impacted by the effect. Stuck creatures can attempt a Strength + Size roll of 9+ to break free of the effect.

(Base 4 to change earth to have a highly unnatural property, +1 Touch, +2 Sun, +1 Part, +0 Animal Req, +1 Intellego Req)

Buoyant Arms and Armor

Muto Terram 30, R: Touch, D: Diameter, T: Group

The metal weapons and armor of all members in a group have their effective weight reduced to zero for combat purposes. The weapons and armor effected are rendered almost weightless.

Optional rule: The weight is reduced by two thirds round down, to reflect movement encumbrance.

(Base 4, +2 metal, +1 Touch, +1 Diameter, +2 Group)

Drayman's Gentle Journey

Muto Terram 30 / Rego, R: Touch, D: Sun, T: Part

As per "Ten Thousand Graceful Steps" (above), with an added magnitude for the increased amount of material needed to fit beneath a horse or beast of burden's body, and include the cart or buggy it is pulling. This increase in spell affects changes the material affected up to 10 cubic paces of material; more than enough to provide a stable roadway beneath a cart and horse, a rider, or a sole traveller.

(Base 3, +1 moving effect, +1 Rego to smooth the surface, +1 volume of stone increased to ten cubic paces, +1 Touch, +2 Sun, +1 Part)

Exhume the Bounty of the Earth

Muto Terram 30 / Rego, R: Touch, D: Conc, T: Part

This spell alters the ground within the target area so that it forces all materials it contains to its surface and ejects them. Everything unlike the surrounding earth is slowly pushed to the surface touched by the caster. While this spell does not directly affect any other non-terram materials, the unnatural quality of the enchanted surrounding material can still move other items. Heavier items may move more slowly, requiring the caster to concentrate for many rounds.

The spell effects stone and glass surfaces, as well as dirt, sand, and mud. This spell is excellent for exhuming lost items, coffins, and the like; although the gracefulness of the approach is questionable. It affects up to 100 cubic paces of earth, or up to 10 single cubic paces of stone or glass; with a final shape and size determined by the caster.

(Base 4 to change earth so it is highly unnatural and adding Rego req, +1 to affect stone and glass, +1 to allow flexibility in shape and size, +1 to increase the area effected, +1 Touch, +1 Conc, +1 Part)

Ten Thousand Graceful Steps, My Traveling Friend

Muto Terram 30, R: Road, D: Sun, T: Part

The earth beneath the target's feet is changed so that they are always moving upon a stable and solid surface made of stone. The modified surface moves with the target for the duration of the spell. This facilitates excellent traveling conditions, akin to always traveling on well maintained paved roads.

This spell will affect most paths and road surfaces including any rocks or other Terram based materials. It will use the cubic pace allowed in the spell effect to smooth inclines, and improve broken pathways. The effect will not alter any wooden or metal components in the road surfaces, but may allow items to be covered completely by the artificial roadway. The spell does not remove the need for the traveler to pay attention to their footing.

(Base 3, +1 moving effect, +2 Road, +2 Sun, +1 Part)

Ten Thousand Vicious Steps, My Traveling Foe

Muto Terram 30, R: Road, D: Sun, T: Part

The earth beneath the target's feet is changed so that they are always moving upon an unstable, shifting, and sharp mess of dirt and stone. The modified surface moves with the target for the duration of the spell. This facilitates terrible traveling conditions, which will dramatically increase travel time if the target persists.

This spell will affect most paths and road surfaces including any rocks or other Terram based materials. It will use the cubic pace allowed in the spell effect to wreck inclines, and break pathways. The effect will not alter any wooden or metal components in the road surfaces.

(Base 3, +1 moving effect, +2 Road, +2 Sun, +1 Part)

The Unobtrusive Observer's Sight in Stone

Muto Terram / Mentum 30, R: Touch, D: Sun, T: Part

The surface touched is awakened to consciousness. The surface is able to see and hear it's surroundings, will remember details of events for the duration of the spell. When cast a small human face is added to the surface touched, and effect's perception is based upon the position of that face. The position and size of the face is decided when the spell is cast.

(Base 4 to awaken the consciousness of a plant in the earth instead, +0 Mentem requisite in base effect, +1 highly unnatural effect for earth, +1 to affect stone, +1 Touch, +2 Sun, +1 Part)

Trap the Curious Interloper

Muto Terram 30 / Intellego Corpus Herbam, R: Touch, D: Sun, T: Part

This spell enchants an area of earth or stone (equivalent to 1 cubic pace) to be ultra sticky, so that humans who walks across the area are stuck to it. The type of human may be specified but must be a broad category such as "any adults", or "only men"; and is limited to humans of size +1 or smaller.

Creatures that are not specified in the spell might notice the ground to be slightly tacky but are not impacted by the effect. Stuck creatures can attempt a Strength + Size roll of 9+ to break free of the effect.

(Base 4 to change earth to have a highly unnatural property, +1 Touch, +2 Sun, +1 Part, +1 Intellego req, +0 Corpus req, +0 Herbam req, +1 to effect stone)

Object of Increased Size, Gargantuan

Muto Terram 35, R: Touch, D: Diameter, T: Ind

This spell increases the size of the object touched by up to 100 times its normal dimensions, and one

million times its mass. The spell can affect an object up to the size of a large chest. When cast requisites are required for the form of the affected object.

(Base 4, +1 Touch, +1 Diameter, +5 further increases in scale)

Humility and Versatility for Cormoran and Jack Alike

Muto Terram 40, R: Touch, D: Sun, T: Ind

This effect allows the item touched be resized up to the desires of the caster, up to eight times each dimension, and thirty-two times the mass. Requisites are required for the Form of the target. The original item may be no larger than a small hut.

Note that a weapon effected by this spell will be resisted by the MR or Parma Magica of the opponent. The spell is named after the desire to use the same equipment for Jack the Giant Killer and a foe Cormoran.

(Base 4, +1 Touch, +2 Sun,+2 affect metals, +1 to affect an object ten times larger than a large chest, +2 for extra quadrupled)

Conjuring the Mystic Mausoleum

Muto Terram 45, R: Touch, D: Mom, T: Part, Ritual

This effect constructs an underground dwelling, with an internal size equal to ten times the size of *Conjuring the Mystic Tower*. This effect could target the basement in an existing tower to add further basements, or construct a stand alone underground mausoleum.

(Base 3 to change dirt to stone, +1 Touch, +1 Part, +5 additional size, +3 elaborate design)

PERDO TERRAM

Inscribe the Magic Circle

Perdo Terram 10, R: Touch, D: Mom, T: Part

This spell inscribes a magic circle into the surface of the object touched. The circle may be as large or small as the caster desires, up to around 5 feet diameter. The spell affects simple materials such as dirt, clay, or sand; and harder substances such as stone or glass. It may also affect other materials subject to requisites at time of casting.

(Base 3, +1 Touch, +1 Part, +1 to affect stone or glass, and requisites for different materials at time of casting are free)

Cut from Stone the Projectiles of Vilano

Perdo Terram 15, R: Touch, D: Momentary, T: Group

This effect carves segments of stone from a larger mass. The shape and size of the segments is chosen when cast, from as small as tiny pellets or up to a cubic pace of stone. It is not possible for this spell to create intricate detail, form and shape of the result must be utilitarian.

The spell design allows it to produce the segments from a much larger mass by using a Target: Part within the design, although Target: Group is needed in the final level so that multiple projectiles can be cut at once.

(Base 4, +1 Touch, +2 Group)

Cut from Stone the Titanic Obelisk

Perdo Terram 20, R: Touch, D: Momentary, T: Part

This spell cuts a segment of stone from a larger mass, up to 100 cubic paces in size. Exact shape and size is determined by the caster, but is limited to basic shapes and forms without intricacy.

(Base 4, +1 Touch, +1 Part, +2 Size increase)

Destroy the Mystic Tower

Perdo Terram 20, R: Touch, D: Momentary, T: Structure

This spell destroys a single building or structure made from stone. If the structure contains composite materials then only the stone is destroyed, but the effect on any building will likely be extreme.

(Base 4 to destroy stone, +1 Touch, +3 Structure)

Hollow the Mystic Vault

Perdo Terram 25, R: Touch, D: Momentary, T: Part

The stone mass targeted by this spell is destroyed in a manner consistent with the caster's desires, typically in such a way to create hollows, rooms, or internal spaces. The spell does not allow for a sophisticated level of detail, and is limited to simple sets of interconnected geometric shapes. A maximum volume of up to 10 cubic paces of stone can be affected at one time.

(Base 4 Destroy rock or stone, +1 Touch, +1 Part, +2 size increase, +1 complexity)

Hollow the Mystic Mausoleum

Perdo Terram 35, R: Touch, D: Momentary, T: Part

The stone mass targeted by this spell is destroyed in a manner consistent with the caster's desires, typically in such a way to create hollows, rooms, or internal spaces. The spell does not allow for a sophisticated level of detail, and is limited to simple sets of interconnected geometric shapes. A maximum volume of up to 1000 cubic paces of stone can be affected at one time.

(Base 4 Destroy rock or stone, +1 Touch, +1 Part, +4 size increase, +1 complexity)

Plentiful Destruction of Earth, Sand, and Stone

Perdo Terram 40, R: Voice, D: Momentary, T: Group

This spell destroys stone or weaker material, be that a single stone magically shaped (akin to *Conjuring the Mystic Tower*), or a volume of individual stones and rock, or part of a larger object or surface, or objects gathered in a group.

This spell affects up to 10,000 cubic paces of stone, or 100,000 cubic paces of weaker Terram materials such as clay, sand, dirt, or mud. The form and shape of the material to be destroyed is chosen when the spell is cast.

(Base 4 to destroy stone, +2 Voice, +2 Group, +3 group size increases, +1 flexibility)

REGO TERRAM

Restore the Restful Earth

Rego Terram / Herbam 4, R: Touch, D: Momentary, T: Individual

This spell makes an area of earth smooth and clear from any signs of disturbance, including restoring the grass and topsoil in the correct patterns.

The spell can also be used to superficially transplant earth or plants into decorative patterns.

A finesse roll of 6+ is needed to properly conceal a significant event, such as a grave being disturbed.

(Base 2, +1 Touch, +1 complexity)

Irritating Flurry of Detritus

Rego Terram 5, R: Voice, D: Momentary, T: Individual

The spell gathers and projects a cone shaped flurry of dirt, sand, dust, mud or other Terram based material toward an opponent, which inflicts no damage, but may confuse, irritate, or perhaps

even blind the opponents. The spell is effective on all rudimentary Terram substances.

The flurry can target opponents up to 20 paces away, as it creates a cone of dust with a five paces diameter at that distance. Correctly directing the cone toward an opponent requires a successful Finesse roll to hit the target, with a +3 bonus due to how wide the cone is.

Coincidentally the flurry may assist with targeting invisible targets, due to the material leaving traces all over them. The spell is little use in clean environments.

(Base 3 to move earth in an unnatural manner, +2 Voice)

Gathering a Bullet to Hand

Rego Terram 5, R: Sight, D: Momentary, T: Individual

The targeted stone flies to the casters hand, or to a place they designate within sight.

(Base 3, +1 for stone, +1 Sight)

The Gravedigger's Pleasure

Rego Terram 5. R: Voice, D: Momentary, T: Individual

The caster excavates soil, sand, mud or any other earthen substance from one place to another, allowing the extraction of all materials into a place and pattern of their choosing. The digging action lifts the earthen material and any items it contains.

As an exceedingly simple task a Finesse skill check of 6+ is needed to exhume an object properly. The spell affects up to ten cubic paces of material.

(Base 3, +2 Voice)

The Unseen Fidgeting Hand

Rego Terram 5, R: Voice, D: Concentration, T: Individual

This is a general spell for automatically moving a device or thing in a normal manner as directed by the caster, including moving or using the device repeatedly. The intent is that the device will be used once per round without the caster needing to directly concentrate on the action, for as long as the spell is active; for use with other enchanted devices which have manual triggers.

e.g. opening and closing a latch, turning a key repeatedly, throwing a lever, pressing a button, switching a toggle, or a similar effects. A soft tick is heard every round the spell is active as a free cosmetic effect.

It is invented as a Rego Terram effect to utilize the general spell guidelines for moving general items. Casting requisites may be required.

(Base 1, +1 for stone, R: +2 Voice, D: +1 Conc, T: Ind)

Compost the Unwanted Scraps

Rego Terram / Perdo Herbam Animal Corpus Aquam 10, R: Touch, D: Momentary, T: Room

This spell accelerates the decomposition of a container or room with wide variety of non-living ingredients within it into a useful compost. Composting is simple work but lacks appeal often due to the source of the ingredients. The Perdo requisite significantly assists the decomposition in a timely and efficient manner, and also removes undesirable elements permanently.

A finesse check determines the quality of the resulting product, with a 6 or higher producing a passable compost. Botch results may create a useless product or even a compost which is toxic.

(Base 3, +1 Touch, +2 Room)

Deconstruct the Obtrusive Wall

Rego Terram 10, R: Touch, D: Momentary, T: Part

This spell removes, cleans, and stacks Terram based materials from a targeted structure. The spell makes no account for the structural integrity of the affected surface, but will remove the bricks safely and stacks them neatly to the side. A finesse check of 6+ is required to perform the spell neatly and quickly.

(Base 3, +1 Touch, +1 Part, +1 stone)

Object is Stubborn

Rego Terram 10, R: Touch, D: Sun, T: Individual

The object touched becomes almost immovable, and if moved will seek to return to the spot where it was initially placed. The object can be placed to float in mid air. The spell ends prematurely if the object is moved more than a pace from the position it is placed.

The object can be slowly shifted by an exceptionally strong person or many people (combined strength of greater than +5), or a stronger magical force (higher than Base 3) can move the object very slowly. The force of resistance is equivalent to one horse power. Casting requisites are required.

(Base 3, +1 Touch, +2 Sun)

Gather the Unwanted Scraps

Rego Terram 15 / Animal Corpus Herbam Aquam, R: Sight, D: Momentary, T: Group

This spell collects up to a cubic pace of non-living refuse within the caster's line of sight, scraps, dirt, stones, off-cuts, or other leftovers from the surrounding area which the caster can see and collects them into either a pile or a designated container.

A simple finesse check determines how well the area is swept clean of unwanted materials. As

sweeping and cleaning is a rudimentary task the finesse difficulty is 3 or higher. Botch results may be very unsightly.

(Base 2, +2 Sight, +2 Group, +1 size)

Gathering a Bullet by the Bagful

Rego Terram 15, R: Sight, D: Momentary, T: Group

The targeted stones flies to the casters hand, a container, or to a place they designate within sight.

(Base 3, +1 for stone, +1 Sight, +2 Group)

The Never Ending Road

Rego Terram 15, R: Road, D: Momentary, T: Part

This spell targets a point on the road which the caster is in contact with and allows the construction of a continuing piece of roadway, a change, a segway, or an alteration of the road up to the limit of the target size. A finesse check is needed when cast to determine the quality of the spell's work, 6 or higher for dirt, and 9 or higher for stone as building roadways is not complex work. Special structures such as archways or bridges may require 12 or higher, subject to the complexity of the task.

The spell effect draws construction materials available in the target area of the altered section of road, or within a pace of the nearest edge of the road. The spell may also be used for improvement and maintenance on an existing part of a roadway, such as removing obstacles, fixing degradation, or upgrading a section.

Roads made from dirt, clay, or sand can alter up to 100 cubic paces of material, and stone 10 cubic paces. The spell's designer placed any extra materials to be used in the construction by using other spells, or mundane means.

(Base 3 for both dirt and stone, +2 Road, +1 Part, +1 for extra size)

The Unseen Replacement Limb

Rego Terram 15, R: Voice, D: Concentration, T: Individual

This spell can manipulate objects at the caster's desire, acting as a replacement or additional limb. The new limb has enough strength to pull against a resisting force or other object, with an equivalent strength of +0. The spell's range allows for distant objects to be picked up and brought to the caster.

(Base 2, +2 Voice, +1 Conc, +1 additional strength, +1 living and non-living objects)

Irritating Storm of Detritus

Rego Terram 20, R: Voice, D: Concentration, T: Group

The spell projects many segments of dirt, sand, dust, mud or other Terram based material, which inflicts no damage, but may confuse, irritate, or perhaps even blind the opponents. The spell is effective on all rudimentary Terram substances. The caster is surrounded but unaffected by the storm. The dirt is thrown about from the ground rather than propelled by magic, so the spell is not hindered by magical resistance.

The storm extends up to a radius of 20 paces around the caster. Coincidentally the storm may assist with targeting invisible targets, due to the material leaving traces all over them. The spell is little use in clean environments, and may provide partial obscurement in sandy or filthy environments.

(Base 3 to move earth in an unnatural manner, +2 Voice, +1 Concentration, +2 Group)

Object is Immovable

Rego Terram 20, R: Touch, D: Moon, T: Individual

The object touched becomes almost immovable, and if moved will seek to return to the spot where it was initially placed. The object can be placed to float in mid air. The spell ends prematurely if the

object is moved more than a pace from the position it is placed.

The object can be slowly shifted by an exceptionally strong person or many people (combined strength of greater than +50), or a stronger magical force (higher than Base 4) can move the object very slowly. The force of resistance is equivalent to ten horse power. Casting requisites are required.

(Base 3, +1 for increased strength, +1 Touch, +3 Moon)

Skipping Down the Road

Rego Terram 20, R: Road, D: Momentary, T: Individual

Instantly teleports the target of the spell 500 paces in a direction chosen by the caster.

If the item chosen is not Terram based then additional appropriate casting requisites are needed. The object to be teleported must be present upon the road.

(Base 10, +2 Road)

The Walking Statue

Rego Terram / Muto 20, R: Voice, D: Conc, T: Ind

Animate a stone statue to move as you direct. A statue is very clumsy but also very strong. Its combat statistics are Initiative -2, Attack +5, and Damage +6. While animated it is immune to most weapons but heavy, blunt weapons may be able to damage it at the storyguide's option (its suggested Defense is +1 and its Soak, +12).

Besides fighting, the statue can be a useful servant. It is tireless and very strong. It is immune to hazards like poison and fire, so some magi use animated statues to perform certain laboratory work. When the spell ends, the statue freezes into its current position, which may be different from its original position.

(Base 3, +2 Voice, +1 Conc, +1 affect stone, +1 precise control, +1 Muto)

Stones as Insects

Rego Terram 25, R: Touch, D: Sun, T: Group

The stone materials touched are made to float around the caster in fluctuating rotating pattern for the spells duration. Up to 1 cubic pace of materials may be affected by each casting.

(Base 3, +1 for stone, +1 Touch, +2 Sun, +2 Group)

The Vicious Projectile

Rego Terram 25, R: Touch, D: Momentary, T: Individual

This effect hurls a stone in a manner identical to *Invisible Sling of Vilano*, with the force of the projectile increased to inflict +20 damage. The stone is accurate to 20 paces and requires a successful Finesse roll to hit the target. As the stone is flung by spell rather than guided, the effect is not influenced by Magic Resistance.

(Base 20, +1 Touch)

Portentous Levitation of the Mighty Obelisk

Rego Terram 30, R: Sight, D: Concentration, T: Group

Move an exceptionally large volume of stone as directed by the caster. A single block of up to 10 cubic paces in volume, or any smaller combination of stones may be moved, with the massive blocks moving at walking pace and smaller blocks moving as fast as a bird flies. The spell's normal behavior is to float the mass a pace above the ground so that it follows behind the caster for the spell's duration, and the stones will do so unless controlled otherwise. The effect can be used to make the stone float high into the air up to the range of the spell.

When the effect is cancelled the stone will be have naturally, which may be used as a targeted attack using Finesse to crush a target. Dropping the stone or cancelling the spell above a target may crush them, inflicting +5 for a fist sized rock, +10 for a building stone, +21 for a large boulder, and up +35 for a massive obelisk or a massive volume of rocks.

A successful Finesse roll is required to strike a target. Particularly large blocks or a large number of blocks will be easier to target, and can inflict structural damage to buildings. It may however take more than one combat round to place the blocks above a target. The sheer volume of rock moved with the spell could also lift small modest sized stone dwellings from the ground, or slowly tear walls apart.

(Base 3 to move earth in a very unnatural fashion, +1 affect stone, +3 Sight, +1 Concentration, +2 Group)

The Bonded Road

Rego Terram 35, R: Road, D: Momentary, T: Individual

Targets an item from a road and teleports that item to the caster, or to another location to which the caster has an arcane connection, so the item can be used as an Arcane Connection to the place it was drawn from.

If the item chosen is not Terram based then additional appropriate casting requisites are needed. The object to be teleported must be present upon the road.

(Base 25, +2 Road)

The Chaotic Storm of Stone

Rego Terram 35, R: Voice, D: Momentary, T: Group

The spell animates up to 100 pebble or bullet sized stones, and causes them to fly about randomly, in an area of effect shape determined by the caster (an arc, square, etc).

The area uses the caster's voice as a practical size limit, typically a 20 pace radius around the caster. The stones are flung about by the spell in a manner akin to *The Invisible Sling of Vilano*.

The number of potential targets is limited by the volume of stones present, each being targeted by a stone in the storm suffers +10 damage.

The spell design allows the caster to never be directly targeted by any of the stones, so they may stand unharmed.

(Base 10, +2 Voice, +2 Group, +1 size of Group)

The Incredible Highwayman

Rego Terram 35, R: Road, D: Momentary, T: Individual

Instantly teleports the target of the spell one league a direction chosen by the caster. The spell design allows for large items.

If the item chosen is not Terram based then additional appropriate casting requisites are needed. The object to be teleported must be present upon the road.

(Base 15 for teleportation one league, +2 Road, +1 for size of target, +1 for more complex materials in the form)

The Vicious Blade

Rego Terram 35 / Animal, R: Touch, D: Momentary, T: Individual

This spell projects a moderate sized metal object toward an opponent, inflicting +20 damage. While effective on daggers and darts, this effect could project any moderate sized object combining metal or animal components.

The projectile is accurate to 20 paces and requires a successful Finesse roll to hit the target. As the object is flung by spell rather than guided, the effect is not influenced by Magic Resistance.

(Base 20, +1 Touch, +2 affect metal, Animal requisite free)

The Animated Statue, of Stone

Rego Terram / Muto Mentem 40, R: Voice, D: Moon, T: Ind

This effect animates a stone statue so it can move and grants the statue a basic form of intelligence, akin to that of a dull human. A statue is clumsy but also very strong. Its combat statistics are Initiative -2, Attack +5, and Damage +6. While animated it is immune to most weapons but heavy, blunt weapons may be able to damage it at the storyguide's option (its suggested Defense is +1 and its Soak, +12).

When the spell expires, the statue freezes into its current position.

(Base 3, +2 Voice, +3 Moon, +1 affect stone, +1 precise control, +1 Muto, +1 Mentem)

The Animated Statue, of Bronze

Rego Terram / Muto Mentem 45, R: Voice, D: Moon, T: Ind

This effect animates a bronze statue so it can move and grants the statue a basic form of intelligence, akin to that of a dull human. A statue is clumsy but also very strong. Its combat statistics are Initiative -2, Attack +5, and Damage +6. While animated it is immune to most weapons but heavy, blunt weapons may be able to damage it at the storyguide's option (its suggested Defense is +1 and its Soak, +12).

When the spell expires, the statue freezes into its current position.

(Base 3, +2 Voice, +3 Moon, +2 affect metal, +1 precise control, +1 Muto, +1 Mentem)

The Ungodly Projectile

Rego Terram 50, R: Touch, D: Momentary, T: Individual

This effect hurls a stone in a manner identical to Invisible Sling of Vilano, with the force of the projectile increased to inflict +45 damage. The stone is accurate to 20 paces and requires a successful Finesse roll to hit the target. As the stone is flung by spell rather than guided, the effect is not influenced by Magic Resistance.

(Base 45, +1 Touch)

VIM

MUTO VIM

Inhibit the Egregious Deviations of the Warp

Muto Vim Gen, R: Touch, D: Momentary, T: Individual

This spell alters the target spell so that it is considered tailored for its target for the purposes of any warping it may cause. This spell may alter any effect which is equal to the Muto Vim spell's level.

(Base of a Significant Change to less than or equal to spell level +1 mag, target own spells as +1 Touch)

Inhibit the Prolonged Deviations of the Warp

Muto Vim Gen, R: Touch, D: Moon, T: Individual

The spells altered by this effect will decrease their effective level of power with regard to the calculations for warping over time. This spell may alter any effect which is equal to the Muto Vim spell level less three magnitudes (spell level -15). The effective power level of any affected spell is halved for the purposes of calculating Warping. For the Warping mitigation to be effective the target spell must be altered successfully each time it is recast over the duration.

This may alter the effective warping applied over time from High Power to Low Power (from 1, +1 warp/year +1/season, down to just 1/year) if it reduces the target effect below level 30, see Warping in ArM p168.

(Base of a Significant Change to less than or equal to spell level +1 mag, target own spells as +1 Touch, effect to last +3 Moon)

Inhibit the Selfish Deviations of the Warp

Muto Vim Gen, R: Voice, D: Momentary, T: Individual

This spell alters the target spell so that it is considered tailored for the caster, as if the target spell was designed for the caster to not cause warping. This spell may alter any effect which is equal to the Muto Vim spell level less one magnitude (spell level -5). It is designed with Range Voice because it must be cast cooperatively with another wizard to limit the warping effects of their spells.

(Base of a Significant Change to less than or equal to spell level +1 mag, target own spells as +2 Voice)

PERDO VIM

Return to the True Form of Man

Perdo Vim Gen, R: Personal, D: Momentary, T: Individual

This effect returns the target to their humanoid natural form, ending any magical or supernatural transformation effects including Hermetic Muto Corpus related spells. The target effect is cancelled if it is equal to or less than the (level of this Perdo Vim spell + 20 + stress die (no botch)).

This spell will also end a shape-shifters transformation or non-hermetic effects, but cannot affect Heart Beast transformation effects of a Bjornaer Magus.

(Base General)

REGO VIM

Opening the Mystical Roadway

Rego Vim General, R: Arcane, D: Concentration, T: Individual

This effect establishes a mystical connection to a Roadway to which the caster has an Arcane Connection. Spells cast through this mystical tunnel must still be cast using the Range: Roadway parameter (an aspect of the Faerie Magic virtue), and may not be higher level than this spell.

(Base effect, +4 Arc, +1 General)

Opening the Mystical Waterway

Rego Vim General, R: Arcane, D: Concentration, T: Individual

This effect establishes a mystical connection to a Waterway to which the caster has an Arcane Connection. Spells cast through this mystical tunnel must still be cast using the Range: Waterway parameter (an aspect of the Atlantean virtue), and may not be higher level than this spell.

(Base effect, +4 Arc, +1 General)

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Sense the Miscellanea's Vector (InTe 5)
Sight of the Perfect Bullet (InTe 15)
Survey the Foundations of Mound and Mountain (InTe 25)

Muto Terram

A Stone That Speaks of Winter's Home (MuTe/Re 10)
Subsume the Irritating Knave (MuTe/Au 10)
Tunnel to the Wandering Whimsy (InTe 10)
Vacillate the Soldier's Arms Between Steel and Sand (MuTe 10)
Strength of Titan Steel (MuTe 15)
Conjure the Orb of Sunshine (MuTe/Ig 20)
Flatten Miscellanea to Art (MuTe20)
Object of Increased Size, Enlarged (MuTe 20)
Subsume the Irritating Hovel (MuTe/Re 20)
Trap of Unearthly Stickiness (MuTe 20)
Ten Thousand Graceful Steps (MuTe20)
Vacillate the Company's Arms Between Steel and Sand (MuTe 20)
Object of Decreased Size, Diminutive (MuTe 25)
Sense for the Wandering Whimsy (InTe 25)
The Unobtrusive Observer's Voice in Stone (MuTe/Me 25)
Trap of the Lazy Huntsman (MuTe/In 25)
Ten Thousand Graceful Steps, My Traveling Friend (MuTe 30)
Ten Thousand Vicious Steps, My Traveling Foe (MuTe 30)
The Unobtrusive Observer's Sight in Stone (MuTe/Co 30)
Buoyant Arms and Armor (MuTe 30)
Drayman's Gentle Journey (MuTe/Re 30)
Exhume the Bounty of the Earth (MuTe/Re 30)
Trap the Curious Interloper (MuTe/InCoHe 30)
Object of Increased Size, Gargantuan (MuTe 35)
The Vicious Blade (ReTe 35)
Humility and Versatility for Cormoran and Jack Alike (MuTe 40)
Conjuring the Mystic Mausoleum (MuTe 45)

Perdo Terram

Inscribe the Magic Circle (PeTe 10)
Cut from Stone the Projectiles of Vilano (PeTe 15)
Cut from Stone the Titanic Obelisk (PeTe 20)
Destroy the Mystic Tower (PeTe 20)
Hollow the Mystic Vault (PeTe 25)
Hollow the Mystic Mausoleum (PeTe 35)
Plentiful Destruction of Earth, Sand, and Stone (PeTe 40)

Rego Terram

Restore the Restful Earth (ReTe/He 4)
Irritating Flurry of Detritus (ReTe 5)
Gathering a Bullet to Hand (ReTe 5)
The Gravedigger's Pleasure (ReTe 5)

The Unseen Fidgeting Hand (ReTe 5)
Compost the Unwanted Scraps (ReTe/AnAqCoHe 10)
Deconstruct the Obtrusive Wall (ReTe 10)
Object is Stubborn (ReTe 10)
Gather the Unwanted Scraps (ReTe/AnAqCoHe 15)
Gathering a Bullet by the Bagfull (ReTe 15)
The Neverending Road (ReTe 15)
The Unseen Replacement Limb (ReTe 15)
Irritating Storm of Detritus (ReTe 20)
Object is Immovable (ReTe 20)
Skipping Down the Road (ReTe 20)
The Walking Statue (ReTe/Mu 20)
Stones as Insects (ReTe 25)
The Vicious Projectile (ReTe 25)
Portentous Levitation of the Mighty Obelisk (ReTe 30)
The Bonded Road (ReTe 35)
The Chaotic Storm of Stone (ReTe 35)
The Incredulous Highwayman (ReTe 35)
The Animated Statue, of Stone (ReTe/MuMe 40)
The Animated Statue, of Bronze (ReTe/MuMe 45)
The Ungodly Projectile (ReTe 50)

Muto Vim

Inhibit the Egregious Deviations of the Warp (MuVi Gen)
Inhibit the Prolonged Deviations of the Warp (MuVi Gen)
Inhibit the Selfish Deviations of the Warp (MuVi Gen)

Perdo Vim

Return to the True Form of Man (PeVi Gen)

Rego Vim

Opening the Mystical Roadway (ReVi Gen)
Opening the Mystical Waterway (ReVi Gen)