



Forgotten Magic of Hermes

COMPILED BY PATRICK M. MURPHY
v1.0 – A MAD IRISHMAN PRODUCTION

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Animal Spells

CREO ANIMAL

Bear's Cloak

CrAn 25

R: Voice, **D:** Sun, **T:** Ind

Makes a bear pelt. As a blanket, it keeps one warmer than a normal blanket would.

(Base 5, +2 Voice, +2 Sun)

Source: *Ars Magica First Edition*, page 72

Conjuration of Savory Beef

CrAn 25

R: Touch, **D:** Sun, **T:** Ind

Produces a hind of well cooked, highly spiced (that means tasty in these times) beef, enough to make a hearty meal for five adults.

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

Source: *Ars Magica First Edition*, page 72

The Venomous Blade

CrAn 25

R: Touch, **D:** Mom, **T:** Ind

The caster creates a dose of magical poison upon a blade or arrowhead. Anyone wounded by the weapon must resist the toxin or suffer a Heavy Wound as the poison spreads through their body. The poison is mystical in nature and cannot be neutralized by mundane means; only magic can cure it.

(Base 15, +1 Touch, +1 unnatural magical toxin)

Source: *Wizard's Grimoire Revised Edition*, page 153

The Wholesome Foal

CrAn 25

R: Touch, **D:** Mom, **T:** Ind, Ritual

This spell ensures the health and strength of an unborn animal or litter, ensuring that it is the best possible representative of its stock. It does not instill any magical nature or supernatural effect in the creatures that are born. It simply ensures that the progeny bear the best possible traits of their parents, and that the animal or litter is born healthy and remains so in the early stages of its youth. The spell must be cast within one week of the mating to have full effect.

(Base 10, +1 Touch)

Source: *Triamore*, page 127

Twin Eyes of the Stalking Shadow

CrAn 30

R: Touch, **D:** Sun, **T:** Ind

Creates an exceptionally stealthy cat. Typically, the cat is black whose tail has a white tip.

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

Source: *Ars Magica First Edition*, page 72

Wizard's Hat of Rabbits

CrAn 30

R: Touch, **D:** Sun, **T:** Ind

This spell creates any animal up to Size +1. The caster puts his hand some place that cannot be seen by anyone—such as up his sleeve—and produces the desired animal.

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

Source: *Wizard's Grimoire Revised Edition*, page 153

Curse of the Crawling Meat

CrAn 35

R: Voice, **D:** Sun, **T:** Group

Creates flies, spiders, maggots, or other insects upon cooked or raw meat.

(Base 5, +2 Voice, +2 Sun, +2 Group)

Source: *Ars Magica First Edition*, page 73

Carrier Pigeon

Cr(Re)An(Im) 40

R: Touch, **D:** Moon, **T:** Ind

Requisites: Rego, Imaginem

The spell creates a carrier pigeon which bears a message to a specific person from the caster. The pigeon delivers the message, which can be no longer than two sentences, by singing it to the recipient. The pigeon must actually travel the route from the caster to the recipient, though it does not get lost, and will successfully find the recipient even if he is moving himself. If the spell expires while the pigeon is en route, the message is lost.

(Base 10, +1 Touch, +3 Moon, +1 Rego requisite, +1 Imaginem requisite)

Source: *Wizard's Grimoire Revised Edition*, page 154

Conjuration of the Tiny Killer

Cr(Pe)An 40

R: Voice, **D:** Sun, **T:** Ind

Requisite: Perdo

Creates a shrew whose bite is poisonous. Anyone bitten by it must make a Soak roll using Size and Stamina only versus +10 poison damage. A person affected will become numb and bloated within 30 minutes, and will recover in one to three days. The shrew has enough poison to bite up to three people a day, but additional bites against a single target have no effect.

(Base 15, +2 Voice, +2 Sun, +1 Perdo requisite)

Source: *Ars Magica First Edition*, page 72

Conjuring the Behemoth

CrAn 40

R: Touch, **D:** Sun, **T:** Ind

Creates a wild elephant of immense strength.

(Base 15, +1 Touch, +2 Sun, +2 size)

Source: *Ars Magica First Edition*, page 72

Conjuring the Lord of Air

CrAn(Vi) 45

R: Touch, **D:** Mom, **T:** Ind, Ritual

Requisite: Vim

Creates an especially ferocious griffin with Magic Might 20.

(Base 15, +1 Touch, +1 size, +4 additional Might, requisite free)

Source: *Ars Magica First Edition*, page 72

Descent of Stinging Agony

Cr(Pe,Re)An 45

R: Voice, **D:** Diam, **T:** Group

Requisites: Perdo, Rego

This spell creates a swarm of wasps and other stinging, biting insects that descends upon the target individual in a fury. They attack him for the duration of the spell, crawling inside clothes, armor, and hair as well as stinging all exposed flesh. On the second round, and until the spell effect ends, the target must make a Stamina roll at 12+ in order to do anything other than flee and/or swat at the cloud of insects, and must also succeed in a Concentration roll of 12+ in order to cast spells. On the third round (or perhaps fourth or fifth, if the target is heavily clothed

or armored), and every round thereafter, the insects cause damage equal to a simple roll +4, which the victim may attempt to Soak. Armor bonuses do not add to the target's Soak roll, however. The swarm cannot be outrun on foot, though a horse's full gallop will keep ahead of it. The insects will not pursue the target into water and can be dispersed by a strong gust of wind, a heavy downpour, thick smoke, or the target running through a great deal of dense brush or foliage. If any of these methods succeed in keeping the swarm off their target for more than a few rounds, the insects disperse. Otherwise, they disappear at the end of the spell effect leaving nothing but the welts and injury dealt to the target.

(Base 5, +2 Voice, +1 Diam, +2 Group, +1 size, +1 Rego to command and focus the swarm, +1 Perdo to render the stings damaging)

Source: *Triamore*, page 128

INTELLEGO ANIMAL

Vision of the Mastered Beast

InAn 3

R: Voice, **D:** Mom, **T:** Ind

The caster gets an image of the target animal's master, if any. For example, a wolf would reveal its pack leader, while a sheep would show its herdsman. The vision gained is often from the animal's perspective, so if the animal is afraid of its master, that master may appear monstrous.

(Base 1, +2 Voice)

Source: *Wizard's Grimoire Revised Edition*, page 153

Fisherman's Instinct

InAn 5

R: Per, **D:** Conc, **T:** Ind

Allows the caster to sense the location of the nearest variety of edible natural fish within a body of water. The caster need not be able to see into the water; seeing the surface of the water will suffice. Use of this spell adds a bonus of +3 to all rolls to fish as long as the spell is in effect.

(Base 4, +1 Concentration)

Source: *The Mythic Seas*, page 75

Vision of the Marauding Beast

InAn 5

R: Arc, **D:** Mom, **T:** Ind

By touching wounds created by a beast, you get a mental image of the beast from the perspective of the person or creature attacked—handy for finding out what killed your horse. If the attacker wasn't a beast, the spell refuses to function (though you must make a spell roll anyway to check for a botch, and you lose any vis spent).

(Base 1, +4 Arcane Connection)

Source: *Ars Magica Fourth Edition*, page 108

Tongue of the Beasts

InAn 20

R: Touch, **D:** Conc, **T:** Ind

You may hold a conversation with one animal.

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

Source: *Ars Magica Revised Edition*, page 80

MUTO ANIMAL

The Unseen Chef

MuAn(He) 5

R: Touch, **D:** Sun, **T:** Ind

Requisite: Herbam

This spell instantly converts raw ingredients into a well-cooked meal. One casting prepares a meal for one, and the caster may determine the precise dish created. All the necessary ingredients must be gathered in a pile, although no preparation need be done. Any missing ingredients are left out of the meal. If plates and dishes are placed with the ingredients, the meal is created on them. Waste from the ingredients, such as carrot tops or rabbit skins, are placed to one side of the food. The quality of food prepared is often a reflection of the magus' own cooking skill, although the food is always edible.

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

Source: *Wizard's Grimoire Revised Edition*, page 153

The Immaculate Beast

MuAn 15

R: Touch, **D:** Sun, **T:** Ind

Transforms an animal into a flawless specimen of its type, enhancing its outstanding features and giving it +3 on rolls related to its strongest feature. It improves a hawk's vision, a racehorse's speed, or a draft horse's strength, for example.

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

Source: *Ars Magica Fourth Edition*, page 109

Claws of the Razor's Edge

MuAn 25

R: Voice, **D:** Sun, **T:** Ind

This spell is very similar to *Edge of the Razor* (MuTe 25). However, *Claws of the Razor's Edge* affects the natural weaponry of any sort of beast. Claws, fangs, spiked tails, etc., all become much sharper and stronger. Damage caused is +2.

With a Corpus requisite, this spell could even be used on a human. Fingernails would become longer and sharper, or teeth would become pointed.

(Base 5, +2 Voice, +2 Sun)

Source: *The Tempest*, page 58

Pietre's Servant

MuAn(Me) 50

R: Touch, **D:** Sun, **T:** Ind

Requisite: Mentem

This spell gives one beast of the land or the air the form of a human being, along with the power of speech and a moderate degree of intelligence (though no education or knowledge of social graces). The general frame and nature of the animal is retained—large, powerfully-built breeds become burly men; birds become light and fragile people, perhaps with a penchant for music. Predators have a violent or at least aggressive disposition; prey animals become timid, often nervous people. The transformation is painful, and the beast is disoriented for a while before it becomes used to its new body. (The same is true upon transformation back to its original form). The creature retains no memories of its animal life when made human, and no vestige of its human memories or intellect when it reverts to its natural form. Although the target may be indistinguishable from a real person when thus transformed (even, possibly, to itself) its true nature is not changed, and it is affected by Animal, not Corpus, magics.

This spell was invented by Pietre—an extraordinary apprentice on his way to becoming a brilliant magus despite his youth and incomplete education—before he was

expelled from the Order and disappeared. When Pietre cast this spell, the person was invariably formed with a dagger-shaped tattoo upon his forehead. This sigil remained on the beast even after it reverted to its natural form, though it could rarely be seen beneath fur or feathers.

(Base 25, +1 Touch, +2 Sun, +2 Mentem to simulate a human-like mind)

Source: *Triamore*, page 128

PERDO ANIMAL

Alleviate the Serpent's Bite

PeAn 5

R: Touch, **D:** Mom, **T:** Ind

Destroys one dose of animal toxin. The spell can render poison in a poisonous animal inert. If cast on a toxin already in someone's body, the spell requires a Corpus requisite and keeps the person from suffering further damage. In order for the spell to affect herbal or mineral poisons, an appropriate requisite is needed.

(Base 4, +1 Touch)

Source: *Ars Magica Fourth Edition*, page 110

Shed Fur

PeAn 5

R: Voice, **D:** Mom, **T:** Ind

Removes the fur from any pelt or living animal.

(Base 3, +2 Voice)

Source: *Ars Magica First Edition*, page 73

REGO ANIMAL

Ward Against Denizens of the Deep

ReAn Gen

R: Touch, **D:** Sun, **T:** Group

No magical sea-creature whose Magic Might is equal to or less than (the level of this spell – 10) can affect the targeted Group. When the magus is making this and other wards, a common gesture employed is the Fig Sign. The magus balls his or her right hand into a fist, placing the thumb between the index and middle fingers. A magus traveling to Italy should be warned that this sign is a deadly insult in that country. The conch represents the traditional instrument used by Poseidon to control his subjects. This spell was developed by magi of Insula Magna, in the Tyrrhenian Sea, who found that the original *Ward Against the Beasts of Legend* would not work where one could not draw a ring.

(As ward guideline, +2 Group)

Source: *The Mythic Seas*, page 75

Cook's Special

ReAn 4

R: Touch, **D:** Mom, **T:** Ind

With this spell meat can be cut with such accuracy and finesse to draw the envy of a skilled cook. For example, meat may be sliced thinly enough that slices layered together can be made to look like a rose on the plate. This spell cannot harm people or living animals.

(Base 3, +1 Touch)

Source: *Wizard's Grimoire Revised Edition*, page 154

Determent of the Dog's Bark

ReAn 5

R: Voice, **D:** Diam, **T:** Ind

Dogs will not bark at the target when he approaches or passes by, but they may still take notice of the target normally (or bark at any other thing which attracts their attention). Particularly ferocious or dutiful dogs may still attack the target, though they will not bark. If the Spell Focus is employed, the weasel must be released into the wild without its tail, and the focus only remains useful as long as the weasel lives free. A higher magnitude version of this spell could elicit the silence of all manner of non-magical beasts.

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

Source: *Wizard's Grimoire Revised Edition*, page 154

Waves of Warding

ReAn 5

R: Per, **D:** Sun, **T:** Ind

The caster is protected from attacks by normal sea animals. Sharks, fish, and other mundane marine creatures will not bite, ram, or otherwise harm him, though they may swim nearby. The protection extends roughly five paces in all directions around the caster, including downward into the water, and moves with him as he swims or sails.

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

Source: *The Mythic Seas*, page 76

The Eager Fish

ReAn(Aq) 10

R: Voice, **D:** Mom, **T:** Group

Requisite: Aquam

This spell causes small to medium-sized fish of all varieties to leap out of a sea or lake and onto the deck

or shore on which the caster stands. Not all fish so caught are edible, and the catch will need to be sorted. One casting provides enough food for a large group for a day.

(Base 2, +2 Voice, +2 Group, requisite free)

Source: *Wizard's Grimoire Revised Edition*, page 154

Mage's Mount

ReAn 10

R: Touch, **D:** Conc, **T:** Ind

Removes from an animal its inherent fear of magical forces. In particular the animal behaves towards all magi as if they have the Virtue Gentle Gift. This spell does not counteract other natural fears in the creature, however, and a horse may shy away from a strange magus just as it would from another strange person, and would almost certainly be terrified by a dragon, even though the dragon's magical nature isn't contributing to that fear.

When Remi of Museau casts this spell the creature takes on a regal and aloof (though not uncooperative) bearing.

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

Source: *Triamore*, page 128

Ill Temper of the Wild Mare

ReAn 15

R: Voice, **D:** Mom, **T:** Ind

This spell causes the targeted horse to suddenly rear up and attempt to throw its rider (if it is able to do so normally). Riders require a skill roll to stay on a beast affected by this spell, with an ease factor dictated by the type and vigor of the horse. If properly agitated, the animal may continue to behave in a wild manner,

but only if it is in its nature to do so normally.

(Base 5, +2 Voice)

Source: *Wizard's Grimoire Revised Edition*, page 154

Violence of the Long-Calmed Beast

ReAn 20

R: Voice, **D:** Conc, **T:** Ind

The target animal suddenly feels violent and rebellious. It lashes out against those it thinks are responsible for its misery.

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

Source: *Wizard's Grimoire Revised Edition*, page 154

The Immaculate Ship

ReAn 25

R: Touch, **D:** Sun, **T:** Str

Causes all of the vermin inhabiting a ship to leave by any means possible, and keeps the ship free of such pests for the duration of the spell. Animals restrained somehow from leaving work themselves into a frenzy in their attempts to escape. This spell only affects the creatures that are normally a problem aboard ships: mice, rats, and certain insects. Pets are completely unaffected.

This spell was originally developed by Cadmus of Tyre, a Jerbiton who used a similar spell to clear vermin out of his laboratory. In the version developed by his apprentice, Marius, the vermin would actually invade and infest a different ship nearby.

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

Source: *The Mythic Seas*, page 75

Seas of Bounty

ReAn 25

R: Touch, **D:** Sun, **T:** Bound, Ritual

Draws all the edible natural fish within a body of water as far as the caster's vision extends to his current location. The fish affected feel a compulsion to travel to the spot from wherever they are, but once they arrive are free to leave again. The drawback of the spell is that their natural enemies will also be attracted to the location by the proliferation of food, and will either devour large quantities of the affected fish, or in some cases, attack the caster or other beings in the area. The spell focus must be a whole fish skeleton, otherwise only sickly or wounded fish will answer the call.

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

Source: *The Mythic Seas*, page 76

Cleanse the Verminous Infestation

ReAn 30

R: Voice, **D:** Mom, **T:** Str

All spiders, snakes, rats, mice, lice, and other little creatures emerge from their hiding places, if they exist within Sight range of the magus, and begin to emit a high-pitched shriek. As the creatures emerge, they begin to either kill themselves or attack each other until slain. Many cruel magi cast this spell at festivals, so gregs may place bets on which creatures survive longest. Any animal of Size -3 or greater is not affected by the spell.

(Base 5, +2 Voice, +3 Structure)

Source: *Ars Magica Third Edition*, page 199

Lure of the Lost Beast

ReAn 30

R: Touch, **D:** Moon, **T:** Bound, Ritual This spell enchants a particular site so that all stray or lost animals of a specified species are attracted to the place. Magical and intelligent animals are usually immune to this spell. The spell may be used to attract escaped horses, to bolster a covenant's flocks, or to draw in rare creatures without having to search for them. A covenant may become unpopular with local mundanes for stealing away their lost animals.

(Base 2, +1 Touch, +3 Moon, +4 Boundary)

Source: *Wizard's Grimoire Revised Edition*, page 155

Note of the Piper's Flute

ReAn 30

R: Sight, **D:** Conc, **T:** Bound, Ritual

The spell causes all rodents, including rats, mice, gophers, squirrels, and groundhogs to flee an area of up to two miles encircling the caster. The spell has immediate effect. Once out of the designated area, some rodents may return, but most move to new locales, following their instincts.

(Base 2, +3 Sight, +1 Concentration, +4 Boundary)

Source: *A Winter's Tale*, page 35

Taming the Defiant Horse

ReAn 35

R: Touch, **D:** Year, **T:** Ind, Ritual

The target horse is tamed, and loses its will to refuse any human rider. The animal may retain its wild nature among its own kind, but remains docile towards men. This ritual must involve spurs, a bit, or

a bridle made from melting a sword that killed a man.

(Base 10, +1 Touch, +4 Year)

Source: *Wizard's Grimoire Revised Edition*, page 154

Revenge of the Slaughtered

Lamb

Re(Cr,Mu)An 40

R: Sight, **D:** Conc, **T:** Ind

Requisites: Creo, Muto

The target of this spell may be any carcass, cooked or raw, of an animal up to Size +2. The carcass may have been partially dismembered or carved, but at least half of it must still be present and intact. In the round after the spell is cast the carcass sprouts body parts, all similar to its original features. Cooked carcasses sprout cooked limbs, plucked birds are bald, and so on. At the beginning of the next round, the creature rises and attacks any target the caster desires. Its attack ceases when it is destroyed, the caster loses concentration, or the target is slain.

The beast has the same combat scores as when it was alive, except that its Soak is increased by +8 and its Damage by +5. It only has one Body level.

(Base 10, +3 Sight, +1 Concentration, +1 Creo to recreate missing body parts, +1 Muto to enhance its physical capabilities)

Source: *Wizard's Grimoire Revised Edition*, page 154

Enchantment of the Carrier

Pigeon

ReAn 45

R: Sight, **D:** Moon, **T:** Ind

This spell first compels a bird the caster can see to land in his palm. After this the caster commands the

bird to travel to a destination he is familiar with. The caster must physically attach a message to the bird for it to transmit information. If the spell expires before the bird reaches the destination, it will return home, any message undelivered.

(Base 15, +3 Sight, +3 Moon)

Source: *Wizard's Grimoire Revised Edition*, page 154

Calling the Council of the Beasts

Re(In)An 50

R: Touch, **D:** Sun, **T:** Bound, Ritual

Requisite: Intellego

This spell calls all of the animals of a particular type, specified at casting, to "awaken" from their bestial state, come together, and have a council to discuss the problems affecting their kind. In council the animals can call upon ancient powers, which take forms similar to theirs, to help them resolve their difficulties. Thus, a council of wolves may call up spirit wolves or very powerful magical wolves. The results of this conference may not be entirely in your favor.

(Base 15, +1 Touch, +2 Sun, +4 Boundary, no cost for Intellego effect)

Source: *Ars Magica Third Edition*, page 197

Aquam Spells

CREO AQUAM

Tears of the Crocodile

CrAq(Co) 3

R: Voice, **D:** Mom, **T:** Ind

Requisite: Corpus

This spell brings tears to a person's eyes, creating the appearance that a person is, or recently has been, crying.

(Base 1, +2 Voice, no increase for requisite)

Source: *Wizard's Grimoire Revised Edition*, page 155

Douse the Fire

CrAq 5

R: Voice, **D:** Mom, **T:** Ind

Creates water in a fire and puts it out if it is no larger than a bonfire. Causes a good deal of steam.

(Base 3, +2 Voice)

Source: *Ars Magica Revised Edition*, page 81

Blade of White Death

Cr(Re)Aq 15

R: Per, **D:** Sun, **T:** Ind

Requisite: Rego

This spell creates a sword made of magical ice. The sword has the statistics of a longsword, except with +12 damage because of the blade's chilling touch. It is hard enough to penetrate armor, but if the wielder loses his grip on the hilt the sword begins to melt, melting enough to become useless within ten minutes. An Ignem spell of level 25 or higher can

melt this sword, even if the sword has not already started to melt.

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

Source: *Wizard's Grimoire Revised Edition*, page 155

Dripping Water of Insanity

Cr(Re)Aq 20

R: Touch, **D:** Sun, **T:** Ind

Requisite: Rego

Once every few seconds, a single drop of cold water is created and falls onto the target's head. The water emerges under any protective gear the target wears, but if he shaves his head and swathes it with thick cloth, he can reduce the spell's effect.

The water strikes as if fallen from about three feet up. This is not enough to do physical damage, but after a day the target slowly goes mad. Each day the target must make an Int + Concentration (+/- appropriate Personality Traits) stress roll against an ease factor 9 to keep his cool. Half the amount by which the target missed the roll, rounded up, is applied as a penalty to further Personality Trait rolls involving calm and serenity, and also to Concentration rolls (including the next check to stay sane). If the target's head is swathed as above, the ease factor for the roll is 6. If the Concentration roll is botched, all Personality, Concentration, and related rolls are modified by -9 for the day.

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

Source: *Wizard's Grimoire Revised Edition*, page 155

Encase in Ice

Cr(Re)Aq 20

R: Touch, **D:** Sun, **T:** Ind

Requisite: Rego

This spell captures the target in a thick layer of ice, dramatically slowing his metabolism. The target's physical condition neither improves nor worsens until the spell ends. While held in ice, the target is not aware of outside events. A strong blow to the ice (crushing damage to exceed a 15 Soak) or 10 minutes worth of chipping breaks the cage and ends the spell. There is some danger of harming the encased target while trying to chip him out. All damage done to the ice which exceeds a 20 Soak begins to harm the person inside; compare damage above 20 to the encased target's Soak.

While this spell is useful for preserving the lives of grogs and mortals who cannot be saved right away, it is also useful as an offensive spell. Encasing an enemy in ice takes him out of action, and makes him an easily transported prisoner.

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

Source: *Wizard's Grimoire Revised Edition*, page 155

Denial of the Frozen Ice

Cr(Re)Aq 25

R: Voice, **D:** Sun, **T:** Ind

Requisite: Rego

This spell creates a small amount of water around the target and freezes the water. This effectively immobilizes the moving parts of the target. The grip of the ice can be broken by someone else with a Strength roll of 6+. If the target tries to break the grip, a Strength roll of 9+ is needed. If the roll is botched, a Fatigue level is lost.

(Base 4, +2 Voice, +2 Sun, +1 requisite)

Source: *Wizard's Grimoire Revised Edition*, page 155

Ice Slide

Cr(Re)Aq 25

R: Voice, **D:** Sun, **T:** Ind

Requisite: Rego

This spell creates a slide, constructed of ice, starting near the caster and proceeding downward a number of paces equal to twice the casting total for this spell. The slide is at a steep angle of 30 degrees, but can be directed into graceful spirals and otherwise aimed to a particular location. The slide has raised sides and is quite slippery, so that a character can easily and safely travel about 30 paces per round along it. The slide begins to melt normally, and becomes unsafe for travel by a Size 0 creature after about 10 minutes in hot weather. The slide disappears at sunrise or sunset regardless of the weather.

(Base 4, +2 Voice, +2 Sun, +1 Rego requisite)

Source: *Wizard's Grimoire Revised Edition*, page 156

Lungs of Water and Death

CrAq(Co) 25

R: Voice, **D:** Conc, **T:** Part

Requisite: Corpus

Fills a target's lungs with water. The target falls to the ground and can do nothing but cough up water. A Stamina stress roll of 6+ averts drowning, but the target is still incapacitated for at least three minutes as he clears the water from his lungs. Casting requisite is Animal for beasts and Corpus for people. Black onyx, which may be used with this spell, is known to be associated with both malediction and death.

(Base 4, +2 Voice, +1 Concentration, +1 Part, +1 requisite)

Source: *Ars Magica Fourth Edition*, page 113

Satiating the Drunkard's Thirst

CrAq(Co) 25

R: Voice, **D:** Sun, **T:** Ind

Requisite: Corpus

The target's belly is filled with wine, the result being that he is immediately drunk. The target must roll Sta + Carouse of 9+ to avoid the spell's effect, and the amount by which he fails is subtracted from all his subsequent actions (except Stamina, which increases by the same score) until the spell subsides. Targets who fail the roll by more than 6 are likely to pass out. Unless the wine is made permanent with the use of vis, the victim of this spell suffers no hangover. Rumor has it this spell was invented to embarrass an intrusive (yet obviously not altogether pious) monk in front of his superiors.

(Base 4, +2 Voice, +2 Sun, +1 requisite)

Source: *Wizard's Grimoire Revised Edition*, page 155

Breaking the Perpetual Drought

CrAq(Au) 30

R: Per, **D:** Sun, **T:** Bound, Ritual

Requisite: Auram

Brings normal rainfall to the region suffering from drought.

(Base 3, +2 Sun, +4 Boundary, +1 Auram requisite)

Source: *Ars Magica Fourth Edition*, page 113

INTELLEGO AQUAM

Eye of the Shallow Seas

InAq 15

R: Per, **D:** Mom, **T:** Bound, Ritual

The caster can intuitively tell if a body of water within sight of the caster is too shallow or too narrow for the ship the caster is aboard. In the version devised by Aquaticus of House Guernicus, the caster actually sees the water in varying colors representing various depths.

(Base 3, +4 Bound)

Source: *The Mythic Seas*, page 76

Sight of the Pharos

InAq(Te) 20

R: Per, **D:** Conc, **T:** Bound, Ritual

Requisite: Terram

The caster concentrates for a few moments and immediately becomes aware of the direction and distance to a known point on the same body of water. Though an astrolabe is used as the spell's focus, the caster does not need stars to navigate—he does not even need to know how to use the astrolabe!

The spell is named for one of the Wonders of the Ancient World, the Pharos of Alexandria, a lighthouse which guided ships safely to the city for centuries. In A.D. 1220, the lighthouse has been converted to a mosque by the Moors. Apparently the spell was originally created and used by someone who traveled in the Eastern Mediterranean when the Pharos was still being used for its intended purpose.

(Base 3, +1 Concentration, +4 Boundary, requisite free)

Source: *The Mythic Seas*, page 76

Secret of the Submerged Prize

InAq 30

R: Voice, **D:** Diam, **T:** Ind

This spell allows the caster to ask a body of water about the location of an object submerged within it. Responses might be "near the rock" or "by the boat." However, if the water body is large and there is no point of reference, the water's description of a location might be vague. The water does not indicate the depth of the submerged item. A casting requisite is required according to the Form of the item sought.

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

Source: *Wizard's Grimoire Revised Edition*, page 156

MUTO AQUAM

Ink of the Traitor's Contract

MuAq 10

R: Touch, **D:** Sun, **T:** Ind

This spell changes a bottle of water into a bottle of ink. The bottle becomes an Arcane Connection to the ink, and the ink is thus vulnerable to later change. Further, if the spell on the bottle is undone, the ink (including any ink that has been used for scribing) reverts to water.

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

Source: *Wizard's Grimoire Revised Edition*, page 156

Water of Ineffable Sweetness

MuAq 10

R: Voice, **D:** Sun, **T:** Ind

This spell converts a barrel full of salt water into fresh water. This is the only change made, so salt water that is contaminated in some way becomes similarly contaminated fresh water. In the original version, the

water smells strongly of the sea, but tastes completely fresh.

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

Source: *Wizard's Grimoire Revised Edition*, page 156

Touch of Pure Water

MuAq 15

R: Per, **D:** Sun, **T:** Part

All liquids touching the magus' skin or lips for the duration of the spell turn into pure water. The target can ignore damage from acids or poisons doing up to +25 damage, but anything stronger overwhelms this spell. The target cannot become intoxicated, as alcohol also changes into water when drunk. With an Ignem casting requisite, water can also be heated or cooled to an appropriate temperature so the target avoids being scalded or chilled.

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

Source: *Wizard's Grimoire Revised Edition*, page 156

Cloak of Winter

MuAq 25

R: Sight, **D:** Mom, **T:** Ind

Over the course of an hour, it snows and sleets on a body of water up to the size of a small lake (no more than two miles in diameter), causing it to freeze. If the water is running, it either freezes up (if it is small) or fills with ice floes (if it is large).

(Base 3, +3 Sight, +3 size)

Source: *Ars Magica Revised Edition*, page 82

Spears of Fire

MuAq(Ig) 25

R: Voice, **D:** Conc, **T:** Ind

Requisite: Ignem

This spell transforms icicles into daggers of fire. They immediately fall

from their formerly frozen perch. A targeting roll is required to hit a target person or object with them, and the target must have been roughly under where the icicles started. Victims suffer +15 damage.

(Base 5, +2 Voice, +1 Concentration, +1 requisite)

Source: *Wizard's Grimoire Revised Edition*, page 164

Blood of the Dragon

Mu(Pe)Aq(Co) 35

R: Voice, **D:** Sun, **T:** Part

Requisites: Perdo, Corpus

This spell transforms a large amount of the target's blood into acid. Natural resistance rolls are based on Stamina against a difficulty 9, with botches resulting in an extra +5 damage. The acid does +30 damage to the target, and circumvents the protection of armor. As the damage is internal, only Medicine or magic can be used to treat the target. A similar version of this spell with an Animal requisite can be used against creatures.

(Base 4, +2 Voice, +2 Sun, +1 Part, +2 requisites)

Source: *Wizard's Grimoire Revised Edition*, page 156

PERDO AQUAM

Destroy Spirits of the Water

PeAq Gen

R: Voice, **D:** Mom, **T:** Ind

If you can penetrate a water elemental's Magic Resistance, the creature loses Might Score equal to the spell's level + 10.

(Base effect, +2 Voice)

Source: *The Hidden Paths: The Hidden Paths: Shamans*, page 57

Shatter the Icy Fortress

PeAq 20

R: Voice, **D:** Mom, **T:** Ind

This spell shatters ice and other frozen liquids. All ice within range is reduced to powder in the blink of an eye. Objects encased in ice go undamaged. If this spell is used against creatures made of ice, it causes them +20 Damage. Faeries of Light and Dark Winter are not fond of this spell.

(Base 10, +2 Voice)

Source: *Wizard's Grimoire Revised Edition*, page 156

REGO AQUAM

Alchemist's Touch

ReAq 5

R: Voice, **D:** Mom, **T:** Ind

When this spell is cast the caster pours a liquid from one container to another. The spell works as a magical filter, so that chosen aspects of the liquid remain in the original container. By means of this spell the caster can remove a poison, taste, color, smell, or other property known to be in the substance poured. The liquid properties left in the original container are more potent than before (because they are now less diluted), with effects determined by the nature of the property left behind. The liquid caught in the second is also purified or altered as desired.

(Base 3, +2 Voice)

Source: *Wizard's Grimoire Revised Edition*, page 156

Gift of the Floating Wood

ReAq 5

R: Voice, **D:** Sun, **T:** Ind

Lets any object or creature of Size +1 or smaller float in water.

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

Source: *Ars Magica Fourth Edition*, page 116

Freedom Within the Waves

ReAq 10

R: Per, **D:** Sun, **T:** Ind

This spell enables the target to move freely through water or other liquids without being encumbered or slowed. The target may choose to swim or simply walk along the bottom. The spell does not grant the ability to swim or to breathe water, although it does keep water from soaking the target's possessions. Torches carried underwater can burn with suitable *Creo Ignem* spells, since they are not wetted.

(Base 4, +2 Sun)

Source: *Wizard's Grimoire Revised Edition*, page 157

Incantation of the Scalding Seas

ReAq(Ig) 10

R: Voice, **D:** Conc, **T:** Ind

Requisite: *Ignem*

Causes water in a circle ten paces across to boil with extreme heat. Any living thing caught in the area takes +12 damage every round and suffers a -3 modifier and an extra botch check to Swim rolls in the affected area. The area extends five paces downward so creatures caught in the scalding water cannot merely duck underneath to escape the pain. If a spell focus is used, it must be poured into the water where the spell is cast.

(Base 3, +2 Voice, +1 Concentration)

Source: *The Mythic Seas*, page 76

Propulsion of the Everpresent

Wave

ReAq 20

R: Voice, **D:** Sun, **T:** Ind

Causes a wave to come into being behind the ship, allowing it to be propelled as if had a full sail. The spell gives propulsion, but not direction change, which must still be supplied by a tiller.

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

Source: *Faeries*, page 141

Shroud of the Duck's Feathers

ReAq 20

R: Voice, **D:** Sun, **T:** Group

Makes water run off several objects or creatures, protecting the targets and their apparel from dampness. The spell ceases to affect a given target if the target is submerged in water

(Base 1, +2 Voice, +2 Sun, +2 Group, +1 for slightly unnatural control)

Source: *The Mythic Seas*, page 77

Bind Spirits of the Water

ReAq 25

R: Voice, **D:** Sun, **T:** Ind

You can control a water elemental if you can penetrate its Magic Resistance. A botch may mean the elemental attacks you to the best of its ability. If you try to bind an elemental again when its first binding wears off, you risk one extra botch roll for every day the elemental has been in your service.

(Base 5, +2 Voice, +2 Sun)

Source: *The Hidden Paths: Shamans*, page 57

Change the River's Path

ReAq 25

R: Voice, **D:** Conc, **T:** Group

This spell causes all the water within range to flow in any general direction the caster desires. The water can't fly into the air, but can be made to flow uphill, funnel into a bottle, cover the ceiling of a cave instead of the floor, or propel a swimmer at up to 20 paces per round. The redirected flow can erode earthen structures and create new stream beds. Once the caster ceases concentrating, the water resumes natural flow; if a new stream bed was formed, the water may run in that direction instead.

(Base 4, +2 Voice, +1 Concentration, +2 Group)

Source: *Wizard's Grimoire Revised Edition*, page 157

Raft of Ice

ReAq 25

R: Voice, **D:** Sun, **T:** Part

Creates a roughly circular ice floe up to 15 paces across, sturdy enough to bear the weight of up to ten creatures of Size 0 or less. Each point of Size above 0 counts as one additional creature, and each point of Size below 0 counts as one less creature. If more than fifteen creatures of any size occupy the ice floe at any given time, the raft begins breaking apart, and completely disintegrates within 1 to 10 rounds (the Storyguide should secretly roll a simple die). The ice floe created has no means of propulsion, and will melt at a rate appropriate to its surroundings until the spell's duration ends.

(Base 3, +2 Voice, +2 Sun, +1 Part, +1 size)

Source: *The Mythic Seas*, page 77

Soften the Water's Blow

ReAq 25

R: Sight, **D:** Conc, **T:** Part

This spell affects a circle of water 10 paces across such that it rises to meet someone falling toward it and cushions his fall. Anyone diving or falling into the water emerges undamaged as long as the water is at least 10 feet deep.

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

Source: *Wizard's Grimoire Revised Edition*, page 157

Whip of Water

Re(Cr)Aq 25

R: Touch, **D:** Sun, **T:** Ind

Requisite: Creo

This spell forms water into a whip which the caster can wield without difficulty, using Finesse in place of a weapon skill. The whip has the basic statistics of the mundane weapon, with a few special properties. The water whip can extend up to 5 paces, yet retract to be carried without encumbering. It cannot be parried with a weapon, but it also cannot parry or entangle weapons. Thus, the *Whip of Water* ignores any Defense bonus an opponent's weapon gives, and the *Whip of Water* gives no Defense bonus itself. The only exception is that shields can parry the *Whip of Water*.

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

Source: *Wizard's Grimoire Revised Edition*, page 156

Neptune's Suppliant

ReAq 35

R: Touch, **D:** Conc, **T:** Str

Enables a ship to pass through storms and otherwise impassable seas as though the sea were com-

pletely calm. Though the storm or other condition is not abated outside the spell's area of effect, the ship travels on a circle of placid water at a safe, steady rate, regardless of the use of sail or oars. In a combat situation, treat this as the ship's normal Speed – 2, minimum 1. Obviously, this spell is difficult to cast while the ship is caught in the grip of a storm, and the description of the spell given in *Carmina Tristeriam* (see "Spell Books," **Mythic Seas** page 84) suggests that the wizard prepare and cast the spell well in advance of anticipated rough seas. The spell's focus must be some form of valuable treasure, which is thrown overboard at the completion of the spell.

The origin of the spell is a mystery: until slightly less than a hundred years ago, it was only recorded in *Carmina Tristeriam*.

(Base 10, +1 Touch, +1 Concentration, +3 Structure)

Source: *The Mythic Seas*, page 77

Summon Spirits of the Water

ReAq 35

R: Arc, **D:** Mom, **T:** Ind

You can summon any water elemental to which you have an Arcane Connection. You must summon the creature out of its natural element. A botch may mean you have summoned the wrong kind of elemental, perhaps an unusually strong or hostile one.

(Base 15, +4 Arcane Connection)

Source: *The Hidden Paths: Shammans*, page 58

Ice Lock

ReAq 45

R: Voice, **D:** Sun, **T:** Bound

One body of water up to a half-mile in diameter freezes.

(Base 3, +2 Voice, +2 Sun, +4 Boundary, +2 size)

Source: *Ars Magica First Edition*, page 75

Auram Spells

CREO AURAM

Spring Breezes

CrAu 10

R: Per, **D:** Sun, **T:** Str

This spell is an invention of Aurelia of Bjornaer's. It creates pleasant swirling breezes throughout the area designated. She often casts it at the beginning of a battle, so that she can use *Talons of the Winds*, which requires a breeze to be present.

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

Source: *A Medieval Tapestry*, page 135

Wizard's Avalanche

CrAu 10

R: Sight, **D:** Mom, **T:** Ind

This spell creates a sound capable of causing an avalanche, if a suitable snowy slope lies in the direction of the caster's pointed hand. The actual sound made is determined by the caster, and will be influenced by the caster's sigil and situation. If the casting roll is botched, the avalanche may start somewhere else, probably somewhere that jeopardizes the caster.

(Base 3, +3 Sight)

Source: *Wizard's Grimoire Revised Edition*

Blinding Cloud of Soot and Smoke

CrAu 15

R: Voice, **D:** Diam, **T:** Ind

A thick cloud of smoke and soot forms in the air where the caster designates, beginning nearest to the caster and spreading rapidly outward to encompass a 10-pace radius. All those within must make a Stamina stress roll of 9+ or lose a Fatigue level as they inhale the ashes and begin coughing. This spell is useful for covering a retreat.

(Base 3, +2 Voice, +1 Diameter, +1 size)

Source: *Wizard's Grimoire Revised Edition*, page 157

Call Aeolus' Servants

CrAu 15

R: Voice, **D:** Conc, **T:** Ind

This spell conjures a stiff wind that blows into the sails of the ship on which the caster travels. The direction of this wind is under the caster's control, but he must make an Int + Concentration roll against an ease factor of 9 to change it.

(Base 3, +2 Voice, +1 Concentration, +1 size)

Source: *Wizard's Grimoire Revised Edition*, page 158

Winds of Good Sailing

CrAu 20

R: Voice, **D:** Conc, **T:** Str

Creates a wind strong enough to move a sailing ship and directs it at the sails of that ship. The wind's strength does not vary from casting to casting, so a small ship will be propelled faster than a large one—

though a ship with two or more sails will still move quite rapidly. The wind does not knock over people or objects.

(Base 2, +2 Voice, +1 Concentration, +3 Structure)

Source: *The Mythic Seas*, page 77

Prison of the Zephyrs

Cr(Re)Au 25

R: Voice, **D:** Conc, **T:** Ind

Requisite: Rego

This spell creates a circular wall of whirling winds around the target. Taking a step in any direction requires a Str + Size roll of 12+ to avoid being buffeted to the ground for +5 damage. If this roll botches, some important possession or item is lost and cast outside the ring. The ring of winds does not move, so breaking free of the spell without magic requires making the roll to avoid being buffeted.

Attacks through the prison, in either direction, suffer a -6 modifier to the Attack roll, and incur three extra botch dice. If a melee weapon is used, the wielder must make a Strength roll of 6+ to retain his grip on the weapon. If this roll to hold on botches, the weapon may be broken by the winds.

(Base 3, +2 Voice, +1 Concentration, +2 unnatural, +1 Rego effect)

Source: *Wizard's Grimoire Revised Edition*, page 158

Fulgurous Orb

CrAu 40

R: Voice, **D:** Diam, **T:** Ind

This spell creates a fist-sized, crackling ball of lightning in the caster's open hand. Sometime within the spell duration he may hurl it at any

target within range. On contact, it unfolds into a web of lightning bolts. The target hit by the orb itself takes +25 damage. All those within two paces are struck by the lesser bolts and take +15 damage.

Anyone within four paces of the web, including those caught within it, must make a Stamina stress roll to resist the ensuing thunderclap. See the following chart to determine the results:

Die Roll Result

12+	Unaffected
9-11	Deafened for a round
6-8	Deafened for a round, ringing in ears for the scene
3-5	Deafened for a round, ringing in ears for a day
0-2	Deafened for a round, ringing in ears for a season
botch	Permanent hearing loss (see Flaw Missing Ear)

Ringling in the ears causes a -2 to hearing Perception rolls. This hearing loss can be repaired with an appropriate Creo Corpus spell. A scene is a period of time in which the current setting and flow of time do not change.

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

Source: *Wizard's Grimoire Revised Edition*, page 157

INTELLEGO AURAM

Smell Poisonous Vapors

InAu 4

R: Per, **D:** Conc, **T:** Ind

The caster can sense whether the air she is breathing is poisonous.

(Base 2, +1 Concentration)

Source: *Ars Magica First Edition*, page 77

Sense the Distant Air

InAu 35

R: Arc, **D:** Conc, **T:** Group

This spell tells the caster the present weather conditions of any area to which the caster has an Arcane Connection. The Arcane Connection can be with the place or with a person there.

(Base 4, +4 Arcane Connection, +1 Concentration, +2 Group)

Source: *Wizard's Grimoire Revised Edition*, page 158

MUTO AURAM

Treading the Path Among the Clouds

MuAu 25

R: Per, **D:** Conc, **T:** Group

The target may walk upon clouds as if they were solid, albeit slightly soft, ground. The cloud upon which the target stands will continue to move wherever the prevailing winds carry it, though if another one passes nearby, the target may jump to it and ride along with the new cloud. The difficulty of this spell lies in reaching a cloud in the first place.

(Base 10, +1 Concentration, +2 Group)

Source: *Wizard's Grimoire Revised Edition*, page 158

Heat of Hell's Impending Doom

Mu(Re)Au(Ig) 30

R: Per, **D:** Conc, **T:** Bound, Ritual

Requisites: Rego, Ignem

Air in the target area grows painfully hot, with the exception of the

area within 10 feet of you. Those caught in this heat must make a Stamina stress roll of 6+ every round or lose a Fatigue level. Body levels are lost once Fatigue levels are gone. Plants exposed to this heat for any long period of time will wither and die.

(Base 4, +1 Concentration, +4 Bound, +2 requisites)

Source: *Ars Magica Fourth Edition*, page 120

PERDO AURAM

Destroy Spirits of the Air

PeAu Gen

R: Voice, **D:** Mom, **T:** Ind

If you can penetrate an air elemental's Magic Resistance, the creature loses Might Score equal to the spell's level + 10.

(Base effect, +2 Voice)

Source: *The Hidden Paths: The Hidden Paths: Shamans*, page 57

Air Clean and Pure

PeAu 15

R: Voice, **D:** Mom, **T:** Ind

Dispels a normal air phenomenon, such as smoke, haze, or odor.

(Base 5, +2 Voice)

Source: *Ars Magica Revised Edition*, page 84

Thief of the Stolen Breath

PeAu(An/Co) 15

R: Voice, **D:** Mom, **T:** Ind

Requisite: Animal or Corpus

Takes a creature's breath out of its lungs, causing panic and the instant loss of a Fatigue level, plus a second level unless a Stamina stress roll of 6+ is made. Casting requisite is Animal for beasts and Corpus for

people. This spell cannot effect a target more than once a round.

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

Source: *Ars Magica Fourth Edition*, page 120

Kill the Living Air

PeAu 25

R: Voice, **D:** Mom, **T:** Ind

This spell destroys the air of an air elemental, causing the creature harm. It does +25 damage to air elementals.

(Base 15, +2 Voice)

Source: *Wizard's Grimoire Revised Edition*, page 158

The Wolf Denied

PeAu 35

R: Sight, **D:** Mom, **T:** Str

The reverse of *Winds of Good Sailing*, this spell stills an existing wind. Its creator, Nivalis of Bonisagus, originally intended it to deter pursuers, but subsequent magi have reported that it is quite useful for avoiding winds generated by malign forces.

(Base 5, +3 Sight, +3 Structure)

Source: *The Mythic Seas*, page 77

REGO AURAM

Ward Against Spirits of the Air

ReAu Gen

R: Touch, **D:** Ring, **T:** Circle

You form a magical ring around yourself. Any elemental of the type specific to the spell and with a Might less than or equal to the level of the spell is unable to enter the circle or harm those within it. The ring lasts as long as you remain in it.

(Base effect)

Source: *The Hidden Paths: The Hidden Paths: Shamans*, page 58

Purse of the Captured Breeze

ReAu 4

R: Voice, **D:** Mom, **T:** Ind

Purse of the Captured Breeze ensnares a small sample of air within range (such as the breath exhaled by a fantastic beast, a gust from a storm, or even the essence of a dying air elemental) and seals it within a purse, pouch, bag, vial, or other small container that can be immediately sealed. When the container is opened, the air escapes.

(Base 2, +2 Voice)

Source: *Parma Fabula*

Blasting Wind, Blinding Mist

ReAu 10

R: Sight, **D:** Mom, **T:** Ind

Doubles the strength or intensity of one minor air phenomenon, such as fog, smoke, or odor.

(Base 3, +3 Sight)

Source: *Ars Magica Fourth Edition*, page 119

Images in the Fog

ReAu 20

R: Sight, **D:** Conc, **T:** Ind

This spell allows the caster to shape a room-sized volume of fog or other ground-level gases within range into any shape desired, which is held as long as the caster maintains concentration. The wind will not undo the figure, but if the fog is dissipating naturally, your figure will dissipate as well. If the duration is extended with vis, the figure holds its shape until the spell expires or the fog dissipates, whichever comes first.

(Base 2, +3 Sight, +1 Concentration, +1 size, +1 precision)

Source: *Wizard's Grimoire Revised Edition*, page 158

Bind Spirits of the Air

ReAu 25

R: Voice, **D:** Sun, **T:** Ind

You can control an air elemental if you can penetrate its Magic Resistance. A botch may mean the elemental attacks you to the best of its ability. If you try to bind an elemental again when its first binding wears off, you risk one extra botch roll for every day the elemental has been in your service.

(Base 5, +2 Voice, +2 Sun)

Source: *The Hidden Paths: Shamans*, page 57

The Traveling Thistledown

ReAu 25

R: Per, **D:** Sun, **T:** Ind

This spell renders the target naturally buoyant and offers him control over air to provide breezes that can propel him at speeds of up to 20 miles per hour. If left unattended, the spell provides whatever breezes were last called for. Changing these breezes (speed or direction) requires an average Concentration roll, with a failed attempt leaving the breezes unchanged. Breezes can be changed at five miles per hour per round, so the target has limited acceleration. This spell works particularly well in conjunction with *Wings of the Soaring Wind* (ReAu 20), since the caster will not drop like a rock if he loses concentration on that spell.

(Base 3, +2 Sun, +4 highly unnatural)

Source: *Wizard's Grimoire Revised Edition*, page 158

Summon Spirits of the Air

ReAu 35

R: Arc, **D:** Mom, **T:** Ind

You can summon any air elemental to which you have an Arcane Connection. You must summon the creature out of its natural element. A botch may mean you have summoned the wrong kind of elemental, perhaps an unusually strong or hostile one.

(Base 15, +4 Arcane Connection)

Source: *The Hidden Paths: Shamans*, page 58

Corpus Spells

CREO CORPUS

Beauty of the Princess

CrCo 10

R: Per, **D:** Sun, **T:** Ind

This spell removes all visible signs of age, making the target appear as young as desired. Only the target's Size may not be changed. This effect is only superficial, and does not change any of the target's physical traits. The change can be resisted with a Stamina roll of 6+ when cast on another.

(Base 4, +2 Sun)

Source: *Wizard's Grimoire Revised Edition*, page 158

Morning Without Regret

CrCo 10

R: Touch, **D:** Sun, **T:** Ind

This spell removes the symptoms of a hangover from the target.

As with most healing spells the relief ends when the spell does and the hangover returns in force. This spell is useful in getting the grogs up the fluid.

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

Source: *Wizard's Grimoire Revised Edition*, page 159

Sobriety of the Pious Abbot

CrCo 15

R: Touch, **D:** Sun, **T:** Ind

Removes the effects of drunkenness on the target. If the target is an drunkard, this may anger him or make him feel quite poor (by decreasing his Stamina score, for example).

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

Source: *Wizard's Grimoire Revised Edition*, page 159

Earthly Remains

CrCo 25

R: Voice, **D:** Sun, **T:** Ind

This spell creates a corpse. The caster may determine the state of decomposition and the apparent manner of death. The body may have any appearance, but if made to look like someone, the caster must use an Arcane Connection to that person, which becomes part of the corpse. After the spell is cast, the corpse itself can be used as an Arcane Connection to the person it resembles. Others can see through your ruse on an Intelligence stress roll of 9+, with a +2 bonus if they are familiar with the person simulated. On a botch, the observers are totally convinced of the identity and cause of death of the corpse.

(Base 5, +2 Voice, +2 Sun)

Source: *Wizard's Grimoire Revised Edition*, page 158

Healer's Ring

CrCo 50

R: Touch, **D:** Ring, **T:** Circle, Ritual

Every person in the ring has each wound reduced by one level of severity (i.e., Light Wounds are healed, Medium Wounds become Light Wounds, Heavy Wounds become Medium Wounds, and Incapacitating Wounds become Heavy Wounds). Useful for pitched battles, during covenant defense, and during especially disastrous adventures, although the vis cost is quite high.

(Base 25, +1 Touch, +2 Ring, +2 Circle)

Source: *Ars Magica Fourth Edition*, page 123

LEVEL 70

Gift of the Hero's Strength

CrCo 70

R: Touch, **D:** Sun, **T:** Ind, Ritual

This spell temporarily increases the target's Strength by three points to a maximum of +5. Multiple castings of this spell have no additional effect on the target. Similar Muto Corpus spells can affect other physical traits. Note that repeated or extended use of this spell can lead to detrimental side effects. For example, the target's muscles may begin to atrophy, leading to a permanent loss of one point of Strength.

(Base 45, +1 Touch, +2 Sun, +2 to boost to +3)

Source: *Wizard's Grimoire Revised Edition*, page 160

INTELLEGO CORPUS

Surgeon's Sight

InCo 10

R: Touch, **D:** Mom, **T:** Ind

Reveals to the caster the details of any one wound (including internal damage) and how it affects the wounded individual. Following the casting of this spell, the magus gains +3 to Chirurgy attempts to bind or heal the wound, or can give a +1 to another character attempting Chirurgy by describing what he sees. Having a weapon or object like that which caused the wound aids the magus in seeing its effects.

(Base 5, +1 Touch)

Source: *Triamore*, page 129

Recall the Heart's Final Pulse

InCo(Me) 15

R: Touch, **D:** Mom, **T:** Ind

Requisite: Mentem

By touching a corpse, the caster gains a sense of the feelings and thoughts felt by a person as he died. This may involve a complex set of emotions, such as betrayal or loss, or may be a single word, such as "Oops." Unfortunately, the spell requires that a pint of the victim's blood be poured over the caster's head as he casts the spell. This spell will function on a body whose soul has passed on, since it reveals the last worldly thoughts and feelings.

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

Source: *Wizard's Grimoire Revised Edition*, page 159

The Sailor's Salvation

InCo(Aq) 20

R: Sight, **D:** Conc, **T:** Ind

Requisite: Aquam

Locates one person in the water within the range of the spell, whether the person is alive or dead.

(Base 4, +3 Sight, +1 Concentration, no cost for requisite)

Source: *The Mythic Seas*, page 77

Bloom of Health

InCo(He) 25

R: Touch, **D:** Year, **T:** Ind, Ritual
Requisite: Herbam

This spell creates a link between the life force of a person and a flower. The health of the target is demonstrated by the health of the flower. The flower appears newly-bloomed and covered with dew when the target is healthy, and wilts when he is ill. The spell can be cast when the target is present, or by using an Arcane Connection. The flower becomes an Arcane Connection to the target for the duration of the spell, although harm done to the flower does not harm the target.

(Base 4, +1 Touch, +4 Year, no additional cost for Herbam requisite)

Source: *Wizard's Grimoire Revised Edition*, page 159

Secrets of the Magus' Health

InCo 25

R: Arc, **D:** Conc, **T:** Ind

While concentrating the caster receives the physical sensations of the target. He gets rudimentary information on the target's state of health, degree of injury, and age. If the target happens to die while the caster is using this spell, he falls unconscious (simple roll + Stamina of 6+ to recover, rolled each minute). This spell requires an Arcane Connection to the target. The target does

not necessarily realize that his sensations are being shared.

(Base 4, +4 Arcane Connection, +1 Concentration)

Source: *Wizard's Grimoire Revised Edition*, page 159

MUTO CORPUS

The Mask of Youth

MuCo 4

R: Per, **D:** Sun, **T:** Ind

This spell changes the apparent age of the recipient, making him appear to be a youthful, hale version of himself at an apparent age of twenty or twenty five. It does not actually affect aging or the effects of aging in any way, nor does it change the target's size or carriage. Thus an old woman would lose all wrinkles and age spots, but might continue to walk with a stoop; a child's face would mature, but the child would not grow to the size of an adult.

(Base 2, +2 Sun)

Source: *Triamore*, page 129

Easing the Strain of Childbirth

MuCo 5

R: Touch, **D:** Sun, **T:** Ind

When cast upon a woman in childbirth, this spell alters her pelvis to permit a child easy passage into the world. Even a petite noble lady finds herself temporarily as hardy as the sturdiest peasant woman. The spell ends when labor is over, or at the next Sunrise or Sunset, whichever comes first.

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

Source: *Wizard's Grimoire Revised Edition*, page 159

Evil Eye

MuCo 5

R: Touch, **D:** Sun, **T:** Ind

Enlarges an eye of the target, deforming the face and producing a grisly image.

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

Source: *Ars Magica Fourth Edition*, page 125

Eyes of the Hawk

MuCo(An) 5

R: Touch, **D:** Sun, **T:** Ind

Requisite: Animal

The target's eyes change to gain the long-distance vision of a hawk. The target gets a +4 bonus to sight-based Perception rolls made at a distance.

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

Source: *Wizard's Grimoire Revised Edition*, page 159

Visage of the Pious Monk

MuCo 5

R: Touch, **D:** Sun, **T:** Ind

The target's hair is transformed into a monk's tonsure for the duration of the spell. Particularly long-haired targets may require the caster to make a Finesse roll to adapt the spell, lest the hair's unwieldy length prove troublesome.

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

Source: *Wizard's Grimoire Revised Edition*, page 159

Eyes of the Owl

MuCo(An) 10

R: Touch, **D:** Sun, **T:** Ind

Requisite: Animal

The target's eyes change to gain the long-distance and night vision of an owl. It allows normal vision in near darkness, with a +2 bonus to

sight-based Perception rolls to see at a distance.

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

Source: *Wizard's Grimoire Revised Edition*, page 159

Snake Bite

MuCo(An) 10

R: Touch, **D:** Sun, **T:** Ind

Requisite: Animal

This spell provides the target with fangs. These fangs are slightly poisonous, and their bite gives +5 damage to combat totals for Fist/Kick. The spell also grants the jaw a greater range of motion than usual, allowing the target to retract the lower jaw to give the fangs room. The fangs fold back into the mouth when closed, making it impossible for the target to bite his tongue. However, the fangs are obvious when the target speaks, making interaction with mundanes difficult (-3 to social rolls).

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

Source: *Wizard's Grimoire Revised Edition*, page 160

Girth of the Sinking Stone

MuCo 15

R: Voice, **D:** Diam, **T:** Ind

The target's weight is increased to that of a rock of similar size. Since the target retains the same human strength, he may find it difficult to lift his arms or get up if he falls over, and his tracks leave deep impressions in the earth. This spell was originally invented to drown anyone menacing the Covenant of Insula Vulcano, which lies on an island.

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

Source: *Wizard's Grimoire Revised Edition*, page 160

Curse of the Serpent

Mu(Re)Co(An) 20

R: Touch, **D:** Conc, **T:** Part

Requisites: Rego, Animal

The target's right arm is turned into a snake, which proceeds to attack the target, and only the target. Natural resistance is provided by a Stamina roll against an ease factor of 9. The snake bites with the following statistics: Initiative +15, Attack +15, Damage +5.

The snake does not suffer from fatigue, has a +10 Soak, and four Body levels. However, it suffers no penalties from wounds. If the snake is killed, the target has also succeeded in destroying his right arm, and the arm reverts to its normal, albeit mangled, form, and the target finds that he has sustained four Body levels in the process. (The target is considered to have the Missing Hand Flaw until some sort of healing is performed.) If the snake overcomes its host, it becomes an arm again.

(Base 3, +1 Touch, +1 Concentration, +1 Part, +2 requisites)

Source: *Wizard's Grimoire Revised Edition*, page 160

Form of the Belly Creeper

MuCo(An) 20

R: Per, **D:** Sun, **T:** Ind

Requisite: Animal

The caster assumes the form of a normal poisonous snake. The caster can prematurely return to human form at will, but doing so ends the spell.

(Base 10, +2 Sun)

Source: *Wizard's Grimoire Revised Edition*, page 160

Gift of the Buoyant Gosling

MuCo 25

R: Sight, **D:** Sun, **T:** Ind

The target of this spell naturally floats even if he cannot swim. If burdened with particularly heavy items, such as ring armor, the spell slows the rate at which the target sinks, and buoys him to the surface if the armor is removed, but does not prevent sinking.

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

Source: *Wizard's Grimoire Revised Edition*, page 160

Ogre's Mouse

MuCo(An) 25

R: Per, **D:** Conc, **T:** Ind

Requisite: Animal

As long as you concentrate, you can turn into any mundane land animal of your choosing ranging from a Size -4 to a Size +3. The transformation is instantaneous and can be performed any number of times. Each time you transform into a different animal, however, you must make a Stamina + Concentration roll of 9+ or the spell ends.

(Base 10, +1 Concentration, +2 multiple changes)

Source: *The Mysteries*, page 144

Form of the Wise One

MuCo(An) 30

R: Per, **D:** Sun, **T:** Ind

Requisite: Animal

Transforms the target into an owl and acquires sight in non-absolute darkness, and a +2 bonus to Perception rolls to see at a distance at night. The target can resume human form at will, but doing so ends the spell.

(Base 20, +2 Sun)

Source: *The Bishop's Staff*, page 38

Medusa's Locks

MuCo(An) 30

R: Per, **D:** Conc, **T:** Part

Requisite: Animal

The target's hair becomes a writing mass of snakes. About two dozen snakes sprout from his head, each one-third to one-half yard long. Mundanes witnessing the target in this state must make a Brave stress roll of 6+ to stay and face the target. The snakes are venomous, and can attack anyone who comes close enough (except the target). Each snake has the following traits: Initiative +3, Attack +5, Damage +2 (+6 with venom). A Stamina natural resistance roll against an ease factor of 9 is required to resist the poison on the first bite, and the result also determines whether the poison is resisted on subsequent bites. Damage done to the snakes is considered damage done to the target.

(Base 15, +1 Concentration, +1 Part, +1 Animal requisite)

Source: *Wizard's Grimoire Revised Edition*, page 159

Mind of Man, Form of Fish

MuCo(An) 30

R: Touch, **D:** Sun, **T:** Ind

Requisite: Animal

While *Lungs of the Fish* can give someone the ability to breathe water as easily as air, it does not provide for effective locomotion. With this spell, the target takes on the form of a merman (or mermaid), with a large, piscine tail taking the place of his lower body. The upper body remains the same, except for webbing between the fingers and a set of gills that grow from the target's neck.

While this spell is in effect, the target can not only breathe water, but

can also swim better than a human. If the target of the spell can already swim, this spell confers a bonus of +3 to all Swim rolls until the spell wears off. If the target of the spell does not already have the skill, he can use it by rolling a stress die, only subtracting one from the roll, and only rolling one additional botch die in the event of a botch.

The target may change back at will, ending the spell, at which point he can breathe air again.

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

Source: *The Mythic Seas*, page 78

Protection of the Seas

MuCo(Aq) 35

R: Per, **D:** Conc, **T:** Ind

Requisite: Aquam

This spell makes the target's body assume the properties of liquid. Weapons tend to pass through the body and emerge, leaving the target unscathed. The target is immune to cutting and piercing weapons for the duration of the spell, although bludgeoning attacks and the flat edges of cutting weapons do normal damage. Appropriate casting requisites will extend this watery property to the caster's possessions.

The caster must make a Concentration roll for every weapon that passes through the target. If a roll fails, the weapon becomes lodged inside the target and does normal damage +5. Armor offers no protection from this damage.

If this spell is cast on another, the caster must concentrate on maintaining the other's special form. The spell also has the flaw of denying physical contact when it is needed. For example, objects cannot be grasped.

(Base 30, +1 Concentration)

Source: *Wizard's Grimoire Revised Edition*, page 160

Titanomachy

MuCo(Vi) 35

R: Per, **D:** Conc, **T:** Ind

Requisite: Vim

Turns you or someone you touch into a giant of a Size +6. Your Strength and Soak scores increase by +6, while your Defense decreases by 6. Opponents of Size +2 to +4 do half the normal levels of damage, and opponents of Size +5 or more do normal amounts of damage.

(Base 3, +1 Concentration, +2 size, +5 Soak bonuses)

Source: *The Mysteries*, page 144

Serpent's Armor

MuCo(An) 40

R: Touch, **D:** Sun, **T:** Ind

Requisite: Animal

The target's skin becomes scaled, like that of a snake. These scales are patterned in different ways, depending on how the spell was researched and on the caster's sigil. These scales make it impossible for the target to interact on a normal basis with mundanes who can see his skin. The scales grant a +5 Soak.

(Base 25, +1 Touch, +2 Sun)

Source: *Wizard's Grimoire Revised Edition*, page 160

Blessing of Antaeus' Fortitude

MuCo 45

R: Per, **D:** Sun, **T:** Ind

While the target's weight rests upon the earth—buildings qualify, but standing on ice, treading water, and hovering in the air do not—he or it acquires the fortitude of a megalith. The target gains a bonus of +6

Soak, can attempt to parry weapons with his bare hands (with a +6 Defense bonus), and any rolls to resist being knocked over are at +8. For purposes of being lifted, rather than being tackled or shoved, the target remains at his normal weight. The spell is suppressed, not broken, by breaking the target's connection to the earth, but will resume if the target is set down again. While the spell is in effect, the target suffers a -2 penalty to all touch-based Perception rolls and related activities due to blunted tactile senses.

(Base 30, +2 Sun, +1 extra abilities)

Source: *Wizard's Grimoire Revised Edition*, page 160

PERDO CORPUS

Twist and Pull of the Wench's

Hair

PeCo 5

R: Eye, **D:** Mom, **T:** Ind

This causes a painfully sharp tug on the target's hair, though no permanent damage is caused. This is similar to a traditionally non-Hermetic hex, common to witches throughout Germany and Burgundy, and has been imitated by some in the Order. Used to intimidate, the caster normally winks at the victim. Due to its relatively low level, use of voice or gestures is rare, and is regarded as bad form (or even a sign of incompetence). Some Hermetic versions of this spell result in pinching rather than hair-pulling.

Although there is no reason this spell could not be invented with a range of Touch at the same level, the Eye range is traditional, and no

known texts of such expanded ranges are known. Targets of the spell are likely to believe the caster is a witch or sorcerer, and react accordingly.

(Base 4, +1 Eye)

Source: *Wizard's Grimoire Revised Edition*, page 161

Eyes of Eternity

PeCo 20

R: Eye, **D:** Conc, **T:** Ind

The target ages the target by 5 years. This spell only works on adults (those 16 and older), and the target cannot attack the caster or break eye contact himself, although he can otherwise move. For each year aged over 34, make an aging roll. A target under the effect of a Longevity Ritual receives bonuses from that ritual on his aging rolls as normal. However, as soon as an aging roll has a detrimental effect, the Longevity Ritual no longer sustains the target (or helps with the rolls).

(Base 15, +1 Eye)

Source: *Wizard's Grimoire Revised Edition*, page 161

Pain of the Wizard's Gaze

PeCo 20

R: Sight, **D:** Conc, **T:** Ind

The caster looks at a specific point on the victim, causing him to feel terrible pain in that area. This pain effectively imposes a -3 penalty to all actions taken by the victim, -5 if the affected body part is necessary for the action. Concentration rolls also suffer this -3 penalty. Once the spell ends, the victim loses one Fatigue level.

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

Source: *Wizard's Grimoire Revised Edition*, page 161

Ligature

PeCo 25

R: Arc, **D:** Mom, **T:** Ind

In order to cast this spell the user must possess an Arcane Connection to the target, such as a necklace, a shoe, a staff, a coin, or a lock of hair. With this connection the spell has unlimited range. The target of the spell suffers sexual impotence, which heals as a Light Wound. The spell can only be cast once through a single Arcane Connection.

(Base 5, +4 Arcane Connection)

Source: *A Midsummer Night's Dream*, page 54

Confound the Connection

PeCo 40

R: Per, **D:** Mom, **T:** Ind

Allows you to destroy an item used by another magus as an Arcane Connection either to you or someone you touch. Use of this spell assumes you know an Arcane Connection has been made to you or the person you touch, though you don't have to know what item is being used to form the connection. Once this spell is cast, the Arcane Connection is destroyed. Another connection can only be formed by a magus if he has another of your personal objects.

(Base 40)

Source: *Ars Magica Fourth Edition*, page 127

Unwished Gift of Returned Pains

PeCo(Me) 40

R: Touch, **D:** Conc, **T:** Ind

Requisite: Mentem

This spell connects the caster's body to the target's, although the target may attempt to resist with a Stamina natural resistance roll against an ease factor of 12. Any

damage done to the caster is also endured by the target. Wounds are transferred from the caster after his Soak has been compared to the damage received. If the caster dies, the spell is broken, and if the target dies, no more wounds may be transferred. The caster can connect to an animal with an Animal casting requisite, or to an elemental with the appropriate Form as a requisite.

(Special spell: assume base 25, +1 Touch, +1 Concentration, +1 Mentem requisite)

Source: *Wizard's Grimoire Revised Edition*, page 161

REGO CORPUS

Curse of the Sneezing Banshee

ReCo 5

R: Voice, **D:** Conc, **T:** Ind

The target sneezes uncontrollably.

(Base 2, +2 Voice, +1 Concentration)

Source: *Ars Magica First Edition*, page 80

March of the Iron Shackles

ReCo 5

R: Voice, **D:** Conc, **T:** Ind

This spell slows the target to roughly half his normal pace.

(Base 2, +2 Voice, +1 Concentration)

Source: *Wizard's Grimoire Revised Edition*, page 162

Arduous Pace of the Tortoise

ReCo 10

R: Voice, **D:** Conc, **T:** Ind

The target can only move with the relative speed of a turtle (a very slow walk for normal men) as long

as the caster concentrates. A similar spell, *March of the Iron Shackles* (ReCo 5) merely slows the target to roughly half his normal pace.

(Base 3, +2 Voice, +1 Concentration)

Source: *Wizard's Grimoire Revised Edition*, page 162

Curse of the Owner

ReCo 10

R: Voice, **D:** Conc, **T:** Part

The target's hand retains its grip on whatever it holds, making it nearly impossible for the object to be dropped. A Strength stress roll of 18+ is required to break the grip. On a botch, a Fatigue level is lost. Fragile objects might be damaged in the grip, and if shattered, the remaining parts continue to be held in the grasp.

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

Source: *Wizard's Grimoire Revised Edition*, page 161

Stance of the Calm Sea

ReCo 10

R: Touch, **D:** Sun, **T:** Ind

The target can stand easily upon the deck of even a wildly-pitching ship, provided the ship does not keel completely over. If the target becomes separated from the ship—such as by leaping, even for a moment—the spell is broken. While the spell is active, all appropriate rolls gain a +2 bonus, and one less botch die is rolled (to a minimum of one).

Though nominally useful to sailors, the spell is of incalculable value to seafaring magi as an obvious aid to spellcasting, and so most of them have learned it.

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

Source: *The Mythic Seas*, page 78

The Traitorous Hand

ReCo 10

R: Voice, **D:** Conc, **T:** Part

The target attacks himself with whatever weapon he is holding or carrying unless he makes a Str + Concentration stress roll of 15+. Attacks and Damage are calculated normally, but the target's weapon skill is replaced by the caster's Finesse score. If the target's resistance roll botches, his weapon skill and the caster's Finesse are both added to the attack on the target. If the target does not hold a weapon, a fist is used.

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

Source: *Wizard's Grimoire Revised Edition*, page 162

Eyes of the Serpent

ReCo 15

R: Eye, **D:** Conc, **T:** Ind

The target is incapable of moving until the caster breaks concentration or eye contact is broken in some way. While this spell is in effect, the caster's pupils become vertical slits, like a snake's, and he does not blink. The target is allowed an Intelligence natural resistance roll against an ease factor of 6 to avoid being drawn in.

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

Source: *Wizard's Grimoire Revised Edition*, page 161

Mighty Fling of the Menacing Knight

ReCo 20

R: Voice, **D:** Mom, **T:** Ind

The target is suddenly lifted up by a great force and hurled away

from the caster in a fluid motion in a direction the caster designates, landing about 10 paces away. Depending upon the situation the target may suffer damage from the impact. A Finesse roll is required to determine the exact path of the victim (up at an angle, straight back, and so on).

(Base 10, +2 Voice)

Source: *Wizard's Grimoire, Revised Edition*, page 162

Exchange Between Prison Bars

ReCo 25

R: Touch, **D:** Mom, **T:** Group

By means of this spell you exchange places with someone you touch. If you are lying in a cell and tied by ropes, and can touch a guard standing nearby, you are suddenly standing while he is bound and imprisoned.

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

Source: *Wizard's Grimoire*, page 81

Ravenous Appetite of the Glutton

ReCo 25

R: Voice, **D:** Conc, **T:** Ind

The target must continue to eat throughout the duration of this spell. If no food is available, the target must seek it out, though if no food is available for more than a few moments, marginally edible substances will suffice (for example, leaves, uncooked meat, candles). In the spirit of the Roman vomitorium, if the victim regurgitates, he must continue to eat thereafter. This spell was the forebear of the more generally applied spell, *Perseverance of the Undaunted Ant* (ReCo 30).

(Base 10, +2 Voice, +1 Concentration)

Source: *Wizard's Grimoire Revised Edition*, page 162

Raise the Unsleeping Battalions

ReCo 40

R: Voice, **D:** Sun, **T:** Group

This spell raises ten corpses as undead soldiers. One is chosen as the Champion, and is control of the other "soldiers." These other nine are fairly weak creations, and cannot be given orders directly. Instead, they follow the will of their Champion, or if it is destroyed, then that of the most powerful Infernal creature within a hundred feet. The lesser skeletons cannot voluntarily move more than one hundred feet from their commander, and if they do so, or if there is no Infernal creature present, they attack the nearest living human. The champion obeys the orders of its creator, unless a creature with an Infernal Might of 20+ issues different commands.

(Base 10, +2 Voice, +2 Sun, +2 Group)

Source: *Mistridge*, page 79

Herbam Spells

CREO HERBAM

Conjure an Apple

CrHe 4

R: Touch, **D:** Sun, **T:** Ind

Creates a beautiful apple without seeds or core.

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

Source: *Ars Magica First Edition*, page 82

Fisherman's Wooden Island

CrHe 15

R: Touch, **D:** Sun, **T:** Ind

This spell creates a rowboat which accommodates three passengers. The boat cannot be sunk by anything but magic, although it can tip over.

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

Source: *Wizard's Grimoire Revised Edition*, page 162

Salvation of the Sinking Ship

CrHe 15

R: Voice, **D:** Sun, **T:** Ind

Seals any known leak in a waterborne vessel. This spell is often used in conjunction with *The Shipwright's Masterful Eye* (InHe 15).

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

Source: *The Mythic Seas*, page 78

Restoration of the Corrupted Plant

CrHe 20

R: Touch, **D:** Mom, **T:** Ind, Ritual

Removes the crippling or malignant after-effects of any injury, poison, or disease (as *Restoration of the Defiled Body*).

(Base 10, +1 Touch, Ritual must be level 20)

Source: *Ars Magica Fourth Edition*, page 129

Crafting the Sailor's Last Hope

CrHe 25

R: Voice, **D:** Sun, **T:** Room

A sturdily-built square raft appears in the designated spot. The raft can be up to 15 paces across, and is

sturdy enough to bear the weight of up to 20 creatures of Size 0 or less. Each point of Size above 0 counts as one additional creature, and each point of Size below 0 counts as one less creature. Should more than 30 creatures of any size be piled upon it, the raft founders. The raft created does not include a means of propulsion.

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

Source: *The Mythic Seas*, page 78

Forester's Hut

CrHe 30

R: Voice, **D:** Sun, **T:** Str

This spell creates a small wooden hut. The hut is large enough to house 15 people, although the accommodations are comfortable for about five. The hut contains wooden furniture and a small pile of firewood. The caster's sigil determines how the hut is furnished and arranged. The hut disappears quietly as the spell expires, so that those sleeping inside are not rudely dropped to the ground. If the Spell Focus is used it is buried at the site of the hut.

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

Source: *Wizard's Grimoire Revised Edition*, page 162

The Wizard's Oak of No Age

CrHe 35

R: Voice, **D:** Sun, **T:** Ind, Ritual

This spell creates an enchanted seed which, when planted, grows into a mature tree appropriate to the seed. The tree starts growing when the spell commences and reaches maturity at the end of the ritual. If the spell is interrupted, the tree stops

growing at that point, and will have an intermediate size.

(Base 15, +2 Voice, +2 Sun)

Source: *Wizard's Grimoire Revised Edition*, page 162

Sails Over Seven Seas

CrHe 40

R: Voice, **D:** Year, **T:** Str, Ritual

This spell creates a fully equipped, seaworthy wooden ship. The ship requires a minimum crew of five sailors, but a crew of twelve is necessary for longer voyages. The ship can carry up to 30 persons and a cargo of ten wagons.

(Base 3, +2 Voice, +4 Year, +3 Str)

Source: *Wizard's Grimoire Revised Edition*, page 162

INTELLEGO HERBAM

Sense the Magic Root

InHe(Vi) 5

R: Touch, **D:** Mom, **T:** Ind

Requisite: Vim

The caster can determine the magical properties of a living plant within the range of the spell. The caster gets an intuitive understanding of what powers the plant possesses. These powers may be subtle, such as healing properties, or overt, such as sentience. If the plant does not want its powers investigated, the caster must penetrate its magic resistance. If the plant has no Might score, it cannot resist this spell. This spell only works on living plants; it cannot reveal information about magic staves or other dead wooden objects. If the Spell Focus is used, the pawn is not consumed. However, the pawn used as a focus cannot be expended

to increase the power of the spell. Infernal powers cannot be determined through the use of this spell.

(Base 4, +1 Touch)

Source: *Wizard's Grimoire Revised Edition*, page 162

The Shipwright's Masterful Eye

InHe 15

R: Touch, **D:** Mom, **T:** Str

Every leak in a water-borne vessel, no matter how small the aperture, is instantly known to the caster. If the caster uses a dry sponge while casting the spell, the sponge grows wet along its surface in the areas corresponding to where the ship is leaking.

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

Source: *The Mythic Seas*, page 78

MUTO HERBAM

Thaumaturgic Transformation of the Wooden Staff to Snake

MuHe(An) 20

R: Touch, **D:** Sun, **T:** Ind

Requisite: Animal

This spell transforms a wooden staff into a non-venomous snake. Rego Animal spells are required if the caster wishes to control the snake's actions, otherwise the transformed staff will act like a snake in all regards. When the spell wears off, the snake turns back into a staff, but keeps its serpentine shape.

(Base 4, +1 Touch, +2 Sun, +1 size, no cost for requisite)

Source: *Wizard's Grimoire Revised Edition*, page 163

PERDO HERBAM

Despoiler of Life's Sustenance

PeHe 5

R: Touch, **D:** Mom, **T:** Group

Molds up to a bushel of vegetable food or fodder, making it inedible.

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

Source: *Ars Magica First Edition*, page 83

Neptune's Ire

PeHe 15

R: Sight, **D:** Mom, **T:** Ind

The caster points at a ship within the spell's range and makes a stabbing motion toward it. A hole the size of two large fists appears just below the waterline of the target ship, causing that ship to sustain one level of Seaworthiness and an automatic +3 hole (see the "Damage to Ships" insert on page 24, **The Mythic Seas**). If the targeting roll fails, the hole appears above the waterline (damaging Seaworthiness but not causing an automatic hole), or misses the vessel altogether on a botch. At least two botches are required for the spell to accidentally affect a ship the caster is aboard.

(Base 4, +3 Sight)

Source: *The Mythic Seas*, page 78

The Wizard's Timber

PeHe 15

R: Voice, **D:** Mom, **T:** Ind

The caster can use this spell to cut down a living tree, tree-like plant, or wooden pillar. If the target is magical, it may resist this spell. The caster may make a Finesse roll to specify the direction in which the tree falls. The ease factor for this roll should depend on how likely it is

that the tree would fall in that direction if cut to do so.

(Base 4, +2 Voice, +1 affect living wood)

Source: *Wizard's Grimoire Revised Edition*, page 163

Freeing the Entangled Sail

PeHe 20

R: Voice, **D:** Mom, **T:** Str

All of the canvas and rigging of a ship instantly reorders itself to its proper configuration regardless of obstructions and conditions. Actual damage to the ship is not repaired, though appropriate repairs may be rendered easier (the Storyguide should assign an appropriate bonus based on the sort of damage that was originally sustained). The sail-cloth used as a spell focus must not only be clean, it can never have been dirtied.

The spells of Effrenatus of Bonisagus are all marked by a total organization of small items around him, as per his casting sigil. Accordingly, his version of this spell not only reorders the rigging of a ship, but carefully bundles up any damaged portion so that it may be easily replaced.

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

Source: *The Mythic Seas*, page 79

REGO HERBAM

Whip of Thorns

ReHe 5

R: Voice, **D:** Mom, **T:** Ind

A nearby branch animates and lashes out at a target designated by the caster. Make a Finesse attack roll to hit. A thorny branch inflicts

+0 damage, though the spell is often used to knock small objects from a person's grasp.

(Base 3, +2 Voice)

Source: *Ars Magica Revised Edition*, page 89

The Benevolent Oarsman

ReHe 20

R: Voice, **D:** Conc, **T:** Group

A small boat is propelled forward along the water at 15 to 20 miles per hour as long as concentration is maintained (a rudder of some manner is still required to actually steer the craft). The Aquam requisite serves to smooth the water at the bow of the boat. *The Benevolent Oarsman* was invented by Ctibius of Bonisagus who had frequent need to use small fishing boats along the coast of Cornwall.

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

Source: *Wizard's Grimoire Revised Edition*, page 163

Aegis of Neptune's Grace

ReHe(Ig,Te) 25

R: Voice, **D:** Conc, **T:** Group

Requisites: Ignem, Terram

Deflects a single missile fired from a Shipboard Weapon (see **The Mythic Seas**, page 18) and aimed at a ship. The caster can deflect a different attack each round. The attack automatically misses, but the attacker still rolls to see if he botches. Less powerful variants of this spell omit the Ignem requisite, on the grounds that fire-throwing weapons mounted on ships are not as common as they once were.

(Base 4, +2 Voice, +1 Concentration, +2 Group, no additional cost for requisite)

Source: *The Mythic Seas*, page 79

Poseidon's Grip

ReHe(Aq,Au) 30

R: Sight, **D:** Conc, **T:** Str

Requisites: Aquam, Auram

Holds a ship completely stationary within a body of water, despite prevailing currents. The ship resists all but the strongest impetus until such time as the sail is raised or the oars are dipped into the water. If lodestones are used as the spell's focus, they must be attached to the vessel at each of the cardinal directions. If a miniature anchor is used, it must be lowered on a string over the side of the ship until it is completely submersed.

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

Source: *The Mythic Seas*, page 79

The Wandering Chair

ReHe 30

R: Voice, **D:** Sun, **T:** Ind

This spell can only be cast on a wooden chair or seat which is designed to only hold one person. The affected item tries to move out of the way when a person tries to sit on it, leaving him sprawling on the floor. If the chair is held still, a person can sit in it, but once the person is seated the chair sets off about the room trying to buck off its occupant. Simple Dexterity or Strength rolls against a difficulty 9 are required every round to stay seated.

(Base 10, +2 Voice, +2 Sun)

Source: *Wizard's Grimoire Revised Edition*, page 163

Defiance of the Prey

ReHe 35

R: Voice, **D:** Conc, **T:** Str

The caster can cause a ship to violently jerk back and forth, damaging the vessel and hurling its crew about. Each exposed crew member must make a Dexterity + Athletics stress roll of 12+ every combat round or be hurled over the side. Even those who succeed suffer +5 damage every round as they are buffeted helplessly. Those below decks are not thrown overboard, but suffer +10 damage each round as they are slammed repeatedly into bulkheads, cargo, chests, and each other.

Ostensibly created for use against pirates, this spell is more often used by rogue magi acting as pirates. The spell being so devastating—and magical resistance bypassed by the indirect nature of the attack—many magi who recognize it being used against them immediately surrender to their attackers.

(Base 5, +2 Voice, +1 Concentration, +3 Str)

Source: *The Mythic Seas*, page 79

Ignem Spells

CREO IGNEM

Inscribing the Wizard's Sigil

CrIg(Vi) 5

R: Touch, **D:** Moon, **T:** Ind

Requisite: Vim

The caster puts three fingers on a surface where he wants his sigil burned and names himself aloud. This sigil is a representation of the magus' sigil used for voting. The spell does not function if the caster is not who he claims to be. Marking an item with this spell labels it as belonging to the caster. The mark cannot be magically erased by anyone but the caster, although the surface can be physically altered to obscure your mark. Items marked by this spell are Arcane Connections to their casters. Although the mark is burned on, the burning is wholly cosmetic. Combustible materials do not ignite, and fragile items are not damaged by the mark.

(Base 1, +1 Touch, +3 Moon, no additional cost for requisite)

Source: *Wizard's Grimoire Revised Edition*, page 163

Physician's Magical Bed

CrIg(Co) 5

R: Touch, **D:** Sun, **T:** Ind

Requisite: Corpus

This spell controls the temperature and comfort of a bed patient so that conditions for natural healing are optimal. The spell effect gives a +3 bonus to all recovery rolls, but only if used throughout the patient's recovery period.

(Base 2, +1 Touch, +2 Sun, no additional cost for requisite)

Source: *Wizard's Grimoire Revised Edition*, page 164

Heating the Frigid Hall

CrIg 15

R: Voice, **D:** Sun, **T:** Room

This spell keeps a single room, up to the size of a grand hall, warm until the next Sunrise or Sunset. No

fire is created, which helps prevent unfortunate accidents during particularly strenuous celebrations.

(Base 1, +2 Voice, +2 Sun, +2 Room)

Source: *Wizard's Grimoire Revised Edition*, page 164

True Light

CrIg 15

R: Touch, **D:** Moon, **T:** Ind

This spell brings light to a darkened place by igniting a candle or lamp with a flame that neither dies nor consumes its fuel. It is frequently cast by magi within their sancta or covenant. It was invented by Ulisterius of Jerbiton, who cast it upon eight candles in a chandelier at the covenant's entry, illuminating the stone room as bright as day.

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

Source: *Triamore*, page 129

Vengeful Backfire

Cr(Re)Ig 15

R: Per, **D:** Conc, **T:** Ind

Requisite: Rego

When this spell is cast, the target's body is charged with the power of Ignem. Small flames leap from the target's body to everything he contacts, except for the clothes he wears and items he carries when the spell is cast. The target singes everything touched, and leaves burning footprints marking his passage. The flames do +5 damage, and if someone is in constant contact with the target, the damage is automatically inflicted every round. Casting requisites may be desired, especially if extending the range to Touch.

(Base 5, +1 Concentration, +1 Rego requisite)

Source: *Wizard's Grimoire Revised Edition*, page 164

Corpse Candle

CrIg(Me) 20

R: Sight, **D:** Conc, **T:** Ind

Requisite: Mentem

This spell, devised by Sarimarcus of Merinita, creates the image of an Ignis Fatuus or "foolish fire" which hovers above the head of any target within line of sight. As long as concentration is maintained the light remains over that subject, though the subject is allowed a Magic Resistance roll.

Regarded as an omen of death the floating faerie spirit is known by any of the following names: corpse-candle, dead-candle, Billy-wi'-t'-wisp, Hobbledy's lantern, Jenny-burnt-tail, Kitty-candlestick, and pinket. The light radiating from this source creates an aura of doom and dread in a 15-pace radius. Those in the light acquire the Personality Trait Morose +3. These people also look pallid and deathly. For others to approach them requires a Bravery roll of 4+.

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

Source: *A Midsummer Night's Dream*, page 35

Eyes of Flame

CrIg 20

R: Eye, **D:** Mom, **T:** Ind

Twin lances of flame shoot from the caster's eyes. The flames do +20 damage.

(Base 15, +1 Eye)

Source: *Wizard's Grimoire Revised Edition*, page 164

Warmth of the Hearth

CrIg(Au) 20

R: Voice, **D:** Moon, **T:** Room

Requisite: Auram

This spell maintains the air within a room at a comfortably warm temperature. The room must be reasonably protected against cold weather: The spell will keep the room warm if a window is opened but the air is still, but won't prevent a cold breeze from blowing through. Heat created by the spell is not cumulative with that from other sources—the room won't become uncomfortably hot because a fire burns in the fireplace, for instance, nor will it become unnaturally stifling if the weather outside warms up.

(Base 1, +2 Voice, +3 Moon, +2 Room, requisite free)

Source: *Triamore*, page 129

Aura of Demonic Presence

CrIg(Vi) 25

R: Voice, **D:** Conc, **T:** Group

Requisite: Vim

While demons cannot be detected through Intellego magics, they can certainly be destroyed with Perdo Vim spells. This spell draws a crackling blue aura of Saint Elmo's Fire around all demons within range, but only those whose Infernal Might is less than half the spell's level + a stress die. The caster therefore has a gauge of the demons' power.

(Base 3, +2 Voice, +1 Concentration, +2 Group, +1 Vim requisite)

Source: *Wizard's Grimoire*, page 73

Bind Spirits of the Fire

ReIg 25

R: Voice, **D:** Sun, **T:** Ind

You can control a fire elemental if you can penetrate its Magic Resistance. A botch may mean the el-

emental attacks you to the best of its ability. If you try to bind an elemental again when its first binding wears off, you risk one extra botch roll for every day the elemental has been in your service.

(Base 5, +2 Voice, +2 Sun)

Source: *The Hidden Paths*: Shamans, page 57

Flames of the Wizard's Soul

CrIg 25

R: Per, **D:** Mom, **T:** Ind

This spell causes the caster to burst into flames, doing +30 damage. This spell is a trap set for the unwary, and is always disguised as a useful and powerful spell. An Int + Scribe stress roll of 9+ is required to recognize the spell's true effect. Botching this roll during study means that the magus recognizes the flame damage effect, but thinks the flames consume another target.

(Base 25)

Source: *Wizard's Grimoire Revised Edition*, page 164

Breath of Vulcan

CrIg(Au,Te) 35

R: Voice, **D:** Mom, **T:** Room

Requisites: Auram, Terram

This spell creates a cloud of red-hot ash as if from a volcanic eruption. The cloud initially occupies an area seven paces in diameter and does +20 damage. For each round after the first, the cloud spreads another three paces in diameter, but drops in damage by five. The cloud dissipates on its own after three rounds, although it can be dispersed more quickly by a stiff wind.

(Base 15, +2 Voice, +2 Room)

Source: *Wizard's Grimoire Revised Edition*, page 164

Pilum of Lumen

CrIg 35

R: Voice, **D:** Mom, **T:** Ind

Invented by Roxanne of Flambeau's mater Cara, this spell attacks the target with a ray of pure lumen hot enough to melt metal. If cast at night or in the dark the spell's lumen partially dissipates into the air, causing bright flashes of light. Anyone within 10 paces of the caster or target must make a stress + Stamina roll of 3+ or be blinded for a round. In darkness, the *Pilum* does only +15 damage. During full daylight or its equivalent, however, the *Pilum* is completely invisible against the background lumen, and does +30 damage.

(Base 25, +2 Voice)

Source: *The Mysteries*, page 81

Lance of Solar Fury

CrIg 45

R: Sight, **D:** Mom, **T:** Ind

This spell causes a burning shaft of light to fire from the sun's rays, concentrating upon a single target. The beam may pierce virtually any form of cover. The ray does a base +40 damage, but its potency may be diminished by intermediate phenomena, as follows:

Atmospheric haze	-2
Ground fog	-8
Overcast or high clouds	-5
Rain, snow, or mist	-5
Rainstorm or thick fog	-10
Thunderheads	-15
Torrential rain, blizzard	-8
Treetops	-7

Thus, bad weather can really diffuse the power of the *Lance*. For example, an overcast day with thick fog

that reaches all the way to the ground yields a penalty of $(-5) + (-10) + (-8) = -23$. Naturally, this spell may only be cast between sunrise and sunset.

(Base 35, +2 Voice)

Source: *Wizard's Grimoire Revised Edition*, page 164

INTELLEGO IGNUM

Hourglass of the Frozen Heart

InIg(Co) 10

R: Sight, **D:** Mom, **T:** Ind

Requisite: Corpus

Through this spell the caster can gauge the length of time a being can survive without protection in a frigid environment. The period can be sensed in terms of days, hours, or mere minutes. The spell can also gauge how long the victim of an ice-creating spell has to live. The spell has casting requisites of Auram (if used to gauge weather conditions) or Aquam (if a cold body of water is involved), as well as Animal, Corpus, or Herbam depending on the being.

(Base 2, +3 Sight, +1 requisite)

Source: *Wizard's Grimoire Revised Edition*, page 164

Sense of the Fires Nearby

InIg 40

R: Per, **D:** Conc, **T:** Bound

Lets you know the location and size of every fire larger than a candle within the Boundary. Candles and smaller fires can be detected within one hundred paces. With an Intelligence + Concentration roll of 13+, you can concentrate on one of these fires, and get some idea of what's around it (e.g., people, food, tents). A botch on the roll may mean that the people spied upon detect you in

the fire. A piece of burned wood or wick is needed to see into a specific fire. It acts as an Arcane Connection, through the Law of Sympathy.

(Base 10, +1 Concentration, +4 Boundary, +1 complexity)

Source: *Ars Magica Third Edition*, page 217

PERDO IGNUM

Destroy Spirits of the Fire

PeIg Gen

R: Voice, **D:** Mom, **T:** Ind

If you can penetrate a fire elemental's Magic Resistance, the creature loses Might Score equal to the spell's level + 10.

(Base effect, +2 Voice)

Source: *The Hidden Paths: The Hidden Paths: Shamans*, page 57

Torch of Stolen Light

PeIg 10

R: Touch, **D:** Sun, **T:** Ind

This spell enchants a torch, such that when the torch is lit, it does not emit light and heat, but radiates sufficient darkness and cold to eliminate the effect of one ordinary torch. A lit torch is consumed normally.

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

Source: *Wizard's Grimoire*, page 86

Quench the Rippling Flames

PeIg 15

R: Voice, **D:** Mom, **T:** Ind

Puts out a bonfire.

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

Source: *Ars Magica Revised Edition*, page 91

Darkness of Midsummer's Night

PeIg 20

R: Touch, **D:** Sun, **T:** Group

This spell enchants a bonfire, such that when the bonfire is lit, it does not emit light and heat, but radiates sufficient darkness and cold to eliminate the effect of one ordinary bonfire. A lit bonfire is consumed normally.

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

Source: *Wizard's Grimoire*, page 86

Wizard's Touch of Cold

PeIg 25

R: Voice, **D:** Conc, **T:** Ind

The target suffers from extreme cold. For each round that the caster concentrates, the target suffers +10 damage. Close proximity to a warm fire will not save the target, since the cold is felt right down to the bones.

(Base 10, +2 Voice, +1 Concentration)

Source: *Wizard's Grimoire Revised Edition*, page 165

REGO IGNUM

Ward Against Spirits of the Fire

ReIg Gen

R: Touch, **D:** Ring, **T:** Circle

Requisite: Ignem

You form a magical ring around yourself. Any elemental of the type specific to the spell and with a Might less than or equal to the level of the spell is unable to enter the circle or harm those within it. The ring lasts as long as you remain in it.

(Base effect)

Source: *The Hidden Paths: The Hidden Paths: Shamans*, page 58

The Walking Fire

ReIg 25

R: Voice, **D:** Conc, **T:** Ind

This spell causes a bonfire or smaller fire to move as the caster wills it. The fire cannot move faster than a walking pace, so it can be avoided by those who see it and have space to move. A person engulfed by *The Walking Fire* takes +10 damage for a bonfire, and less from smaller fires. *The Walking Fire* ignites flammable materials it passes over.

The fire needs fuel to be sustained, and it can burn materials it passes over for fuel. If the fire burns for more than three consecutive rounds without fuel, the fire dies and the spell ends.

(Base 10, +2 Voice, +1 Concentration)

Source: *Wizard's Grimoire Revised Edition*, page 165

Curse of Attraction of the Fire

ReIg(Co) 35

R: Voice, **D:** Sun, **T:** Room

Requisite: Corpus

All fires within a three-pace radius of the target are drawn toward him. The target must make a Quickness stress roll against an ease factor of 9 to avoid attracted fires. On a botch, the target is considered to be in the fire for two rounds, which negates the protection of armor. Damage done is based on the size of fire attracted.

Ignem spells cast at other targets which are within three paces of this spell's target are drawn to the target of this spell rather than to their actual targets.

(Base 4, +2 Voice, +2 Sun, +2 Room, +1 Corpus requisite)

Source: *Wizard's Grimoire Revised Edition*, page 165

Summon Spirits of the Fire

ReIg 35

R: Arc, **D:** Mom, **T:** Ind

You can summon any fire elemental to which you have an Arcane Connection. You must summon the creature out of its natural element. A botch may mean you have summoned the wrong kind of elemental, perhaps an unusually strong or hostile one.

(Base 15, +4 Arcane Connection)

Source: *The Hidden Paths: Shamans*, page 58

Imaginem Spells

CREO IMAGINEM

Chimes in the Breeze

CrIm 2

R: Per, **D:** Conc, **T:** Ind

The sounds of lightly whispering chimes rings around the caster.

(Base 1, +1 Concentration)

Source: *Ars Magica First Edition*, page 77

Elaboration of the Conspicuous Sigil

CrIm(Vi) 3

R: Per, **D:** Conc, **T:** Ind

Requisite: Vim

This spell is cast prior to another spell's casting. A Concentration roll against an ease factor of 6 is required each round that this spell is

maintained before the second spell is cast. Another concentration roll is required when the second spell is cast, against an ease factor of 9. If the second spell is successfully cast and this spell successfully maintained, the second spell features a flamboyant display of magic which showcases the caster's wizard's sigil prominently.

(Base 1, +1 Concentration, +1 Vim requisite)

Source: *Wizard's Grimoire Revised Edition*, page 166

The Mind's Eye

CrIm(Me) 3

R: Per, **D:** Conc, **T:** Ind

Requisite: Mentem

This spell creates a silent image of what currently passes through the target's mind. The picture is clearly unreal, though the images shown are clear and usually easy to discern. It should be noted that the spell's target has no control over what the spell projects.

It is no surprise that Criamon the Founder first invented *The Mind's Eye*. He was driven to understand how his mind worked, and this spell let him achieve some measure of understanding.

(Base 1, +1 Concentration, +1 Mentem requisite)

Source: *Wizard's Grimoire Revised Edition*, page 165

Fortuitous Banner of the Bishop

CrIm 4

R: Touch, **D:** Sun, **T:** Ind

Emblazons a coat-of-arms on the designated target. Casting requisites of the appropriate Form are required (for example, Terram for a metal shield or Herbam for a tunic). The desired coat-of-arms must

be familiar to the magus, and casting requires a Finesse roll to determine how laudable the heraldic work is. If the magus has access to a visible rendition of the coat-of-arms he wishes to imitate, add +4 to the Finesse roll.

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

Source: *Wizard's Grimoire Revised Edition*, page 165

Fragile Image of the Painted Statue

CrIm 5

R: Voice, **D:** Sun, **T:** Ind

Makes a still, silent image of anything up to human size. Unlike superior images, this one disappears when touched.

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

Source: *Ars Magica Revised Edition*, page 92

Image of the Inanimate Thing

CrIm 5

R: Voice, **D:** Sun, **T:** Ind

Creates an inanimate object the size of an adult human being.

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

Source: *Ars Magica Third Edition*, page 219

Image of Time that Passes By

CrIm 5

R: Voice, **D:** Sun, **T:** Ind

This spell creates the image of an hourglass. The caster determines how long it takes for all the sand to pass from top to bottom.

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

Source: *Wizard's Grimoire Revised Edition*, page 165

Phantasm of the Skilled Musician

CrIm 5

R: Voice, **D:** Sun, **T:** Ind

This spell makes a phantasmal musical instrument which the caster may play by concentrating on it. The caster gains no additional skill in playing the instrument, though. A sufficiently accomplished and focused musician can play many phantasmal instruments at once.

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

Source: *Wizard's Grimoire Revised Edition*, page 166

Illusion of the Purring Cat

CrIm 10

R: Voice, **D:** Sun, **T:** Ind

This spell is cast on a pillow within range and then persists for its duration. The spell creates the illusion of a large black cat that sits on the pillow and purrs loudly next to the sleeper's head. When the sleeper wakes (on a Per + Awareness roll of 3+) the cat seems to disappear, leaving a warm, wet spot on the pillow.

The spell is triggered again when the occupant falls asleep again. The cat may reappear several times throughout the duration of this spell if the sleeper repeatedly falls asleep after being woken.

Targets of the spell suffer -1 to all rolls on the day following the fitful night's sleep. Only people with the Versatile Sleeper Virtue or the Deep Sleeper Flaw do not suffer this penalty. Those with the Light Sleeper Virtue suffer a -3 penalty to all actions.

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

Source: *Wizard's Grimoire Revised Edition*, page 165

Wail of the Banshee

Cr(In)Im 10

R: Voice, **D:** Sun, **T:** Circle

Requisite: Intellego

This spell is cast upon a specific place. While the spell is in effect, whenever any person but the caster comes within five paces of the spot, a loud, ghostly wail emanates from it. Anyone within earshot must make a Brave roll of 6+ or flee the area. Those who flee will only reluctantly return. Even those who make their rolls are uneasy about approaching further. Those who botch the trait roll keep running, making Fatigue rolls each round, until Unconscious or restrained.

If this spell is cast within five paces of someone, the wail sounds immediately, but it is triggered again only when someone else approaches within five paces. The spell does not affect the caster, but can affect grogs and servants.

(Base 1, +2 Voice, +2 Sun, +1 Intellego requisite)

Source: *Wizard's Grimoire Revised Edition*, page 166

Decoration of the Pleasant Chamber

CrIm 15

R: Voice, **D:** Moon, **T:** Room

With this spell the caster can decorate the room in which he stands. The caster may change the color of anything in the room, and may incorporate simple designs. The spell does not allow the creation of any item, so to have a brilliant tapestry there must be a wall hanging of some variety already in the room. The textures of objects in the room may be modified to help bolster the illusion. If the caster wishes to incorporate actual pictures or complex designs into the decor, a Craft or Finesse roll is appropriate, with an ease

factor depending on the complexity of the task.

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

Source: *Wizard's Grimoire Revised Edition*, page 166

Spirit of the Mortal Body

Cr(In)Im(Me) 15

R: Voice, **D:** Sun, **T:** Ind

Requisites: Intellego, Mentem

This spell creates the image of a ghost's mortal appearance before death. The spirit is capable of controlling the image, but has no real substance. The ghost is not forced to assume the illusory appearance, but may appreciate its application. The ghost might not even possess the mental presence to be able to animate the image, in which case the magus has only learned what the ghost looked like once.

(Base 1, +2 Voice, +2 Sun, +2 requisites)

Source: *Wizard's Grimoire Revised Edition*, page 166

Well of the Raven Knight

CrIm 20

R: Voice, **D:** Sun, **T:** Room

This spell is cast on a well and is triggered throughout its duration by water splashing on stone. When triggered, the spell creates the illusion of a knight on a black horse, with a raven marked on the knight's shield. This knight rides forward and challenges any warriors at the well to a joust. If there is no noble warrior present at the well, the knight simply charges, scattering people.

The knight can be perceived as an illusion on a Per + Awareness roll of 12+ by anyone with the Virtues Faerie Sight or Second Sight.

An Intellego Imaginem spell of at least level 35 also indicates the true nature of the knight. Without substance, the knight cannot strike or be struck. This spell can be combined with *Watching Ward* (ReVi Gen) for best effect.

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

Source: *Wizard's Grimoire Revised Edition*, page 166

Phantasmal Army

CrIm 40

R: Sight, **D:** Conc, **T:** Group

This spell creates the image of a fully equipped army, including horses and all appropriate gear. The "army" behaves under the caster's direct mental command, but he cannot control individual actions of specific soldiers. Any physical contact with the army reveals it as an illusion. Anyone approaching the army to talk with its soldiers realizes that they are magical on an Intelligence roll of 6+.

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

Source: *Wizard's Grimoire Revised Edition*, page 166

INTELLEGO IMAGINEM

View the Distant Scene

InIm 5

R: Sight, **D:** Conc, **T:** Ind

The caster views a location visible to him as if he were right there. This spell does not let the caster appreciably change his perspective of the location unless he is able to physically move around to get a different viewpoint.

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

Source: *Wizard's Grimoire Revised Edition*, page 166

Comprehending the Novel Folio

InIm 10

R: Touch, **D:** Mom, **T:** Ind

This spell instantly gives the caster a summary of the contents of the book touched. This summary gives the title, Technique, Form and Level of included spells, and the rating and subject of a book on Arts or an Ability (in story terms, the magus gets a good idea of how complex and comprehensive the material is). The original version of this spell leaves brilliant white marks where the caster touches the book.

(Base 5, +1 Touch)

Source: *Wizard's Grimoire*, page 90

Image of the Past State

InIm 10

R: Arc, **D:** Conc, **T:** Ind

You can see what an object, animal, or person looked like up to one year ago, even if you have only part of the thing to be viewed. For instance, you could tell from a bone what the original creature looked like, provided it was killed within the past year. Casting requisites: appropriate form for the target.

(Base 1, +4 Arcane Connection, +1 Concentration)

Source: *Ars Magica Revised Edition*, page 92

Visions of the Wandering Eye

InIm 15

R: Arc, **D:** Conc, **T:** Ind

Lets you view any area within range that you have an Arcane Con-

nection with, from any perspective. The Connection can be an item from an area. or can be an item from a person. You can change perspectives, but each change requires an Intellegence + Concentration roll of 12+. If beings foreign to the area enter it while you watch, you sense their location. People watched with this spell may detect your action with a Magic Resistance roll.

(Base 1, +4 Arcane Connection, +1 Concentration, +1 complexity)

Source: *Ars Magica Third Edition*, page 220

Eyes of the Past

InIm 25

R: Per, **D:** Conc, **T:** Room, Ritual

Shows what happened in your present location at a specific time in the past, up to five years ago. You can see what happened in the past as if you had been standing where you are when the events took place. When looking at the past, you must view a continuous slice of time—you cannot scan around or quickly run through events.

(Base 2, +1 Concentration, +2 Room, +4 highly unnatural)

Source: *Ars Magica Fourth Edition*, page 140

Craft the Ever-Truthful Image

In(Mu)Im 30

R: Arc, **D:** Year, **T:** Ind, Ritual

Requisite: Muto

With this ritual the caster creates a painting of a person, animal, or object that always shows the subject's current surroundings. An Arcane Connection to the subject is required to cast this spell.

The painting is created by the caster as part of the ritual. The paint-

ing need not be of high quality, but any Craft score the caster has in painting or drawing may be added to the spell casting roll.

The subject of the piece appears in the foreground of the painting, and its background displays the landscape or place where the subject currently resides. If the subject is another magus, his covenant might appear in the background when he is there. If the subject is in a forest, trees appear in the background. However, unless the subject is in a place that the caster knows, the painting's background may not reveal the exact location of the subject. The painting does not depict other people or animals in the subject's vicinity, just the landscape.

The spell's Arcane Connection must be worked into the painting somehow, whether ground up and mixed into the paint, stuck in the frame, or woven into the canvas. Note that use of this spell constitutes peering into the affairs of a magus subject, which is a violation of the Code of Hermes.

(Base 1, +4 Arcane Connection, +4 Year, +1 Muto requisite)

Source: *Wizard's Grimoire Revised Edition*, page 167

Eyes of the Future

InIm 35

R: Per, **D:** Conc, **T:** Room, Ritual

This spell is believed to reveal something of what might happen to the caster in the present location at some specified time in the future, up to five years from the present. The caster sees what happens as if he is standing in his future location. The caster must view a continuous slice

of time, and cannot scan around or run quickly through events.

This spell has not been thoroughly tested. It appears to defy Divine power by removing the caster's ability to exercise the free will granted him by God, and so the images received are probably flawed in some way. Rather than being an accurate guide to specific future events, this spell is mainly useful for getting hints about larger issues that might become important. Storyguides should be cautious about revealing too much, but should also not feel too constrained by the visions revealed by this spell.

(Base 2, +1 Concentration, +2 Room, +6 highly unnatural)

Source: *Wizard's Grimoire Revised Edition*, page 167

MUTO IMAGINEM

Passivity of the Spell Casting Wizard

MuIm 3

R: Per, **D:** Conc, **T:** Ind

When this spell is cast, the caster can cast other spells without drawing attention to himself. To those observing, the caster appears to be standing motionless, without speaking, while these other spells are cast. As a result, the caster can make full or wild casting gestures and use a full or booming voice without calling attention to himself. The caster cannot travel around, only move his body on the spot.

(Base 2, +1 Concentration)

Source: *Wizard's Grimoire Revised Edition*, page 167

Trumpeting Voice of the Herald

MuIm 3

R: Touch, **D:** Conc, **T:** Ind

The target's voice is amplified to twice its normal volume, and can carry about five times as far as normal.

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

Source: *Wizard's Grimoire Revised Edition*, page 167

Lips of the Sky

MuIm 4

R: Touch, **D:** Sun, **T:** Ind

This spell turns the target's lips a rich sky blue. This is instantly noticeable and looks very strange.

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

Source: *Wizard's Grimoire Revised Edition*, page 167

The Amazing Trumpet

MuIm 5

R: Voice, **D:** Sun, **T:** Ind

This spell can be cast on any musical instrument, and modifies the sounds from the target instrument so that it sounds like a different instrument. For example, a trumpet can sound like a harp, or a drum like a cymbal.

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

Source: *Wizard's Grimoire Revised Edition*, page 167

Enlarging the Distant Image

MuIm 5

R: Sight, **D:** Conc, **T:** Ind

This spell takes an image which the caster views and enlarges it tenfold. This spell is most often used to make distant things easier to see, but can also be used to magnify closer images as well.

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

Source: *Wizard's Grimoire Revised Edition*, page 167

Illusion of the Altered Image

MuIm 5

R: Voice, **D:** Sun, **T:** Ind

Causes an object or illusion up to the size of a door to appear different, but still normal. For instance, a door can appear open instead of closed, or a person can appear dirty instead of clean. You change the apparent state of the object, but not the object itself.

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

Source: *Ars Magica Third Edition*, page 220

Sealed Lips of the Written

Secrets

MuIm 5

R: Touch, **D:** Moon, **T:** Ind

This spell replaces the image of a written text with the image of another written text. The nature of the replacement text is left to the caster, and may be complete nonsense if the caster chooses. The caster and those he specifically indicates during casting see the original text without change when they look at it.

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

Source: *Wizard's Grimoire Revised Edition*, page 167

The Song of Spring

MuIm(Au) 10

R: Per, **D:** Conc, **T:** Bound, Ritual

Requisite: Auram

The spell allows the casting magus to alter the sounds created by falling rain, turning the shower into a piece of music. The magus must have some musical ability, and one's level of proficiency is reflected in the final result (a score of 1 will allow only simple tunes, while a score of 7

will allow the creation of much more impressive pieces; die rolls with this score as a modifier are usually not appropriate, as the magus will usually have the time and means to correct any flaws in his work). A magus working with an actual score will increase both the speed in which he finishes the piece and his chances of creating a pleasing performance. After the magus has decided on the piece he wants to perform, he concentrates on altering the sounds created by the rain. He has the full spectrum of musical notes to choose from, and can alter tempos and volumes as well. The wizard will usually begin by creating the melody (this takes about 15 minutes of concentration for a melody of moderate complexity), and once this is finished, a clever magus can incorporate extra melodies, harmonies, and whatever else he deems pleasing by continuing his concentration. Once a given note has been "set" by the magus, it will continue to repeat itself at its designated place in the musical score. Therefore, it is not necessary to maintain concentration on a particular portion of the piece once it has been "set" to the caster's satisfaction. The musical score created will last for the duration of the rain shower, repeating itself indefinitely unless it is altered by the casting magus. If the casting magus decides to break concentration, he can resume where he left off (or create a different song) with no penalty by simply resuming concentration. It should also be noted that not all of the raindrops have their sounds altered; those that do not hit ground (or leaf, or whatever) at an appropriate part of the song (on the half-beat, or whatever)

are not integrated into the spell and therefore they create the same noises they normally would. Some magi prefer this natural background noise to their songs, while others like their music clear, crisp, and "unblemished." The latter group must have a Perdo requisite to silence the sounds created by "unused" raindrops. It has been reported that actually being hit by a musical raindrop is a neat experience; however, it is not advised that one turn one's ear skyward while within such rain (the triple fortes can be unforgiving if they hit an eardrum).

(Base 1, +1 Concentration, +4 Boundary, requisite free)

Source: *Broken Covenant of Calebais*, page 63

Reflection of Narcissus

MuIm(Aq) 25

R: Voice, **D:** Moon, **T:** Str

Requisite: Aquam

This spell makes images reflected by a pool or small lake appear beautiful and perfect. The reflection brings out the beauty in whatever is reflected. Those things with no beauty to them do not cast a reflection. There is no mental control associated with the spell, although weak-willed or vain people may find it difficult to look away.

(Base 1, +2 Voice, +3 Moon, +3 Str)

Source: *Wizard's Grimoire Revised Edition*, page 167

PERDO IMAGINEM

Shame of the Proud Man

PeIm 5

R: Voice, **D:** Conc, **T:** Ind

This spell makes the target's clothes invisible. If the clothes are taken off, they become visible again.

(Base 4, +1 Concentration)

Source: *Wizard's Grimoire Revised Edition*, page 167

REGO IMAGINEM

Voice from the Air

ReIm 15

R: Per, **D:** Conc, **T:** Part

The caster's voice comes out of the air at a spot up to 100 paces away.

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

Source: *Ars Magica First Edition*, page 88

Thief as of Ink

Re(In)Im 20

R: Per, **D:** Conc, **T:** Ind

Requisite: Intellego

The caster takes command of his or her shadow and may animate it. For the duration of the spell, the caster has no normal shadow. To cast the spell, there must be sufficient light for the caster to have a shadow in the first place. This light also creates a liability for the spell, though, as others may see the shadow moving about in the moon-, sun-, or torchlight.

The caster sees through his or her shadow's "eyes," and controls the actions of the shadow from up to one mile away. Composed of darkness alone, the shadow is insubstantial and may move in any area that has shadows, even faint ones. Not even magical wards can keep the thief out, as long as there are shadows to enter beyond those wards. Bright light is the only barrier that inhibits the shadow's movement. The shadow

cannot pass areas that are brightly lit or devoid of shadow.

Although made of shadow, the thief can still be seen. In areas of moderate light, a successful Perception test is needed, rolled against a value of 12. In areas of darkness, the thief is effectively invisible.

The caster cannot hear, taste or feel through the shadow. He or she can only see. If, at any time, the caster releases or loses control over the shadow, the shadow dissipates into nothingness.

(Base 10, +1 Concentration, +1 Intellego requisite)

Source: *A Winter's Tale*, page 38

The Wizard's Act of Hypocrisy

ReIm 45

R: Sight, **D:** Sun, **T:** Ind

The caster exchanges his image with someone he touches. The caster and the target see through the illusion, but to others it seems that the two have changed places. The illusion includes sight, smell, tone of voice, and style of speech. The spell may be ended early if the caster touches the target and wills the spell to end.

(Base 10, +3 Sight, +2 Sun, +2 additional senses)

Source: *Wizard's Grimoire Revised Edition*, page 167

The Tearful Reunion

ReIm(Me) 50

R: Per, **D:** Conc, **T:** Ind, Ritual, Holy Magic

Requisite: Mentem

This spell enables you to contact a specific soul now residing in Heaven, Hell or Purgatory, whether buried by the Church or not. You must have an Arcane Connection to the person

sought, something the person owned in life, his or her body, or a direct descendant of the subject in your presence.

The soul is presented to you as it was when it was bodied, physically unchanged by experiences in the afterlife. Though it appears "normal," the soul does not behave so, responding to you based on its afterworld experiences (for example, if the soul comes from Heaven it sings hosannas to the Highest, if from Hell it begs and pleads with you to help it escape its torment). What more, a soul (particularly a soul from Hell, or one from Purgatory that has yet to understand how to transcend to Heaven) may be unwilling to answer your questions.

The soul summoned is visible and audible to all in your vicinity.

(Non-Hermetic)

Source: *Pax Dei*, page 90

Mentem Spells

CREO MENTEM

Return of Mental Lucidity

CrMe Gen

R: Touch, **D:** Mom, **T:** Ind, Ritual

Cancels the effects (short of death) of a malign Mentem spell if you can match or exceed the level of the spell with this ritual's level + a stress die.

(Base effect)

Source: *Ars Magica Fourth Edition*, page 144

Enhance Understanding

CrMe 5

R: Eye, **D:** Mom, **T:** Ind

Allows a simple concept to be communicated instantly and perfectly. The concept, however, can be neither long nor difficult.

(Base 4, +1 Eye)

Source: *Ars Magica First Edition*, page 89

The Two-Faced Diplomat

CrMe 10

R: Eye, **D:** Conc, **T:** Ind

This spell gives the target the ability to see both sides of an issue. This does not necessarily change his view on the topic, but it does allow him to see why others believe differently. If target's original belief is based in false premises, he might be able to realize this while under the influence of this spell, and thus change his view appropriately. This spell is most effective on the very stubborn or conservative, and less so on the open- or liberal-minded.

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

Source: *Wizard's Grimoire Revised Edition*, page 168

Invitation of the Deadly Sin

CrMe 15

R: Eye, **D:** Sun, **T:** Ind

The caster specifies one of the seven deadly sins. Should the target have the opportunity to commit this sin prior to the spell's expiration, he must make an appropriate Personality Trait roll to resist its temptation. For example, if Andre the Friar is afflicted with this spell and the sin of gluttony is specified, when he sits down for the evening meal he must

make a Personality Trait roll to avoid over-indulging.

This spell was introduced by House Tyalus, and has since been banned within the Order due to its hint of diabolic machinations. Nevertheless, many copies are known to exist throughout the Order.

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

Source: *Wizard's Grimoire Revised Edition*, page 168

Spectacle of Abject Terror

CrMe 15

R: Voice, **D:** Diam, **T:** Ind

This spell inspires utter fear in the target of a specific object, person, or place. On a failed Brave Personality Trait roll (against an ease factor of 9), the target can do nothing but flee in terror until out of sight of the feared thing. While fleeing, the target does almost anything to get away. Use Personality Traits to guide the specific actions taken by the target. If prevented from fleeing, the victim may cower in terror, curl up in a ball, or, if inherently violent, may tum and fight in a frenzy. Once the spell has expired, the target can again face the object of his fears, but without the fear. If the Brave roll botched, the target refuses to go near the thing for at least a month.

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

Source: *Wizard's Grimoire Revised Edition*, page 168

Glade of Contentment

CrMe 25

R: Touch, **D:** Sun, **T:** Room

All those within the area quickly feel relaxed, reasonable, friendly, and comfortable, which makes this an ideal spell for a covenant's council chamber, a tavern, or even a beauti-

ful clearing. "Antisocial" Personality Traits (such as Aggressive, Shy, or Violent) are reduced by one within the area, while "Social" Traits (such as Jovial, Compassionate, or Charitable) are increased by one.

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

Source: *Wizard's Grimoire Revised Edition*, page 169

Terrors of the Mind's Own

Devising

Cr(In)Me 40

R: Touch, **D:** Moon, **T:** Str, Ritual

Requisite: Intellego

This spell enchants an area so that all people visiting it imagine their greatest fears are present in the area, just outside their perception. Every snapping twig becomes the tread of a fearsome beast, but the beast is not actually heard. Every fleeting shadow becomes a deadly assailant, but he is never seen. Brave Personality Trait rolls, made against an ease factor of 9, are required of people attempting to enter or remain in the area. Rolls should be modified by the relative fear that the object strikes in the heart, and modified if the person knows that the area is being affected by a spell. If a Brave roll fails, the victim runs from the area and can only stop once the area is beyond sight. If a Brave roll botches, the victim runs in a panic, making Fatigue rolls each round; the victim continues running until Unconscious or physically restrained.

(Base 4, +1 Touch, +3 Moon, +3 Str, +1 Intellego requisite)

Source: *Wizard's Grimoire Revised Edition*, page 168

Pandora's Blessing

CrMe 50

R: Voice, **D:** Year, **T:** Bound, Ritual

This spell brings an aura of hope into the area over which the spell is cast. Peasants become more bright and cheerful, gain +5 to all rolls to resist despair, and gain a greater ability to appreciate the future benefits of hard work. They acquire the Cheery +1 Personality Trait.

(Base 4, +2 Voice, +4 Year, +4 Bound)

Source: *Wizard's Grimoire Revised Edition*, page 168

INTELLEGO MENTEM

Wizard's Focus

InMe Gen

R: Per, **D:** Spec, **T:** Ind

This spell amplifies the sensation of magic, which makes concentrating on a spell is a trivial task. This spell is cast in advance of other spells. Upon finishing this spell, the caster enters a trance, but retains enough presence to be able to cast other spells. During the trance he receives a +6 bonus to all Concentration rolls, but ceases to be aware of the world around him beyond what is necessary for the spells being cast. For example, a magus casting *Tongue of the Beasts* still hears the voice of the targeted animal. The total level of spells cast while in the trance may not exceed twice the level of *Wizard's Focus*. A failed Concentration roll ends this spell and leaves the caster stunned and unable to act for a full round. The caster may end the trance at any time, although that decision cannot be based on outside events, since the

magus is not aware of them unless they are directly related to his magic. As a safety measure, anyone speaking the name of the caster within earshot also ends the spell, dazing the magus as above. Of course, the caster may not appreciate being named.

(Base effect)

Source: *Wizard's Grimoire Revised Edition*, page 173

Sense State of Consciousness

InMe 5

R: Touch, **D:** Mom, **T:** Ind

Determines the state of consciousness of one other intelligent being. Some states are: asleep, awake, meditating, dead, drugged, insane, and comatose. A Perception roll is required to identify unusual states. Cannot detect possession.

(Base 4, +1 Touch)

Source: *Ars Magica Revised Edition*, page 94

Eyes of the Soul

InMe(Im) 15

R: Touch, **D:** Conc, **T:** Ind

Requisite: Imaginem

The whites of the target's eyes become like windows into his soul. Images appear in his eyes that represent the emotion uppermost in his mind at the time. In general, these images require an Int + Folk Ken roll of 9+ to interpret correctly, and a Per + Awareness roll of 6+ to see without raising suspicion. The target does not know he is under the influence of this spell unless he is told so or sees his eyes in a mirror. This spell may be resisted with magic resistance, or with an Intelligence natural resistance roll against an ease factor of 9.

(Base 5, +1 Touch, +1 Concentration, no additional cost for requisite)

Source: *Wizard's Grimoire Revised Edition*, page 168

Wizard's Flash of Memory

InMe 15

R: Per, **D:** Mom, **T:** Ind

The caster can remember a certain moment so vividly that he can reaffirm all minor details of the moment. This spell is useful when the caster wants to be sure that he did or did not do something. The only requirement of this spell is that the caster recalls some element of the moment studied, so his magic may search his memory for all the details of the scene. The caster cannot recall events to which he was oblivious.

(Base 15)

Source: *Wizard's Grimoire Revised Edition*, page 169

Scent of Fear

InMe(Im) 20

R: Per, **D:** Sun, **T:** Ind

Requisite: Imaginem

The caster can sense fear in any human within smelling distance with this spell. The sense manifests as the smell of perspiration, but does not suggest why a person is afraid, how strong the fear is, or even—if many people are present—who specifically is afraid. The spell can be confounded if the caster is around people who are perspiring naturally.

(Base 5, +2 Sun, +1 Imaginem requisite)

Source: *Wizard's Grimoire Revised Edition*, page 169

Trail of the Lost Ways

InMe 20

R: Per, **D:** Conc, **T:** Ind

This spell is useful for finding lost items, or retracing one's way to stop being lost. It allows the caster to repeat actions taken in reverse order from the moment this spell is cast until the moment the caster stops concentrating. The caster may not go back past the last sunrise or sunset with this spell. While concentrating, the caster actually walks backward and performs actions that he did, but in reverse. Time itself does not reverse, though.

(Base 15, +1 Concentration)

Source: *Wizard's Grimoire Revised Edition*, page 169

Weighing the Turncoat's Silver

InMe 20

R: Eye, **D:** Mom, **T:** Ind

This is a very specific version of *Posing the Silent Question* (InMe 20), with which the caster gets a fairly accurate idea of what bribe amount the target will be unable to resist. The service exchanged for the bribe will probably affect the required price, and the caster can gain knowledge about the price of a particular service, if he wishes. Exceptionally loyal or honest targets may have no price at which they can be bought.

(Base 15, +1 Eye)

Source: *Wizard's Grimoire Revised Edition*, page 169

Betraying Whispers

InMe 25

R: Eye, **D:** Conc, **T:** Ind

This spell enables the caster to verbally question a subject. In addition to audibly hearing the subject's answer, the caster mentally hears the answer the target believes to be true. If the target verbally lies, his mind's

answer is different; the two answers are identical if the subject tells the truth.

(Base 15, +1 Eye, +1 Concentration)

Source: *Wizard's Grimoire Revised Edition*, page 169

Chain that Links the Minds

[Device Effect]

InMe 35

R: Touch, **D:** Conc, **T:** Room

Cast over a chain to be held by you and one or more others, this spell allows you to hold a silent mental conversation with all those who grasp the chain. The spell lasts until anyone who holds the chain lets go of it. This silent "speech" is voluntary, so no resistance roll is allowed. Quaesitors use devices enchanted by this effect to discuss private matters of import in the presence of others.

(Base 15, +1 Touch, +1 Concentration, +2 Room)

Source: *Houses of Hermes*, page 95

Eye of Hades

InMe(Co) 50

R: Voice, **D:** Conc, **T:** Ind

Requisite: Corpus

This spell allows a person to watch the dying soul or mind of a person or animal and perceive how its beliefs might define its destination in the afterlife. The spiritual changes as death approaches are visible as movements of different colored vapors, the mists eventually departing up toward Heaven, down toward Hell, or simply dissipating if the being has no soul.

As well as allowing Felix Necromius of House Bonisagus (of Mistrudge Covenant) to determine the

probable destination of a person's soul, he claims this spell is invaluable to his research. He certainly enjoys using this spell. As Felix invented the spell, the smell of rotting flesh lingers around any place where it is cast, and remains for several hours.

(Base 25, +2 Voice, +1 Concentration, +1 Corpus requisite)

Source: *Mistrudge*, page 102

Waking Dream

InMe(Im) 50

R: Touch, **D:** Sun, **T:** Ind, Ritual

Requisite: Imaginem

YoThis spell looks into the target's mind and creates phantasms to represent the thoughts, fears, desires, and so forth found within. One after another, phantasms form, taking their shape from the mind of the spell's target. A rational target produces realistic images, while a dreamy target produces fantastic, symbolic, and abstract images. Visionaries may produce prophetic images. The more concerns one has, the greater the number of phantasms that appear.

Seeing your thoughts as phantasms, you have the chance to confront and possibly overcome them. You must interact with the phantasm in a way appropriate to it; if successful, you overcome it, understand it, accept it, or do whatever is appropriate. In game terms you must make a Personality Trait roll against the phantasm, and the phantasm rolls with a bonus equal to another Personality Trait or some number set according to the gravity of the phantasm. once a roll is made, either successfully or unsuccessfully, the phantasm disappears, and the character can face another. A success-

ful confrontation changes the mind of the dreamer accordingly, such as freeing him from a fear or obsession. An unsuccessful confrontation may well worsen the situation. (Some Personality Traits are nearly impossible to overcome, including most that are serious enough to be regarded as Flaws.) This experience must be thoroughly role-played, not merely roll-played.

Anyone experienced with this spell (or with interpreting dreams) might be able to interpret the phantasms, while the target might be at a loss to understand what the symbolic images stand for. Within House Criamon, this ritual is used in trials to determine the inner nature of the Magi in question.

There is no Muto requisite for the spell because the dreamer's mind is changed through the normal "magic" of the mind, not through Hermetic magic.

(Base 25, +1 Touch, +2 Sun, +1 complexity for full multi-sensory projection, +1 Imaginem requisite)

Source: *Houses of Hermes*, page 36

MUTO MENTEM

Subtle Shift of Heart

MuMe 5

R: Eye, **D:** Sun, **T:** Ind

Subtly change an emotion into a related but different one. For instance, loathing can become hate, and greed can become jealousy. The figure used must represent the spell's target.

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

Source: *Ars Magica Fourth Edition*, page 146

Taint of the Wizard's Mind

MuMe 5

R: Eye, **D:** Conc, **T:** Ind

The caster is able to inspire an emotional response in a target by using this spell. The spell only brings out Personality Traits that the target already has. If a casting is aimed at a Trait that the target does not have, the spell has no effect.

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

Source: *Wizard's Grimoire Revised Edition*, page 169

Emotion of Reversed Intentions

MuMe 15

R: Eye, **D:** Sun, **T:** Ind

The main emotion influencing a character at the time of casting is replaced by its opposite over the next minute. The new emotion is felt as strongly as the original, but lacks justification and can therefore be talked out of someone. Intelligence stress roll of 9+ to resist.

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

Source: *Ars Magica Fourth Edition*, page 146

Gift of the Nocturnal Habit

MuMe 15

R: Touch, **D:** Moon, **T:** Ind

The target becomes nocturnal, which is almost entirely a roleplaying effect. The target finds it difficult to stay awake during the day and complains that the light hurts his eyes. The spell does not bestow any unusual ability to see in the dark or otherwise operate at night.

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

Source: *Wizard's Grimoire Revised Edition*, page 169

PERDO MENTEM

Absent Mind of the Snapped Fingers

PeMe 15

R: Voice, **D:** Mom, **T:** Group

When casting this spell, the caster snaps his fingers. Everyone who hears the snap forgets what he was about to do. The impulse to perform the same action might return if the circumstances that inspired it persist, but the caster does have time to react before the targets can regroup their thoughts. The spell effectively gives the caster one round to take an action while no one else within earshot can. This spell is useless if the snap of fingers cannot be heard.

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

Source: *Wizard's Grimoire Revised Edition*, page 169

The Call to Contemplation

PeMe 30

R: Arc, **D:** Sun, **T:** Ind, Ritual

A ritual variant of *Enchantment of Detachment*, that permits the calming of an individual to whom the caster has an Arcane Connection, no matter where the target might be.

(Base 4, +4 Arcane Connection, +2 Sun)

Source: *The Bishop's Staff*, page 36

Eyes of the Abyss

PeMe 30

R: Eye, **D:** Mom, **T:** Ind

The caster's eyes appear to become windows onto a never-ending well of blackness. The target feels drawn into those eyes. Indeed, the target's mind is drawn out of his body and destroyed, leaving a mindless automaton behind. The drained

body is still alive, but can take no action beyond carrying out simple reflexes. The victim is allowed magic and natural resistance rolls, the latter based on Intelligence, versus an ease factor of 8. Resistance rolls receive a +3 bonus if the target has the Strong-Willed Virtue.

(Base 25, +1 Eye)

Source: *Wizard's Grimoire Revised Edition*, page 170

Kiss of the Agape

PeMe 50

R: Arc, **D:** Sun, **T:** Bound, Ritual

An even stronger ritual variant of *Enchantment of Detachment*, affecting as much as a whole town.

(Base 4, +4 Arcane Connection, +2 Sun, +4 Bound)

Source: *The Bishop's Staff*, page 36

REGO MENTEM

Confession of the Penitent Monk

ReMe 15

R: Eye, **D:** Mom, **T:** Ind

The target must make an Int + Personality Trait roll of 9 or better or blurt out the secret he most wishes to keep which most pertains to the immediate setting. For example, a magus may be attempting to cause a baron to confess the murder of a courtier, but if the spell is cast in a room with the baron's wife and secret mistress present, he might confess to his affair instead.

(Base 10, +1 Eye)

Source: *Wizard's Grimoire Revised Edition*, page 170

Patience of the Ox

ReMe 15

R: Eye, **D:** Sun, **T:** Ind

The target finds everything he sees or interacts with particularly interesting. The target cannot become bored. Impatient, lazy, or hasty persons may resist the spell with an appropriate Personality Trait roll of 9+.

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

Source: *Wizard's Grimoire Revised Edition*, page 170

The Call to Arms

ReMe 20

R: Voice, **D:** Mom, **T:** Group

This spell instantly awakens everyone within the area from sleep to alert consciousness. It does not work on anyone asleep due to fatigue loss, wounds, or magic. People with the Deep Sleeper Flaw receive a Perception natural resistance roll against an ease factor of 6 to see whether they wake up. Even if they do, they are still groggy as dictated by the Flaw.

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

Source: *Wizard's Grimoire Revised Edition*, page 170

Beguile the Normal Mind

ReMe 25

R: Eye, **D:** Moon, **T:** Ind

This spell causes a person to become entranced by the caster's presence. The target may resist if an Intelligence natural resistance roll beats an ease factor of 9. Otherwise he becomes fascinated with the caster and treats him as a trusted and admired friend. He will not necessarily risk his life for the caster or give him all his money, but he does whatever he can to keep the caster from harm and to help him accomplish his goals. Any hostile action made by the caster against the target breaks the spell.

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

Source: *Wizard's Grimoire Revised Edition*, page 170

Entrancement of the Starry Sphere

ReMe 25

R: Eye, **D:** Sun, **T:** Ind

As long as stars are visible the target of this spell gapes up at them and tries to encourage others to do the same. An Intelligence natural resistance roll that beats an ease factor of 9 succeeds. Obviously, this spell can only be cast when stars are visible. It ends if the sky becomes overcast, or when the last star disappears at dawn. Forcibly carrying the target inside or veiling his eyes does not break the spell; the target simply tries to get back to where he can see the stars again. A person under the influence of this spell can defend himself if attacked.

(Base 10, +1 Eye, +2 Sun)

Source: *Wizard's Grimoire Revised Edition*, page 170

Humility of the Vanquished Knight

ReMe 25

R: Eye, **D:** Sun, **T:** Ind

The target believes he has failed miserably at a specific task designated at the time of casting. He is daunted by the thought of repeating the task, and cannot invest Confidence in the attempt. Although it is not necessary that the target actually ever attempted the designated task, if he has not and this is pointed out to him, he may resist the affects of the spell on an Int + Personality Trait roll of 9+. Particularly strong-willed, self-confident, or carefree persons may resist the effects of the spell on an appropriate Personality Trait roll

of 9+ (though they still believe they previously failed at the task).

(Base 10, +1 Eye, +2 Sun)

Source: *Wizard's Grimoire Revised Edition*, page 169

Mastering the Stolid Mundane

ReMe 25

R: Eye, **D:** Conc, **T:** Ind

The caster can mentally control a person as long as he is in sight, making him perform any act he is capable of doing. The target must make an Intelligence natural resistance roll of 9+ to resist. It is difficult to maintain control of particularly stubborn or fierce people; Virtues such as Strong-Willed give a +3 bonus to natural resistance rolls. Every time the caster demands an action that is antithetical to the target's nature, he is allowed another resistance roll. A botched resistance roll means the target is particularly easy to control, and the target suffers a -1 penalty to all future rolls to resist this casting of the spell.

(Base 15, +1 Eye, +1 Concentration)

Source: *Wizard's Grimoire Revised Edition*, page 170

The Communion of Peace

ReMe 30

R: Touch, **D:** Sun, **T:** Room

This spell enchants some medium such as wine, meat, or candles. Those who then share the medium (for example, drink the wine, breathe the smoke from the candles) are then affected by the spell. They become slow to anger and willing to listen to those whose opinions differ. Add or subtract up to 3 points from rolls regarding agreeable communication, anger, intimidation, and so on, always adjusting a roll so that

peaceful interaction is more likely. Strong prejudices or convictions, extenuating circumstances, or powerful motivations will cancel the effects of this spell on the individuals who have them. One casting of the spell enchants enough substance to affect six people. Reduce the effect if more than six people are affected, or if not all the substance is used. Never increase the effect, even if fewer than six people share the communion.

Jerbiton Magi often use this spell to facilitate dialogues between hostile people or just to make parties more pleasant.

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

Source: *Houses of Hermes*, page 67

Medallion of the Enchanted

Heart

ReMe 35

R: Touch, **D:** Year, **T:** Ind, Ritual

This spell must be cast on a medallion, and the medallion must be worn for the spell to have effect. The medallion binds the heart of its wearer to the maker, giving the wearer the Love Passion as a Virtue, particularly with regard to the caster of the spell. Otherwise, the wearer behaves normally. However, the wearer fights to retain the medallion once it has been voluntarily accepted. The spell is broken if the medallion is destroyed. The spell is not gender-biased. It can operate between people of the same or different sexes.

(Special spell)

Source: *A Midsummer Night's Dream*, page 54

Phantom at the Helm

ReMe(He) 35

R: Voice, **D:** Sun, **T:** Ind

Requisite: Herbam

Causes a ghostly figure to appear at the rudder of the caster's ship and take control, piloting the ship according to the spoken instructions of the caster. The phantom pilot avoids dangers such as collisions or running aground, but unless given specific headings does not change course. Instructions to sail into a solid object or waters too shallow for the ship result in the pilot steering in circles, as the spirit helmsman cannot actually bring the ship to a halt. (Obviously, *Phantom at the Helm* is useless for ramming attempts.) The caster must have an Arcane Connection to a deceased ship's pilot, and if that connection is also the spell focus, the blood must be smeared on the ship's rudder. This spell is considered quite useful when the ship's actual pilot has been slain—though it can be quite demoralizing to the surviving crew.

(Base 15, +2 Voice, +2 Sun, no additional cost for requisite)

Source: *The Mythic Seas*, page 79

Grant the Hidden Quest

ReMe 40

R: Touch, **D:** Moon, **T:** Ind, Ritual

This spell gives a human one complex command which he must try to carry out to the best of his ability. While the spell is in effect, the subject cannot tell anyone of the spell's casting or of the quest, unless doing so is necessary to completing the task or unless the caster specifically allows it. A Stamina stress roll of 12+ resists this spell. If the task is very dangerous or is opposed to the

subject's morals or beliefs, the subject gets a bonus to this resistance toll. If the roll botches, the target follows commands without any question.

(Base 20, +1 Touch, +3 Moon)

Source: *Twelfth Night*, page 108

Spirits of the Sea

ReMe(Au,He) 45

R: Voice, **D:** Sun, **T:** Group

Requisites: Auram, Herbam

As *The Necroreme* (ReMe[He] 45), but summons a ghostly crew to man the sails of a ship without oars, and has an Auram requisite.

(Base 15, +2 Voice, +2 Sun, +2 Group, no additional cost for requisite)

Source: *The Mythic Seas*, page 80

The Necroreme

ReMe(He) 45

R: Voice, **D:** Sun, **T:** Group

Requisite: Herbam

The rowers' benches of an oared ship fill with ghostly oarsmen, who immediately begin rowing to the beat of an unseen drum. The rowers obey the orders of the drum, and the drum responds to instructions from the caster. The phantom oarsmen can be made to row quickly or slowly, to slow the ship to a halt, to ship oars and even to turn in a crude fashion (assuming no helmsman is available). The caster must have an Arcane Connection to the deceased rowers of a ship, and if that connection is also the spell focus, the blood must be smeared on the ship's oars. Like *Phantom at the Helm*, this spell can be quite useful when the ship's actual rowers have been slain.

(Base 15, +2 Voice, +2 Sun, +2 Group, no additional cost for requisite)

Source: *The Mythic Seas*, page 80

Terram Spells

CREO TERRAM

Clenching of the Earth's Mighty Hand

CrTe 10

R: Voice, **D:** Sun, **T:** Ind

Creates dirt to fill in a pit of up to three paces across and three yards deep. (A good follow-up to *Pit of the Gaping Earth* [PeTe 15]).

(Base 1, +2 Voice, +2 Sun, +1 size)

Source: *Ars Magica Third Edition*, page 226

Rampart of Protecting Earth

CrTe 10

R: Voice, **D:** Sun, **T:** Ind

Creates a wall of packed dirt up to 15 paces wide, 4 yards high, and 2 paces thick.

(Base 1, +2 Voice, +2 Sun, +1 size)

Source: *Ars Magica Third Edition*, page 226

Tooth of the Staff

CrTe 10

R: Touch, **D:** Sun, **T:** Ind

Creates a polished flint spearhead. It can appear fastened onto the

end of a staff you already possess if you use an Herbam requisite.

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

Source: *Ars Magica Third Edition*, page 226

The Wizard's Boulder

CrTe 10

R: Touch, **D:** Sun, **T:** Ind

This spell creates a round boulder, one foot in diameter, between the caster's palms. A Strength roll of 6+ is required to lift it, but rolling it is easy if the terrain is not too hindering.

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

Source: *Wizard's Grimoire Revised Edition*, page 170

Stone of the Hundred Shards

Cr(Pe)Te 15

R: Touch, **D:** Sun, **T:** Ind

Requisite: Perdo

Creates a stone the size of two fists which, if thrown, shatters into a hundred pieces, causing +5 damage to all within ten feet, and +15 damage to anyone hit by the stone itself. The stone explodes when it touches anything after it leaves your hands.

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

Source: *Ars Magica Third Edition*, page 226

Jongleur's Flying Blade

Cr(Re)Te 20

R: Voice, **D:** Mom, **T:** Ind

Requisite: Rego

You create a throwing knife in mid-air within Voice range and immediately propel it toward a designated target. Make a Finesse roll to hit, resisted by the target's Defense total. On a hit, the knife inflicts +5 damage, representing magical speed

and force greater than a mundane throw. After being thrown, the knife fades from existence.

(Base 5, +2 Voice, +1 Rego requisite)

Source: *Wizard's Grimoire Revised Edition*, page 170

The Wizard's Golden Key

Cr(In)Te 20

R: Touch, **D:** Sun, **T:** Ind

Requisite: Intellego

This spell creates a key that opens any mundane lock it is applied to. It also bypasses any traps on those locks. The key can be given to others to use. An alternate version of this spell, with a Vim Requisite, can open magical locks with spell effects up to level 10.

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

Source: *Wizard's Grimoire Revised Edition*, page 171

Wizard's Sleeve of Practical Tools

CrTe 20

R: Touch, **D:** Sun, **T:** Ind

The caster of this spell puts his hand in some place that cannot be seen by anyone, such as up his sleeve, and produces any simple object of non-noble material, such as iron, wood, or stone. A simple object is one that a skilled craftsman could create in a day's work. Objects may not be larger than Size -2, and casting requisites are required if the tool has wooden or animal-based parts. If the object is intended to be a copy of another, only those who are familiar with the original can tell the difference.

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

Source: *Wizard's Grimoire Revised Edition*, page 171

Circle of the Faerie Stone

CrTe(Vi) 30

R: Voice, **D:** Sun, **T:** Ind

Requisite: Vim

This spell creates a 12-foot-high stone wall in a circle up to 10 paces across. It has a Magic Resistance of +20. This spell only needs to be aimed if you intend to encircle a specific target.

(Base 3, +2 Voice, +2 Sun, +1 requisite, +2 size)

Source: *Ars Magica Fourth Edition*, page 150

Silver Coin of No Value

CrTe 30

R: Touch, **D:** Sun, **T:** Ind

This spell creates a silver coin. The coin can be marked as if from any region, but the caster must be familiar with the coin design he wishes to impress on the coin. Upon close inspection (Perception roll of 6+), the coin proves to have a subtle pattern worked into its design, which is usually related to the caster's sigil.

A coin created by this spell can be used at mundane markets, but this is a dangerous practice, as the coins disappear after a time and might be traced back to the Order, if not the caster.

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

Source: *Wizard's Grimoire Revised Edition*, page 171

Stairs of the Mountain King

CrTe 35

R: Sight, **D:** Sun, **T:** Str

This spell creates stairs on a mountainside or other steep, high surface of stone, including vertical

walls. The stairs may be ascended or descended, but after each step the last stair disappears, reverting to natural terrain. If the Spell Focus is used, it is rolled down or thrown up the surface and the stairs form along and ahead of its path. A trap version of this spell exists, wherein all remaining steps disappear when the middlemost is tread upon.

(Base 3, +3 Sight, +2 Sun, +3 Str)

Source: *Wizard's Grimoire Revised Edition*, page 171

Opening the Earth's Pore

CrTe(Ig) 50

R: Sight, **D:** Moon, **T:** Bound, Ritual

Requisite: Ignem

Opens a hole from the surface of the earth, so deep it seems to reach to Hell itself. Molten rock and noxious gases spew forth out of this hole. Those in the immediate vicinity (30 paces) of the pore are struck by hot lava and sustain +20 damage each round; those not in the immediate vicinity can outrun the lava flow. The lava spill covers the land within 1 mile of the pore, doing damage, as described, each round to anyone caught in it.

(Base 3, +3 Sight, +3 Moon, +4 Bound, +1 Ignem requisite)

Source: *Ars Magica Fourth Edition*, page 150

Healing the Land

Cr(In,Mu,Pe,Re)Te 75

R: Sight, **D:** Mom, **T:** Bound, Ritual

Requisites: Intellego, Muto, Perdo, Rego

This highly complicated Ritual is designed to restore the balance of the forces of nature in a large area.

The Intellego Requisite determines what ails the land, the Creo does the healing, the Perdo removes harmful influences, the Muto changes things to their proper form and the Rego restores them to their proper places.

Healing the Land can break the effects of most other spells such as *Poisoning the Will*, *Calling the Odious Drought*, *Fog of Confusion*, *Heat of Hell's Impending Doom*, *Mists of Change*, *Curse of the Unportended Plague*, *Curse of the Haunted Forest* and *The Shrouded Glen*. This spell is capable of curing blights on crops and breaking droughts if such things work within the local balance of nature. Human-set forest fires may be muted and Infernal taints may even be cleansed or reduced.

If another spell has existed someplace so long that it has become part of the nature of the area—a *Shrouded Glen* spell left in the middle of a Faerie forest for decades, for example—it can be affected by this spell. If a source of Infernal taint is present in the land, this spell will not affect it. The area the source creates may be diminished, but probably returns to its former state with time. If the source of taint is removed, however, *Healing the Land* hastens the retreat of any remaining Infernal power. Regions that have had their foci (if they have any) removed or destroyed collapse or vanish sooner rather than later as a result of this spell.

Healing the Land does not work instantly, but its effects qualify as Instant rather than Permanent. Areas that have already suffered—a region where a Flambeau has cast *Treading the Ashen Path*, for instance—begin to sprout new growth shortly after this spell is cast. Peasants suffering

from a plague are not healed instantly, but fevers may break shortly after the spell is cast and the plague dies away to nothing. Clouds arriving to break a drought do so in a completely natural fashion, and do not rain in such quantities as to cause flash flooding.

One of the requirements of this spell is a true king of the land: a man whose life is symbolically tied to the kingdom. (This is not true of many throne warmers.) For many places, there is no such person available; if such an individual exists, he is probably out fishing. Spontaneous Intellego Corpus spells with Vim, Terram and Mentem Requisites can determine the link of a person to the land.

Sketchy notes attached to this spell's text suggest that it may have an unusually beneficial interaction with the Dominion. Rather more detailed notes show how a person with Faerie Magic and a Magic Theory score of 16+ might research a version of this spell, making use of Faerie instead of Hermetic (or Divine if allegations are true) power.

The author of this spell, the aging eccentric Gambrinus of House Verditius, sent a clearly written copy to a meeting of Archmagi. He disappeared soon afterward, in what is presumed to be Final Twilight. He was known for brewing magical beer and erecting stone circles; the spell is his only known major work. In addition to a masterful orchestration of all the Hermetic Techniques and Forms, it contains many components showing non-Hermetic influence. Many Quaesitors have raised eyebrows over this spell.

(Non-Hermetic)

Source: *Wizard's Grimoire*, page 99

INTELLEGO TERRAM

The Unerring Iron

InTe 10

R: Per, D: Conc, T: Part

The caster becomes aware of the directions of true south and magnetic south. (Medieval compasses pointed southward.) He can still remember what the direction was when the spell ends, but this is of little use at sea, since it is difficult to discern how far a ship has turned or moved.

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

Source: *Wizard's Grimoire Revised Edition*, page 171

Seek the Dry Land

InTe 15

R: Per, D: Conc, T: Bound, Ritual

The caster gains an intuitive sense of the direction of, approximate distance to, and approximate size of the nearest body of dry land. This sense lasts as long as the caster concentrates, although the caster remembers the information learned.

(Base 2, +1 Concentration, +4 Bound)

Source: *Wizard's Grimoire Revised Edition*, page 171

Sense of Dry Land

InTe 15

R: Per, D: Conc, T: Bound, Ritual

The caster determines the direction and distance of the nearest body of land.

(Base 2, +1 Concentration, +4 Bound)

Source: *The Mythic Seas*, page 80

Seeing the Corpse in the Grave

InTe(Co) 20

R: Per, **D:** Conc, **T:** Vision

Requisite: Corpus

The caster can see any humanoid corpse and its clothing and accouterments through up to three yards of intervening earth, stone, and metal. Together with *The Forgiving Earth* (MuTe 15) and *Awaken the Slumbering Corpse* (ReCo 25), this spell makes recovering buried corpses easy.

(Base 2, +1 Concentration, +4 Vision, +1 see through intervening material, no additional cost for requisite)

Source: *Wizard's Grimoire Revised Edition*, page 171

Words Through Walls

InTe 20

R: Per, **D:** Sun, **T:** Hearing

The caster places her ear against a wall, and can listen in on any conversation taking place within five paces of any other part of that same wall.

(Base 2, +2 Sun, +3 Hearing, +1 hear through intervening material)

Source: *Mistridge*, page 106

Origin of the Ancient Object

InTe 25

R: Arc, **D:** Conc, **T:** Ind

This spell allows the caster to use an object as an Arcane Connection to the material it was created from. Furthermore, when concentrating on the spell, the object constantly tugs in the appropriate direction. A stone axe, for example, would lead the caster to the rock face from which

the stone originally came. Similarly, a piece of vellum might lead the caster to the place where, long ago, the lamb was slain. If concentration is broken before arriving at the destination, the spell fades and must be cast again.

(Base 4, +4 Arcane Connection, +1 Concentration)

Source: *Wizard's Grimoire Revised Edition*, page 171

Greeting the Maker

InTe(Im) 30

R: Touch, **D:** Conc, **T:** Ind, Ritual

Requisite: Imaginem

Gives you a vision of the maker of an item and the process (up to fifteen minutes worth) used to create the object. When used in conjunction with magical investigation in the lab, this provides a +5 to the Investigation roll, and, in any case, gives a hint about the nature of the item being studied.

(Base 15, +1 Touch, +1 Concentration, +1 Imaginem requisite)

Source: *Ars Magica Fourth Edition*, page 151

Eyes of the Argo

In(Re)Te(He) 40

R: Touch, **D:** Moon, **T:** Vision, Ritual

Requisites: Rego, Herbam

The caster paints a pair of large, human-like eyes on the prow of a ship, and the ship becomes less susceptible to collisions and running aground. Whenever the ship is in danger of a collision with a solid object, the entire vessel vibrates along its length, warning the crew, until the hazard is past. In some variants of this spell using Imaginem as a requisite (in place of Rego), the ship

emits a loud noise—such as a shriek or whistle—to alert the crew.

(Base 2, +1 Touch, +3 Moon, +4 Bound, +2 requisites)

Source: *The Mythic Seas*, page 80

MUTO TERRAM

The Gleaming Silver

MuTe 5

R: Touch, **D:** Moon, **T:** Ind

This spell immediately removes all discoloration from a metal item, leaving it gleaming. It does so by changing the surface, not by removing it, so repeated applications do not wear the item away or obscure patterns on the surface. Despite the title of the spell, it works on all metals. If the metal is enameled or painted, the spell still works, but its effects are covered.

If this spell is used on enchanted items, those items receive a magic resistance roll based on the level of the item's greatest power.

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

Source: *Wizard's Grimoire Revised Edition*, page 171

Spirit of the Sword in the Iron Rod

MuTe 15

R: Touch, **D:** Sun, **T:** Ind

The targeted rod of iron is transformed into a sword. The type of sword depends on the size of the rod. For example, a rod the length of a staff becomes a great sword. Shorter lengths become shorter swords.

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

Source: *Wizard's Grimoire Revised Edition*, page 172

The Baker's Clay

MuTe 20

R: Touch, **D:** Moon, **T:** Ind, Ritual

Makes up to 100 mud pies or loaves both nutritious and edible, though these will actually still taste of clay and dirt. If kept dry, the clay will harden and can subsequently be crumbled and eaten up to six months after the spell is cast if the clay is moistened with water, milk, oil or wine.

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

Source: *The Bishop's Staff*, page 36

The Buoyant Earth

Mu(Re)Te(Aq) 20

R: Voice, **D:** Conc, **T:** Ind

Requisites: Rego, Aquam

This spell causes the earth in a cylinder 15 paces in diameter and one pace deep per round of concentration to become liquid and extremely buoyant. Any objects underground, such as chests, large rocks, crabgrass roots, and annoyed badgers bob up to the surface, where they float until the caster stops concentrating. The spell's large target area is factored into its ease of aiming. The spell is stopped by bedrock.

(Base 4, +2 Voice, +1 Concentration, +1 size, requisites add no additional cost)

Source: *Wizard's Grimoire Revised Edition*, page 172

The Liquid Earth

MuTe(Aq) 20

R: Sight, **D:** Conc, **T:** Ind

Requisite: Aquam

This spell causes the earth in the target area (roughly, a hemisphere 8 paces in radius) to acquire the consis-

tency of water. Targets on the edge of the effect are able to avoid the quicksand on a Quickness – Encumbrance roll of 9+. On a botch, the victim not only falls in but loses whatever he was holding and is completely submerged. Most objects sink; creatures capable of swimming should be able to keep their heads above the surface. If the caster stops concentrating and the earth solidifies, those on the surface are trapped but not harmed. Those who are submerged begin to suffocate.

(Base 3, +3 Sight, +1 Concentration, +1 size, no additional cost for requisite)

Source: *Wizard's Grimoire Revised Edition*, page 172

Skewer for the Petulant Faerie

Mu(Re)Te 20

R: Voice, **D:** Mom, **T:** Ind

Requisite: Rego

This spell is similar to *The Crystal Dart* (MuTe 10), but creates a ten inch bolt of iron which flies toward the target like an arrow and does +8 damage. The *Skewer* does extra damage to those faeries who are susceptible to iron.

(Base 3, +2 Voice, +1 Rego requisite, +2 metal)

Source: *Wizard's Grimoire Revised Edition*, page 170

Transformation of the Sturdy Blade to the Grains of Carthage

MuTe 20

R: Voice, **D:** Diam, **T:** Ind

Cleostratus of the Seven Stars invented this spell—which is similar to *Adjuration of the Blacksmith's Fire* (MuTe[Ig] 25)—but simply transforms a metal sword into sand, and

has the benefit of not requiring an Ignem Requisite.

(Base 3, +2 Voice, +1 Diameter, +2 metal)

Source: *Wizard's Grimoire Revised Edition*, page 172

Adjuration of the Blacksmith's Fire

MuTe(Ig) 25

R: Voice, **D:** Diam, **T:** Ind

Requisite: Ignem

A sword or other similarly sized metal item (up to the size of a broadsword) suddenly melts away, glowing red then bright white as it loses its physical shape and begins to drip away as molten liquid. If it is being held at the time of casting, the molten liquid burns the wielder's hand (+10 damage), though a successful Quickness roll of 9+ allows the bearer to drop the weapon before he sustains this injury. The spell's duration is brief, so after a few minutes the liquid reverts to metal form, but retains its new shape(s) according to where the liquid flowed.

(Base 3, +2 Voice, +1 Diameter, +1 Ignem requisite, +2 metal)

Source: *Wizard's Grimoire Revised Edition*, page 172

Beam of the Pearls of the Stony Way

Mu(Re)Te 30

R: Voice, **D:** Sun, **T:** Group

Requisite: Rego

This spell creates a stream of pearl-shaped stones, each a quarter inch in diameter, which bursts out from the caster's pointed hand. The stony pearls do +15 damage. Stony pearls remain on the ground, making fast movement hazardous. To keep one's footing, a Dexterity roll against

an ease factor of 6 must be made. Moving faster than cautious speed gives a -3 penalty to the roll.

(Base 3, +2 Voice, +2 Sun, +2 Group, +1 Rego requisite)

Source: *Wizard's Grimoire Revised Edition*, page 171

Eye of the Wizard's Swamp

MuTe(Aq) 30

R: Sight, **D:** Sun, **T:** Ind

Requisite: Aquam

This spell moistens soft earth so that it becomes as a swamp, over the entire area of effect of 1000 cubic spaces. Anyone standing in the area when the spell is cast must make a natural resistance roll using Quickness + Awareness - Encumbrance. A roll of 12+ means that the person can find a patch of solid ground; a roll of 6+ means that the person has gotten bogged down suffers a -1 Quickness penalty until freed. Those rolling less than 6 are mired in the swamp, suffering a -3 penalty to all subsequent Quickness and balance rolls. Botched resistance rolls mean that the person goes under and starts drowning (consult the Deprivation table for resolution). Others can help pull the victim up. Travel speeds in the swamp are reduced to three paces per round.

(Base 3, +3 Sight, +2 Sun, +2 size, no additional cost for requisite)

Source: *Wizard's Grimoire Revised Edition*, page 172

Statue to Animal

MuTe(An) 30

R: Voice, **D:** Sun, **T:** Ind

Requisite: Animal

Enchants a hand-sized earthen or stone statue of an animal. Later, anytime someone gives the command

word (identified during the ritual), the statue turns into a life-sized specimen of the animal represented. The animal follows the orders of the person who gives the command word, and reverts to statue form when killed or when commanded to revert. If the animal is killed, the statue is no longer magical. One must touch the statue when giving the command word.

(Base 5, +2 Voice, +2 Sun, +1 size, requisite free)

Source: *Ars Magica Fourth Edition*, page 152

Guardian of Stone

MuTe 35

R: Touch, **D:** Year, **T:** Ind, Ritual

Enchants a statue of any real or mythical animal up to Size +1. The animal created will be of the same size as the statue from which it was enchanted. Later, anytime someone gives the command word (identified during the ritual) the statue turns into the appropriate animal. The animal follows the orders of the person who activated it, obeying commands with understanding but with no other abilities beyond those typical of that breed of animal. Mythical animals have no magical powers or Might. The animal cannot travel further than thirty paces from the location at which the statue sat. The animal returns to its original location and reverts to statue form when commanded to revert. If the animal is killed, it reverts to a statue where it falls and the statue is no longer magical.

(Base 5, +1 Touch, +4 Year, +1 size, no additional cost for requisite)

Source: *Triamore*, page 129

PERDO TERRAM

Destroy Spirits of the Earth

PeTe Gen

R: Voice, **D:** Mom, **T:** Ind

If you can penetrate an earth elemental's Magic Resistance, the creature loses Might Score equal to the spell's level + 10.

(Base effect, +2 Voice)

Source: *The Hidden Paths: The Hidden Paths: Shamans*, page 57

The Leaking Vessel

PeTe 10

R: Touch, **D:** Mom, **T:** Ind

This spell can be cast on any vessel which holds liquid, up to the size of a barrel. The vessel then holds liquid only as long as it remains stationary. As soon as it is moved in any way it begins to leak. This version of the spell only works on earthenware or metal vessels. Similar versions exist for vessels made of animal products (Perdo Animal) or wood (Perdo Herbam).

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

Source: *Wizard's Grimoire Revised Edition*, page 172

REGO TERRAM

Daedalean Flight [Device Effect]

ReTe Gen

R: Per, **D:** Conc, **T:** Ind

This enchantment effect enables an automaton to fly. *Daedalean Flight* is a well known enchantment effect for automata, with several variations contained in many tab texts. The base level of effect is 30 + (Size × 3). If the automaton can, not carry anything while flying, divide the base level of effect by 2. An automa-

ton must be constructed with wings or the power of sympathetic magic is insufficient for flight. Unless *Dae-dalean Flight* is enchanted with the +5 Concentration effect (ArM5 page 99/ArMD page 257), the automaton cannot use any other enchantment while flying.

The speed of the automaton's flight is estimated by subtracting Size from Quickness:

Qik – Size	Estimated Speed
Less than –3	Drifts in the breeze
–3 to 0	Speed of an insect
0 to 3	Speed of a crow
4 to 6	Speed of a hawk
7 or more	Speed of a dragon

(Base 4, +1 Concentration)

Source: *The Mysteries*, page 50

Ward Against Spirits of the Earth

ReTe Gen

R: Touch, D: Ring, T: Circle

You form a magical ring around yourself. Any elemental of the type specific to the spell and with a Might less than or equal to the level of the spell is unable to enter the circle or harm those within it. The ring lasts as long as you remain in it.

(Base effect)

Source: *The Hidden Paths: The Hidden Paths: Shamans*, page 58

Invisible Hand of the Thief

ReTe 10

R: Voice, D: Conc, T: Ind

Takes an item weighing up to 3 pounds and moves it quickly to a sack or pouch you are holding.

(Base 4, +2 Voice)

Source: *Ars Magica Fourth Edition*, page 154

The Well-Swept Chamber

ReTe 10

R: Voice, D: Conc, T: Room

This spell meticulously sweeps a single room, gathering all dust and dirt into a pile near the door. It removes dirt from under all furniture and rugs. If the floor was strewn with rushes or reeds, a Herbam casting requisite is needed, and they are gathered up as well. Aside from keeping rooms clean, this spell helps keep laboratories tidy and can be useful for finding small stone or metal items dropped somewhere in a large room. It takes much less time to search a pile of dust than an entire hall.

(Base 1, +2 Voice, +1 Concentration, +2 Room)

Source: *Wizard's Grimoire Revised Edition*, page 172

Order in the Wizard's Laboratory

ReTe 15

R: Voice, D: Conc, T: Room

Cast in a room, this spell makes everything within move to where it is usually kept. Heavy things move more slowly than light things. All items avoid hitting each other, but speedy movement on the caster's or someone else's part might lead to a damaging collision. If the caster stops concentrating before all items have returned to their places they stop where they are, or drop to the floor if in midair.

(Base 2, +2 Voice, +1 Concentration, +2 Room)

Source: *Wizard's Grimoire Revised Edition*, page 172

Bane of Weapons

ReTe 20

R: Per, D: Diam, T: Ind

Deflects all attacks by metal weapons.

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

Source: *The Fallen Angel*, page 38

Bind Spirits of the Earth

ReTe 25

R: Voice, D: Sun, T: Ind

You can control an earth elemental if you can penetrate its Magic Resistance. A botch may mean the elemental attacks you to the best of its ability. If you try to bind an elemental again when its first binding wears off, you risk one extra botch roll for every day the elemental has been in your service.

(Base 5, +2 Voice, +2 Sun)

Source: *The Hidden Paths: Shamans*, page 57

The Obedient Clasp

ReTe 25

R: Voice, D: Moon, T: Ind

This spell enchants a solid ring or clasp so that it bends open or closed in response to the caster's command throughout the duration of the spell. If the caster is more than 15 paces from the object it does not respond. Although magically enchanted, the clasp or lock can still be picked or smashed open normally. With the appropriate casting requisite, this spell may also be cast on leather, wood, or bone.

(Base 2, +2 Voice, +3 Moon, +2 metal)

Source: *Wizard's Grimoire Revised Edition*, page 173

The Circle of Warriors

ReTe 30

R: Per, D: Ring, T: Group

This spell animates up to four nearby swords (or other one-handed metal weapons), arranging them in a ring around the caster, which proceeds to defend him against intruders. One weapon attacks each person who approaches, regardless of intention, with an effective Weapon Skill equal to the caster's Finesse and Strength equal to the caster's Rego score ÷ 5 rounded down. The swords parry to defend the caster, and cannot be damaged by normal attacks.

The swords fall lifeless to the ground if brought outside the ring. A strong blow (doing 20 Damage or more) might knock a weapon outside the ring. A Herbam casting requisite is necessary if the weapons have wooden hafts.

(Base 3, +2 Ring, +2 Group, +2 metal, +1 size)

Source: *Wizard's Grimoire Revised Edition*, page 173

Levity of the Burdening Stone

ReTe 30

R: Voice, **D:** Sun, **T:** Ind

One hundred cubic spaces of stone is reduced to approximately half its normal weight. In this age of fortified castles, several magi have boasted similar spells to ease the quarrying of rock for construction of their covenant's defenses. The oldest existing version of this spell, *Easing the Burden of Sisyphus*, was devised by Tytalus the Founder himself.

(Base 3, +2 Voice, +2 Sun, +2 size, +1 stone)

Source: *Wizard's Grimoire Revised Edition*, page 172

Summon Spirits of the Earth

ReTe 35

R: Arc, **D:** Mom, **T:** Ind

You can summon any earth elemental to which you have an Arcane Connection. You must summon the creature out of its natural element. A botch may mean you have summoned the wrong kind of elemental, perhaps an unusually strong or hostile one.

(Base 15, +4 Arcane Connection)

Source: *The Hidden Paths: Shammans*, page 58

Vim Spells

CREO VIM

Rune of Connection

CrVi 15

R: Touch, **D:** Moon, **T:** Ind

A rune is crafted or otherwise marked on the target, after which an Arcane Connection exists from the caster to the target of this spell. The connection lasts until the rune is physically erased or marred. This spell is useful when applied with *Opening the Intangible Tunnel*.

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

Source: *Wizard's Grimoire Revised Edition*, page 173

Spell Aegis

CrVi 50

R: Sight, **D:** Spec, **T:** Spec, Ritual

This powerful ritual was once used by a few groups of magi of the ancient world (notably some sects of Rome's Cult of Mercury), but it has been lost for several centuries. The ritual actually creates magical en-

ergy which can be used to bolster the innate energies of another spell, so that the spell becomes more difficult to resist or cancel (the magus chooses which at the time of casting) with spells such as *Wind of Mundane Silence*. Originally, the spell was designed only to strengthen a spell and protect it from cancellation (thus the spell's name), but soon after the formation of the Order of Hermes and the advent of Parma Magica, magi within the Cult of Mercury developed the means to aid spell penetration.

This ritual and the ritual of *Watching Ward* may be coordinated into one ceremony so that *Spell Aegis* will be activated when the magus casts a certain spell. For example, a magus wishes his level 30 MuMe *Mind of the Beast* to be very effective, so he uses raw vis to extend its duration and because he earlier performed *Watching Ward* and *Spell Aegis* to activate when he cast the MuMe spell. A *Spell Aegis* joins its power with *Mind of the Beast* to make it much more difficult to resist (if cast on another magus) or cancel (if cast on a companion, so a magus friend cannot easily dispel it). Note that the *Watching Ward* of one magus cannot put the *Spell Aegis* of another magus in suspension; one caster must perform *Watching Ward*, *Spell Aegis*, and cast the final spell (for example, *Mind of the Beast*). Also, note that *Watching Ward* must be of higher level than the final spell.

The extra power of *Spell Aegis* is easy to compute: it is simply the CrVi score of the caster. Half of this total is added to the Penetration score if a magus uses *Spell Aegis* to reduce another's chance of resisting the spell,

but the full total is added to the effective level of the final spell if used for the designed purpose of shielding another spell from cancellation.

If a member of the Order of Hermes skilled in Vim could put his hands on this spell, he could doubtlessly create several CrVi variant spells which use the same concepts of energy creation, though channeled in a different manner.

(Non-Hermetic)

Source: *The Tempest*, page 58

INTELLEGO VIM

Sensing the Mystic Place

InVi 2

R: Touch, **D:** Mom, **T:** Ind

Allows the caster to determine if he is currently within an area with a Magical, Faerie, Infernal or Divine Aura. A separate version of this spell is required for each type.

(Base 1, +1 Touch)

Source: *Mythic Places*, page 62

Scales of Power

InVi 3

R: Touch, **D:** Mom, **T:** Ind

The caster learns the strength of a mystical aura he occupies. There are four versions of this spell, one for each type of aura. This spell is very easy because the strength of the aura actively affects spell casting.

(Base 2, +1 Touch)

Source: *Wizard's Grimoire Revised Edition*, page 173

Feeling the Font of Power

InVi 4

R: Sight, **D:** Mom, **T:** Ind

This spell tells the caster whether the target area or object has a mysti-

cal aura, or is part of a regio, but does not give any information about the strength of the aura, or levels of the regio, or, indeed, whether the target is a simple aura or regio. There is a different version of this spell for each type of aura. The spell does work if the caster can only see a completely mundane level of a regio.

(Base 1, +3 Sight)

Source: *Wizard's Grimoire Revised Edition*, page 173

Sense of the Hidden Place

InVi 4

R: Touch, **D:** Mom, **T:** Ind

This spell reveals whether the caster is currently on some level of a regio. It does not give any indication of how many other levels there are, or whether they are higher or lower. There is a version of this spell for each type of regio.

(Base 3, +1 Touch)

Source: *Wizard's Grimoire Revised Edition*, page 173

Sense the Vis of the Beast

InVi 5

R: Touch, **D:** Mom, **T:** Ind

Detects whether or not a living target contains raw vis. A Perception + Vim/5 (rounded down) stress roll of 6+ gives impressions in the "a little/a lot" range, while a roll of 12+ gives the quantity of that raw vis within five pawns. As the roll is stress, the Storyguide might make it for players. If the roll botches, the caster assumes there is vis in a target when there is not. The spell has casting requisites appropriate to the Form of the target (not the vis). The spell may be countered with Magic Resistance, but the caster knows if it has been successfully resisted.

Nemo of Criamon researched this spell in the vain hope of saving the creatures in the woods surrounding the Covenant of Vector Tempestatum, on the grounds that their vis content was too low to bother killing them. Vector suggested that Criamon magi do not need target practice.

(Base 4, +1 Touch)

Source: *The Bishop's Staff*, page 38

Sense the Arcane Link

InVi 10

R: Touch, **D:** Mom, **T:** Ind

The caster can determine whether the item touched is being used as an active Arcane Connection or not. The item vibrates softly if it is. The spell does not reveal who or what the item connects to, only that another magus is using it to affect a distant target. Casting requisites appropriate to the Form of the item are needed.

(Base 5, +1 Touch)

Source: *Wizard's Grimoire Revised Edition*, page 173

Sense the Shadow of the Spheres

InVi 10

R: Per, **D:** Spec, **T:** Ind, Ritual

Requisite: Mentem

The caster, who must have a score in Enigmatic Wisdom, uses this spell to go into a trance. In this trance he gains special insight into his present situation. The duration of the trance equals the duration of the ritual's casting (30 minutes) plus the caster's current Warping Point \times 3 total in minutes. During this period the caster is oblivious to all around him, and the trance may only be broken by an appropriate Rego Mentem or Perdo Vim spell of at least level 10, or by a physical attack. The cast-

er may also end the trance early, but few Criamon magi deliberately do so. At the end of the trance, the caster understands which of his Criamon “riddle-sayings” is most relevant to the current situation. (See *Houses of Hermes* for details on these riddles.) Criamon magi find this spell fascinating, although others do not see the use, since its aid usually comes after the event.

(Special spell)

Source: *Wizard’s Grimoire Revised Edition*, page 174

Wizard’s Subtle Touch

InVi 10

R: Touch, **D:** Mom, **T:** Ind

You can tell whether an object is magical by concentrating on it. After a short time the object seems to vibrate softly if it is magical.

(Base 5, +1 Touch)

Source: *Ars Magica Third Edition*, page 231

Glimpse Through the Mystic Veil

InVi 20

R: Per, **D:** Conc, **T:** Vision

If the caster is in or near a regio, this spell lets him see into the adjacent levels, and thus enter them. If there are two adjacent levels, one above and one below, the caster can see both, but (obviously) can only enter one at a time. The spell must be maintained until the caster has entered another level; it cannot be done from memory. There is a version of this spell for each type of regio.

(Base 3, +1 Concentration, +4 Vision)

Source: *Wizard’s Grimoire Revised Edition*, page 174

Seeing the Elusive Boundary

InVi 20

R: Per, **D:** Conc, **T:** Vision

Allows the caster to see the boundaries of a regio as faintly glowing lines. Specifically, the spell detects boundaries to the next higher or lower level within the magus’ normal line of sight. The Magus must specify when casting whether she is looking for a higher or lower boundary. If a boundary is observed using this spell, the caster may add +3 to future attempts to cross it.

(Base 3, +1 Concentration, +4 Vision)

Source: *Mythic Places*, page 63

Passing of the Faerie Sun

InVi 25

R: Voice, **D:** Conc, **T:** Ind

The wizard perceives the differences in the passage of time through a gateway to Arcadia that he or she has detected by other means. A Perception + the level of the spell stress die total of 11+ allows entry to Arcadia with little difference in time. Failing this roll means that the correct time is uncertain; the wizard may try another day. A botch means that the wizard only thinks he or she knows the correct timing, but does not.

(Base 10, +2 Voice, +1 Concentration)

Source: *Faeries, Revised Edition*, page 86

Perceive the Cords that Bind

InVi(An) 30

R: Per, **D:** Mom, **T:** Vision

Requisite: Animal

Senses whether or not an animal is someone’s familiar. If its master is near enough for the cords to be strong, this spell also detects the

number and type of cords, and tells which is the strongest cord. To use this spell, the caster must have a score in Animal.

The spell can also be cast on a magus to determine whether she has a familiar, but this use requires that the caster have a score in Corpus.

(Base 5, +4 Vision, +1 requisite)

Source: *Medieval Bestiary*, page 116

Reveal the Gift

InVi 30

R: Per, **D:** Mom, **T:** Vision

This spell can be cast on any living creature. If it has any magical ability, the caster sees a white aura surrounding the being. The brightness of the aura correlates to the magical power of the creature. Casting this spell on other Hermetic magi is technically against the Code, since it constitutes magical spying. However, casting it on someone whom the caster did not know was a member of the Order is usually forgiven.

(Base 10, +4 Vision)

Source: *Wizard’s Grimoire Revised Edition*, page 174

Strings of the Active Arcane Connection

InVi 30

R: Arc, **D:** Conc, **T:** Ind

This spell allows the caster to see a hazy string between the caster and any objects that are currently active Arcane Connections to him. The closer the caster is to the Arcane Connection, the clearer and thicker the string seems to be. The strength of the Arcane Connection also affects the clarity and thickness of the string. This spell lets the caster know

if someone is actively using an Arcane Connection to him.

(Base 5, +4 Arcane Connection, +1 Concentration)

Source: *Wizard's Grimoire Revised Edition*, page 174

Sense the Pools of Magic

InVi 40

R: Per, **D:** Conc, **T:** Spec, Ritual

This spell determines the relative strengths of Magic Auras in nearby areas. To cast this spell, you need a map of the area you wish to survey (the map forms an Arcane Connection to the area). After you cast the spell, you move your hand along the map and can sense the general strengths (that is, weak, moderate, strong) of Magic Auras in the area.

This spell provides no information about supernatural Auras other than Magic, nor does it tell how Magic Auras might change by time of day or season. Furthermore, this spell does not detect Magical regio nor Magical areas smaller than a thumb's width on the map (so the scale of the map has much to do with what's detected).

This is an ancient and rare spell. Its main use is to discover places of powerful Aura, where a covenant might be built. According to legend, the spell was invented at the time of the Order's birth, when many new covenants were forming. Since then, most copies of the spell have been destroyed to prevent other covenants from finding similar (or better) locations. Now the spell exists in only a few libraries. We present it here, for everyone's use, as magical sites are fading from the land and covenants are becoming crowded. We hope this spell will help you find a powerful

magical Aura in a more remote region, so you may relocate there.

(Special spell)

Source: *Wizard's Grimoire*, page 106

MUTO VIM

Transmogrify Spell

MuVi Gen

R: Touch, **D:** Mom, **T:** Ind

You cast this spell as another magus casts another spell. You can divide one dimension of the second spell by two and double another dimension. These dimensions could be strength, time, length, width, or height. The spell modified cannot have a level higher than the level of the *Transmogrify* spell. Casting requisites: technique and form of the spell affected.

(Base effect, +1 Touch)

Source: *Ars Magica First Edition*, page 95

Pruning the Spirit of Magic

MuVi 60

R: Touch, **D:** Year, **T:** Ind, Holy, Ritual

This spell is incredibly powerful and cast very rarely. It's only used when one Pious Magus idiscovers an initiate (a Hermetic Magus) who seeks to follow in his footsteps.

If the initiate is willing, you can use this spell to strip her of her magical Gift, denying further use of magic. From that point the subject can undergo the religious tempering required of a Pious Magus, and can regain magical power if Pious status is achieved. Otherwise, the subject is forever stripped of magical ability. Some magi may request use of this

spell to find freedom from the Gift, to live a quiet, contemplative life under God, or to escape the temptation to use magic for evil.

This spell might also be effective at undoing the magical power of non-Hermetic spell casters, but they too must be willing to undergo the change. The spell cannot be used to eliminate others' magical power indiscriminately.

(Non-Hermetic)

Source: *Pax Dei*, page 88

PERDO VIM

Free the Accursed Body

PeVi Gen

R: Touch, **D:** Mom, **T:** Ind

This spell strips away hostile Hermetic Corpus magic affecting the target. Any such effect with a level less than or equal to (the level of this spell + 3 magnitudes + a stress die, no botch) is dispelled.

(Base effect, +1 Touch)

Source: *Ars Magica Fourth Edition*, page 122

Hammer of Thaumaturgic Shattering

Pe(In)Vi Gen

R: Voice, **D:** Conc, **T:** Ind

Requisite: Intellego

This spell allows the caster to examine active magical effects and offers a chance at undoing them by breaking apart weak points in their design. The caster may examine spells currently acting on one creature, object, or area, as long as he can concentrate uninterrupted for one minute per magnitude of the invested spell. When done studying, the caster matches a stress die (no

botch) against the level of the spell being investigated. If the caster's total is higher, and if the level of the Hammer is higher than the target spell's level, that spell is broken. The Hammer is difficult to use against magic the caster does not understand, such as non-Hermetic magic. In this case, double the effective level of the investigated spell or power.

(Base effect, +2 Voice, +1 Concentration, +1 requisite)

Source: *Wizard's Grimoire Revised Edition*, page 174

Restore the Image Transformed

PeVi Gen

R: Voice, **D:** Mom, **T:** Ind

Restores to normal an image that has been transformed an Imaginem spell if the effect's level is less than or equal to (the level of this spell + 2 magnitudes + a stress die, no botch).

(Base effect, +2 Voice)

Source: *Ars Magica Third Edition*, page 220

Return of Mental Lucidity

PeVi Gen

R: Touch, **D:** Mom, **T:** Ind

Cancels the effects of a Mentem effect affecting the target if the level of the effect is less than or equal to (the level of this spell + 3 magnitudes + a stress die, no botch).

(Base effect, +1 Touch)

Source: *Ars Magica Third Edition*, page 222

Rune of Magical Silence

PeVi Gen

R: Touch, **D:** Year, **T:** Room, Ritual

By means of this ritual, a rune is crafted on an object or location, after which no magic can enter, come

from, or affect the object or place unless the spell level is more powerful than the level of this ritual – 15. Runes created through this ritual do not affect magical people or places themselves, just the spells or powers they project. The spell ends when the inscribed ruin is destroyed or marred.

(Base effect, +1 Touch, +4 Year, +2 Room)

Source: *Wizard's Grimoire Revised Edition*, page 174

Tide of Demonic Oblivion

PeVi Gen

R: Voice, **D:** Mom, **T:** Str

This spell creates an invisible rush of magical power that wears away at the power of any demons within the target area. Roll a quality die + this spell's level – 15 when this spell is cast. For every point that this roll exceeds a targeted demon's Infernal Might, it loses one point of Might. This comparison is made for each demon present (only roll once, though). If a demon's Infernal Might is reduced to 0, the demon is banished back to Hell for an indeterminate amount of time.

The caster may weave as many demonic true names as he wishes into the casting of this spell, each increasing the casting time by one round. If a named demon is in the area, the caster doubles his roll against that demon. Repeated castings of this spell become more effective as the Might of opposing demons is eroded.

(Base effect, +2 Voice, +3 Str)

Source: *Wizard's Grimoire Revised Edition*, page 175

Whitefire Chant

PeVi 40

R: Per, **D:** Sun, **T:** Ind

Intoning this spell brings a blade of pale fire into existence in the caster's hands. It exists only as long as there are physically manifested demons in the immediate area of the wielder (*i.e.*, within his sight), and it only harms the denizens of Hell. Against such foes, the blade has the following statistics: Initiative +7, Attack Bonus +6, Weapon Damage +22, Defense Bonus n/a, Strength n/a, Load 0, and Space 2. Finesse is used in place of any Weapon Skill to determine combat totals. The blade requires both hands, so spells cast while the sword is manifest are affected by the No Gestures penalty, if applicable.

The magus Ulrich Vaughn of House Tytalus created this spell. It is said that he dabbled in the black arts, but escaped corruption and delivered retribution on his would-be despoilers. Some say he still battles the forces of Hell, and will help magi of like mind in the defeat of the demonic hordes, lending potent magic and considerable knowledge to the cause. Be warned, though, that some interpret the Code to prohibit attacks against demons, considering even those relations with Hell of one form or another.

(Special spell)

Source: *Wizard's Grimoire*, page 107

REGO VIM

Ring of Runes

ReVi Gen

R: Voice, **D:** Ring, **T:** Bound, Ritual

In this ritual, a circle of runes is crafted around a chosen target area. Adjacent runes must be within sight of each other. Once the ring is established, any spell cast upon it affects all those within the *Ring of Runes*, if appropriate to the spell, and if the spell is less than half the level of this ritual. Only spells cast by the ring's creator are so affected, and only spells cast from outside the ring to inside it may affect the whole area. Spells cast within the ring function normally. The ring and its effects persist for as long as all runes remain unmolested.

(Base effect, +2 Voice, +2 Ring, +4 Bound)

Source: *Wizard's Grimoire Revised Edition*, page 175

Rune of Protection

ReVi Gen

R: Touch, **D:** Year, **T:** Ind, Ritual

With this ritual a rune is marked on the target, which acts as a ring for the purposes of the Ring duration. Those spells cast on the marked target that normally have a duration of Ring stay in effect as long as the rune is undisturbed. Such spells may be dispelled upon the caster's command, or when the rune created with this ritual is ruined or marred. Moving the target ruins the rune. Only one spell of Ring duration can be maintained on the target at one time. This ritual only affects spells of (level of the Rune – 15).

(Base effect, +1 Touch, +4 Year)

Source: *Wizard's Grimoire Revised Edition*, page 174

Ward Against Spirits of the Water

ReAq Gen

R: Touch, **D:** Ring, **T:** Circle

Requisite: Aquam

You form a magical ring around yourself. Any elemental of the type specific to the spell and with a Might less than or equal to the level of the spell is unable to enter the circle or harm those within it. The ring lasts as long as you remain in it.

(Base effect)

Source: *The Hidden Paths: The Hidden Paths: Shamans*, page 58

Wizard's Wait

ReVi Gen

R: Touch, **D:** Conc, **T:** Ind

By casting this spell before another, the caster can delay the actual release of the second spell until a chosen time. A Concentration roll is required for every round that the second spell is delayed, with the ease factor based on surrounding events. If a Concentration roll fails, the second spell is released prematurely; if a roll botches, the second spell is lost. Spells delayed by this spell must be of a level equal to or lower than that of the *Wizard's Wait*.

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

Source: *Wizard's Grimoire Revised Edition*, page 175

Warping the Magical Veil

ReVi 20

R: Voice, **D:** Conc, **T:** Ind

The caster may magically move the boundary of a regio. Regiones have boundaries at all points within them: it is not usually necessary to be at the physical edge. The caster may move the boundary to any level that he can see, and may move it over one individual within range. That individual moves to the other level

of the regio, and stays in that level unless he is capable of moving back. The spell may be used to bring things to the caster's level, or to send them away. There are four versions of this spell, one for each type of regio.

(Special spell)

Source: *Wizard's Grimoire Revised Edition*, page 174

Burning the Power of the Body's Youth

Re(Pe)Vi(Co) 30

R: Per, **D:** Sun, **T:** Ind

Requisites: Perdo, Corpus

This spell allows you to draw raw vis directly from your own body, one pawn per magnitude of the spell. The only kinds of vis that may be conjured are Vim, Corpus, Imáginem, Mentem, Aquam, Auram and Ignem—all parts or aspects of a magus' body. For every pawn extracted, you age one year and have to roll on the Aging chart (**ArM5** page 170/**ArMD** page 391), with a –1 modifier for every pawn extracted at the time. Aging rolls are made even if your natural age is less than 35. Remember, your longevity potion ceases to function after your first failed Aging roll. Thus, the more pawns you draw from yourself, the greater the chance of doing yourself harm.

Additional Casting Requisites: appropriate Form for the vis.

There are always times when a magus wishes he had a few pawns of vis on hand. Sometimes these are very dangerous situations, threatening the life of magus and his allies. Studying the ways of demons, who store extreme amounts of magic in their physical forms, Inibonos of Bonisagus has devised a means for magi to draw upon a similar power.

However, be warned that application of this spell is absolutely life threatening and should only be resorted to in the most desperate of times. What you do with the vis drawn from your body is left to you, but its use had best be essential and flawless.

(Base 10, +2 Sun, +2 requisites)

Source: *Wizard's Grimoire*, page 104

Anchoring the Mystic Veil

ReVi 50

R: Touch, **D:** Year, **T:** Ind, Ritual

This spell creates a permanent point of entry from the mundane world to a corresponding place in a regio level above it. The spell must be cast twice; first from within the regio, then on the corresponding point in the mundane world. The higher level's aura value affects the casting of the spell on the mundane level. The Storyguide may also apply other modifiers to the spell's casting, depending on the regio inhabitants' willingness to have the tunnel formed and other related factors. The castings must both succeed and be performed within the space of a sunrise to sunset (or vice-versa) for the gateway to form.

The spell must be anchored to two objects which have some resemblance, however remote, to a door or gateway (such as a space between two sets of stately trees, between a pair of rock columns, or between a set of ever-burning, magical braziers). The "gates" must also exist on both the mundane and destination levels of the regio. Furthermore, the caster must invest six pawns of vis (in addition to the cost of the ritual), three pawns into each gateway, when establishing the gates. This vis must

be of a kind appropriate to the gateways (for example, Herbam if the gates consist of trees).

If either of the gateways for the spell is destroyed the tunnel between levels is dispelled. If either gate is destroyed, or the tunnel is dispelled, all vis invested in the gates is lost. Inhabitants of regiones do not usually appreciate dangers to their home, nor disturbances of their peace. They may therefore take an active role in destroying a gate or tormenting its creators. If a person is in the tunnel while a gate is destroyed, there is no telling what might happen to that person. He might be deposited in the regio level that still has a gate intact, or might be deposited elsewhere in the regio.

This spell has a casting requisite of a Form appropriate to the nature of the gate-anchors.

(Special spell)

Source: *Wizard's Grimoire Revised Edition*, page 175

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