

Ars Magica

The Grand Grimoire of
Hermetic Spells



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Introduction

Salvete sodales!

This document contains all Hermetic spells detailed in the 42 books that comprise *Ars Magica Fifth Edition*. This document does not include non-Hermetic spells, magic item spell effects, powers used by creatures with Might or other beings, spell-like vis (from *Mythic Locations* and other sources), or spell-like blights from *Dies Irae*.

A good amount of effort was made to ensure that the entries are free of spelling, formatting, and other errors but with a work of this size, missed errors are inevitable. Every spell entry has the source of the spell listed so that the information here can be verified through comparison to the original source. An attempt was made to incorporate the *Ars Magica Fifth Edition Errata* (up to and including August 2021). A few extra notes have been added in some cases and these notes, hopefully, will not detract from the overall accuracy of the spell entries.

A two-column format was used and most spells entries are completely within one column. Some spell entries are split across the columns to keep spells that follow on the same page. Spell entries have not been split across pages. Because of this, there are large areas of blank space on some pages.

A spell index at the end of the document lists all spells in alphabetical order by name and gives the page number on which the spell appears in this document. If the spell name starts with the word “a” or “an” like *A Bridge Without Wood*, it will appear under “A.” Likewise, if a spell name begins with the word “the” like *The Ambulatory Laboratory* then the spell will appear under “T.”

Finally, there is one original spell in this document that has not appeared in any other work.

Enjoy!

The Art of Animal

Creo Animal Spells

LEVEL 20

BOUNDLESS WEALTH OF THE OCEANS

CrAn 20

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

Creates 3,000 pounds of pearls, equivalent to over one million pearls about half an inch in diameter. These are remarkably large pearls, each one about a quarter of an ounce in weight. Good quality sea pearls usually sell for about three Mythic Pounds per ounce (*Covenants*, page 141). Each pearl is identical to its fellows, and is somehow marked by the sigil of the caster.

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

Source: *Transforming Mythic Europe*, 117

PIERCING LANCE OF BONE

CrAn 20

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

Creates a sharpened lance of hardened animal bone in the caster's hand; this weapon has the same statistics as a normal lance.

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

Source: *The Lion and The Lily – The Normandy Tribunal*, 60

REPAIR CRACKS AND TEARS

CrAn 20

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

This spell allows a magus to heal cracks and tears in the parchment and leather of a book. It is a comparatively expensive way to repair books, so it is only used when the covenant lacks skilled craftsmen, or on books of such historical significance that their owners prefer they are not repaired by human hands. For example, if one of the holographic diaries of Bonisagus is damaged, it is repaired in this way, rather than by having a scribe create a replacement page, because it preserves the handwriting of the Founder.

(Base 5 [one hide], +2 treated animal product [parchment] +1 Touch)

Source: *Covenants*, 99

SHEARING THE UNSEEN SHEEP

CrAn 20

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

Creates a sheep's fleece. Wool is the most common material for making clothing, but creating ready-made woolen garments is difficult with Hermetic Magic. As a consequence, Julia uses this spell to create the raw materials, and then rearranges them into clothing using Rego Craft Magic, such as *Woolen Garments for the Human Form*, below.

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

Source: *Magi of Hermes*, 56

SOOTHE PAINS OF THE BEAST

CrAn 20

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

This spell looks much like a ritualistic "laying on of hands" seen in many churches. You kneel and press your hands to the wound while reciting a quiet incantation. The spell cures one Light Wound suffered by the animal.

Asaron of Flambeau believes his mission in life is to repopulate the world so there will be more to kill, and thus spends seasons healing animals and people throughout Europe. In his version of this spell, a black patch in the shape of a tongue of fire is left where the wound was. A symbolic flame is seen in almost all of Asaron's spells, making it his wizard's sigil.

(Base 15, +1 Touch)

Source: *Ars Magica Fifth Edition*, 117

TRUE REST OF THE INJURED BRUTE

CrAn 20

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

The injured target gets a +9 bonus to all Recovery rolls made while the spell is in effect.

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

Source: *Ars Magica Fifth Edition*, 117

WORM OF THE SOIL

CrAn 20

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

Creates a beetle. All invertebrates are referred to as "worms" in Mythic Europe. This spell provided no breakthrough to Marcus's research.

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

Source: *Magi of Hermes*, 82

LEVEL 25

FLIGHT PERFECTED

CrAn 25

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

Creates a dove in the hands of the caster. The bird acts like a normal bird for the duration of the spell. This spell provided Marcus with no breakthrough.

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

Source: *Magi of Hermes*, 83

SUMMONING THE CREEPING DEATH

Cr(Re)An 25

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

Req: Rego

Conjures an asp, which magically obeys the caster's mental commands. Use the statistics for an adder from the *Book of Mundane Beasts*, except that an asp's venom is much more deadly than an adder's. The effects of asp venom are given on page 180 of *Ars Magica Fifth Edition*. The snake has no Might and hence no Magic Resistance of its own, but since it is a magically created creature, Magic Resistance does protect against its attack (use the caster's Penetration Total).

This spell is sometimes used by magi who follow the School of Sebastian, but other Flambeau magi tend to disdain it as an ignoble form of attack.

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

Source: *Houses of Hermes – Societates*, 34

LEVEL 30

FLIGHT DIVORCED

CrAn 30

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

Creates a pair of bird wings, joined at their base. The wings flap frantically in random flight for the duration of the spell, since they lack sense organs or a mind to guide them. If released in an enclosed space, the erratic flight of the wings provides sufficient distraction to impose a –3 penalty on all rolls requiring mental effort or concentration, and adds an extra botch die to all activities. The guideline used in this spell creates a living bird rather than an animal's corpse, and the Part Target produces just the wings.

This spell provided Marcus with a breakthrough in the first of the two seasons it took him to invent it.

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

Source: *Magi of Hermes*, 83

RECRUITING A TINY PHALANX

Cr(Re)An 30

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

Req: Rego

This spell allows Alexander to create a swarm of scorpions. The swarm, combined, has the mass of a human being. The spell has a Rego requisite, which allows Alexander to command the swarm to do things other than chase beetles and run from larger creatures. In dangerous areas, he often casts two *Circles of Beast Warding*, one slightly larger than the other, around the area where his party is going to camp. He then pours scorpions into the ring this creates, and orders them to attack anyone else that crosses the ring, casting the spell multiple times if he feels it is necessary. This technique also has the advantage that if he botches the spell, and creates a swarm of enraged and uncontrollable scorpions, he need only wait safe behind his inner *Circle of Beast Warding* for them to disappear.

Scorpion venom is painful, but individual stings are rarely fatal for healthy people. In areas where scorpions are common, the allergy that causes their sting to be fatal may be taken as a Minor Flaw. An attacking swarm of scorpions does +10 damage automatically each round, but this can be Soaked normally.

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

Source: *Magi of Hermes*, 12

STRENGTH EXTINGUISHED

CrAn 30

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

Creates a bull's heart. This spell provided Marcus with no breakthrough.

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

Source: *Magi of Hermes*, 83

STURDY MANTLE OF THE TRAVELER

CrAn 30

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

Creates a *gardcorps* — a calf-length traveling robe with voluminous sleeves. The garment is formed of supple leather oiled to proof it against rain. A Finesse roll determines the quality of the *gardcorps*; an Ease Factor of 6 results in a waterproof robe of standard quality. If an Ease Factor of 9 is achieved the caster can determine the color of the leather and a specific regional style.

(Base 5, +1 Touch, +2 Sun, +2 treated and processed)

Source: *Magi of Hermes*, 56

LEVEL 35

A PILE OF ROTTING BEEF

CrAn 35

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

Bees, which are vital for the production of most crops, are generated by the decay of the corpses of cows. Player characters who create too many bees before they have flowers must watch them starve, but players who have flowers, and no bees, must watch them wither. Fortunately, things generated by magically created animals persist even if the spell's duration ends. Clever magi can simply strew their island with dead cows, using Sun duration spells like this one, and the bees which arise from these corpses are natural.

This spell creates ten cow carcasses.

Magi wanting to absolutely ensure they have bees can add a Perdo requisite, to make the corpses rot as they wish. Alternatively they can use spells like *Growth of Creeping Things*, bees being one of the insects created when destroying beef.

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

Source: *Transforming Mythic Europe*, 63

HARMONIC METAMORPHOSIS OF THE BEAST

Cr(Mu)An 35

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

Req: Muto

Special: Requires Hermetic Metamorphosis Virtue

This spell can only be successfully cast by those with the Hermetic Metamorphosis Virtue. It requires the immobilized body of the recipient animal, and the donor organ. If the donor derives from another animal, it too must be immobilized. During the casting of the spell, the caster removes the organ from the donor and grafts it to the recipient. The spell resizes the organ (if necessary) and joins up the blood supply and internal organs. The type of organs that can be transplanted are functional units of the animal — its head, pair of hind legs, tail, pair of hands, heart, and so forth. A replacement organ involves the removal of the recipient's organ and putting the donor organ in its place. If the caster wishes he may take the recipient's original organ and put it in the space left on the donor, but this requires two surgical rolls (see below), one for each animal. A transposed organ involves the recipient gaining an organ without removing something first; for example, giving it a pair of wings or a second head. The donor animal (if any) dies as a result of this type of surgery. Magical surgery of this type can be purely anatomical, or else confer a Virtue from the donor to the recipient. An anatomical change can grant the recipient a new ability (such as flight) or a Quality (see *Houses of Hermes: Mystery Cults*, pages 40–43). A Virtue can be any General Virtue that derives from the body of the animal; such as Keen Vision, Long-Winded, or Tough. A donor who loses a Virtue due to

this spell receives the Enfeebled Flaw if it survives the surgery. The ritual surgery performed as part of the magical actions of casting this spell needs to be performed accurately to ensure the success of the spell. This requires a Dexterity + Chirurgy roll against an Ease Factor of 9. If the organ is transposed rather than replaced, the Ease Factor has a +3 modifier. If the surgery grants a Virtue rather than an anatomical change, the Ease Factor has an additional +3 modifier. If the surgery roll fails then the animal dies soon after the casting of the spell. If the surgery roll botches, then the spell creates some dreadful monster instead. *Example: Marcus wishes to swap the head of a lion and an eagle in his first step to creating a griffin. Eagles have the Keen Vision Virtue, so this is more than simple anatomical surgery. To successfully implant the eagle's head on the lion's body, his surgery roll has an Ease Factor of 12. He needs only a 9 to successfully implant the lion's head on the eagle's body, but the lion-headed eagle that results suffers from the Enfeebled Flaw. The spell compensates for the vast difference in size between the two heads.*

(Base 25, +1 Touch, +1 Muto requisite)

Source: *Magi of Hermes*, 83

STRENGTH RENEWED

CrAn 35

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

Creates a bull's heart that continues to beat strongly for the duration of the spell. In the three seasons it took Marcus to learn this spell, he was lucky enough to get a breakthrough. However, the spell also has a minor flaw thanks to experimentation; the heart only beats in the light, and the strength of the pulse is dependent on the amount of light — in shadow the beat is thready and shallow, while in bright sunshine it is like a drum.

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

Source: *Magi of Hermes*, 83

THE BALM OF ST FRANCIS

CrAn 35

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

This spell heals any animal disease, instantly easing the beast's suffering. St Francis was a legendary healer of animals. This spell works on animals Size +2 or smaller.

(Base 25, +1 Touch, +1 size adjustment)

Source: *Dies Irae*, 102

WEAVER'S TRAP OF WEBS

CrAn 35

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

In casting this spell, you point and from this initial location, a huge net of spider webs grows, filling an area 5 paces by 5 paces by 6 feet high. With supports, the webs can hang vertically, forming a wall; otherwise they act like a net. When the webs are through growing after a few seconds, they are as thick as string and as strong as iron. Everyone caught in the area of the webs is immobilized. Getting free requires a Strength stress roll of 12+, or someone who is not trapped may use an edged weapon to free a victim, which takes three rounds. Contrary to widespread rumor, fire is ineffective against these webs. Webs may continue to trap victims in the future, as long as the spell lasts and they aren't completely hacked apart. (Base level 5, +2 Voice, +2 Sun, +2 Group (total mass of the spiderwebs is still less than ten basic Individuals, so no size adjustment))

Source: *Ars Magica Fifth Edition*, 117

THE WIZARD'S MOUNT

CrAn 35

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

Creates a horse, which is normal in every way except that it is not disturbed by The Gift.

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

Source: *Ars Magica Fifth Edition*, 117

LEVEL 40

CHAMPION'S STRENGTH

CrAn 40

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

Increases an animal's Strength by one, but no more than one beyond the animal's natural score.

(Base 35, +1 Touch)

Source: *Calebais – The Broken Covenant*, 61

MEND THE BROKEN FIGURE

CrAn 40

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

Heals all wounds.

Ierimyra seems to sculpt the animal's flesh during the spell, as if it were made of clay.

(Base 35, +1 Touch)

Source: *Calebais – The Broken Covenant*, 61

LEVEL 45

A HERD BY MORNING

CrAn 45

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

This spell brings the target group of up to a hundred base individual animals to full maturity over the course of the spell's duration, which must begin as soon as the sun goes down.

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

Source: *Transforming Mythic Europe*, 42

VENOMOUS VELITES

Cr(Re)An 45

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

Req: Reg

Creates a swarm of a hundred poisonous scorpions. The Rego requisite allows the magus to command them to attack specific targets. If used in combination with spells like *To Mark With Umbrage*, the magus can command his scorpions to kill anyone on the battlefield not bearing his sigil. It is important for magi with weak Parmae Magicae to ensure they bear the mark.

(Base 5, +3 Sight, +2 Sun, +2 Group, +1 extra effect from requisite.)

Source: *Houses of Hermes – True Lineages*, 139

LEVEL 50

CURSE OF THE RAVENOUS SWARM

Cr(Re)An 50

R: Touch, **D:** Moon, **T:** Group, Ritual

Req: Rego

Calls a swarm of locusts or other destructive insects upon an area, which destroys wild plant life and fields. When the spell's duration ends, all the insects disappear, leaving nothing but the damage. The Rego requisite ensures that the insects only devastate the area desired by the caster.

(Base 5, +1 Touch, +3 Moon, +2 Group, +2 size, for a swarm weighing as much as one thousand pigs, +1 extra effect from requisite, ritual because it has a really major effect)

Source: *Ars Magica Fifth Edition*, 117

TWINNING THE TOME

Cr(In)An(Te) 50

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

Req: Intellego, Terram

Special: Requires Boosted Magic or Mutantum Magic
This spell creates a nearly perfect copy of the binding and every page of a book you are touching, including illumination, creases, and damages. It requires an Intellego requisite to determine the shape and size of the pages, and a Terram requisite to create the ink. While an effective method of quickly copying the contents of a book, the vis cost is generally considered prohibitive; Milvi instead use it to recover valuable books that have been stolen or lost, or to copy ancient works that are too fragile to move. Thus, this version of the spell also allows for vis boosting, so that you can accommodate an Arcane Connection to the book without requiring you to learn another spell.

(Base 5, +1 Touch, +2 Group, +5 intricacy, +1 requisites; Boosted)

Source: *Houses of Hermes – True Lineages*, 101

LEVEL 60

CONJURING THE MAGICAL WOLF

CrAn(Me, Vi) 60

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

Req: Mentem, Vim

This ritual spell creates a magical wolf, as described in *Ars Magica Fifth Edition*, page 193. Once created, the wolf is not naturally friendly with the caster, and instantly reacts according to its own motivations.

(Base 50, +1 Touch, +1 Mentem requisite)

Source: *Hermetic Projects*, 126

LEVEL 80

FASHION THE ANCIENT WORM

CrAn(Co, Ig, Me, Vi) 80

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

Req: Corpus, Ignem, Mentem, Vim

This spell creates a dragon, which has the same statistics and powers as Stellatus (*Ars Magica Fifth Edition*, page 194). This dragon is not actually Stellatus, who is an individual, but the creature mirrors his powers and Abilities.

(Base 50, +1 Touch, +2 Size increase, +3 Corpus, Ignem, and Mentem requisites)

Source: *Hermetic Projects*, 127

THE BREATH OF LIFE RETURNED

CrAn 80

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

This spell returns a mundane animal of up to Size +1 to life.

(Base 75, +1 Touch)

Source: *Hermetic Projects*, 130

Intellego Animal Spells

LEVEL 5

IMAGE OF THE BEAST

InAn 5

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

Gives you a hazy mental image of an animal you have an Arcane Connection to.

Wounds caused by an animal are an Arcane Connection to that animal with a lifetime of a few hours. This spell can thus be used to find out what was responsible for an attack.

All spells cast by Chavin of Tylalus can be recognized because they promote or advocate war or violence. In his version of this spell, the claws and teeth of the beast appear more dangerous.

(Base 1, +4 Arcane Connection)

Source: *Ars Magica Fifth Edition*, 117

SENSE THE SLEEPING HOUND

InAn 5

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

This spell indicates to the caster if an animal within range is asleep. Care must be taken that the vocalization of this spell doesn't wake the beast, which is good practice in determining how loudly a caster has to speak in specific spell-casting situations.

(Base 3, +2 Voice)

Source: *Apprentices*, 47

LEVEL 10

SHIVER OF THE LYCANTHROPE

InAn 10

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

You feel a sudden shiver if you are touching a person or beast that is actually a lycanthrope. Variants of this spell detect other types of shapechanger, but not Bjornaer with Heartbeasts.

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

Source: *Ars Magica Fifth Edition*, 118

LEVEL 15

A SIMPLE TEST FOR THE COMPLETENESS OF BOOKS

InAn(He) 15

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

Req: Herbam

This spell allows the magus to check the physical condition and history of a book. It also, through the Herbam requisite, allows the magus to test the quality of the plant-based inks used in its creation.

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

Source: *Covenants*, 100

LEVEL 20

NUMBERING THE FLOCK

InAn 20

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

The Numerologist instantly knows the number of animals she can see, and how many of each kind.

The pattern of such numbers is considered to be far more significant than the details of the numbers. Numerologists often use this spell in connection with Casual Augury (Numerology) to interpret the numbers.

(Base 4, +4 Sight Sense)

Source: *The Mysteries*, 93

TONGUE OF THE FISHES

InAn 20

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

This spell allows Trajan to speak with any animal whose natural habitat is the river. Despite the spell name this includes animals other than fishes.

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

Source: *Hooks*, 79

LEVEL 25

BOOKS THAT SCREAM IN PAIN

InAn 25

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

Req: Herbam

This spell allows the magus to check every book in a room for a physical or historical property. The name of the spell comes from the habit of an early librarian at Durenmar of making the books in the collection cry out if they were damaged, but the sigil of the caster determines the appearance of the spell's signal. The spell's Herbam requisite allows it to detect words in the books, provided they have a plant-based ink or binding agent, like gum arabic.

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

Source: *Covenants*, 100

DETERMINE THE LOCATION OF THE ABSENT VOLUME

In(Cr)An(Im) 25

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

Req: Imaginem, Creo (the latter optional)

This spell allows the caster to determine the location of a missing book by having the magus's sigil appear on a map. Library floor plans on tablets are often used in conjunction with this spell. With a Creo requisite, the magus can project an image of the book's location on a mirror, and hand-held magic items using this variant are often employed in libraries that encourage visitors.

(Based on *The Inexorable Search*, +1 requisite)

Source: *Covenants*, 100

OPENING THE TOME OF THE ANIMAL'S MIND

InAn 25

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

You touch the head of the animal in question and read its memories of the past day. The further the animal is from human, the harder it is to read its memories accurately. If you simply scan the beast's memories, not looking for anything special, you get the memories the beast thinks are most important. If you are trying to get a specific fact, you need a Perception + Finesse stress roll of 6+, or 12+ if the fact is obscure. Since normal animals are sensitive to magic, they resist your touch and try to shy away from you both when the spell is cast and while the spell continues to function. This can be quite a problem with larger animals.

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

Source: *Ars Magica Fifth Edition*, 118

LEVEL 30

HUNTER'S SENSE

InAn 30

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

You sense the shapes and primary motivations of all animals above a certain size that you can hear, or could hear if they were making a noise. You decide the size threshold when you cast the spell, such as "all animals larger than a fox." The "noise" of an animal's shape is louder the larger it is, while the "noise" of its motivations increases depending on how intense the motivation is. A rabbit fleeing from a fox would sound fearful, very loudly. The fox's motivation might be fairly quiet, especially if recent hunting had been good.

(Base 4, +2 Sun, +3 Hearing, +1 for shape *and* primary motivation)

Source: *Ars Magica Fifth Edition*, 118

LEVEL 40

THE EYES OF EVERY BEAST

InAn 40

R: Touch, **D:** Conc., **T:** Bound*, Ritual

This spell allows the magus to sense what the animals of the island are seeing. A magus who is not looking for a particular thing can simply ramble through the impressions of nearby animals. A magus seeking a particular thing in these perceptions must make a Perception + Awareness roll vs. an Ease Factor of 12 to find what he seeks.

A level 45 version lasts a day.

* Remember to add further magnitudes to increase Boundary size.

(Base 10, +1 Touch, +1 Concentration, +4 Bound.)

Source: *Transforming Mythic Europe*, 74

TO SEE AS OTHERS SEE

In(Re)An 40

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

Req: Rego

This spell allows a magus to read the thoughts of an animal, and give it directions. This allows the magus to indirectly sense the animal's location, using it as a spy. The magus's perceptions are filtered through the mind of the animal, so they focus on those stimuli that the animal finds most vivid. Dogs find smell vivid, so the magus's perceptions, when using a dog, will focus on odiferous substances. A magus reading the mind of a magpie finds that they fixate on reflective surfaces.

(Base 5, +4 Arcane Connection, +2 Sun, +1 extra effect from requisite.)

Source: *Houses of Hermes – True Lineages*, 139

Muto Animal Spells

LEVEL 4

THE APPROPRIATE ATTIRE

MuAn 4

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

This spell slightly changes the color and cut of a leather jerkin, wool tunic, or fur cloak. In social situations where clothing is important, the caster gains a +1 bonus to any Etiquette or Charm roll the player has to make.

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

Source: *Apprentices*, 45

LEVEL 5

THE CHAMELEON CAT

MuAn 5

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

This spell changes the color of a beast of up to Size +1. The color change only lasts a couple minutes, but is not restricted to any natural color an animal might possess. Green cats are a favorite at Durenmar.

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

Source: *Apprentices*, 45

LEVEL 15

BEAST OF OUTLANDISH SIZE

MuAn 15

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

Changes the Size of an animal by +1. This change modifies Strength by +2, the range for each wound level increases by one, and Quickness falls by one. The new beast is of huge size, and looks much more impressive than its previous self. Townspeople may run in fear of it, and there is little doubt among them that it is a creature of magic.

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

Source: *Ars Magica Fifth Edition*, 118

DOUBLET OF IMPENETRABLE SILK

MuAn 15

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

Change an item made of animal material — silk, wool, or leather — so it cannot be cut or penetrated by weapons. A simple cloth doublet becomes the equivalent of armor with no Load and a +3 Soak bonus. Armor made of quilted material or any kind of leather improves its Protection by an additional +3. The magic does not make the armor better at absorbing shock, so this +3 bonus is the limit that can be bestowed without changing the material into something completely different. At the storyguide's option, the bonus given by this spell may not apply against strictly blunt weapons like clubs and staves.

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

Source: *Ars Magica Fifth Edition*, 118

DOUBLET OF SILK, THAT'S IMPENETRABLE

MuAn 15

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

As *Doublet of Impenetrable Silk*, but experimentation has resulted in a minor side effect. The clothing affected is changed into actual silk, as well as gaining the normal benefits of the spell.

Change an item made of animal material — silk, wool, or leather — so it cannot be cut or penetrated by weapons. A simple cloth doublet becomes the equivalent of armor with no Load and a +3 Soak bonus. Armor made of quilted material or any kind of leather improves its Protection by an additional +3. The magic does not make the armor better at absorbing shock, so this +3 bonus is the limit that can be bestowed without changing the material into something completely different. At the storyguide's option, the bonus given by this spell may not apply against strictly blunt weapons like clubs and staves.

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

Source: *Magi of Hermes*, 28

GIFT OF MAN'S FORTITUDE

MuAn 15

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

As *Gift of the Bear's Fortitude*, but for animals.

(Base 5, +2 Sun)

Source: *Calebais – The Broken Covenant*, 61

GROWTH OF THE CREEPING THINGS

MuAn 15

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

Causes an insect, mouse, toad, or other small (Size – 9) creature to grow to four times its normal size. If it was poisonous before, it is even more poisonous now. Semi-poisonous creatures, like most spiders, have poison with an Ease Factor of 6 that does a Light Wound.

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

Source: *Ars Magica Fifth Edition*, 118

LION OF OUTLANDISH SIZE

MuAn 15

R: Per, **D:** Sun, **T:** Ind (+1 Size)

Causes the caster to increase in Size by 1 point, with an increase in Strength of +2, and a reduction in Quickness of -1.. In Lioness form this gives Lexora a Size of +3. Her Strength increases by +2 to +8, and her Quickness falls by 1 to 0. This changes her combat statistics in lioness form to Claws: Init +1, Attack +15, Defense +11, Damage +12, Bite: Init +1, Attack +13, Defense +8 Damage +11. A Size +3 lioness is a terrifying sight, and inspires awe and fear. Her fur appears to become tinted with gold, and in this form she is the size of a war horse.

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

Source: *Through the Aegis*, 43

PLUNDER OF THE TWENTY GEESE

Mu(Re)An 15

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

Req: Rego (optional, raises level to 20)

This spell transforms up to 100 feathers, usually gained by plucking a chicken, into the wing feathers of geese, which are the preferred source of pens. A version of this spell, with a Rego requisite and level of 20, strips and tempers the pens.

(Base 1, +1 Touch, +2 Sun, +2 Group, +1 size, +1 optional requisite)

Source: *Covenants*, 96

REMAKE THE TAILOR'S CRAFT

MuAn 15

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

Transforms a set of clothing into different clothes. The substance and color must be preserved, but the shape and number of the garments can be altered. Thus a peasant's woolen smock can become a woolen dress, wimple, and cloak. An Intelligence + Finesse roll determines the quality of the new set of clothes; an Ease Factor of 6 is sufficient for a simple change, although the Ease Factor is 3 points higher if the new clothes are dramatically different from the old. The spell assumes that the clothing is in the main of animal origin — wool, felt, fur, leather, and silk — which is usually the case. A casting requisite of Herbam is needed to transform garments that are partly of plant origin, but items made solely of plant matter cannot be affected. Accouterments like wooden or metal fastenings remain unchanged.

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

Source: *Magi of Hermes*, 91

THE VOICE OF THE BJORNAER MAGUS

MuAn 15

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

This spell allows the caster to speak with a human voice when shapechanged into the form of an animal. The caster must be in animal form to cast this spell because it targets the vocal capacity of that form, and must be able to cast this spell with no words or gestures (usually a –15 penalty), but while under its influence, may use his own voice without penalty to spellcasting.

(Base 5, +2 Sun)

Source: *Houses of Hermes – Mystery Cults*, 36

LEVEL 20

BEAST OF MINISCULE PROPORTIONS

MuAn 20

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

Reduces the size of an animal by 2. This modifies Strength by –4, reduces the range for each wound type by two points, and increases Quickness by +2. The beast appears to be the runt of its litter, unfit to live.

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

Source: *Ars Magica Fifth Edition*, 119

FATAL REGISTER

Mu(Re, In)An 20

R: Per, **D:** Diam, **T:** Ind**Req:** Rego, Intellego

This spell changes the book's register, its bookmark ribbon, into a venomous serpent. Cobras are traditional. It is typically vested in a single-use charged object, activated when the book is stolen from a library. Most librarians prefer this Animal form, but many others exist, due to the various specializations of magi. The exploding bookplate is perennially popular, as are bookplates that drive the thief into a penitent mania.

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

Source: *Covenants*, 100**FORM OF THE (TEMPERAMENT) HEARTBEAST**

MuAn 20

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

There are four versions of this spell, one for each of the sanguine, choleric, melancholic, and phlegmatic temperaments. These spells must be cast in animal form because they enhance the correspondences to the temperament of that form, whereas humans naturally have a more balanced temperament than animals. A Bjornaer magus may revert to human form after casting this spell and still retain its effects. It is not required that the animal form he takes take matches the temperament listed in the spell's name; however, if the two do match, all bonuses granted by the spell are increased by one. Only one of these spells may be cast on the same character at any one time; they operate by influencing the bodily humors, and only one humor at a time may be influenced in this way.

Sanguine: +1 Qik; +3 to all rolls to negate the natural fear the caster instills (as a wild animal with The Gift); temporarily acquires the Cheerful Personality Trait at +3 (or increases preexisting trait by 3)

Choleric: +1 Dex; +3 to all rolls to follow a trail or find something deliberately hidden; temporarily acquires the Brave Personality Trait at +3 (or increases trait by 3)

Melancholic: +1 Sta; +3 to all rolls to communicate across a language barrier, through empathy, via sign language, and so forth; temporarily acquires the Creative Personality Trait at +3 (or increases trait by 3)

Phlegmatic: +1 Str; +3 to all rolls involving intuition and memory; temporarily acquires the Cool-Headed Personality Trait at +3 (or increases trait by 3)

(Base 5, +2 Sun; +1 complexity)

Source: *Houses of Hermes – Mystery Cults*, 36**MADDER, WOAD, AND WELD**

MuAn(He) 20

R: Touch, **D:** Month, **T:** Group**Req:** Herbam

The touched cloth — which can be wool, cotton, or linen — takes on a vivid hue as if dyed. Up to ten skeins of wool or 5 bolts of cloth can be dyed a single color chosen by the caster at the time of casting. When the spell's duration expires, the cloth reverts to its natural undyed color. The spell is named after the three principle dyes employed in the thirteenth century — madder produces red, brown, and pink, woad makes blue, and weld results in yellow. By dyeing and then over-dyeing with a different color, a whole range of russets, maroons, greens, and oranges can be produced through mundane craft. However, a single casting of this spell can produce any possible hue.

(Base 1, +1 Touch, +3 Month, +2 Group, +1 requisite)

Source: *Magi of Hermes*, 56**THE FUR THAT TURNS BLADES**

MuAn 20

R: Per, **D:** Sun, **T:** Ind (+1 Size)

This spell causes Lexora's fur to appear dappled with golden patches, as if in bright sunlight, and it grows warm to the touch. She becomes far more resistant to weapons, teeth or claws, but her fur remains supple, giving +3 protection with no load penalty. She usually casts this before going hunting or if expecting trouble.

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

Source: *Through the Aegis*, 43**TOUCH OF THE WILD**

MuAn 20

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

The target animal reverts to a feral form and throws off all its training and domestication, if any. In general the animal grows larger (although does not usually gain a point of Size), its hair grows longer and any horns, teeth and claws available as weapons become more vicious. The animal often loses its domestic coloration, becoming plain brown or brindled grey. Note that in Mythic Europe dogs are not domesticated wolves, and cows were not bred from the primeval aurochs — animals were created in the state in which they are found. Yet all are familiar with the process of a beast becoming feral if abandoned by man, and that is what this spell does. Marcus did not gain any breakthrough from this spell.

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

Source: *Magi of Hermes*, 83

LEVEL 25

THE BEAST REMADE

MuAn(Co) 25

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

Req: Corpus

Gives one land beast a human form, though its intellect remains the same. Some feature of the animal is retained in the human form. A former dog might have an exceptionally hairy human body, and a former cat might let loose an occasional “meow.” Once transformed, the beast is disoriented for a while before it becomes used to its new body.

(Base 10, +1 Touch, +2 Sun, no addition for requisite)

Source: *Ars Magica Fifth Edition*, 119

TRANSFORMATION OF THE RAVENOUS BEAST TO THE TORPID TOAD

MuAn 25

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

Turns any animal into a toad. A newly created toad will hold a certain terror for peasants and serfs, because many believe toads exude a poisonous substance from their skin.

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

Source: *Ars Magica Fifth Edition*, 119

LEVEL 30

PESTS OF A COLOSSAL SIZE

MuAn 30

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

While experimenting with *Beast of Outlandish Size*, an unforeseen side effect gave birth to this unusual, but peculiarly effective, spell. *Pests of a Colossal Size* causes the ordinary pests on the target (such as lice, fleas, ticks, etc.) to grow to an enormous size. Being covered in enormous and often hostile insects is disconcerting to say the least, as the pests themselves tend to revert to their basic fight or flight instincts.

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

Source: *Magi of Hermes*, 28

LEVEL 35

CLOAK OF NESSUS

MuAn 35

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

The targeted item of clothing partially converts into poison. The wearer suffers terrible agony as the poison touches his skin, and must make a Stamina roll against an Ease Factor of 9 to avoid taking a Light Wound. This Stamina roll must be repeated every round that the wearer is in contact with the robe, or until the Duration ends. The spell is named after the cloak dipped in the blood of the centaur Nessus in Greek myth.

Since creating a poison of this strength has a base level of 15 (if it were an Aquam effect), two magnitudes are added for this effect, although since the poison is of Animal origin an Aquam requisite is not needed.

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

Source: *Magi of Hermes*, 56

RETREAT AS FLYING VERMIN

MuAn(Co) 35

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

Req: Corpus

This spell allows Alexander to turn a group of people, and their Animal-based equipment, into bats. It was designed to be used as a spell that would allow his grogs to rapidly retreat from danger, but the effect Alexander desired is slightly beyond his skill, so he needs to draw a circle before the spell can be used. He plans to use it only in emergencies, because his grogs will lose those items of equipment that are not based on animal products when it is used, which includes their weapons. If forced to use this spell to flee a foe, Alexander plans to use *Clouds of Obscuring Sand*, and perhaps *Ward Against the Sirocco* first. He has a piece of bat leather in a small bag of trinkets he always carries, to use as a physical prop if this spell is cast.

(Base 20, +1 Touch, +2 Sun)

Source: *Magi of Hermes*, 13

STEED OF VENGEANCE

MuAn 35

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

Turns a horse into a ferocious magical mount. Its coat becomes a deep black and its eyes a fiery red, its teeth transform into fangs, its hooves become razor sharp, and it occasionally breathes steam from its mouth — the horse seems a creature from Hell itself. All Attack and Damage rolls get a +5 bonus. The horse tolerates a magus rider. When the spell wears off, the horse must make a Stamina stress roll of 9+ or die from shock.

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

Source: *Ars Magica Fifth Edition*, 119

THE GRIFFIN REBORN

MuAn 35

R: Touch, **D:** Moon, **T:** Pair, Ritual

During the casting of this ritual spell, the caster removes the heads of two animals and reattaches them on each other's bodies. The surgery causes no damage as long as the spell is cast correctly. With a Corpus casting requisite one of the targets can be a human, but at least one must be an animal. At the end of the duration, the caster can restore the heads to their owners if both are present, but if either target is absent then both die.

Like *Spirit of the Bull of Minos*, this spell is the result of an insight into the ancient magics of the Minoan priests. The atypical Target of Pair is part of the non-Hermetic specification of this spell, and is treated as Target Group for the purposes of spell calculation. A Hermetic variant would use Target Part, but only affect a single creature.

(Base 5, +1 Touch, +3 Moon, +2 Pair)

Source: *Magi of Hermes*, 84

LEVEL 40

ICARUS' FOLLY

MuAn 40

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

The targeted animal is given a pair of wings. It does not immediately know how to fly, but just like a fledging bird it succeeds after the first few attempts. Unfortunately, a flaw introduced in the experimental process makes the duration of this spell unreliable; at the end of every hour of the duration, roll a simple die. If the result is equal or lower than the number of hours that have passed, the spell's duration ends prematurely. After the precipitous death of the first few test subjects, Marcus named the spell after the legendary inventor of wings who himself plummeted to death after flying too close to the sun. As if in compensation for the flawed spell, the second season of invention resulted in a breakthrough.

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

Source: *Magi of Hermes*, 84

SCALES OF THE SCORPIONS

MuAn 40

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

Alexander uses this ability to plate friendly animals, including his grogs when transformed, in chitinous armor. These plates are enormous versions of the armor that protect scorpions. This grants +3 Soak.

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

Source: *Magi of Hermes*, 12

LEVEL 45

STEED OF VESUVIUS

MuAn(Ig) 45

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

Req: Ignem

This spell magically transforms a horse so that he is able to gallop across molten lava as if it were a cobbled road. The horse also has no fear of the heat or fumes expelled by the lava, and he does not suffer from the heat of the lava or the toxicity of the fumes. The rider of the horse does not receive any protection from this spell.

When the spell expires, the horse suffers a Long-Term Fatigue level.

The requisite is free because it is part of the guideline and required for the effect.

(Base 25, +1 Touch, +2 Sun, +1 Size, free requisite)

Source: *Hermetic Projects*, 15

THE TRANSFORMED FOLIO

MuAn 45

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

Special: Requires Boosted Magic and Harnessed Magic or Mutantum Magic

This changes all the pages of a book into those of a different book for the duration of the spell. You must touch both books when casting the spell, and because the spell is harnessed, you may end it at any time by concentrating. If the original book is damaged or altered, the contents of the duplicate will change to match it. Milvi occasionally use this spell to lend the same book to several different magi, or to communicate with each other over a long journey by linking a central book to a Redcap's travel journal. The spell also allows for vis boosting, so that you may copy a book using an Arcane Connection from wherever you happen to be.

(Base 1, +1 Touch, +4 Year, +2 Group, +5 intricacy; Boosted, Harnessed)

Source: *Houses of Hermes – True Lineages*, 102

Herdo Animal Spells

LEVEL 3

CREATING AN EMPTY BOOK FROM A FILLED ONE

PeAn 3

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

This spell creates a palimpsest (a book that has had its writing scraped away so that it can be reused) from an existing book. It does this by flaking away a thin layer from both sides of each page.

An Intelligence + Finesse roll determines the skill with which the previous writing has been removed.

(Base 2, +1 Touch)

Source: *Covenants*, 97

LEVEL 4

THE CURSE OF DIANA

PeAn 4

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

This spell causes an animal of Size +1 or smaller to lose all its fur. Several members of House Jerbiton find hairless cats beautiful, but their opinion is not shared by many.

(Base 3, +1 Touch)

Source: *Apprentices*, 45

THE RACING ROT

PeAn 4

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

This spell causes leather goods to crack and wear, marring their appearance and bringing them closer to eventually breaking.

(Base 2, +2 Voice)

Source: *Apprentices*, 47

LEVEL 5

THE UNRAVELED SEAM

PeAn(He) 5

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

Req: Herbam

The touch of the caster causes a thread of animal or plant origin to decay, making the cloth it is holding together to come apart. The pieces of cloth can be sewn together again, so this is counted as damaging the garment rather than destroying it.

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

Source: *Magi of Hermes*, 56

LEVEL 10

DECAY FUR AND HIDE

PeAn 10

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

Destroys an object made of animal fur or hide, including wool and leather.

Marius of Tremere's version of this spell has the target disappear in an impressive puff of smoke.

(Base 4, +2 Voice)

Source: *Ars Magica Fifth Edition*, 119

TIRE THE BOUNDING STAG

PeAn 10

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

This spell causes an animal of up to Size +1 to lose one Fatigue level.

(Base 4, +2 Voice)

Source: *Tales of Mythic Europe*, 13

UNMAKE THIS CLOTH

PeAn(He) 10

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

Req: Herbam

This spell unravels an item made of cloth, whether it be wool, linen, cotton, or silk. An Herbam casting requisite is required for plant-based cloth.

The garment, tapestry, or other item is disassembled carefully with all knots undone and stitching unpicked. The item is reduced to discrete piles of thread. A Dexterity + Finesse simple roll determines how orderly these piles are arranged and sorted.

(Base 4, +1 Touch, +1 Herbam requisite)

Source: *Magi of Hermes*, 99

LEVEL 15

AGONY OF THE BEAST

PeAn 15

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

After you point at the beast and cast this spell, it begins lashing wildly about, upsetting any nearby objects, and howling in great pain. In order to do anything else, the beast must make a Stamina + Size stress roll of 9+ each round.

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

Source: *Ars Magica Fifth Edition*, 119

THE UNRAVELED CLOTHES

PeAn(He) 15

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

Req: Herbam

The targeted clothing falls apart as all the stitches — both thread and leather — simultaneously unravel. The victim of this spell is left naked. If the victim is wearing leather armor (including metal-reinforced leather armor) then the armor falls into pieces. If the victim is wearing metal armor, the padding beneath the armor is affected. A character in this position suffers a -3 to all physical actions due to the shifting of his armor, and it grants only half of its Protection until the padding can be replaced. The clothes are capable of being repaired, so this is counted as damaging the garment rather than destroying it.

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

Source: *Magi of Hermes*, 56

LEVEL 20

BLUNT THE VIPER'S FANGS

PeAn 20

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

Blunt the claws, teeth, talons, or other natural weapons of a beast. Only sharp weapons may be affected: this spell does not affect a weapon such as a horse's hoof or a giant snake's coils. The blunted weapon has its total damage (including Attack Advantage) reduced to half (round up). The beast may recover from the effect as if it were a Light Wound. The spell may affect animals of size up to +4.

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

Source: *Ars Magica Fifth Edition*, 119

REVENGE OF THE BITTEN TOAD

PeAn 20

R: Per, **D:** Diam, **T:** Flavor

Special: Sensry Magic

Any creatures who bite (or otherwise taste) the caster suffer a Heavy Wound. Any successful bite attack against the caster results in the creature tasting him, even if no wound is actually inflicted. The caster still suffers any damage inflicted by the bite, but his opponent is typically deterred from further attacks.

(Base 15, +1 Diam)

Source: *Houses of Hermes – Mystery Cults*, 29

TIRE THE STRIDENT DESTRIER

PeAn 20

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

This spell causes an animal of up to Size +6 to lose one Fatigue level.

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

Source: *Tales of Mythic Europe*, 13

LEVEL 25

THE FALCON'S HOOD

PeAn 25

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

Destroys an animal's vision. The blindness heals as if it is a Medium Wound. The title refers to the hood used to cover a falcon's eyes when it is not hunting.

When cast by Asaron of Flambeau, this spell causes the animals it targets to bear a faint silhouette of a flame in their eyes.

(Base 20, +1 Touch)

Source: *Ars Magica Fifth Edition*, 119

CRIPPLE THE HOWLING WOLF

PeAn 25

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

When casting this spell, you commonly make an abrupt snapping motion with your hands. One of the target's legs breaks cleanly. The animal cannot walk on that leg, but the damage heals as a Medium Wound. Note that the target need not be a wolf, and that you cannot choose which leg.

(Base 15, +2 Voice)

Source: *Ars Magica Fifth Edition*, 120

LEVEL 30

THE WEIGHTLESS TRANSPORTATION OF BOOKS

PeAn 30

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

This spell makes the books within a chest almost weightless. This allows library staff or Redcaps to easily carry a collection of books to a new location. This spell does not make the book chest itself weightless; that requires an Herbam requisite, and adds five levels to the spell's difficulty. This spell is also used, enchanted into book cases, to make a library weigh less, which is important if the covenant has a growing library and no desire to replace the timber floors on the upper levels of its towers.

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

Source: *Covenants*, 100

LEVEL 40

HUNTER'S LETHAL ARROW

PeAn 40

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

Special: Requires Tethered Magic or Mutantum Magic

This spell causes an animal to suffer a fatal wound, just as if it had been pierced through the heart. Casting this spell while intending to touch the animal is dangerous, as it may take several minutes to die, during which time it may thrash around wildly or strike the caster. For this reason, Milvi usually tether the spell to an arrow or javelin (though any sort of tether may be used), allowing them to cast it in secret from a safe distance. The beast will die after it is struck, and the increased duration ensures the caster has time to fire the arrow after casting the spell.

(Base 30, +1 Touch, +1 Diam; Tethered)

Source: *Houses of Hermes – True Lineages*, 102

SWIFT KNIVES, INVISIBLE

Pe(Re)An 40

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

Req: Rego

This spell reduces an animal to its components. A dead sheep, for example, becomes a pile of unwashed wool, a hide, a collection of boned joints of meat, a stack of organs, and a skeleton. The contents of the alimentary tract vanish.

(Base 30, +1 Eye, +1 destruction of alimentary contents, +0 cosmetic requisite)

Source: *Covenants*, 96

Rego Animal Spells

GENERAL

WARD AGAINST THE BEASTS OF LEGEND

ReAn Gen

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

No magical beast whose Magic Might is equal to or less than the level can affect anyone within the Circle or, if it is within the Circle, affect those outside. When a magus is making this and most 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.

(As ward guideline)

Source: *Ars Magica Fifth Edition*, 120

LEVEL 3

THE SCRIBE'S TOUCH

ReAn 3

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

This spell trims the magus's quill with the flick of a finger.

(Base 2, +1 Touch)

Source: *Covenants*, 96

LEVEL 4

AVARICIOUSNESS OF THE PTOLEMIES

ReAn 4

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

This ward makes it impossible for those lacking Magic Resistance to remove a book from the library, because the book cannot cross a circle inscribed on the floor, or around the single doorway. It is traditional for librarians to defend these wards by placing destructive magical items near the entrances with the triggering condition "tampering with the book ward."

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

Source: *Covenants*, 100

BINDING THE MUNDANE CODEX

ReAn 4

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

Req: Optional, Vary

This spell binds up to 1,000 prepared bifolds into books. Usually these bifolds have already been written upon, but magi may use this spell to create blank books if they wish. The spell fails if any of the necessary pieces of a codex are missing. Codices created with this spell are usually flap-books, since they lack wooden boards within their covers. Binding mundane materials into the book which are not derived from animals, like cover boards or registers, requires a spell with the appropriate requisite and an Intelligence + Finesse roll against an Ease Factor of 12. Some magi mold animal bones into plates, to serve instead of wood. This spell allows readers of the book to claim the +1 quality bonus for sound binding.

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

Source: *Covenants*, 97

SECURING THE HARVEST

ReAn 4

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

This ward prevents any mundane pest from entering and absconding with the food growing within the protective boundary of the circle. If Maris finds that the ward has been bypassed and the food tampered with, it is an indication that something far more interesting than vermin has been in the area.

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

Source: *Magi of Hermes*, 75

THE JONGLEUR'S STEPS

ReAn 4

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

This spell animates a shoe, making it caper and jig under the caster's control. Cast on a shoe that someone is wearing, the spell causes the wearer to stumble.

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

Source: *Apprentices*, 46

THE WIZARD'S SPINDLE

ReAn 4

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

The caster converts up to 10 fleeces into wool. The wool is cleaned, carded, and spun in a single round. This requires a Finesse roll against an Ease Factor of 12, since it replicates more than a week's work completed in an instant. Failure to achieve this Ease Factor leaves the wool hopelessly tangled and useless.

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

Source: *Magi of Hermes*, 57

LEVEL 5

BIND FAST

ReAn(He) 5

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

Req: Herbam

The targets' clothes seek out and bind themselves to the nearest other object, moving or not. If the members of a group are standing sufficiently close, this spell binds them together. The magic lasts just long enough for the clothes to bind themselves into knots, and then dissipates allowing the targets to free themselves by undoing or cutting the knotted cloth.

While all of a target's surface clothing will writhe and seek out something to bind to, there is no guarantee that all of it can. If the clothes are close-fitting, or there is not enough slack in the garment, the cloth will simply flail for a moment and then fall dormant. If there is sufficient cloth but there is nothing within its reach, the target may still become bound up as his clothes wrap and tie themselves around his limbs.

Affected targets suffer a -3 penalty to all subsequent rolls for physical actions, but can free themselves by either dedicating a round to cutting or tearing the clothing, or by spending two rounds working to untie the knots.

Storyguides may wish to give other options to particularly large, strong, or dexterous characters.

Until members of the target group have freed themselves, successive castings of this spell have no further effect.

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

Source: *Magi of Hermes*, 100

DISGUISE OF THE PUTRID AROMA

ReAn 5

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

The target takes no interest in you as long as you continue to concentrate, and do not threaten it. A carnivore treats you as if you were simply something it does not eat. It retains normal interest, however, in anyone else nearby.

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

Source: *Ars Magica Fifth Edition*, 120

DRESSING THE HUMAN FORM IN WOOL

ReAn 5

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

This spell crafts a single woolen garment from either raw fleeces or from spun wool. This spell is suitable for producing a cotte, cyclas, ganache, bliaut, cappa, or chausses (see the Clothing of the Thirteenth Century insert). A Finesse roll is necessary to determine the success of the craft magic; the Ease Factor is 12 if raw fleece is employed, or 9 if the base material is spun wool. The clothes produced are of standard quality; increase the Ease Factor for particularly fine or complex craft. If the Finesse roll fails, the caster is left with a useless mess of wool. Creating a fabric of a different color than the raw material requires a supply of appropriate dye, but does not change the Ease Factor. Julia typically uses this spell to manufacture clothes out of the magical cloth that she makes (see Enchanted Items, later). She does not have a spell that directly creates mundane clothing of wool due to the difficulty (it would be a similar spell to *Sturdy Mantle of the Traveler*, earlier). Instead, it is much easier to simply create fleeces (see *Shearing the Unseen Flock*, later) and then craft them into clothing with this spell. This spell employs the Level 3 Rego Animal guideline on page 50 of *Covenants*: "treat and process items made of animal products."

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

Source: *Magi of Hermes*, 57

CIRCLE OF BEAST WARDING

ReAn 5

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

The caster inscribes a circle that no normal beast will cross.

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

Source: *Ars Magica Fifth Edition*, 120

THE EVEN HAND OF THE DETERMINED WEAVER

Re(Cr)An 5

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

Req: Creo

Like *The Weaver's Subtle Art* (below), this spell makes a lasting change to a tapestry or other item made from cloth (whether made from wool, cotton, silk, or linen).

Any geometric shape or regular line in or on the item, or even the shape of the item itself, can be made even and precise. The Creo requisite ensures that the lines and shapes affected by this spell are perfect examples of their type.

This spell is used to enhance items, especially when making Excellent-quality wares, or Items of Quality as per the Verditius House Mystery detailed in *Houses of Hermes: Mystery Cults*, page 124.

The application of this spell alone is not enough to raise the true quality of an item (it cannot be made more hardy or more richly colored, for instance), but it is enough to aid spells that require certain mathematical resonances.

The individual changes made by the spell may stand out and draw the eye of those interested in the piece. Those looking at the work should make a Perception + Awareness + simple die roll against an Ease Factor of 9. On a success they notice the precision of the affected areas. Those who have the ability may substitute their Weaver craft ability for Awareness when making the check.

A Herbam casting requisite is required for tapestries that include plant-based cloth or yarn.

(Base 1, +1 Touch, +1 Part, +1 for size, +1 for Creo requisite)

Source: *Magi of Hermes*, 100

THE TREACHEROUS CLOAK

ReAn 5

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

This spell uses a target's clothes against him, twisting them into cords that then strangle the target for as long as the caster keeps concentrating.

Using the deprivation rules in *Ars Magica Fifth Edition*, page 180, the target must make a Stamina check every 5 rounds. Additionally, the target can attempt a Strength + Athletics stress roll against the caster's Dexterity + Finesse Simple roll in order to break the grip of the clothes. If the character is being helped, use the highest Strength + Athletics score and add 1 for each other person helping.

The target can attempt a Brave Personality Trait roll against an Ease Factor of 9 in order to perform an action other than attempting to free himself from the grip of his own clothes.

The caster must, as usual, succeed in Concentration rolls each round.

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

Source: *Magi of Hermes*, 100

THE WEAVER'S SUBTLE ART

ReAn 5

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

This spell allows the caster to make minor alterations to a finished tapestry or embroidered item, such as changing a subject's pose, improving a likeness, or rewording an embroidered phrase. The change is minor in relation to the whole, never making up more than a fraction of the item, but as this spell can act on large tapestries, the individual change may itself be quite large. The change retains the original character of the work, so the intrinsic workmanship cannot, in itself, be improved through this spell.

The version known to Petalichus was handed down through generations of his confraternity. Casters who know this version may use their Weaver craft ability in place of Finesse when determining the quality of the effect. Magi who invent this spell, or learn it from another source, use Finesse as normal.

A Herbam casting requisite is required for tapestries using plant-based thread.

(Base 1, +1 Touch, +1 Part, +1 for size, +1 for Finesse)

Source: *Magi of Hermes*, 101

LEVEL 10

A DAY'S WORTH OF SPINNING

ReAn 10

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

One of the first spells taught to Petalichus by his mater, this spell cleans, cards, and spins a whole fleece, or a bale of cotton or flax, into thread in a matter of moments. If dye is available when the spell is cast, the thread can be dyed as the caster directs. A Herbam casting requisite is required for plant-based cloth.

This is an Average task for a mundane spinner, so the caster must make a Perception + Finesse (precision) + stress die roll against an Ease Factor of 12 (Craft Ease Factor 9 + 3 for using Craft Magic).

Failing the roll results in a badly spun fleece, probably with flecks of dirt still clinging to the thread. A botched roll ruins the fleece outright, though this may not be immediately apparent.

See *Covenants*, page 49 for more on Rego Craft Magic.

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

Source: *Magi of Hermes*, 100

A DAY'S WORTH OF WEAVING

ReAn 10

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

This spell is exceptionally good at making simple cloth, but casters may find it difficult to create cloth of any great quality or highly patterned tapestries. The table below lists the base Ease Factors for weaving bolts of cloth in a single casting. Treat each bolt of cloth as being two paces in length by one pace wide. Successive castings can extend the current bolt of cloth rather than creating a new item. Members of Petalichus' lineage have traditionally used this spell in practicing their Finesse.

The caster makes a Perception + Finesse (precision) + stress die and compares the result against the table below.

Cloth Bolt's Quality	Level	Craft Magic Ease Factor
Shoddy	Trivial	6
Standard	Simple	9
Superior	Average	15
Excellent	Hard	18

It is a harder task to create patterned cloth. A simple repeating pattern adds +3 to the Ease Factor, while an image or words woven into the cloth adds +6.

See *City & Guild*, page 67 for more on item quality. A Herbam casting requisite is required for work involving cotton or linen.

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

Source: *Magi of Hermes*, 100

A SIMPLE CHARM FOR THE RECOVERY OF MISFILED BOOKS

ReAn 10

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

This spell makes a misplaced book fly swiftly to rest on its lectern, in an open bookcase, or to the hand of the caster. The spell requires an Arcane Connection to the book, which is usually the library catalog, although the book's voucher can serve equally well. The book moves about as quickly as a running man, and falls to the ground if the caster's concentration lapses before it arrives. This spell cannot cause books to pass through solid objects, so the book must have a clear path to the magus for the spell to work. Stolen books are usually kept in a chest, or behind a closed door, to prevent this spell's use.

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

Source: *Covenants*, 100

HIDE TO PARCHMENT

ReAn 10

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

This spell stretches, shaves, and dries a stack of animal hides, as if a percamenarius had worked on them. Stretching makes hide flexible instead of leathery, while shaving makes it smooth enough for writing and thin enough for binding. Drying prevents mold from forming on the vellum, but if excessive makes it brittle.

A Perception + Finesse roll is treated as a Craft: Percamenarius roll to determine the quality of the vellum created.

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

Source: *Covenants*, 96

REORDER THE CONTENTS OF THE ARMARIUS

Re(In)An(Me) 10

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

Req: Intellego, Mentem (the latter optional, raises level to 15)

This spell places books in a book chest or closet into a sequence. Sample sequences include the Art or Ability the books concern, the authors' names, size through any dimension, the color of the covers, the binding material, the newness of the books, and their opening sentences. If the books are marked with acquisition or shelf location numbers, then those may also guide the sequence. With a Mentem requisite the magus can shelve books based on whether he has read them or not, how much he liked the books while reading them, how he feels about the authors, or his emotional attachment to the people who gave him the books. Books in chained libraries need to be taken off their rails for this spell to be used.

(Base 1, +1 Touch, +2 Room, +1 requisite, +1 versatility)

Source: *Covenants*, 100

SOOTHE THE FEROCIOUS BEAR

ReAn 10

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

Calms an animal until it is threatened or aroused again. You must speak soothingly or musically to it, and something as simple as approaching it may arouse it again.

(Base 4, +2 Voice)

Source: *Ars Magica Fifth Edition*, 120

LEVEL 15

A SPELL TO MILK CATTLE

ReAn 15

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

While you wait, the cows are magically milked without further handling, transferring their milk into nearby milkpails. The magus's Perception + Finesse roll substitutes for an Animal Handling roll by a competent farmer; the spell gathers the milk, but if the roll is failed, the cattle may be spooked.

Milking cattle is normally Simple (3) if the cattle are accustomed to the process and the milking hand, so the basic Finesse Ease Factor is at least 6, higher if anything disturbs the cows. Cows are initially be disconcerted at being milked by invisible hands, and need soothing (*The Gentle Herd* is ideal for this task). Unless magically calmed, the Finesse roll is Very Hard (15+) the first time cows are milked by magic, but this Ease Factor reducing over time and successful milking to 12, then 9, until the cows become accustomed to the process (6).

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

Source: *Covenants*, 51

BINDING THE HERMETIC CODEx

ReAn 15

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

Req: Vary

A variant of *Binding the Mundane Codex*, this spell allows magi to incorporate resonant materials into their bindings. Binding a book with resonant materials is extremely difficult and requires an Intelligence + Finesse roll against an Ease Factor of 12 + 3 per resonant material, to a maximum of three materials. This spell allows readers of the book to claim the +1 quality bonus for sound binding.

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

Source: *Covenants*, 97

PANIC OF THE ELEPHANT'S MOUSE

ReAn 15

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

Makes an animal afraid of the target by preying upon its instinctive fears, causing it to attempt escape by the quickest, most feasible means possible. The animal may make a Size stress roll of 9+ to resist. The title refers to the elephant's legendary fear of mice, but note that this spell cannot actually affect elephants, as they are too large.

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

Source: *Ars Magica Fifth Edition*, 120

SOOTHING VOICE OF THE STABLEMAN

ReAn 15

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

This spell implants the suggestion that the caster is a safe and helpful friend into the mind of the target animal. The spell maintains this suggestion in the mind of the animal for the duration of the spell, regardless of the actions of the caster. This spell can not remove the sense of unease that an animal will feel when exposed to a Gifted character, but an animal of bestial intelligence will not be able to associate its unease with the caster.

Horses subject to this spell can be used as mounts by magi who do not have the Gentle Gift, but the uneasiness of such mounts makes them skittish and fearful. In situations where the mood of the animal is important, the Ease Factor of appropriate rolls should be 3 higher than normal and subject to one or more additional botch dice.

The effect of the Blatant Gift is sufficiently strong to make animals frenzied when they are both subject to this spell and exposed to a Blatantly Gifted caster. Animals that are Warped from long-term exposure to this spell often become belligerent and frightened all of the time.

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

Source: *Magi of Hermes*, 65

VIPER'S GAZE

ReAn 15

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

Holds an animal rigid as long as you maintain eye contact with it and concentrate on it.

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

Source: *Ars Magica Fifth Edition*, 120

LEVEL 20

ENDURANCE OF THE LION

ReAn 20

R: Per, **D:** Diam, **T:** Ind (+1 Size)

As *Endurance of the Berserkers* (*Ars Magica Fifth Edition* page 134), but works in animal form. Lexora's eyes take on a golden sheen as the spell takes effect, and her fur grows warm as if in direct sunlight.

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

Source: *Through the Aegis*, 43

FURY OF THE CHARGING BULL

ReAn 20

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

The target animal (which may be as large as Size +3) becomes angry and must make a Personality roll using a trait such as Angry or Fierce (or perhaps others, at the storyguide's discretion). If the roll exceeds an Ease Factor of 9, the animal flies into a rage. Once the animal is aroused, it calms down normally. Docile animals such as ewes or oxen calm down almost immediately, while especially aggressive animals like boars or wolves may go on a rampage lasting several minutes. While angry, the animal tries to drive away people or other animals that are nearby, and may attack those who do not flee from it.

Some magi who follow the School of Vilano use this spell to make animals attack their enemies. In practice, its effects are unpredictable - the animal is just as likely to attack a bystander as the intended target, and there is nothing to prevent it from turning on the caster!

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

Source: *Houses of Hermes – Societates*, 34

PLAGUE OF FROGS

ReAn 20

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

A swarm of frogs spontaneously generates in a pool of water touched by the caster. A pool five paces across and two paces deep can produce one thousand frogs; for every ten-fold increase in volume, ten times as many frogs are produced up to a maximum of 20,000 (which is a mass of frogs equal to that of ten pigs). Likewise, a smaller pool produces fewer frogs: a pool one tenth the size produces a hundred frogs, and one that is a hundredth of the size (about one pace across and half a pace deep) spawns just 10 frogs. The water in the pool is not diminished by this spell.

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

Source: *Art & Academe*, 30

THE COMMAND OF EVERY BEAST

ReAn 20

R: Touch, **D:** Conc., **T:** Bound*, Ritual

This spell allows the magus to give a command to every beast on the island. Commands for large groups of animals can be no longer than a sentence, because there are simply too many minds to control.

A level 25 version has **D:** Sun.

* Remember to add further magnitudes to increase Boundary size.

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

Source: *Transforming Mythic Europe*, 74

THE GENTLE HERD

ReAn 20

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

A group of animals are rendered calm and placid, even while unusual events occur, such as invisible hands milking them.

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

Source: *Covenants*, 51

THE NIGHT-BADGERS' BURROW

ReAn(Te) 20

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

Req: Terram

Moves the targets from the Animal province to the Terram province in the Twilight Void. This can allow them to leave the Void through a Terram vestige or boundary.

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

Source: *Realms of Power – Magic*, 28

THE VERMINOUS INFESTATION

Re(Pe)An(Co) 20

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

Req: Perdo, Corpus

The target of this spell is infested with fleshworms, which set up residence in his intestines. The victim immediately acquires Worms, as described in *Art & Academe*, Chapter Four: Medicine, Disease, except that the symptoms occur immediately.

(Base 5, +1 Eye, +1 Perdo requisite, +1 Corpus requisite)

Source: *Art & Academe*, 30

WARD AGAINST FAERIES WHICH CREEP AND CRAWL

ReAn 20

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

No faerie animal whose Faerie Might is equal or less to the level of the spell can affect the targeted Group as long as they remain within the ring. Julia commonly employs this spell every night along with a *Circle of Beast Warding* — after carefully sweeping the area to ensure that no spiders become trapped in the ring with her. (As ward guideline)

Source: *Magi of Hermes*, 57

WOOLEN STEED OF ARABY

ReAn 20

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

Imbues a woolen rug or animal pelt with the power of flight. A person sitting on the rug is lifted along with it, and the caster may make Intelligence + Finesse rolls to change direction or speed. The Ease Factor is related to current speed – Ease Factor 6 for walking pace, Ease Factor 12 at moderate speed, Ease Factor 15 at maximum speed of forty miles an hour. (Note that these Ease Factors are higher than for *Mercury's Winged Sandals* due to the increased difficulty of moving an object rather than oneself directly). The rug can only support the caster and his clothes; he can have no more than one point of Encumbrance or else the spell cannot lift him. The passenger is not protected from falling off the flying rug, so impressive aerial maneuvers are not recommended, nor is flying through strong winds.

The extra magnitudes have been added to this spell by analogy with the Rego Corpus guidelines.

(Base 1, +1 Touch, +2 Sun, +1 unsupported surface, +1 for any direction, +2 for increased speed)

Source: *Transforming Mythic Europe*, 111

LEVEL 25

EPONA'S BANE

ReAn 25

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

Created as a defense against the eastern horseman, *Epona's Bane* startles and panics up to a small unit of cavalry horses. The riders of these horses must roll Strength + Ride against an Ease Factor of 12, or be thrown to the ground and risk being trampled. Even those who manage to keep themselves on their mounts must bring their horses back under control before continuing forward.

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

Source: *Magi of Hermes*, 28

THE GENTLE BEAST

ReAn 25

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

Calms an animal, making it nearly fearless. It does not resist being ridden, shaved, or whatever else you can think of. If the animal enters combat, is extremely frightened, or incurs any kind of wound, the spell ends. The animal must be Size +4 or less.

(Base 10, +1 Eye, +1 Concentration, +1 size)

Source: *Ars Magica Fifth Edition*, 120

MASTERING THE UNRULY BEAST

ReAn 25

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

You can make an animal perform any act it is capable of. You can only issue new commands while touching the animal, but the animal will carry them out without requiring constant contact. Further, the animal will allow you to touch it throughout the duration of the spell. It is difficult to maintain control of particularly stubborn or fierce animals, such as mules or boars — creatures with appropriate Personality Traits may roll against an Ease Factor of 12+ each round.

When Chavin of Tytalus casts this spell, the creature acts surly and unfriendly while going about its tasks, even when Chavin doesn't specifically tell it to act that way.

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

Source: *Ars Magica Fifth Edition*, 120

LEVEL 30

COMMANDING THE HARNESSED BEAST

ReAn 30

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

You implant a complicated command into an animal, which it carries out to the best of its abilities. The command must involve completing a certain task, such as finding a certain person. Vague orders, like “protect me,” do not work. If the animal does not complete the task before the end of the spell approaches, it becomes desperately ferocious, especially at night.

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

Source: *Ars Magica Fifth Edition*, 120

THE LAMB LIES DOWN WITH THE LION

ReAn 30

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

Animals seeing the caster become strangely calm, and, unless attacked, act as if she were a harmless creature. Lexora usually casts this while around the covenant to prevent the horses or village livestock being frightened by her, although her Gift still applies to any direct interactions, for example if she approaches an animal. Lexora appears bathed in warm sunlight to anyone who can see her.

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

Source: *Through the Aegis*, 43

LEVEL 35

CONSTRAINT OF THE STRANGLING VESTMENTS

ReAn 35

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

The target's clothes develop a life of their own, and tighten around their owner's limbs rendering him unable to move. This spell only affects clothes of wool, leather, and fur. The constricting clothing makes it very hard for the wearer to breathe, and he risks strangulation; causing him to make a Deprivation roll (*Ars Magica Fifth Edition*, pages 180–181) every 30 seconds (or 5 combat rounds). Since Rego Animal lacks a guideline for making an animal product move with a purpose, the Rego Herbam guidelines have been used as an analogy.

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

Source: *Magi of Hermes*, 57

SUMMON THE ELDRITCH BOND

ReAn 35

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

A fine preparation to a Wizard's War, this spell commands a biting insect, such as a mosquito or flea, to bite a specific target and then return. A canny magus can then harvest the blood and its Arcane Connection from the insect. Of course, this needs to be cast fairly close to the target for the insect to have a chance of catching him. However, combining this spell with *Pests of a Colossal Size* greatly extends its effective range, as well as the intimidation factor. It does rather reduce its subtlety, however; a magus who would ignore a normal mosquito is unlikely to do the same for a giant one.

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

Source: *Magi of Hermes*, 28

LEVEL 40

THE DEMAND OF THE FRUSTRATED SCHOLAR SOOTHED

ReAn 40

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

This spell makes a book that is within 500 paces materialize by the hand of the caster. The spell requires an Arcane Connection to the book, which is usually the library catalog. There are higher-level versions of this spell that draw a book from up to seven leagues away.

(Base 20 [movement up to 500 paces, using ReCo guidelines], +4 Arc)

Source: *Covenants*, 100

VOICE OF THE KING

ReAn 40

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

This spell works much as *Commanding the Harnessed Beast* (*Ars Magica Fifth Edition*, page 120), with the exception that it is designed exclusively to work on whole swarms of bees (a swarm of bees weighs less than a pig, so no size adjustment is necessary). Bees are fairly intelligent as insects go, but they're still just insects, so vague or overly complex commands are not likely to be very effective. The bees will probably still attempt the task even if they don't understand it. Note that usurping the king bee's authority can anger the hive once the spell wears off.

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

Source: *Magi of Hermes*, 38

LEVEL 45

BRING THE HERD TO MARKET

ReAn 45

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

Instantly transports a Group of standard Individuals up to seven leagues, usually to a location known to the caster. This is often sufficient to transfer a flock from its pasture to market. This spell can affect up to two hundred chickens (Size -3), fifty sheep (Size -1), ten ponies (Size +1), or five horses (Size +2).

(Base 10, +1 Touch, +2 Group, +4 transport seven leagues)

Source: *Transforming Mythic Europe*, 108

THE UNFAITHFUL FAVOR

ReAn 45

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

This spell commands a silk handkerchief to strangle an enemy for whom the magus has an Arcane Connection. The handkerchief appears near the victim and swiftly wraps itself about their throat. They take damage according to the rules in *Ars Magica Fifth Edition* until death or the destruction of the handkerchief. Conscious victims can often avoid the handkerchief, so this spell is usually cast at night. After the victim dies, the handkerchief hides itself in their bedding, or up their sleeve.

(Base 25, +1 Touch, +2 Sun, +1 commands in addition to transport)

Source: *Houses of Hermes – True Lineages*, 139

PAGES OF THE UNFINISHED STORY

Re(In)An 45

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

Req: Intellego

This spell requires a piece of parchment written on by a character, such as a page of Lab Text or part of a tractatus. The caster holds the piece of parchment against the wall of a structure (such as a tower), and all pages of parchment written on by the same author, in the last week, within the tower instantly transport into the caster's hand.

Most authors would immediately notice that their work has been stolen when they return to their writing table. If more than two weeks' writing is stolen through successive castings of this spell, any Laboratory work on which the author is working will be interrupted.

This spell uses the Rego Corpus guideline to instantly transport a body, by analogy, to transport animal products.

Note that who wrote the text on a piece of parchment is a part of the history and origins of an animal product (the parchment), which can be detected with an Intellego Animal effect. This is why an Intellego requisite is required.

This spell only gathers material written by the same character who wrote the sample. Thus, if the sample piece was in fact written by a scribe, instead of by the expected magus, then this spell will collect work written by the scribe.

An equivalent Herbam spell could be used to gather text written on paper or papyrus, but parchment (which is made from animal hide) is the most common form of writing surface used in the Order of Hermes.

(Base 20, +1 Touch, +3 Structure, +1 Intellego Requisite)

Source: *Hermetic Projects*, 90

The Art of Aquam

Creo Aquam Spells

LEVEL 3

HURLING THE DROPLET OF LYE

CrAq 3

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

This spell produces a drop of lye that can burn a coin-sized hole in leather cloth or in parchment. If hurled at a living target, the corrosive substance can cause +1 Damage.

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

Source: *Apprentices*, 46

LEVEL 5

FOOTSTEPS OF SLIPPERY OIL

CrAq 5

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

From each of the next ten footsteps the caster of this spell takes, nonflammable grease spreads out, leaving a slick area 10 paces wide. Dexterity stress rolls are required to remain upright whenever a character on the oil does something more challenging than walking. A roll of 6+ is needed for the average maneuver, with rolls of up to 15+ needed to (for example) make a right turn at full speed on a smooth, greased surface. The duration is the length of time that the oil lasts.

This spell was invented by a rather goodnatured magus, and the gestures associated with the most common variations of the spell are as comical as the effects themselves. You can stand first on one leg, and then the other, vigorously rubbing the bottom of each upturned foot, as if spreading on a salve.

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

Source: *Ars Magica Fifth Edition*, 121

LEVEL 10

DAGGER OF ICE

Cr(Re)Aq 10

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

Req: Rego

Creates a foot-long, sharp icicle and hurls it at a target. The icicle always hits, provided it penetrates Magic Resistance. It inflicts +5 damage (partly because of its sharp point). After impact, the icicle shatters to tiny fragments, which promptly disappear.

(Base 3, +2 Voice, +1 Rego requisite)

Source: *Houses of Hermes – Societates*, 35

LEVEL 15

CREEPING OIL

CrAq 15

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

Saturates a porous material with flammable oil. When casting this spell, you make a flicking motion with your index finger and thumb, as if propelling something at the target. A dot of oil appears on the target after the spell is finished, and slowly spreads over the target, saturating enough cloth to cover a person. If used on a person's clothes and ignited, the oil does +12 damage the first round, +6 the second, and +0 the third.

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

Source: *Ars Magica Fifth Edition*, 121

LEVEL 20

LUNGS OF DROWNING

CrAq(Co) 20

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

Req: Corpus

This spell fills the target's lungs with water, causing him to experience the sensation of drowning. The character begins to suffer deprivation due to lack of air (see *Ars Magica Fifth Edition*, page 180), but as the spell only lasts for Diameter duration (two minutes), the character is unlikely to die unless the spell is repeatedly cast on him.

(Base 4, +1 Touch, +1 Diameter, +1 Part, +1 Corpus requisite)

Source: *Hermetic Projects*, 86

MIGHTY TORRENT OF WATER

CrAq 20

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

A 3-foot-diameter jet of water sprays from your outstretched arms towards your target. The target of this gusher of water takes +10 damage and must make a Strength + Size stress roll of 9+ or be sent flying back.

Marbaud of Flambeau's wizard's sigil is connected to his obsession with blood. In his version of the spell the target is hit by a gush of blood, and the stains do not go away until sunrise/ sunset. This does not require a requisite, as it is a purely cosmetic effect.

(Base 10, +2 Voice)

Source: *Ars Magica Fifth Edition*, 121

LEVEL 25

ALCHEMIST'S REVENGE

CrAq 25

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

Splashes a target with acid, inflicting +15 damage if it penetrates Magic Resistance. At the storyguide's option, the acid may damage the target's equipment.

(Base 15, +2 Voice)

Source: *Houses of Hermes – Societates*, 35

LEVEL 30

RAREFY THE CRUDE WATER

CrAq 30

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

This ritual spell rarefies a base amount of water (up to a pool of 5 paces diameter and 2 paces deep) to bring a water elemental into existence. At its maximum size, the elemental has a Might of 15 and a Size of 0, but smaller bodies of water will yield smaller elementals. The character guides given later in the chapter describe typical elementals created by this spell. For larger (and thus more powerful) elementals, this spell must be invented with a Size modifier to the target, with each application of the modifier giving +3 Size. Since Size determines Might (see later), 1 extra size magnitude gives an elemental a Might of 20 (Size +3), 2 a Might of 25 (Size +6), etc. This spell doesn't need to penetrate the Might of the elemental instantiated; until the completion of the spell, the elemental doesn't exist.

(base 25, +1 Touch)

Source: *Realms of Power – Magic*, 133

LEVEL 35

WIZARD'S FLOOD

CrAq 35

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

This ritual, when cast in a river, causes it to rapidly rise and burst its banks. This floods the terrain about half a mile from either bank, for a length of about 20 miles, to a depth of two paces. The area inundated depends on the local geography (cliffs, gorges and dams may direct the flow, for example). The flood waters are natural, cannot be resisted by Magic Resistance, and may take days to recede, evaporate, and drain. The flood drowns people and animals, ruins crops, and washes away most wooden structures (and ruins the lower level of stone ones). This ritual is Trajan's master work. He is well known for it in the Rhine.

(Base 3, +1 Touch, +7 size)

Source: *Hooks*, 79

LEVEL 40

DELUGE OF RUSHING AND DASHING

CrAq 40

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

Causes a stream to flood, starting at the stream's nearest point to you and continuing downstream. The results of this spell are generally quite impressive. As the stream overflows its original bed, it becomes a raging torrent, sucking in everything near it. Damage from the spell can last for many years.

As long as you concentrate, the stream remains at flood levels. Anyone caught near the stream when it floods is struck by the rush of water (+10 damage), caught up in the flood, and dragged along. Every round, a victim makes a Strength + Swim stress roll. A roll of 9+ means the character escapes the flood. Otherwise, the character loses one Fatigue level and takes +5 damage. Any who fall unconscious drown. This roll is repeated until the character either escapes the flood or dies. (Base 10, +2 Voice, +1 Concentration, +3 size, so that the whole stream floods)

Source: *Ars Magica Fifth Edition*, 121

LEVEL 50

ADORATION OF THE MAGICAL ISLE

CrAq 50

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

This Ritual permanently increases the strength of an Aquam boundary in the Magic Realm by one, to a maximum of 5. This effectively boosts the aura in the region by 1, or by 2 when casting Aquam effects.

(Base 10, +1 Touch, +4 Bound, +3 maximum level)

Source: *Realms of Power – Magic*, 27

Intellego Aquam Spells

LEVEL 5

CLEAR SIGHT OF THE NAIAD

InAq 5

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

You can see as clearly through water as through air, for a single moment.

(Base 1, +4 Vision)

Source: *Ars Magica Fifth Edition*, 122

SUBTLE TASTE OF POISON AND PURITY

InAq 5

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

You can taste all of the properties of any liquid or mixture of liquids. Unlike *Touch of the Pearls*, you can use this sense on any number of liquids during the duration of the spell, but you must taste the liquids in question.

(Base 4, +1 Concentration)

Source: *Ars Magica Fifth Edition*, 122

TESTING OF FASTNESS AND FADING

InAq 5

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

This spell confirms the quality of a container of ink, dye, or paint, verifying for the magus that it will not fade quickly, flake off rapidly, or eat through parchment.

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

Source: *Covenants*, 96

TOUCH OF THE PEARLS

InAq 5

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

Tells you whether a liquid you hold or touch is poisonous, just as a pearl sometimes does. Safer than *Subtle Taste of Poison and Purity*, as you don't have to taste the possibly poisonous liquid.

In Verdan of Ex Miscellanea's version of the spell, poisonous liquids turn a faint green. According to his sigil, all his spells involve the color green.

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

Source: *Ars Magica Fifth Edition*, 122

LEVEL 15

CALL OF THE RUSHING WATERS

InAq 15

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

Allows you to find any natural body of water for which you have an Arcane Connection (for example, a vial of water from it). Once you cast the spell, you can hear the water while you concentrate. Following the sound eventually brings you to the water, but you must make simple Perception rolls of 6+ to follow the sound accurately (roll once per day for long journeys). If you break concentration, you must cast the spell again. A body of water that does not move or that makes little noise requires a roll of 9+ to be traced.

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

Source: *Ars Magica Fifth Edition*, 122

LEVEL 20

EYES OF DANIBUS

InAq(Im) 20

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

Req: Imaginem

Trajan can see from any vantage point along a river that he holds an Arcane Connection to. He can see the river itself, anything on or in the river, and anything within a pace of the river banks (subject to the normal limitations of sight).

(Base 3, +4 Arcane Connection, +1 Concentration, +1 Requisite)

Source: *Hooks*, 79

LEVEL 25

SENSE THE TIDE'S BOUNDARIES

InAq 25

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

As *Eyes of the Bat*, but senses the displacement of water to see in the ocean's depths. Since this spell isn't bound by the limitations of sight, it is often preferred when scouring the ocean depths where light does not reach.

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

Source: *Magi of Hermes*, 75

VOICE OF THE LAKE

InAq 25

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

You can hold a conversation with a body of water. A body of water usually knows about things directly in contact with it, such as boats and fish. Genuine lakes are generally too large for this spell to affect.

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

Source: *Ars Magica Fifth Edition*, 122

LEVEL 30

ENCHANTMENT OF THE SCRYING POOL

InAq(Im) 30

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

Req: Imaginem

Turns a body of water into a scrying pool. Innately magical people (including most companions with mystical powers) who look into the pool can see any spot they know of that is within sight of some natural body of water. The view you get is the same view that someone would have from a low boat on the water — either close to shore or far from shore, as desired. Maximum range for scrying is 500 miles; the range of the spell is the range to the pool when the spell is cast. This ritual is not entirely of Hermetic magic, and does not conform to the normal InAq guidelines. It is an old Mercurian ritual that has become known throughout the Order, and which appears to use one body of water as an Arcane Connection to any other body of water. A number of theoreticians would like to make that work more generally, but so far this has not proved possible.

(Special spell)

Source: *Ars Magica Fifth Edition*, 122

Muto Aquam Spells

LEVEL 5

AN EVENING'S ILLUMINATION

MuAq 5

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

This spell changes water into lamp oil. As earlier, a barrelful amount of water will produce a bucketful of oil.

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

Source: *Apprentices*, 46

MIMIC THE CHRIST'S MIRACLE

MuAq 5

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

This spell changes water into wine. Changing water into a processed liquid reduces its size, and it takes a barrelful of water to produce a cup-sized amount of wine.

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

Source: *Apprentices*, 47

LEVEL 15

INCANTATION OF PUTRID WINE

MuAq 15

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

Makes all liquids within the target room vile, and malodorous. The room where this spell is cast may not lose the stench for weeks or months. Note that this spell only affects liquids that are in the room when it is cast, and they remain malodorous even if removed from the room.

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

Source: *Ars Magica Fifth Edition*, 122

LEVEL 20

BAG OF TEETH

MuAq(An) 20

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

Req: Animal

Transforms a pool of water into an animal tooth. When on expedition, Alexander often carries several of these teeth. They are not a perfect solution to water shortage, because Alexander, while young, cannot dispel this effect, so the water only becomes available when the spell expires. If forced to use his emergency water, Alexander prefers to first create a sanctuary using *A Place of Recuperation* and *A Time for Slumber*, then ration his water by keeping his servants, and himself, in diminutive animal forms until the Bag of Teeth reverts to gallons of water.

Each tooth may become just under a hundred cubic feet of water. This means that the teeth destroy any closed container they are stored within when they change back. They are able to cause explosions, but Alexander has never considered their military potential.

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

Source: *Magi of Hermes*, 12

LUNGS OF THE FISH

MuAq(Au) 20

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

Req: Auram

Turns water into air as it enters your lungs, allowing you to breathe water as you do air.

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

Source: *Ars Magica Fifth Edition*, 122

SCULPT THE LIVING WATER

MuAq 20

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

Allows the caster to mold water as if it were clay. The shaping procedure is done mentally; once complete the sculpture remains for Sun Duration.

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

Source: *Guardians of the Forest*, 96

THE GUARDIAN OF THE TOMBS

MuCo(An) 20

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

Req: Animal

When faced with animals that might feed upon his camel form, Alexander uses this spell to take the shape of a cobra. Many predators find snakes intimidating or too small to be suitable prey. While in snake form, Alexander can detect the movement of nearby animals through vibrations in the ground, and he has a poisonous bite. If Alexander bites something hollow, so that his poison is injected into it, the poison does not disappear when he returns to human form. Some of Alexander's grogs occasionally use his poison to envenom their arrows. Alexander has a serpent skin wristband that he uses as a physical focus for the spell, so that he can cancel it at will.

(Base 10, +2 Sun)

Source: *Magi of Hermes*, 13

LEVEL 25

STRANGE TRICKS USING CANAL CONTENTS

MuAq 25

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

This spell transforms the water in the canals of the island into another natural liquid. Oil, tar, turpentine, treacle, honey, wine, vinegar or whatever else suits the magus' fancy is possible, save blood which requires a Corpus requisite.

* Remember to add further magnitudes to increase Boundary size.

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

Source: *Transforming Mythic Europe*, 77

LEVEL 30

NEPTUNE'S IMPRISONING ARMS

MuAq 30

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

Operates like *Trap of the Entwining Vines*, but the 'vines' are made from water, which takes on a semi-solid form for the duration of this spell. The 'vines' can hold still a small rowing boat, or up to 6 people.

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

Source: *Guardians of the Forest*, 96

NEPTUNE'S IMPRISONING ARMS

MuAq 30

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

Operates like *Trap of the Entwining Vines* (*Ars Magica Fifth Edition*, page 135), but the 'vines' are made from water, which takes on a semi-solid form for the duration of this spell. The 'vines' can hold still a small rowing boat, or up to 6 people.

(First presented in *Guardians of the Forests*.)

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

Source: *Through the Aegis*, 12

LEVEL 40

WEATHER MADE GOOD

MuAq 40

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

This spell prevents rain falling on the island for a month. It may prove particularly useful when first settling the island, as it allows peasants and supplies to lie unprotected without suffering damage.

* remember to add further magnitudes to increase Boundary size.

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

Source: *Transforming Mythic Europe*, 71

LEVEL 45

VILE WATER OF STERILITY

MuAq 45

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

Ruins a body of water up to the size of a small lake, making it unfit for natural habitation and consumption. The water becomes dark and murky, and noxious fumes emanate from it. Vegetation on the banks either dies or becomes corrupt. Nearby trees become gnarled and blackened, and land animals flee the area. (Base 4 (a very unnatural liquid), +1

Touch, +4 Year, +2 Group, +2 size)

Source: *Ars Magica Fifth Edition*, 122

LEVEL 65

APPEASE THE QUEEN OF WINTER

MuAq 65

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

Propitiates the Queen of Winter, who then allows the Baltic Sea to thaw that year. Falke learned this spell with the assistance of the volkhvy of Arkona and a laboratory text in the possession of Crintera. If this spell is cast at Arkona (which Falke and magi of Crintera do every year), the Casting Total receives a bonus of +10, due to the presence of the sun-god Svantovit, who is opposed to the Queen of Winter.

(Base 15, +2 Voice, +4 Year, +4 Boundary, Ritual)

Source: *Guardians of the Forest*, 96

Herdo Aquam Spells

LEVEL 4

THE LAUNDRESS' CLOTHESLINE

PeAq 4

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

This spell immediately dries the caster's clothing, which he must be wearing when this spell is cast.

(Base 4)

Source: *Apprentices*, 47

LEVEL 5

COMFORT OF THE DRENCHED TRAVELER

PeAq 5

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

Dries a person and his or her clothes.

(Base 4, +1 Touch)

Source: *Ars Magica Fifth Edition*, 123

LEVEL 10

PATCH OF DROUGHT

PeAq 10

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

The caster destroys the water in a patch of mud or a puddle up to 20 paces in diameter. Repeated use of this spell can make travel using a cart significantly faster in wet weather and possible on even dirt roads during adequate weather.

(Base 4, +2 Voice)

Source: *Magi of Hermes*, 65

LEVEL 20

PARCHING WIND

PeAq 20

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

Removes most of the water from any object, including plants (with a Herbam requisite), possibly making the object brittle and fragile. With a Corpus or Animal requisite, the spell can affect humans or animals. This causes +10 damage, against which armor is no defense, and makes the target extremely thirsty.

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

Source: *Ars Magica Fifth Edition*, 123

LEVEL 25

CLOSING THE EARTH'S GATE

PeAq 25

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

Dries a single spring, so that it never flows again. This spell targets the spring, not the water in it at a particular time, so the spring does not start to flow again later.

(Base 20, +1 Touch)

Source: *Ars Magica Fifth Edition*, 123

CURSE OF THE DESERT

PeAq 25

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

Removes virtually all the fluid from the target's body, doing +15 damage, which armor does not protect against. The target must drink within a few minutes of being struck with this spell, or it dies. Casting requisites are Animal for beasts, and Corpus for humans.

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

Source: *Ars Magica Fifth Edition*, 123

LEVEL 50

CALLING THE ODIOUS DROUGHT

PeAq(Au) 50

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

Req: Auram

Causes a drought over the surrounding area. Only one-tenth the normal rain falls, streams dry up, and rivers dwindle.

(Base 5, +1 Touch, +4 Year, +4 Boundary, no increase for requisite)

Source: *Ars Magica Fifth Edition*, 123

LEVEL 55

THE BECALMED HARBOR

PeAq 55

R: Touch, **D:** Moon, **T:** Part, Ritual

This project removes the naturally-occurring aether from within the waters of a harbor or bay. In doing so, the aether in the heavens is unable to influence the motion of the waters and all tides stop throughout the Moon Duration. The ocean neither rises nor falls as before, but rather retains the level at the point it occupies when the ritual concludes.

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

Source: *Dies Irae*, 41

Rego Aquam Spells

GENERAL

WARD AGAINST FAERIES OF THE WATERS

ReAq Gen

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

No water faerie whose Faerie Might is equal to or less than the level of the spell can affect those targeted by the spell. Faeries cannot directly or indirectly break the magic circle, nor can they use ranged attacks or magic to affect those within it.

Seen from certain angles at night, the ring appears as a light blue dome.

(Base spell)

Source: *Ars Magica Fifth Edition*, 124

LEVEL 5

CLOAK OF THE DUCK'S FEATHERS

ReAq 5

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

Makes water run off one object or creature, protecting the target and the target's apparel from dampness. The spell is broken if the target is submerged in water.

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

Source: *Ars Magica Fifth Edition*, 124

THE COPYIST'S PUISSANT QUILL

ReAq 5

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

This craft magic spell causes prepared ink to form words and images on a page. The ink is overlaid on guidelines already present on the page, such as chalk or charcoal sketches left by a copyist, or the result of a spell such as *The First Furrow Guides the Second*. The Group Target permits multiple colors of ink to be employed. The spell does not distinguish between writing and illustrations, copying both with equal skill. The caster must make an Intelligence + Finesse roll to determine the accuracy of the spell's copying. The Ease Factor is 9 for an easy piece of copying; for example, one color and no illustrations, typical of a book with a Quality of 6 or less. The Ease Factor is higher for more complex or detailed works typical of higher Quality; for a Quality of 7 to 9 the copying Ease Factor is 12, and for a Quality of 10 or more the Ease Factor is 15. If this roll fails, then the ink fails to form letters and simply makes a mess. A botch indicates that the text looks fine but is actually nonsensical, a flaw only discovered when the text is read for the first time; however, characters will not often be rolling stress die for this Finesse roll.

Variants of this spell with higher Duration allow a magus to use this spell to make patterns on the page that correspond to the caster's words.

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

Source: *Transforming Mythic Europe*, 100

LEVEL 10

BREAK THE ONCOMING WAVE

ReAq 10

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

Breaks all waves and torrents of water (including magical ones) as they come within 10 paces of you. The water either crashes to the ground or flows around you in a truly impressive display.

In Ferramentum of Verditius's version of this spell, the water breaks at precisely 10 paces, leaving a very clean line showing where the waves stopped. All of his spells may be recognized by their orderliness.

(Base 5, +1 Concentration, ward, so the target is the warded Individual, not the water)

Source: *Ars Magica Fifth Edition*, 124

EXACTLY TO SCALE

ReAq(Me) 10

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

Req: Mentem

This spell, designed by a Tremere Artificer with broader imagination than vocabulary, is used to draw precise pictures of a magus's ideas. The inventor used this spell to draft technical diagrams, but many of his sodales use it for mapmaking. It requires the presence of a pot of ink and a drawing surface, because the spell creates permanent images using mundane materials.

The magus requires an Intelligence + Finesse roll of 9+ for the diagram to be legible.

(Base 3, +1 Touch, +2 for highly unnatural control)

Source: *Houses of Hermes – True Lineages*, 139

THOUGHT DISTINCTLY BURNED

ReAq 10

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

This spell controls ink so that it makes patterns on the pages that correspond to the magus's words. This spell does not allow a magus to write faster than the core rules permit, but does allow impaired magi to write when they would otherwise require a notary. A Finesse roll makes the writing particularly precise and neat, which is usually unimportant.

(Base 1, +2 Voice, +2 Ring, +1 to allow many colors of ink)

Source: *Covenants*, 97

LEVEL 15

BREATH OF WINTER

ReAq 15

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

Turns a circle of water up to five paces across into snow.

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

Source: *Ars Magica Fifth Edition*, 124

PUSH OF THE GENTLE WAVE

ReAq 15

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

A low wave is formed to propel a small boat slowly through the water. When casting this spell, you commonly make a pushing gesture.

In Silva of Merinita's version of this spell, the wave occasionally drifts or bobs about, as if it is happy and playful.

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

Source: *Ars Magica Fifth Edition*, 124

STILL THE RAGING WATERS

ReAq 15

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

Causes all the waves on a small body of water to be stilled to mirror-smoothness.

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

Source: *Guardians of the Forest*, 96

LEVEL 20

CAPTURED BY HÖDR'S SHACKLES

ReAq 20

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

Instantaneously, a submerged target is imprisoned in a thick casing of ice. Due to ice's natural buoyancy, Maris often uses this spell to float something of value to the surface. If used against an opponent, the ice suffocates an individual, as well as causing +3 damage per round from cold. Note that the spell does not create ice; it only works on targets already immersed in water.

(Base 3, +2 Voice, +1 Part, +1 Size)

Source: *Magi of Hermes*, 75

SHACKLES OF THE FROZEN ICE

ReAq 20

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

Freeze a circular portion of a body of water into solid ice. Anyone wading or swimming in the water is trapped in the ice. Magic Resistance does not prevent the ice from surrounding a character and holding her fast. The area affected by the spell is the same size as a base Individual: a roughly bowl-shaped volume about five paces across and two paces deep at the center.

Since the ice is magical, it only inflicts cold damage if it penetrates Magic Resistance. Rules for cold damage are given in *Ars Magica Fifth Edition*, page 181; the ice created by this spell inflicts a base damage of +1. Characters who are completely encased in ice begin to suffocate (see *Ars Magica Fifth Edition*, page 180).

A trapped character may break free of the ice by making a Strength roll. Characters may also chop their way out of the ice using tools or weapons, but this takes time. Magic, including Perdo Aquam or Creo Ignem spells, may be able to free a character instantly.

Extent of Ice Coverage	Strength	
	Ease Factor	Time to Cut Free
One foot	6	30 seconds
Both feet	9	1 minute
To knees	12	3 minutes
To waist	15	10 minutes
To chest	18	15 minutes
To neck	21	20 minutes
Completely enclosed	21	depends on depth

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

Source: *Houses of Hermes – Societates*, 35

SWALLOWED BY THE MIST

ReAq 20

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

This spell turns the targeted section of water to mist, causing swimmers and ships alike to plummet to the ground while the mist rises up, and then the sea crashes down around them. Successfully targeting this attack requires a Perception + Finesse roll against an Ease Factor of 9 (6 if the target is smaller than a rowboat, as there is more leeway in the transformed area). Observers of this spell will often just see a large cloud of mist rise around the target, and the ship will simply be gone.

(Base 3, +2 Voice, +1 Part, +2 Size)

Source: *Magi of Hermes*, 75

WARD AGAINST WATER

ReAq 20

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

No water may enter or leave the protected circle. Characters who are wearing wet clothing or perspiring are slowed when entering or leaving a protected area as the excess liquid is stripped from their bodies and possessions. Hermanus cast this ward using forceless casting (*Houses of Hermes: True Lineages* page 72), so the ward surrounding his laboratory complex has a Penetration of zero, allowing liquids carried by magi and creatures with Magic Resistance to pass through unimpeded.

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

Source: *Legends of Hermes*, 108

LEVEL 25

FLAME TONGUE

ReAq(Ig) 25

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

Req: Ignem

This spell causes a glutinous glob of lava (from a lake or river of magma) to leap out and hit something. The volume of lava moved is about 2 cubic feet, and it can be moved to hit any location within Voice range. Whatever the lava hits takes between +15 and +60 damage, depending on how much of it is covered by the lava. The lava sticks to whatever it hits and continues to inflict damage each round. It takes several days for the lava to cool naturally.

The heat of the lava is also sufficient to ignite anything flammable that it hits.

Flame Tongue is an Aimed spell, with a +6 bonus to hit due to the size of the volume of lava.

If the caster tries to totally immerse a person with the lava projectile, there is a -6 penalty to the Aiming Roll (effectively canceling the +6 size bonus). There is no penalty to the Aiming Roll if the objective is to merely splash someone. In some circumstances, the storyguide may decide that a missed attack to immerse a character results in a splash.

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

Source: *Hermetic Projects*, 16

LEVEL 30

BRIDGE OF FROST

ReAq 30

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

Causes a thick layer of frost (firm enough to walk on) to form on the surface of a body of water. The frost can take any shape up to fifteen paces in any direction. In Cralian of Tremere's version of this spell, the frost is so crystal clear that it can hardly be seen. All of his spells are very subtle.

(Base 3, +2 Voice, +2 Sun, +1 Part, +1 size, +1 to allow various shapes)

Source: *Ars Magica Fifth Edition*, 124

CHAOS OF THE ANGRY WAVES

ReAq 30

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

Causes water to churn wildly, overturning small water craft and forcing Swim rolls at -6, in a circular area 20 paces across.

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

Source: *Ars Magica Fifth Edition*, 124

MASTER THE AIRY SPIRIT OF WATER

ReAq 30

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

Commands an airy spirit associated with the elemental form of Aquam to serve the magus for Moon duration. If the spell penetrates the spirit's Magic Resistance, make a stress roll of Com + Leadership to judge how fully-controlled the spirit is.

(Base: 5, +2 Voice, +3 Moon)

Source: *Through the Aegis*, 105

PARTING OF THE WAVES

ReAq 30

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

Parts a body of water, revealing a dry path 5 paces wide along the bottom. Very large bodies of water are too large for the Group target, and are thus unaffected.

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

Source: *Ars Magica Fifth Edition*, 124

WAVES OF DROWNING AND SMASHING

ReAq 30

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

Raises a wave 5 feet high and 30 paces wide, which can submerge swimmers, overturn rowboats, and damage sailing ships. It starts as a small, curved wave and grows for the first 10 paces, at which point it reaches maximum size. If it travels 100 paces without striking an object large enough to break it up, it dissipates.

(Base 10, +3 Sight, +1 size)

Source: *Ars Magica Fifth Edition*, 124

LEVEL 35

DANIBUS' FAVOR

ReAq 35

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

Wards a building against flooding. Trajan can use this spell to save a building from the worst of the *Wizard's Flood* damage.

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

Source: *Hooks*, 79

ICE OF DROWNING

ReAq 35

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

Fills water in a circle 10 paces across with large, jagged chunks of ice that pound against anything on the water's surface. The ice can punch holes in small boats but does not damage ships. Any swimmers in the area take +15 damage, and suffer -6 and two extra botch checks on Swim rolls.

(Base 5 (for the violent pounding), +2 Voice, +1 Concentration, +1 Part, +1 size, +1 additional effect, changing the water to ice)

Source: *Ars Magica Fifth Edition*, 124

PULL OF THE WATERY GRAVE

ReAq 35

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

Creates a strong undertow that pulls any object smaller than a rowboat 25 fathoms (150 feet) into the depths. Each of those caught in the undercurrent must make 9+ on a Strength + Swim stress roll to avoid being dragged down. A roll is made each round that the spell is maintained.

(Base 10, +3 Sight, +1 Concentration, +1 size)

Source: *Ars Magica Fifth Edition*, 124

SAIL WITH THE TIDE

ReAq 35

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

Ships must usually wait for the tide before they leave port. Waters dangerous at low tide become navigable at high tide, allowing laden ships to leave port safely. This means that there are limited times in the day that ships can enter and leave port.

This spell draws a magical high tide to an area chosen by the caster, which is maintained for as long as the caster concentrates. The swell is enough to float a large ship and the caster is able to move the tide in relation to the ship.

The effect Duration is Concentration, which means the caster may need to maintain concentration for some time, likely an hour or two.

(Base 4, +2 Voice, +1 Concentration, +1 Part, +3 size)

Source: *Hermetic Projects*, 74

SUMMON THE AIRY SPIRIT OF WATER

ReAq 35

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

Summons the target airy spirit associated with Aquam into the caster's presence. There is nothing to compel the spirit to stay once summoned.

(Base: 15, +4 Arcane Connection)

Source: *Through the Aegis*, 105

TOWER OF WHIRLING WATER

ReAq 35

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

From a large body of water you form a waterspout that moves under your mental direction. It causes a simple die + 15 damage to anyone it hits (no Attack roll necessary). In addition, those struck must make a Quickness stress roll of 6+ to avoid being sucked up by the waterspout. Those who fail are helplessly pulled into the spout and begin to drown immediately. When the waterspout fails, they fall up to 20 feet to the water's surface. If you direct the waterspout to move across land, you must make an Intelligence + Concentration stress roll of 9+ each round to maintain it.

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

Source: *Ars Magica Fifth Edition*, 124

WRINGING FREE THE TEARS OF ZEUS

ReAq 35

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

This spell transfers the collected water in a cloud to a distant barrel, jar, or similar holding vessel. The stream of water can be controlled, so that several vessels can be filled. It takes approximately 5 minutes to empty a rain cloud of its watery contents. Because the rain drops are individual, the Target must be Group, increased 10,000 fold (3 magnitudes)

(Base 4, +1 Touch, +1 Concentration, +2 Group, +3 size adjustment)

Source: *Dies Irae*, 96

LEVEL 40

NEPTUNE'S WRATH

ReAq 40

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

A gigantic wave is created in a very large body of water. The wave, which is only 20 feet high but up to a mile wide, is capable of capsizing ships at sea, smashing and drowning people near shore, and seriously damaging coastline communities. The tidal wave needs 5 miles of water surface to build itself up to proper proportions. The magus cannot control the wave without casting another spell.

(Base 10, +3 Sight, +3 size, ritual for large effect)

Source: *Ars Magica Fifth Edition*, 125

THE STRENGTHENING TIDE

ReAq 40

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

This spell makes the movement of the tides more extreme throughout a port or natural bay, forcing them to rise higher and fall lower, and with greater speed. The effects are to impose a -1 penalty to all swimming and sea-faring rolls and totals along the affected coast. By observing the motion of the tides for a season or more in conjunction with the brightness of the moon, the magus gains insight into the effect that heavenly aether has upon the aether resident within the oceans. By replicating and strengthening that effect across the Moon Duration, the magus learns more about how aether behaves.

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

Source: *Dies Irae*, 41

LEVEL 50

TOWER OF LAVA

ReAq 50

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

This spell sculpts a tower out of hot bubbling lava. The resulting tower is solid and rigid, but if its foundations remain in lava, then the tower will dissolve back into the bulk within a day. The Part target is required, because the spell does not use all the available lava.

The tower is about the same size and dimensions as the one created by the spell *Conjuring the Mystic Tower* (see *Ars Magica Fifth Edition*, page 153). A Finesse roll against an Ease Factor of 15 is required to ensure that the tower is well made; failure means that the lava takes a solid but malformed shape.

(Base 3, +1 Touch, +1 Part, +6 size, +3 elaborate design)

Source: *Hermetic Projects*, 19

The Art of Auram

Creo Auram Spells

LEVEL 5

AIR'S GHOSTLY FORM

CrAu 5

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

A thick fog forms around the magus, extending outwards for several paces. A breeze can push the fog around. The fog dissipates at its natural rate, and may be too thin to restrict sight within a minute.

(Base 2, +1 Touch, +1 Diameter, +1 unnatural (the spell can be cast indoors))

Source: *Ars Magica Fifth Edition*, 125

CHAMBER OF SPRING BREEZES

CrAu 5

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

Creates a breeze of fresh air that continually moves throughout a room, keeping the air continuously breathable even if the room is airtight.

Rose of Jerbiton's version of this spell always causes the air to smell of roses. The breeze can be created outdoors, but there it has little effect.

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

Source: *Ars Magica Fifth Edition*, 125

JUPITER'S TEARS

CrAu 5

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

This spell makes a single cloud on an overcast day release its moisture, causing a light drizzle.

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

Source: *Apprentices*, 47

LEVEL 10

CHAMBER OF SUMMER BREEZES

CrAu(Ig) 10

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

Req: Ignem

This spell creates a breeze of fresh, dry, warm air that continually moves throughout a room, keeping the air unpolluted and the humidity and temperature constant.

This spell is often cast on armarii and book chests.

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

Source: *Covenants*, 100

JUPITER'S RESOUNDING BLOW

CrAu 10

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

Creates a thunderclap; anyone directly underneath must make a Stamina stress roll of 9+ or be deafened. If deafened, the target gets another Stamina simple roll each minute and recovers with a roll of 9+.

If the first roll botches, the victim is rendered deaf for a month.

(Base 3, +2 Voice, +1 unnatural (the spell functions indoors))

Source: *Ars Magica Fifth Edition*, 125

STENCH OF THE TWENTY CORPSES

CrAu 10

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

Makes the surrounding air stink horribly of rotting corpses. All those within fifty paces of the target point must make Stamina stress rolls of 6+ or act with a -3 penalty on all rolls. Anyone who botches the roll vomits and is incapacitated for (10 - Stamina) rounds.

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

Source: *Ars Magica Fifth Edition*, 125

WREATHS OF FOUL SMOKE

CrAu 10

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

Thick, yellow, sulfurous smoke rises up from the spot you designate, spreading and thinning naturally, but thick enough to block sight in a radius of about five paces around the point of origin. For each round anyone breathes the smoke, a Stamina stress roll of 3+ must be made or a Fatigue level is lost. Once a character is Unconscious, further failed rolls result in the character taking a Light Wound each time. The area where the spell is cast will be damaged: small plants wilt and die, and tree growth is stunted. A faint stench of sulfur clings for days to anything exposed to the smoke.

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

Source: *Ars Magica Fifth Edition*, 125

LEVEL 15

BRIDGE OF GNOMES

CrAu 15

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

This spell creates a rainbow up to seven miles long. It only works outdoors.

(Base 2, +1 Touch, +2 Sun, +2 very unnatural fashion)

Source: *Magi of Hermes*, 122

BROOM OF THE WINDS

CrAu 15

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

Whips up violent, swirling winds around the target. The target must make a Size stress roll of 9+ to remain standing. If the target is braced or holding onto some support, he may also make a Strength stress roll of 9+. If both rolls fail, the target is knocked in a random direction. The target may be damaged, depending on whether he strikes anything.

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

Source: *Ars Magica Fifth Edition*, 125

CHARGE OF THE ANGRY WINDS

CrAu 15

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

A wall of wind roars away from you, starting up to 10 paces away and continuing until it dissipates naturally. The wind is confined by any existing barriers, but if unconfined it can be up to a hundred paces wide. All within the area must make a Dexterity + Size stress roll of 9+ or fall down and be blown along by the winds. The rolls must be made at the start of the gale and each subsequent round that the wind is maintained. You must concentrate on the gale. Missile fire into or out of the gale is futile, and marching against the gale requires a Strength + Size stress roll of 15+. Failure in this attempt mandates another Dexterity + Size stress roll of 12+ to keep from falling.

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

Source: *Ars Magica Fifth Edition*, 125

LEVEL 20

BREEZE FROM WITHIN

CrAu 20

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

A very minor breeze is generated in the nose of the target, allowing him access to all of the air that he requires for breathing. While underwater, the target of this spell exhales a constant stream of bubbles that cannot be stopped by the target for more than a second by holding their mouth and nose closed. The breeze cannot be halted without the spell being dispelled or expiring. The breeze makes the manipulation of especially small and light objects by the target difficult.

(Base 1, +1 Touch, +2 Sun, +4 magnitudes, wholly divorced from natural context)

Source: *Legends of Hermes*, 106

CIRCLING WINDS OF PROTECTION

Cr(Re)Au 20

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

Req: Rego

Surrounds you with winds that circle at great speed. Since the wind picks up dust and other small, loose objects, you may be obscured. Anyone standing near enough to attack you with a hand weapon must make a Size stress roll of 9+ at the beginning of each against you are at -3, and missile or thrown attacks are at -9. (Base 3, +1 Touch, +1 Concentration, +2 unnatural, +1 Rego effect)

Source: *Ars Magica Fifth Edition*, 125

LEVEL 25

CLOUDS OF RAIN AND THUNDER

CrAu 25

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

Creates a small but severe rainstorm, including lightning and winds. The storm gathers and breaks in a few seconds as the caster concentrates, and dissipates with similar speed when he stops doing so.

Note that reducing the Range for this spell makes the storm increasingly unnatural, so versions of this spell with lower Range still have the same level.

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

Source: *Ars Magica Fifth Edition*, 126

CLOUDS OF SUMMER SNOW

CrAu 25

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

Creates clouds that drop snow over an area about a mile across. The clouds gather over a few seconds at the beginning of the spell, and dissipate over the same sort of time when the caster stops concentrating. The spell does not affect temperature.

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

Source: *Ars Magica Fifth Edition*, 126

LEVEL 30

CATAPULT OF THE MIGHTY WINDS

Cr(Re)Au 30

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

Req: Rego

Terrifically strong winds sweep up an object (such as a barrel, a piece of furniture, or an unfortunate human being) and hurl it on a high, arched trajectory toward any point within range. If the projectile has Magic Resistance, this spell must penetrate in order to affect it. However, once the projectile is airborne, its motion is natural and hence it bypasses the Magic Resistance of anything it hits.

You must succeed at an aiming roll to hit the intended target. Because this spell gives the caster only indirect control of the projectile, the aiming roll suffers a –3 penalty and an extra botch die. The winds are strong enough to throw a grown man 20 feet into the air. Both the projectile and anything underneath it suffer damage when it crashes to earth: the damage is usually +10 but it could be less if the projectile is considerably lighter than an adult human.

(Base 5, +2 Voice, +2 unnatural, +1 Rego requisite)

Source: *Houses of Hermes – Societates*, 35

CLOUDS OF OBSCURING SAND

CrAu 30

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

Alexander uses this spell to call up a small, but severe, sandstorm. This obscures the vision of everyone within an area 1000 paces across, and prevents travel by those unprepared for sandstorms. Alexander uses *Movement Within the Sirocco* to allow him to move freely through the storm, although navigation by sight remains difficult unless he takes bird form, using *The Shadow on the Sand*, to rise above the affected area.

(Base 3, +3 Sight, +2 Sun +2 Group (for larger area))

Source: *Magi of Hermes*, 12

PULL OF THE SKYBOUND WINDS

CrAu 30

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

Makes winds rise upward, pulling one object, creature, or person up to 50 feet into the sky before letting that target drop. Even a small building can be torn from its foundation, though such a building can be no larger than 20 feet to a side, and cannot be built out of a material heavier than stout wood. Uprooted objects fall randomly, unless you make a Finesse stress roll against an Ease Factor of 12 to choose where the objects will fall.

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

Source: *Ars Magica Fifth Edition*, 126

WINGS OF THE SOARING WIND

Cr(Re)Au 30

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

Req: Rego

Generates a massive gust of air around you that supports and pushes you along through the air at speeds up to 40 miles per hour. Hovering in place is difficult, and requires a Finesse roll against an Ease Factor of 9 per round. It is dangerous for extended travel, because if you lose concentration, you are likely to sustain serious injuries (+15 damage, on average, although it may be more if the magus was very high up).

(Base 5, +1 Touch, +1 Concentration, +2 highly unnatural, +1 Rego requisite)

Source: *Ars Magica Fifth Edition*, 126

LEVEL 35

THE INCANTATION OF LIGHTNING

CrAu 35

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

A lightning bolt shoots forth from your outstretched hand in the direction you are pointing, doing +30 damage to a single target it hits. There must be nothing between you and the target. Those near the target must make Size stress rolls of 6+ to remain standing.

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

Source: *Ars Magica Fifth Edition*, 126

LEVEL 40

BREATH OF THE OPEN SKY

CrAu 40

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

You can call up a wind capable of devastating the countryside. You must stand under the open sky to cast this spell. While you cast the spell, a breeze picks up, blowing from you in the direction you are facing. When the ritual is completed, the wind strengthens to a gale roaring over the visible countryside and beyond, strong enough to topple wooden structures and knock down trees. The wind does not weaken while it is within your sight, but loses its force naturally where you cannot see it. If you turn away from your original facing for more than a few seconds, you have to make a Concentration roll of 12+ to maintain the spell. If you turn away for a minute or more, the spell ends. The air behind you is still.

(Base 5, +1 Touch, +1 Concentration, +4 size, +1 unnatural, ritual because of spectacular effect)

Source: *Ars Magica Fifth Edition*, 126

LEVEL 65

WRATH OF WHIRLING WINDS AND WATER

CrAu 65

R: Sight, **D:** Sun, **T:** Group, Ritual

This spell creates an immense storm, 40 or more miles wide, of hurricane intensity. The storm builds up while you cast the ritual, and dissipates in a few seconds when the spell's duration ends. The gale-force winds and lashing waves cause immense damage along shorelines, and the winds, rain, and lightning cause extensive damage inland as well. Visibility is reduced to a few paces, missile fire is futile, and travel is nearly suicidal. Weak structures are blown over, and all but the most seaworthy ships are certain to flounder unless they can be beached before the storm reaches full intensity. The storm is not under the caster's control, and moves normally.

(Base 5, +3 Sight, +2 Sun, +2 Group, +5 size)

Source: *Ars Magica Fifth Edition*, 126

Intellego Auram Spells

LEVEL 15

SCENT OF ASH

InAu 15

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

The caster can smell and identify, on the breath of the air, the ash that has carried from volcanoes. This is enough information for the caster to determine the approximate direction and distance to each of the volcanoes he detects. A dormant volcano can be detected in this way from within one league (three miles), a volcano that has erupted within the last 100 years can be detected from within seven leagues (21 miles), and a volcano that has erupted in the last season can be detected from within 100 miles. Dormant volcanoes are detectable in this way because ash from their violent eruption is still present in the environment. The ash may have fallen to the ground, but some small (but detectable via Hermetic magic) fraction has been blown up into the air again.

Of course, the huge plume of ash from a large ongoing eruption can easily be identified without the aid of magic from many hundreds of miles away.

(Base 4, +1 Concentration, +2 Smell)

Source: *Hermetic Projects*, 12

TRUE SIGHT OF THE AIR

InAu 15

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

Lets you see clearly through all manner of obfuscation in the air nearby, including smoke, fog, and dust, even if the obfuscation is magical.

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

Source: *Ars Magica Fifth Edition*, 127

WHISPERING WINDS

InAu 15

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

The winds bear their tidings to your ears, allowing you to hear words spoken by any group of people within your line of sight, provided no solid barrier (including glass) intervenes. This spell is an adaptation of an effect known to Bjornaer the Founder, and fits poorly into the normal framework of Hermetic magic.

(Unique spell)

Source: *Ars Magica Fifth Edition*, 127

LEVEL 20

SAILOR'S FORETASTE OF THE MORROW

InAu 20

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

You know precisely what tomorrow's weather will be, and you gain a general impression about the weather for the week ahead. This intuition only applies to the place where you cast the spell, and is based on extrapolating current conditions, so it is occasionally wrong (precise, but inaccurate). Still, it would take something like an interfering magical being, or a volcanic eruption, to throw the prediction off.

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

Source: *Ars Magica Fifth Edition*, 127

SEE THE PATHS THROUGH THE VOID

InAu 20

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

This spell allows the caster to recognize the level of all boundaries or vestiges he can see that are associated with Auram, and to pass through any of them into the Twilight Void if he should desire to do so.

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

Source: *Realms of Power – Magic*, 27

LEVEL 25

EYES OF THE BAT

InAu 25

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

You can move about confidently in complete darkness by sensing air and its boundaries (for example, where solid objects are). You "hear" the boundaries of the air, so it does not permit fine discriminations. On the other hand, you can "hear" boundaries behind you.

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

Source: *Ars Magica Fifth Edition*, 127

Muto Auram Spells

LEVEL 10

SULFUROUS MEMBRANE

MuAu(Co) 10

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

Req: Corpus

This effect transforms the air entering the character's lungs into a noxious sulfur vapor that causes +1 damage each round.

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

Source: *Hermetic Projects*, 84

LEVEL 20

RAIN OF STONES

MuAu(Te) 20

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

Req: Terram

Turns rain into stones as it falls, causing +0 damage every two rounds (they're small stones), and maybe less if the rain is very light. People under cover are not affected. The stones revert to water when the spell expires. If it stops raining before the spell ends, no more rain is transformed, even if a different rain storm starts.

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

Source: *Ars Magica Fifth Edition*, 127

TALONS OF THE WINDS

Mu(Re)Au 20

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

Req: Rego

Transforms a wind into an abrasive medium that tears and claws at everything in its path. Soft materials like leaves and cloth are shredded, and people take +5 damage from innumerable bloody cuts and abrasions. This spell cannot be cast if there is not a breeze of some sort blowing, thus making it difficult to use effectively indoors. The caster is not affected by the spell, even if the wind is blowing directly at him.

In Ossium of Bjornaer's version of this spell a strange keening can be heard in the air as it cuts through targets. Ossium's wizard's sigil manifests by making many of his spells eerie or frightening.

(Base 4, +2 Voice, +1 Diameter, +1 Rego requisite (additional effect: protect the caster))

Source: *Ars Magica Fifth Edition*, 127

LEVEL 25

CURSE OF THE EVIL HUMORS

MuAu 25

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

Converts clean air into foul humors that can cause disease. The humors form a cloud about 20 paces across and ten paces high. They are invisible but foul-smelling and noxious. Characters who breathe the befouled air must make Stamina roll against an Ease Factor of 6 or contract malaria (roll once, the first time a character is exposed). This disease, whose name is Italian for "bad air," causes a Medium Wound. Once a character has contracted the disease, further exposure to this spell has no effect.

The foul humors dissipate when the spell Duration expires. A brisk breeze can disperse the humors within two or three rounds, and strong winds make the spell unusable.

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

Source: *Houses of Hermes – Societates*, 36

LEVEL 30

RAINBOW BRIDGE

MuAu 30

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

This spell gives an existing rainbow the hardness of good stone or iron. It is still colorful and you can see through it; only the hardness is changed. With rainbows like these you can build bridges into the sky that can be used by creatures other than gnomes.

(Base 10, +3 Sight, +2 Sun, -1 for only one property change)

Source: *Magi of Hermes*, 122

LEVEL 40

CONJURE FROM THE MIST

MuAu(Te) 40

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

Req: Terram

Developed as an all-purpose utility spell, *Conjure From the Mist* turns a large section of air into stone, in the shape of the user's choice. More-complicated shapes require Finesse rolls as normal, but items such as stairs, bridges, walls, spikes and other obstacles are possible.

(Base 4, +2 Sun, +1 Part, +2 Voice, +2 size, +1 Intricate)

Source: *Magi of Hermes*, 28

INFERNAL SMOKE OF DEATH

MuAu 40

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

Turns normal smoke from a fire into a thick, corrosive cloud. Anyone immersed in the cloud of smoke takes +25 corrosion damage (once only) against which armor provides only half its normal Protection value. Soft materials like cloth, fur, paper, and leather are charred and ruined by exposure to the noxious vapor. While you concentrate, any new smoke becomes corrosive, but even after you stop concentrating, the corrosive smoke remains deadly. It dissipates after several hours. The smoke is heavier than air, so rolls along the ground, pooling in low spots.

(Base 25, +2 Voice, +1 Concentration)

Source: *Ars Magica Fifth Edition*, 127

LEVEL 45

FOG OF CONFUSION

Mu(Re)Au(Im) 45

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

Req: Rego, Imaginem

Turns a bank of fog up to six miles across into a silvery mist too thick to see through. Random screams, thumps, hisses, and other noises harass and confuse anyone within the fog, perhaps even leading them into danger. People have extreme difficulty navigating through the fog, especially through unknown territory. No more than seven people, who must be present at the ritual, can see normally through the fog. The fog does not dissipate until the spell expires.

(Base 2, +1 Touch, +4 Year, +4 Size, +1 Imaginem requisite, +1 Rego requisite)

Source: *Ars Magica Fifth Edition*, 128

LEVEL 50

RAIN OF OIL

MuAu(Aq) 50

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

Req: Aquam

Turns rain into droplets of oil. The rain of oil continues as long as the storm does, drenching the landscape with flammable liquid. The oil will evaporate at a natural rate after the rain ceases. A *Creo Ignem* spell can ignite the storm so that the oil burns as it falls, but this requires a Group target large enough to catch all the raindrops. Lighting the oil after it has landed is much easier.

(Base 4, +3 Sight, +2 Sun, +5 size)

Source: *Ars Magica Fifth Edition*, 128

Herdo Auram Spells

LEVEL 15

ROOM OF STALE AIR

PeAu 15

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

Makes the air in a room stuffy and uncomfortable. Any creatures that breathe air suffer a –3 penalty on all rolls involving physical exertion. In addition, for each round of exertion a character must make a simple Stamina roll of 6+ or lose a Fatigue level. This may cause panic in some creatures or people. The speed at which the air refreshes itself depends on how well ventilated the room is.

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

Source: *Ars Magica Fifth Edition*, 128

LEVEL 20

BE RID THE TELL TALE SMOKE

PeAu 20

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

Conscientia learned this spell from her parents, who developed it after overhearing grogs complaining about how a campfire's smoke always gives away their position. This spell simply destroys all smoke within the circle. Great for setting up camp on the sly, or keeping the laboratory smoke-free.

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

Source: *Magi of Hermes*, 28

QUIET THE RAGING WINDS

PeAu 20

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

Stops all wind from blowing, leaving only calm air. This spell is not powerful enough to affect winds caused by Ritual magic, and only affects winds blowing on the caster when it is cast. Under normal circumstances, the winds will not pick up again for at least an hour or so.

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

Source: *Ars Magica Fifth Edition*, 128

LEVEL 35

DESTROY THE HERBAM MIASMA

PeAu(He, Vi) 35

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

Req: Herbam, Vim

This spell destroys an Herbam miasma.

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

Source: *Dies Irae*, 101

LEVEL 45

THE CLOUDLESS SKY RETURNED

PeAu 45

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

This spell clears the sky within your vision of any clouds or other meteorological activity short of a hurricane or tornado, either naturally occurring or caused by magic. The clouds take a few seconds to clear, during which time you must concentrate on them. This spell only affects meteorological activity in progress at the moment of casting, and is not powerful enough to dispel a weather condition caused by Ritual magic.

In Ferramentum's version of this spell, the clouds clear from the sky in an orderly manner, as if they were soldiers marching on parade.

(Base 10, +3 Sight, +2 Group, +2 size)

Source: *Ars Magica Fifth Edition*, 128

Rego Auram Spells

GENERAL

WARD AGAINST FAERIES OF THE AIR

ReAu Gen

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

As *Ward Against Faeries of the Water* (ReAq Gen), but for faeries of the air. The faerie cannot directly or indirectly break the magic circle, nor can they use ranged attacks or magic to affect those within it. From some angles at night, the ring may be seen as a violet-hued dome.

(Base spell)

Source: *Ars Magica Fifth Edition*, 128

LEVEL 4

THE UNRUFFLED TRAVELER

ReAu 4

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

This spell wards the caster from light breezes, redirecting them to blow around the caster and leave him untouched. It is ineffective against stronger winds.

(Base 2, +2 Sun)

Source: *Apprentices*, 48

WIZARD'S BREATH STOLEN

ReAu 4

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

This spell traps the breath of a character and seals it into a glass phial held by the caster. The target's breath is a shortlived Arcane Connection to him (lasts hours; *Ars Magica Fifth Edition* page 84), but if the caster can quickly get to a Laboratory, he can fix the Arcane Connection.

This spell must Penetrate the Magic Resistance of the target to be effective.

(Base 3, +1 Touch)

Source: *Hermetic Projects*, 91

LEVEL 5

WIND AT THE BACK

ReAu 5

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

An existing breeze follows you until you stop traveling for more than ten minutes. It causes phenomena you pass through (fog, haze) to follow you.

(Base 2, +1 Touch, +2 Sun (closest duration to special effect))

Source: *Ars Magica Fifth Edition*, 128

LEVEL 10

WARD AGAINST RAIN

ReAu 10

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

No rain falls on the caster, no matter how bad the weather.

(Base 4, +2 Sun)

Source: *Ars Magica Fifth Edition*, 128

LEVEL 25

EMBRACING THE DOWNY ARMS OF THE NEPHELAE

ReAu 25

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

This spell lets the caster control the movements of a cloud. Designed to affect rain clouds, which are especially large and necessitate two additional magnitudes due to size, the caster can direct the cloud in any direction she wishes, including down to the ground. The Nephelae are Greek cloud nymphs.

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

Source: *Dies Irae*, 96

MOVEMENT WITHIN THE SIROCCO

ReAu 25

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

Allows Alexander, or the person he touches, to operate in the worst possible sandstorms. Alexander uses it when a sudden storm occurs, so that he can then cast *Ward Against the Sirocco*. It has also proven useful while battling some of the wind creatures that guard the Kushite ruins in which he has developed an interest.

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

Source: *Magi of Hermes*, 12

MOVING THE HERBAM MIASMA

ReAu (He) 25

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

This spell allows the caster to move an Herbam miasma according to her wishes. The caster must first sense the miasma before she can move it.

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

Source: *Dies Irae*, 101

WARD AGAINST THE SIROCCO

ReAu 25

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

Wards against sandstorms by repelling the breezes that carry dust. It is powerful enough to defend Alexander and his servants from the most powerful sandstorms.

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

Source: *Magi of Hermes*, 12

LEVEL 30

CLOUDS OF THUNDEROUS MIGHT

ReAu 30

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

Gathers pre-existing clouds and winds into a small storm. The storm gathers at a normal speed, but is under the caster's control as long as he can see it. The caster may use the control granted by this spell to dissipate small storms as well. If the caster does not dissipate the storm before stopping concentrating, the storm continues as normal.

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

Source: *Ars Magica Fifth Edition*, 128

MASTER THE AIRY SPIRIT OF AIR

ReAu 30

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

Commands an airy spirit associated with the elemental form of Auram to serve the magus for Moon duration. If the spell penetrates the spirit's Magic Resistance, make a stress roll of Com + Leadership to judge how fully-controlled the spirit is.

(Base: 5, +2 Voice, +3 Moon)

Source: *Through the Aegis*, 105

LEVEL 35

SUMMON THE AIRY SPIRIT OF AIR

ReAu 35

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

Summons the target airy spirit associated with Auram into the caster's presence. There is nothing to compel the spirit to stay once summoned.

(Base: 15, +4 Arcane Connection)

Source: *Through the Aegis*, 105

LEVEL 40

GATHERING OF THE STORMY MIGHT

ReAu 40

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

As for *Clouds of Thunderous Might*, but the storm is larger, possibly covering the entire visible sky. Again, it is under the caster's control.

(Base 4, +3 Sight, +1 Concentration, +2 Group, +2 size)

Source: *Ars Magica Fifth Edition*, 129

LEVEL 45

LIFTING THE STORM

ReAu 45

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

Poor weather can keep ships anchored in harbor for weeks, while their captains wait for the weather to turn. This spell controls even the strongest of storms, carving a channel through the weather through which ships can sail.

Note that the spell is powerful enough to lift a storm across a harbor, but the effect is somewhat localized. This means that the weather may still be problematic out to sea, but at least the ships are able to safely leave the more treacherous inshore waters. The Sun duration allows multiple ships to sail under a single casting.

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

Source: *Hermetic Projects*, 74

The Art of Corpus

Creo Corpus Spells

LEVEL 10

BIND WOUND

CrCo 10

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

This spell binds the target's wounds, so that he can undertake any activity without the risk of worsening the wounds. He still suffers from the wound penalties, however, and cannot heal naturally while under the influence of this spell.

Typically, you place your hands on the target and pass them over his wounds, which magically seal themselves and stop bleeding.

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

Source: *Ars Magica Fifth Edition*, 129

CHARM AGAINST PUTREFACTION

CrCo 10

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

Prevents decay of a human corpse, or of a severed body part. Necromancers use it to preserve their revived corpses.

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

Source: *Ars Magica Fifth Edition*, 129

LEVEL 20

BEQUEATHING SALOME'S REQUEST

CrCo 20

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

This spell creates a human head, complete with skin, eyes, teeth, and hair. The particulars of the head's appearance are up to the spell's inventor. Castor of Sicily's version of the spell makes created heads look like his own. The spell is named after Salome, the stepdaughter of King Herod, who asked for and received the head of John the Baptist, according to Biblical history.

(Base 5, +1 Touch, +1 Part: however the lowest level a ritual can be is 20)

Base Level Interpretation: According to *Magi of Hermes*, page 84, the base level to create part of a corpse is the same as the base level to create the whole corpse, adjusted by the increased Target: Part.

Source: *Hermetic Projects*, 103

CIRCLE OF RECOVERY

CrCo 20

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

Targets receive a +12 bonus to Recovery Rolls as long as they stay within the circle, and thus need to stay there for the entire recovery time.

(Base 5; +1 Touch +2 Ring)

Source: *Through the Aegis*, 153

CONJURE THE COLOSSUS

CrCo 20

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

This ritual creates a huge human corpse of Size +4. It is similar to a regular conjured corpse in every way except size. Spells designed to control a colossus must also take into account its larger Size.

(Base 5, +1 Touch, +1 Size increase, minimum level 20 for a Ritual)

Source: *Hermetic Projects*, 117

CREATE A DEAD TURB

CrCo 20

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

This ritual creates ten human corpses.

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

Source: *Hermetic Projects*, 116

CREATE A HUMAN CORPSE

CrCo 20

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

This ritual creates a human corpse. The lowest level a ritual spell can be is 20.

(Base 5, +1 Touch)

Source: *Hermetic Projects*, 116

FOR THEY ARE LIFE TO THOSE WHO FIND THEM, AND HEALING TO ALL THEIR FLESH

CrCo 20

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

Special: Requires Holy Magic

Resolves successfully a Minor Aging Crisis.

(Base 15, +1 Touch)

Source: *The Contested Isle – The Hibernian Tribunal*, 67

GENTLE TOUCH OF THE PURIFIED BODY

CrCo 20

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

The target is cured of a Light Wound caused by poison or disease. This spell does not heal damage caused by injury.

(Base 15, +1 Touch)

Source: *Ars Magica Fifth Edition*, 129

PURIFICATION OF THE FESTERING WOUNDS

CrCo 20

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

The target gains a +9 bonus to Recovery rolls to recover from injuries or diseases, as long as he has been under the influence of this spell for the whole of the recovery interval. The recovery interval is counted from the time that the spell is cast; any previous time is ignored.

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

Source: *Ars Magica Fifth Edition*, 129

THE CHIRURGEON'S HEALING TOUCH

CrCo 20

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

This spell heals a single Light Wound suffered by the person touched. This spell does not heal damage from poison or disease.

(Base 15, +1 Touch)

Source: *Ars Magica Fifth Edition*, 129

THE SOOTHING BALM OF TELESPHORUS

CrCo 20

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

This spell grants a sick person a +15 bonus to Disease Recovery rolls. It must be in effect throughout the entire recovery period, but can be reapplied every sunrise and sunset to continue its effectiveness. Son of the mythical healer Asclepius, Telesphorus was the Greek god of recuperation.

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

Source: *Dies Irae*, 95

TOUCH OF THE BLESSED VIRGIN

CrCo 20

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

Conscientia swears this was developed for a friend, and she has never personally found a use for this spell. Popular with fathers, princesses, and nuns alike, this spell restores a woman's maidenhood and virtue. This is often combined with an *Elixir of Morning's Afterthought* for full effect.

(Base 15, +1 Touch, Ritual)

Source: *Magi of Hermes*, 28

WARD THE CRUEL TOUCH OF PESTILENCE

CrCo 20

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

The target gains a +9 bonus to Stamina rolls to avoid contracting diseases (see *Ars Magica Fifth Edition*, Debilitation, page 180).

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

Source: *Houses of Hermes – Societates*, 100

WIDENING THE RIVER STYX

CrCo 20

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

Resolves a minor crisis caused by aging (see *Ars Magica Fifth Edition*, page 170). The target still requires rest for the remainder of the season to recover fully.

Aurulentus successfully used this spell to probe the exact effects Hermetic magic can have during an Aging Crisis for his research.

(Base 15, +1 Touch)

Source: *Magi of Hermes*, 20

LEVEL 25

CONJURE A DEAD ARMY

CrCo 25

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

This ritual creates 100 corpses.

(Base 5, +1 Touch, +2 Group, +1 for larger group)

Source: *Hermetic Projects*, 116

RESTORATION OF THE DEFILED BODY

CrCo 25

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

Removes the crippling or malignant aftereffects of any injury, poison, or disease, or of premature aging. The effects of natural aging cannot be undone by this or any spell. This spell does not heal wounds, only extra effects.

(Base 20, +1 Touch)

Source: *Ars Magica Fifth Edition*, 129

THE SEVERED LIMB MADE WHOLE

CrCo 25

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

A limb that has been detached from the body can be reattached, but any decay that has occurred on the severed limb remains after the limb is reattached. After a day of decomposition, a limb is weak. After seven days, it is nearly useless and infects the character on whom it is replaced (Stamina stress roll of 6+ or take a Medium Wound). If it's been severed for more than two weeks, the limb is completely useless.

(Base 25, +1 Touch, -1 since old limb needed)

Source: *Ars Magica Fifth Edition*, 129

LEVEL 30

A LIMB BEREFT

Cr(Re)Co 30

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

Req: Rego

Creates a human leg that is animated and able to move by hopping. Through a quirk in the experimentation process, the leg has an inclination to kick anything it comes near; while there is little danger of serious damage, it is a grisly distraction. If its chosen target decides not to attack the limb directly, he takes a -3 penalty to all rolls and 2 extra botch dice.

Marcus was intrigued to discover that human limbs cannot be created as animate (unlike animal organs) and required a Rego requisite to provide motion. This spell did not provide him with any breakthrough, however.

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

Source: *Magi of Hermes*, 84

ARMS OF THE SALAMANDER

CrCo 30

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

This ritual, written on a casting tablet, instantly restores a character's lost limb. If the character has been without the limb for more than a season, it takes him about a week to become used to its presence again (rolls that require the limb are at a -3 penalty for the week). Casting this ritual requires 6 pawns of vis. Note that, unlike *The Severed Limb Made Whole*, this ritual does not need the original limb. If the target is missing several limbs, the most recently detached is restored by this ritual.

(Base 25, +1 Touch)

Source: *Against the Dark*, 98

BLISSFUL SENSATIONS

CrCo 30

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

The spell removes all pain not exceeding the pain of a light wound from the target. As soon as the spell duration ends, the pain will return if the source still exists.

Aurulentus uses this spell to ease the pains of his wife. His version is specifically designed for his wife, such that she does not gain Warping from this spell (see *Ars Magica Fifth Edition*, page 168). Frequent use of this spell often leads to an addiction, as the return of all the minor pains a human tends to ignore after the effect expires is overwhelming. The spell is not powerful enough to remove the pains of childbirth, Aurulentus uses the spell *Ease the Suffering of Childbirth* for this measure.

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

Source: *Magi of Hermes*, 20

CHEATING THE REAPER

CrCo 30

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

Resolves a major (or less severe) crisis caused by aging (see page 170). The target still requires rest for the remainder of the season to recover fully. Each application of this spell causes Warping.

(Base 25, +1 Touch)

Source: *Ars Magica Fifth Edition*, 129

CONJURE THE HORDE OF THE DEAD

CrCo 30

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

This ritual creates 1,000 corpses.

(Base 5, +1 Touch, +2 Group, +2 for larger group)

Source: *Hermetic Projects*, 117

ENTER THE DOMAIN OF EIR

CrCo 30

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

Named after Eir the Norse goddess of healing. People within the circle have all their wounds improved by one step, and Light wounds are thus completely healed. Guideline from *Houses of Hermes: Societates*, page 100.

(Base 25, +1 Touch)

Source: *Through the Aegis*, 153

GENTLE CARESS OF AESCLEPIUS

CrCo 30

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

All of the target's wounds immediately improve by one level of severity; an Incapacitating Wound becomes a Heavy Wound, a Heavy Wound becomes a Medium Wound, and so forth. Light Wounds are healed instantly.

(Base 25, +1 Touch)

Source: *Houses of Hermes – Societates*, 100

TRAVELER'S RESPITE

CrCo 30

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

This ritual spell restores one Long-Term Fatigue level to up to 10 individuals. Note that as this is a Ritual spell, the caster will lose at least one Long-Term Fatigue level himself, and possibly more if his Casting Total is low (see *Ars Magica Fifth Edition* page 81).

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

Note: This spell is listed as a possible laboratory project that may be produced from Insights gained from researching Folk Witch magic.

Source: *Hedge Magic*, 51

LEVEL 35

(PHYSICAL CHARACTERISTIC) OF THE FOLLOWERS

CrCo 35

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

There are four variations of this lesser version of (*Physical Characteristic*) of the Heroes (CrCo60), which permanently increase a physical Characteristic (Strength, Stamina, Dexterity or Quickness) by one, but to no more than 0. During these minor rituals, followers of the Cult of Heroes are purified and anointed with oil, and have their innate weaknesses magically removed, making them truer to their ideal forms, to prepare them for the other, greater rituals.

(Base 30, +1 Touch)

Source: *Houses of Hermes – True Lineages*, 103

LEVEL 40

ARTEMIS' FERTILITY

CrCo 40

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

Increases the fertility of the target, thus improving the chances of conception. The spell does not *guarantee* conception, not even during the usual fertile phases of a woman, as Hermetic magic is unable to create life. All other magi Aurulentus has talked to do not believe that this spell works, but this does not deter him.

(Base 20 (heal any debilitating effects of poison, disease, or injury preventing conception), +1 Touch, +3 Moon)

Source: *Magi of Hermes*, 20

INCANTATION OF THE BODY MADE WHOLE

CrCo 40

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

Heals all damage to a human body at the conclusion of the ritual. The spell can only heal wounds, not such damage as missing limbs, or diseases and damage from poisons.

(Base 35, +1 Touch)

Source: *Ars Magica Fifth Edition*, 129

PURIFICATION

CrCo 40

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

This ritual may only be cast on another character who has a Decrepitude Score of 1 or higher. The caster cannot cast it on himself. During the ritual the target must be bathed in water, in a consecrated temple of Mercury.

The target's apparent age is reduced by 5 years and his Decrepitude Score is reduced by 1. The player also removes up to 5 Aging Points currently allocated to the character's characteristics.

Assuming that the vis is available, and the caster is willing, the ritual may be cast multiple times in quick succession (to reduce a high Decrepitude Score to a much lower value). The ritual has no effect if the target character has a Decrepitude Score of 0. Note that the ritual does not reduce the actual age of the character, so it has no effect on the Aging Roll.

Commentary included in the Lab Text suggests that the Mercurian priests used this ritual in a similar manner to the way Hermetic magi use the Longevity Ritual. The ritual is compatible with the Longevity Ritual.

This ritual breaks the Hermetic Limit of Aging.

(Base Effect, non-Hermetic)

Source: *Mythic Locations*, 97

LEVEL 50

BESTOW THE BLESSING OF APOLLON

CrCo 50

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

All targets within the room gain a +18 bonus to Recovery rolls to recover from injuries or diseases, as long as they have been under the influence of this spell for the whole of the recovery interval. The recovery interval is counted from the time that the spell is cast or from the time the subject enters the room — whichever is later. Any previous time is ignored.

This spell was invented by Aurulentus as a proof of concept. It is no longer used, as it is too expensive in terms of vis and causes Warping. Instead, an Enchanted Item has been made with similar effects (see New Items: Bed of Rapid Convalescence).

(Base 15, +1 Touch, +4 Year, +2 Room)

Source: *Magi of Hermes*, 21

CONJURE THE WALKING DEAD

CrCo(Au, Te, Vi) 50

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

Req: Auram, Terram, Vim

This ritual creates a revenant — one of the magical walking dead. Different from an animated corpse, a revenant is a malefic creature with a Magic Might of 9. While it is lacking intelligence, a revenant possesses a violent personality and, if not immediately magically controlled, it attacks the nearest living creature. The Auram and Terram requisites are necessary for instilling the revenant's magic powers.

(Base 45, +1 Touch)

Base Level Interpretation: A level 10 Creo Animal spell creates the corpse of a mundane animal, while a base level 5 Creo Corpus spell creates a mundane human corpse. A level 50 Creo Animal spell will create a magical beast, meaning that a level 45 Creo Corpus spell will create a magical human.

Source: *Hermetic Projects*, 117

INCANTATION OF THE WARRIORS MADE WHOLE

CrCo 50

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

Heals all damage to all human bodies in the room at the conclusion of the ritual. The targets must have been present in the room for the entire length of the ritual to benefit from the spell. The spell can only heal wounds, not such damage as missing limbs, or diseases and damage from poisons.

This improved version of the *Incantation of the Body Made Whole* was commissioned by a Tremere magus who wanted to save vis while healing a large group of wounded people. To use this during (or better, after) a battle, a tent may be used instead of a room. Using Target: Room rather than Group means that this spell can heal more wounded, if one can get all of them into a single room.

(Base 35, +1 Touch, +2 Room)

Source: *Magi of Hermes*, 21

THE RITE OF HEALING

CrCo 50

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

Zenodochia contain a casting tablet for this ritual, which heals the targets of all Wounds the user may have. Casting this ritual requires a rook of vis.

(Base 35, +1 Touch, +2 Group)

Source: *Against the Dark*, 99

UNIVERSAL POULTICE

CrCo 50

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

Zenodochia contain a casting tablet for this ritual which cures the targets of any disease they may have. Casting this ritual requires a rook of vis.

(Base 35, +1 Touch, +2 Group)

Source: *Against the Dark*, 99

LEVEL 60

(PHYSICAL CHARACTERISTIC) OF THE HEROES

CrCo 60

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

Each of the four variations of this ritual permanently increases one of the subject's physical Characteristics (Strength, Stamina, Dexterity or Quickness) by one, to no more than +5. During the ceremony, the subject is buried under earth, emerging from the ordeal permanently improved and one step closer to human perfection.

(Base 55, +1 Touch)

Source: *Houses of Hermes — True Lineages*, 103

LEVEL 65

BLESSING OF ARTEMIS' FERTILITY

CrCo 65

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

Increases the fertility of all within the boundary, even if they were not present at the completion of the ritual. As with the spell *Artemis' Fertility*, no other magus believes that this spell works as anything other than a giant waste of precious *Creo* and *Corpus vis*. Aurulentus points out that at his Covenant a higher than average rate of births is apparent, but most magi believe this to be merely a fluke. Other magi theorise that the mundanes are influenced by the fact that the magi have many children, and thus also act in a promiscuous way. So far, no-one has been able to replicate the spell, although Aurulentus gives copies of the Lab Texts of the spell freely to anyone asking for them.

(Base 20, +1 Touch, +4 Year, +4 Boundary)

Source: *Magi of Hermes*, 21

LEVEL 75

THE SHADOW OF LIFE RENEWED

CrCo(Me) 75

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

Req: Mentem

Brings a semblance of life to a corpse. During the ritual, healing spells work on the corpse, since the body must be physically whole or it dies again once brought to life. For each day the person has been dead, roll for aging. When the ritual is complete, roll to determine the success of the attempt:

Roll	Result
1	body dissolves
2	body possessed by a demon, faerie, or other supernatural entity
3	mindless, useless living corpse
4–5	automaton with no Abilities over 3
6–7	automaton, Abilities as normal person's
8	person with self-direction but no personality, and dangerously demented
9–10	person with will, but no personality

In any case, the revived person is not truly alive and is unable to gain experience points. Also, the person must make an aging roll at the beginning of each year of its existence, regardless of age. This is the closest that the Order has gotten to raising a person from the dead.

(Base 70, +1 Touch, no addition for requisite)

Source: *Ars Magica Fifth Edition*, 129

Intellego Corpus Spells

GENERAL

SIGHT OF THE TRUE FORM

InCo Gen

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

You see the true, original form of any person whose form has been changed or masked. This spell can see through mundane masks and disguises at level 10, and can see through the effects of other spells that are equal to or lower than the level of this spell.

(Variable base)

Source: *Ars Magica Fifth Edition*, 130

LEVEL 4

CONVERGENCE OF PLACE

InCo 4

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

This spell, which can use an astrolabe, determines the current celestial location of the target. This is sufficient information to calculate a daily horoscope for the target, for a +1 Sympathetic Connection; Int + Artes Liberales (astronomy) roll against an Ease Factor of 9 (see *Ars Magica Fifth Edition*, page 84). Calculating the horoscope itself takes an hour.

This spell must Penetrate the Magic Resistance of the target to be effective. This spell is intended to be cast through an *Intangible Tunnel*.

(Base 3, +1 Touch)

Source: *Hermetic Projects*, 92

PHYSICIAN'S SENSE

InCo 4

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

Like The Physician's Eye, this spell determines the general health of the caster. It is useful in discovering if a common cold or recurring ache is actually something more severe.

(Base 4)

Source: *Apprentices*, 47

LEVEL 5

MIDWIFE'S EYE

InCo 5

R: Touch, **D:** Mom, **T:** Unborn Child

Special: Requires Fertility Ritual Magic Virtue

This spell indicates the general health and sex of an unborn child. A Perception + Fertility Lore roll against an Ease Factor of 3 indicates the expected date of birth. (Base 4, +1 Touch)

Note: This spell is listed as a possible laboratory project that may be produced from Insights gained from researching Fertility Magic.

Source: *Ancient Magic*, 56

PHYSICIAN'S EYE

InCo 5

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

Determines the general health of a single person. Specific afflictions appear to you as areas of yellow coloration on the person's body. A Perception + Medicine stress roll is required to identify unusual diseases. The Ease Factor is determined by the rarity of the disease.

(Base 4, +1 Touch)

Source: *Ars Magica Fifth Edition*, 130

POSE CLOTHO'S QUESTION

InCo 5

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

Determines if the target is pregnant. The spell will fail if cast on a man. Clotho is the youngest of the three Fates.

(Base 4, +1 Touch)

Source: *Magi of Hermes*, 21

SENSE OF THE LODESTONE

InCo 5

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

The caster senses the distance and direction to the target. The caster must have an Arcane Connection to the target.

A Momentary duration version of this spell would actually be sufficient to determine the distance and direction of the target. However, by concentrating for several rounds, the caster can also use this spell to estimate the speed and direction of the target (if the target is in motion).

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

Source: *Hermetic Projects*, 84

SENSE OF THE LODESTONE

InCo 5

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

The caster senses the distance and direction to the target. The caster must have an Arcane Connection to the target. Ariane casts this spell through an Intangible Tunnel.

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

Source: *Through the Aegis*, 79

LEVEL 10

CONVERGENCE OF BIRTH

InCo 10

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

This spell, which can use an astrolabe, determines the birth place and time of the target. This is sufficient information to calculate the nativity horoscope of the target, for a +2 Sympathetic Connection; Int + Artes Liberales (astronomy) roll against an Ease Factor of 9 (see *Ars Magica Fifth Edition*, page 84). Calculating the horoscope itself takes a day.

This spell must Penetrate the Magic Resistance of the target to be effective. This spell is intended to be cast through an *Intangible Tunnel*.

(Base 5, +1 Touch)

Source: *Hermetic Projects*, 91

EVALUATE THE FACING OPPONENT

InCo 10

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

Looking the target in the eye, the caster is able to sense any corporal affliction or ailment that might hamper the target's physical movement. This includes, for example, injuries, fractures, and crippled limbs covered by clothes or armor. Note that the caster must face the target directly to scrutinize his or her physical condition.

When Tolides developed this spell he did not own a mirror, but seriously considered acquiring one to extend the utility of the spell to diagnosing himself.

(Base 5, +1 Eye)

Source: *Magi of Hermes*, 131

FOOTSTEPS ON THE SACRED WAY

InCo 10

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

Locates the position of the target, which the caster has an Arcane Connection to, along a road. Herakles uses this to detect a person walking along the Sacred Way, but it works on any road.

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

Source: *Through the Aegis*, 78

PARENTAL INQUISITIVENESS

InCo 10

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

Determines the sex of an unborn child. Hermetic magic can only distinguish the unborn child as a Part of the mother from the second trimester of pregnancy onwards (see *Ancient Magic*, page 55), so this spell will fail if cast in the first trimester of pregnancy.

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

Source: *Magi of Hermes*, 21

POSE NONA'S QUESTION

InCo 10

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

Determines if the target is pregnant and how many months are left until birth, barring unforeseen circumstances. The spell will fail if cast on a man. If the target is not pregnant, the exact date of the menstrual cycle will be revealed. Nona is the Roman version of Clotho and goddess of pregnancy. She was often called upon by women in their ninth month of pregnancy to ensure a smooth birth.

(Base 5, +1 Touch)

Source: *Magi of Hermes*, 21

REVEALED FLAWS OF MORTAL FLESH

InCo 10

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

You are able to find any medical defects in a person or being that you are touching. This provides more, and more specific, information than *Physician's Eye*.

(Base 5, +1 Touch)

Source: *Ars Magica Fifth Edition*, 130

THE SIGNIFICANCE OF THE GROUP

InCo 10

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

The Numerologist instantly divines the number of people in a group. The spell allows any restriction within the parameters that define a standard Group Target; for example, "How many onelegged men are in the crowd?"

Numerologists claim to be able to gain insight from such numbers.

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

Source: *The Mysteries*, 93

LEVEL 15

NUMBERING THE HOST

InCo 15

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

The Numerologist knows the number of people he can see, and may distinguish them by appearance: men and women, old or young(-looking), and so on.

(Base 3, +4 Sight sense)

Source: *The Mysteries*, 93

THE GENETHLIALOGICAL INVESTIGATION

InCo 15

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

The caster learns the target's place and time of birth. Casting this spell on a magus is tantamount to declaring Wizard's War, since there is no honest reason for needing this information without the consent of the target. Genethliology is the study of days of birth.

(base 5, +2 Voice)

Source: *Art & Academe*, 72

THE MACULATE NOBLEWOMAN

InCo 15

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

Accurately determines the underlying reason for the infertility of the target.

Aurulentus successfully used this spell to compare two groups: those infertile from natural causes and those rendered infertile by a Longevity Ritual. Exploring the fundamental differences between these two groups, he was able to gather further insights for his breakthrough.

(Base 10, +1 Touch)

Source: *Magi of Hermes*, 21

VERIFYING THE PRESENCE OF ARTEMIS' BLESSING

InCo 15

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

The caster is immediately aware of a conception in the target during the spell duration. Aurulentus observed grogs with and without Longevity Rituals during intercourse with this spell to explore the differences between the two groups. His research was unsuccessful, as he was not able to witness the actual creation of life with this spell.

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

Source: *Magi of Hermes*, 22

WHISPERS THROUGH THE BLACK GATE

InCo(Me) 15

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

Req: Mentem

You can speak through the barrier — the figurative “gate” — that stands between the dead and the living, to one corpse that has not yet decayed into a skeleton. The corpse cannot have been buried in Church burial, nor have belonged to a spirit that went straight to Heaven (for example, a saint or a crusader). The spirit that you speak with is not compelled to tell the truth; you can, of course, find ways to coerce or trick it into doing so. All those around you can hear the voice of the corpse.

(Base 5, +1 Touch, +1 Concentration, no cost for requisite)

Source: *Ars Magica Fifth Edition*, 130

LEVEL 20

DIVINING THE TRUE HEIR

InCo 20

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

With the various claimants present the magus casts the spell upon the group and learns the relative relationships between the targets of the spell and the target bloodline as represented by an Arcane Connection or known member of the familial line.

The caster learns how many generations separate the individuals, who are cousins, and how much of the line's blood runs in their veins.

Again, this spell is limited as it cannot differentiate between legitimate and illegitimate children, nor can it gain any information about those not present, a crucial part of inheritance law. So this spell is useful for assisting in determining a potential heir from within a group rather than identifying one outright.

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

Source: *Transforming Mythic Europe*, 44

ENERGY SENSE

InCo(Me) 20

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

Req: Mentem

The caster senses the Fatigue status of the target (winded, weary, tired, etc.).

(Base: 5, + 2 Voice, +1 Requisite)

Note: This spell is listed as a possible laboratory project that may be produced from Insights gained from researching Folk Witch magic.

Source: *Hedge Magic*, 51

PULL OF BLOOD

InCo 20

R: Touch, **D:** Mom, **T:** Bloodline, Faerie

This spell informs the caster of the direction and distance to each living descendant of the target. Lambert frequently casts this spell upon himself to keep track of his large family.

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

Source: *Magi of Hermes*, 65

THE INEXORABLE SEARCH

InCo 20

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

Determines the location of a specific person. To cast the spell you need a map and an Arcane Connection. After casting the spell, you can move your finger over the map at the rate of one hour per square foot of map. When your finger passes over the person's location as represented on the map, you sense the person's presence. (If the person is not in the area covered by the map, no sensations result.) You can locate the person to within a thumb's width on the map. A similar spell allows you to search for a dead body (*Tracing the Trail of Death's Stench*).

(Base 3, +4 Arcane Connection, +1 Concentration)

Source: *Ars Magica Fifth Edition*, 131

THE WHOLE FROM THE PART

InCo 20

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

This spell needs to be cast on a current Arcane Connection to a human (or human like creature). This spell gives the caster a mental image of the subject's essential nature. Thus the caster sees the subject without clothes, tattoos, scars or other mutilations. The spell does not target the actual subject; it only probes the Arcane Connection itself. Thus the spell does not need to penetrate the real subject's Magic Resistance.

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

Source: *Houses of Hermes – True Lineages*, 72

LEVEL 25

SIGHT OF THE MOLTING MAGUS

InCo 25

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

This spell allows the caster to spot Corpus material (hair, blood, etc.) within his line of sight. Such material appears to glow with a reddish hue. The spell also allows the magus to estimate how long ago the item parted company from its owner by the brightness of the glow. This spell is used to place suspects in a particular time and place. The spell *The Whole from the Part* (see above) is often used to identify who the item belonged to.

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

Source: *Houses of Hermes – True Lineages*, 72

LEVEL 30

DRAW ON DIANA'S HOUNDS

InCo 30

R: Unlimited, **D:** Conc, **T:** Ind, Ritual

Special: Requires ability to use Unlimited range

Locates any person named in the Ritual on a map. Before the Ritual begins, the caster must create a figurine of the target of the spell. The caster then places the figurine on a map. At the completion of the Ritual, the figurine moves toward the person's location at the rate of one inch per minute. When the figurine reaches the location, it spins rapidly. The target is located somewhere within the area covered by the spinning figurine. If the quarry's location is not on the map used, the figurine does not move.

Although only one map is required to cast the spell, multiple maps of various scales provide the best results. A character may draw a map for use in the spell with a successful Dexterity + Area Lore roll against an Ease Factor of 6. If the roll is unsuccessful, the figurine does not move. The figurine is the focus of the spell and, as long as the magus maintains concentration, the figurine may be placed on any number of maps.

A Dexterity + Craft roll of 9 is required to create the figurine depicting the quarry. The figurine created is approximately three inches tall. To determine the location of the target more precisely, the caster may create a smaller figurine. For each halving of the size of the figurine, increase the Ease Factor by 3.

(Base 3, +6 Unlimited, +1 Concentration)

Note: This spell is listed as a possible laboratory project that may be produced from Insights gained from researching Defixio Magic.

Source: *Ancient Magic*, 45

FROM THIS LINE DESCENDED

InCo 30

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

This spell reveals whether the target represented by the Arcane Connection is descended from a particular bloodline also represented by either a further connection or a known member of that bloodline in the caster's presence. The connection or member of the bloodline is treated as the root of the family tree and the caster gains knowledge of how strong that blood is within the veins of the target. This helps the caster to judge the validity of any claims to inheritance. What it can't do is confirm

a target's right to inherit, as this is dependent on other factors, not least the existence of other claimants and the inheritance laws in question.

(Base 5, +4 Arcane Connection, +1 complexity)

Source: *Transforming Mythic Europe*, 44

THE EYE OF THE SAGE

InCo(Im) 30

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

Req: Imaginem

Lets you see a specific person and what is within one pace of that person. The image is clear enough to allow reading.

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

Source: *Ars Magica Fifth Edition*, 131

LEVEL 35

KNOW THE QUALITY OF THE MAN

InCo 35

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

The caster of this ritual gains information on the target's location and the state of the humors within the target Individual, who must be present throughout the casting of the ritual, across the duration of a year. This allows the magus to record the changes in the target's humors in response to celestial events and circumstances appropriate for their location. In doing so, the magus learns more about the effects of aether upon the humors, ultimately enough to detect the very aether itself once the final breakthrough has been made.

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

Source: *Dies Irae*, 40

LEVEL 40

A FATHER'S CONCERN

InCo 40

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

Special: Orphic Magic

Created by Anatol, a *magos* formerly of House Jerbiton, this spell was used by him to check periodically on his six daughters. He had left them behind to begin an apprenticeship late in life, and when he had completed his studies they'd become married adults and moved away; he couldn't locate them by mundane means.

This spell gives a brief insight into the targets' physical condition. It applies to anyone to whom the *Adelphixis* Range applies for the *magos*, but an easier version of the spell would be more useful to those who don't bear such bonds to multiple people.

(Base 10, +4 *Adelphixis*, +2 Group)

Source: *Houses of Hermes – Societates*, 123

Muto Corpus Spells

LEVEL 4

EARS OF THE HARE

MuCo(An) 4

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

Req: Animal

This spell gives the caster the auditory ability of a hare, granting her +1 on Perception rolls that involve hearing.

(Base 2, +2 Sun, requisite free)

Source: *Apprentices*, 46

EYES OF THE HAWK

MuCo(An) 4

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

Req: Animal

The caster gains the eyes of a hawk, which allows him to clearly see for vast distances.

(Base 2, +2 Sun, free requisite)

Source: *Hermetic Projects*, 87

TRACK BY SCENT

MuCo(An) 4

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

Req: Animal

For the duration of the spell, the caster's sense of smell is as sensitive as a staghound's. Being a hunter through-and-through, Tolides frequently employs this spell to track down those who try to escape the punishment he has decided to deal them.

(Base 2, +2 Sun, requisite free)

Source: *Magi of Hermes*, 131

LEVEL 5

BUSHY TAIL OF THE BRANCH-DANCER

MuCo(An) 5

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

Req: Animal

The target gains the long tail of a squirrel, giving him a +3 to all rolls to keep his balance.

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

Source: *Magi of Hermes*, 85

EYES OF THE CAT

MuCo(An) 5

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

Req: Animal

The target gains the eyes of a cat, which allow him or her to see in near darkness (but not in absolute darkness, such as a lightless subterranean cavern).

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

Source: *Ars Magica Fifth Edition*, 131

EYES OF THE FISH

MuCo 5

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

The target gains the eyes of a fish, which allow him or her to see clearly while underwater but only blurrily while out of the water.

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

Source: *Legends of Hermes*, 106

FORGING THE BONE COVER

MuCo 5

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

This spell changes the inelastic nature of bone, making it elastic and able to be reshaped under pressure. The skull becomes as pliable as clay for the duration of the spell. Once this spell is cast, a human skull can be pressed into a book-shaped wooden frame. When the spell ends, the skull reverts to its inelastic property, but retains its new shape. If later used in an enchanted item, the reshaped skull still gives the magus the same Shape & Material bonus (*Ars Magica Fifth Edition*, page 110).

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

Base Level Interpretation: A base level 1 Muto Terram spell will change one property of dirt. The base level to create dirt is Creo Terram 1, and the base level to create stone is base level 3. A base level 3 Muto Terram would change one property of stone. Bone is harder than dirt but softer than stone, so a base level 1 would not be enough, but base level 3 would. Thus: Muto Corpus base level 3, change one property of bone.

Source: *Hermetic Projects*, 103

SLIME OF THE MUCK-DWELLER

MuCo(An) 5

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

Req: Animal

The target gains the slippery, slimy skin of an eel, which gives him a +6 bonus to his Defense Total against grappling attacks

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

Source: *Magi of Hermes*, 85

SURE-FOOTEDNESS OF THE CRAG-LEAPER

MuCo(An) 5

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

Req: Animal

The target gains the hooves of a mountain goat, giving him a +3 to all rolls to climb and descend steep cliffs and precipitous crags.

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

Source: *Magi of Hermes*, 85

THE SUCCUBUS'S TRICK

MuCo 5

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

This spell causes a female caster to adopt male physical characteristics. A similar spell (*The Incubus's Trick*) turns a male caster into a woman. Eye color, hair color, hairstyle, stature, build, and similar characteristics are not changed by this spell, so anyone familiar with the caster's original appearance can easily recognize her after the change (although the enchanted maga is sometimes instead assumed to be her own "twin brother"). The names of these spells derive from demons of lust who can change their gender.

(Base 3, +2 Sun)

Source: *Houses of Hermes – Societates*, 97

WEBBED TOES OF THE POND-DWELLER

MuCo(An) 5

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

Req: Animal

The target gains the feet of a frog, giving him a +3 to rolls to swim in still or slowly moving water.

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

Source: *Magi of Hermes*, 85

LEVEL 10

ASSUME THE STATURE OF THE GIANTS OF ELD

MuCo 10

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

Adds +3 to the caster's normal Size, turning him into a veritable giant. The caster's clothing, armor, and weapons are also increased in size in proportion. Characteristics are not affected by the size change, but the caster's wound ranges change accordingly: at Size +3, the caster's wounds have eight-point increments (1–8 points for a Light Wound, 9–16 for a Medium Wound, and so forth). Casting requisites of Animal, Herbam, and Terram are usually required to affect all the target's equipment. A size modifier is required for this spell since the final size is ten times the mass of a base target for Corpus.

(Base 3, +1 Diameter, +1 size, +1 to increase equipment as well)

Source: *Magi of Hermes*, 49

AVALANCHE OF FLESH AND STEEL

MuCo 10

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

Up to ten men of Size +1 become capable of running as fast as a horse. Hugh uses this specifically on a group of warriors, and maintains concentration only long enough for them to charge their foes. This gives them a bonus to their first Attack Total equal to their Athletics Ability, up to a maximum of +3.

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

Source: *Magi of Hermes*, 49

BLOOD OF MY ENEMY

MuCo 10

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

The caster of this spell eats a small piece of bread dipped in the blood of another character, although any Arcane Connection to the other character will work. The spell changes the blood of the character so that he becomes a blood relative of the character from whom the consumed blood came. This effect only lasts for the duration of this spell. This does not stop the character from also being a blood relative to his natural relations. Being a blood relative is worth a +1 Sympathetic Connection (*Ars Magica Fifth Edition*, page 84).

This spell is possible because, although being a blood relative is a part of a character's essential nature, Muto spells can violate a character's essential nature (turn a man into a wolf, for example); the character's true essential nature merely returns when the Muto spell ends.

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

Source: *Hermetic Projects*, 91

DISGUISE OF THE NEW VISAGE

MuCo 10

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

The caster's features are transformed to any approximately human configuration he chooses.

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

Source: *Legends of Hermes*, 81

LEVEL 15

DISGUISE OF THE NEW VISAGE

MuCo 15

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

The target's facial features are transformed to any approximately human configuration you choose.

In Cralian of Tremere's version of this spell, the new visage is always as unassuming as possible.

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

Source: *Ars Magica Fifth Edition*, 131

EASE THE SUFFERING OF CHILDBIRTH

MuCo 15

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

Widens the pelvis of the target, making delivery of the child straightforward. See *Art and Academe*, page 62, for rules regarding childbirth; this spell gives a +1 bonus to childbirth rolls.

Aurulentus invented this spell after realizing that his spell *Blissful Sensations* had too many undesirable side effects and was not powerful enough to help his wife during childbirth.

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

Source: *Magi of Hermes*, 22

EYES FROM THE WIZARD TORN

Mu(In, Re)Co(Im) 15

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

Req: Intellego, Rego, Imaginem

This macabre variation on *Image from the Wizard Torn* and *Prying Eyes* actually removes the caster's eyes and has them fly to the location of interest where they transmit the information that they see. At the end of the spell, the caster's eyes are restored to their proper place. This spell did not result in a breakthrough, although Marcus has found it useful. The Rego requisite is required to allow the eyes to fly, but does not incur additional magnitudes.

(Base 3, +1 Concentration, +1 Part, +1 Intellego requisite, +1 Imaginem requisite)

Source: *Magi of Hermes*, 84

PRETERNATURAL GROWTH AND SHRINKING

MuCo 15

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

Adds +1 to the target's normal Size or decreases it by up to 2 points.

(Base 3, +1 Touch, +2 Sun, +1 because the spell allows growth or two kinds of shrinking)

Source: *Ars Magica Fifth Edition*, 131

LEVEL 20

ARM OF THE INFANT

MuCo 20

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

Shrinks a person's arm to half its original length and makes it pudgy, like an infant's.

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

Source: *Ars Magica Fifth Edition*, 131

EYES OF THE HOUSECATS

MuCo(An) 20

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

Req: Animal

The targets gain the ability to see as a cat sees, allowing them to operate normally in low-light conditions. Alexander prefers his group to travel at night when in desert locations, to avoid the heat in the middle of the day.

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

Source: *Magi of Hermes*, 12

FACE OF MOLDED CLAY

Mu(Pe)Co 20

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

Req: Perdo

The caster molds the target's face into a horrific and ugly visage. The destruction of the character's features cripples his senses and makes others unable to understand his speech. It is obvious to all who see the character that he has been cursed by some magical effect.

The target has a -3 penalty to all speech (including spellcasting) due to his malformed mouth, and a -3 penalty to sight, smell, and hearing based rolls.

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

Source: *Hermetic Projects*, 86

HIGH TREE OR SMALL BOULDER

MuCo 20

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

The spell's target either grows to three paces tall or shrinks to only a half pace in height, but his mass isn't affected. As a result, the target is either a thin giant who cannot control his body parts normally, or he is a tiny, fat dwarf who rather rolls than walks.

(Base 3, +2 Voice, +2 Sun, +1 because this spell allows growth and shrinking)

Source: *Magi of Hermes*, 122

PUT ON THE WHOLE ARMOR OF GOD, THAT YOU MAY BE ABLE TO STAND AGAINST THE SCHEMES OF THE DEVIL

MuCo 20

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

Special: Requires Holy Magic

Makes the body more resistant to damage, granting +5 to Soak. No visible effect occurs on the Holy Magus, for this is the armor of righteousness. The spell lasts until the next Sunday, but has no effect at all if cast on the Sabbath.

(Base 10; General Transcendence/Purity, +2 Sabbath)

Source: *The Contested Isle – The Hibernian Tribunal*, 67

SPIRIT OF THE BULL OF MINOS

MuCo(An) 20

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

Req: Animal

During the casting of this ritual spell, the target's heart is cut out and replaced with the heart of a bull. The surgery causes no damage as long as the spell is cast correctly, and it grants the target the Reserves of Strength Virtue throughout the duration of the spell. At the end of the year, the caster can replace the original heart of the target with no ill effects if it has been preserved sufficiently well. If this is not done, the target dies.

This spell results from an Insight (see *Ancient Magic*, pages 8–9) Marcus received after investigating the catacombs under the ruined palace of Knossos. There he found ritual objects belonging to the Minoan Cult of the Bull who practiced a magic similar to that he was trying to achieve. His ability to read the memories of a sacrificial knife (thanks to the third station of the Path of Seeming, see *Houses of Hermes: Mystery Cults*, pages 64–65) gave him the requisite insight to allow him to invent this non-standard spell. He has created an enchanted item called a Canopic Jar to preserve the heart of his experimental subjects (see Enchantments, below).

(Base 2, +1 Touch, +4 Year; level 20 due to ritual effect)

Source: *Magi of Hermes*, 84

THE TWISTED SPINE

Mu(Pe)Co 20

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

Req: Perdo

The target is crippled as his backbone warps and twists. He will be in agony every time he tries to move.

(Base 3, +2 Voice, +2 Sun, +1 requisite)

Source: *The Lion and The Lily – The Normandy Tribunal*, 85

LEVEL 25

GIFT OF THE BEAR'S FORTITUDE

MuCo 25

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

Your flesh becomes resistant to physical damage. You get +3 to your Soak. Your flesh is tough and insensitive; any rolls that involve a sensitive touch (such as for picking a lock) are at -1.

(Base 15, +2 Sun)

Source: *Ars Magica Fifth Edition*, 131

SHAPE OF THE WOODLAND PROWLER

MuCo(An) 25

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

Req: Animal

You place a wolf skin over yourself or another, and the target changes into a wolf. The target may change back at will, ending the spell. Before casting this spell, you must first, of course, acquire the skin of a wolf.

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

Source: *Ars Magica Fifth Edition*, 131

THE BLESSING OF STARKAD

MuCo 25

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

The target grows two more arms. These extra manipulators enhance certain Dexterity tasks such as climbing, and Strength rolls representing the extra muscle power available to the target, such as forcing open doors. In these situations the target receives a +3 bonus to his total. Additionally, the target can wield an additional set of weapons in combat. He can now manage either two single weapons and two shields, or a Great weapon and a shield. If fighting singly, the character makes two attacks per round, one with each set of weapons. If fighting as a group, consider the group to have an extra member, who does not count against the Leadership Ability of the group leader, if any. This extra member is excluded when determining the damage taken by the group. Casting requisites are necessary to adjust the targets in an appropriate manner, else clothing rips and armor hampers the use of the new limbs. Starkad Aludreng was a hero descended from the Norse giants; he possessed eight arms and fought with four swords.

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

Source: *Magi of Hermes*, 49

THE DESERT WANDERER

MuCo(An) 25

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

Req: Animal

Alexander uses this spell to transform into an Arabian camel. This allows him to travel through the arid regions of Northern Africa more easily than if he had human shape. In this form he has the innate abilities of a camel, which includes the ability to detect the direction and distance of water for many miles, by scent. He has a belt made of camel leather that acts as a focus for this spell, enabling him to dispel it at will.

(Base 10, +2 Sun, +1 for size change)

Source: *Magi of Hermes*, 13

TURB OF GIANTS

MuCo 25

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

Adds +3 to the Size of a standard group of men. The targets' clothing, armor, and weapons are also increased in size in proportion. This has no impact on their characteristics, but increases their wound ranges accordingly. Ten individuals up to Size +1 can be affected, and at Size +3, their wounds have eight-point increments (1–8 points for a Light Wound, 9–16 for a Medium Wound, and so forth). Casting requisites of Animal, Herbam, and Terram are usually required to affect all the targets' equipment.

(Base 3, +1 Touch, +1 Diameter, +2 Group, +1 size, +1 to increase equipment as well)

Source: *Magi of Hermes*, 49

LEVEL 30

CLOAK OF BLACK FEATHERS

MuCo(An) 30

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

Req: Animal

You hang a small cape of raven feathers on your back and transform into a raven. You can resume human form at will, but doing so ends the spell.

(Base 20, +2 Sun)

Source: *Ars Magica Fifth Edition*, 131

CURSE OF CIRCE

MuCo(An) 30

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

Req: Animal

Turns a person into a pig.

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

Source: *Ars Magica Fifth Edition*, 131

GIFT OF THE MINOTAUR

MuCo(An) 30

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

Req: Animal

The target of this spell gains the head of a bull. The target's capacity to speak is not affected by the spell, but his voice is. The target may use his horns as a weapon, using the Brawl Ability and the following weapon statistics: Init +2, Attack +3, Defense +2, Damage +3.

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

Source: *Magi of Hermes*, 85

THE CHARIOT OF ZEUS

MuCo(Au) 30

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

Req: Auram

Transforms the caster into a thunderbolt (equivalent to an insubstantial object). In this form he can move literally at the speed of lightning to any location he can see. There must be an unobstructed path between the caster and his destination. Upon arrival the caster transforms back into his normal shape with a mighty crack of thunder. Anyone within 2 paces of his destination must make a Size stress roll against an Ease Factor of 6 to remain standing. The caster can choose the location of another person as his destination, in which case he inflicts +30 damage to that individual and arrives standing next to her. If he strikes a building he arrives on the roof, and the building must make a stress check (*City & Guild*, page 77) or take six damage levels; wooden buildings catch fire even if they survive.

The Duration of this spell cannot be extended beyond Momentary, since bolts of lightning exist only for a moment; furthermore it can only be used outside. Note also that, no matter what your ruling on casting requisites for Rego spells, Muto spells definitely require them.

(Base 30)

Source: *Transforming Mythic Europe*, 112

THE SHADOW ON THE SAND

MuCo(An) 30

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

Req: Animal

The ability to take the shape of a vulture allows Alexander to forage for food, and travel swiftly over areas that do not interest him. Vultures have exceptionally keen eyesight, so he is able to observe distant events on the ground in this form. Vultures are also considered birds of ill-omen, and he has occasionally used this shape to unnerve mundanes. Alexander has a strand of vulture feathers that he uses as a physical prop to allow this spell to be canceled at will.

(Base 20, +2 Sun)

Source: *Magi of Hermes*, 13

LEVEL 35

CLOAK OF FINS AND SCALES

MuCo(An) 35

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

Req: Animal

The caster hangs a small cape of fish scales on the back of the target and the target transforms into a naturally occurring fish of the same approximate size as the original target. The target may choose to change back to human form at any time, but doing so ends the spell. Fish and other naturally aquatic creatures do not suffer any penalties due to pressure.

(Base 20 +1 Touch, +2 Sun, requisite free)

Source: *Legends of Hermes*, 105

FORM OF THE AQUATIC PREDATOR

MuCo(An) 35

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

Req: Animal

The caster hangs a small cape of shark scales on his back and transforms into a large shark of size +2 as described in the accompanying sidebar (found in *Legends of Hermes*). The caster may choose to change back to human form at any time but doing so ends the spell. Fish and other naturally aquatic creatures do not suffer any penalties due to pressure.

(Base 20, +2 Sun, +1 size alteration, requisite free)

Source: *Legends of Hermes*, 105

SHAPE OF THE CREEPING IVY

MuCo(He) 35

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

Req: Herbam

You turn yourself into an ivy plant about 12 feet long or high. You can sense only the most basic things, such as night and day, strong winds, and things that can affect a plant. You can resume human form at will, but doing so ends the spell. While in ivy form, you do not heal any wounds or restore any Fatigue levels. The ivy leaf you use to let yourself change back determines the kind of ivy the target becomes, and you cannot cast the spell without the leaf.

(Base 25, +2 Sun)

Source: *Legends of Hermes*, 81

STANCE OF THE PATIENT TREE

MuCo(He) 35

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

Req: Herbam

You turn yourself into a tree about 12 feet high, with a trunk about a foot thick. You can sense only the most basic things, such as night and day, strong winds, and things that can affect a tree. You can resume human form at will, but doing so ends the spell. While in tree form, you do not heal any wounds or restore any Fatigue levels. The tree branch you use to let yourself change back determines the kind of tree the target becomes, and you cannot cast the spell without the branch.

(Base 25, +2 Sun)

Source: *Ars Magica Fifth Edition*, 131

THE FROZEN WOMB

MuCo 35

R: Touch, **D:** Year, **T:** Unborn Child, Ritual

Special: Requires Fertility Ritual Magic Virtue

This Ritual spell freezes the development of an unborn child for a year. The spell does not damage either the child or the mother — although the mother may be seriously inconvenienced by a delayed late-term pregnancy — but both mother and child gain Warping Points due to being under the influence of a constant, high-power mystical effect (see *Ars Magica Fifth Edition*, page 167).

The spell can be cast at yearly intervals in order to delay a pregnancy for years, or even decades, and versions of this spell with other durations could be used to delay a birth until an astrologically favorable moment.

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

Note: This spell is listed as a possible laboratory project that may be produced from Insights gained from researching Fertility Magic.

Source: *Ancient Magic*, 56

LEVEL 40

A PUNISHMENT FOR BRIGANDS

MuCo(An) 40

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

Req: Animal

This spell transforms a human into a mouse. While in mouse form, the victim of this spell may be affected by *Circle of Beast Warding*, which prevents him or her from fleeing if cast swiftly enough. This allows the mouse to be gathered into a bag and transferred to a place of confinement, or casually destroyed.

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

Source: *Magi of Hermes*, 13

CLOAK OF MIST

MuCo(Au) 40

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

Req: Auram

You turn yourself into a thick, cohesive mist of approximately human size. You can float through the air at walking speed and can see and hear what is going on around you. You can also seep through cracks, but cannot move through solid objects. You may return to human form at any time, but doing so ends the spell. As mist, you are subject to the forces of the wind. In order to cast this spell, you must inhale some mist, and you keep the mist in your “mouth” until you want to end the spell.

(Base 30, +2 Sun)

Source: *Ars Magica Fifth Edition*, 131

FORM OF THE ZEPHYR

MuCo(Au) 40

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

Transforms the caster into a strong gale wind. She flies at 50 miles an hour, but can increase this speed to that of a violent storm wind – 75 miles per hour – by expending a Long Term Fatigue level. She can travel at this increased speed for no more than an hour without expending another Fatigue level. This ability to gust is intrinsic to the type of wind into which the caster turns, much as the *Cloak of Mist* (*Ars Magica Fifth Edition*, page 131) allows the caster to seep through cracks like natural mist. Note that because this spell turns the caster into a gale wind, she cannot travel any more slowly than 50 miles an hour. A different spell (of the same level) is needed to turn into a more gentle wind. The caster inhales a gust of wind to cast this spell, and can end the spell and transform back into human form by letting this captured wind free.

While in the form of a wind, she can attempt to bowl over any object her size or smaller; this requires making roll of Strength + Concentration + stress die against the target's Stamina + stress die. The defender may add Athletics to their roll if they are braced for the attack. If the caster's roll exceeds her opponent's, then the target is knocked off his feet and flung backwards one foot for every point of the difference. As a violent storm wind, the target is instead flung three feet per point of the difference. Falling damage (*Ars Magica Fifth Edition* page 181) is inflicted on those knocked over; hitting an obstruction before the full distance flung back is reached counts as falling onto a hard surface (such as a wall) or a soft surface (such as a haystack). Knocking over inanimate objects has an Ease Factor of 9 + (3 x its Size).

(Base 30, +2 Sun)

Source: *Transforming Mythic Europe*, 113**SHAPE OF THE ANCIENT KITE**

MuCo(An) 40

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

You transform the target into a hawk, kite, or other small raptor, and any books carried by the target or clothing made of animal products that the target is wearing are also transformed. The spell is harnessed and tethered, so that the target has control of the spell and can end the effect at will, returning easily to human form when necessary.

(Base 20, +1 Touch, +3 Moon; Harnessed, Tethered)

Source: *Houses of Hermes – True Lineages*, 102**SHAPE OF THE SIREN**

MuCo(An) 40

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

The caster's body from the hips down is transformed into the tail of a large fish, keeping the same approximate size. The caster also develops gills on his throat allowing him to breathe water but inhibiting his ability to speak, imposing a -3 modifier on all rolls to communicate verbally and a -5 to spell casting totals, as if the character were speaking quietly. While in this form, the caster can move at full speed underwater and does not suffer any penalties due to pressure.

(Base 20, +2 Sun, +1 Part, +1 complexity, requisite free)

Source: *Legends of Hermes*, 105**THE LURKER IN THE RUSHES**

MuCo(An) 40

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

This spell transforms Alexander, or someone he touches, into a crocodile. Crocodiles are fearsome foes in combat around water, and the stealth of the crocodile makes grogs that have experience with the form into useful amphibious or aquatic scouts. Alexander has a crocodile skin dagger scabbard, which he uses to cancel the spell at will.

(Base 20, +1 Touch, +2 Sun. Crocodiles are treated as fish when selecting a base level for this spell, +1 great Size change)

Source: *Magi of Hermes*, 13**TRANSFORM TO WATER**

MuCo(Aq) 40

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

You turn yourself into water, one pint for every pound of your weight. As water, you can hold yourself together unless someone makes an effort to separate part of you from the rest. You can roll slowly across the ground, but cannot move uphill. You can hear sounds, feel things that touch you, and can sense temperature. You can resume human form at will, but doing so ends the spell. You cannot resume human form if a significant part of your body/water is separated from the rest. You pour a small amount of water into your hands when you cast the spell.

(Base 30, +2 Sun)

Source: *Ars Magica Fifth Edition*, 131

LEVEL 45

A SOURCE OF TREMENDOUS PRIDE

MuCo(An) 45

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

Req: Animal

Used to transform the covenant's servants into a pride of lions. Medieval bestiaries recognize three varieties of lion. Male lions of the straight-maned type, which this spell produces, are lazier than female ones, and this has led to the formation of a small cadre of female warriors in the covenant, who are skilled in unarmed combat. A few carry bone weapons. Alexander sometimes uses a tail spur he carries in his trinket pouch as a physical prop to allow this spell to be canceled at will.

(Base 10, +2 Voice +2 Sun +2 Group +1 for size change)

Source: *Magi of Hermes*, 13

CURSE OF THE WEREWOLF

MuCo(An, Me) 45

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

Req: Animal, Mentem

Over the course of a year, the target suffers from lycanthropy: the curse of the werewolf. With each full moon, the target transforms into the semblance of a wolf, losing both human body and mind to be replaced by lupine savagery. The effect goes beyond Hermetic understanding through the continued response to the moon without recourse to a device effect or linked trigger.

This effect is inspired by observing the repeated transformations of a werewolf.

(Base 10, +1 Touch, +4 Year, +1 for Mentem requisite, +1 special effect)

Source: *Dies Irae*, 41

THE SILENT VIGIL

MuCo(Te) 45

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

Req: Terram

You can move into and become part of a rock formation that's at least twice your size. While in the stone, you can hear what's going on around you, but you can't use other senses. The spell lasts until you come out, and you must come out where you went in. You have no need for food or drink, though you do age. Rolls to recover from Fatigue or wounds take twice as long to make while you are in the stone. Casting requisites are required for items you take with you into the stone.

(Base 25, +3 Moon, +1 for special effect)

Source: *Ars Magica Fifth Edition*, 132

LEVEL 50

A SPELL FOR THE DEFENSE OF THE REALM AGAINST EXPECTED INVASION

MuCo 50

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

Adds +3 to the Soak score of all humans on the island, for the rest of the day or night. The spell makes the flesh of the targets tough and insensitive, so they suffer a -1 penalty on all dice rolls requiring sensitive touch.
* Remember to add further magnitudes to increase Boundary size.

(Base 15, +1 Touch, +2 Sun, +4 Bound)

Source: *Transforming Mythic Europe*, 78

LEVEL 55

ALTERATION OF THE BIRTH HOROSCOPE

MuCo(Vi) 55

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

Req: Vim

Using insight from the observations of three-score horoscopes, this spell masks the essential birth horoscope for the given target, altering the effects of the heavens upon the target. Horoscopes created for this individual fail unless calculated using new birth information defined during the ritual, including the place, date, and time of birth, among other factors. Effects that derive a horoscope from a magical understanding of the target function as normal, but any information gained relates to the altered birth information.

The original horoscope reasserts itself at the end of the spell's duration. The effect is inspired by taking horoscopes for three-score individuals, each related to one or more of the others.

(Base 30, +1 Touch, +4 Year)

Source: *Dies Irae*, 41

LEVEL 60

MISTS OF CHANGE

MuCo(An) 60

R: Voice, **D:** Sun & Year, **T:** Bound, Ritual

Req: Animal

As this spell is cast, a whipping wind arises and patches of mist begin to roll across the landscape. Sometimes, a patch of mist suddenly envelops a person for a few seconds, during which time the victim cannot move. When the mist blows away, continuing its course, the person is left transformed into a random creature. Roll a simple die to determine the result:

Roll	Result	Roll	Result
1	Wolf	6	Viper
2	Horse	7	Boar/Sow
3	Brown Bear	8	Dog
4	Large Toad	9	Cat
5	Ferret	10	Other

On a roll of 10, the storyguide picks a creature; be cruel. People transformed retain their human minds, but inherit all the passions and instincts of their new forms. The mist covers the target area, which must be in sight when you cast the spell. The mists affect the area until sunrise or sunset, and transform anyone who remains in the area during that time. For important characters, roll a simple die when the spell is cast and every half hour afterwards, and on a roll lower than the number of rolls made so far the mists envelope and transform them at some point in the next half hour. The transformations last a Year.

(Base 10, +2 Voice, +4 Year, +4 Bound, slightly nonstandard effect, mist/wind cosmetic only)

Source: *Ars Magica Fifth Edition*, 132

LEVEL 70

DRAGON'S BLOOD

Mu(Re)Co(Ig, Te) 70

R: Per, **D:** Year, **T:** Part, Ritual

Req: Rego, Ignem, Terram

This ritual changes the blood of the caster into lava. This does no harm to the caster himself, and his super-heated blood means that he is immune to any heatbased damage that causes +15 or less damage (which includes lava).

If the character is injured in melee combat, his opponent(s) must make Dexterity rolls against an Ease Factor of 6 to avoid being splattered by hot lava. Opponents who fail take +15 damage. If the caster's melee opponents are unaware of his lava blood (that is, it is the first time they have seen him injured), then the Dexterity roll is made against an Ease Factor of 9. The Ignem and Rego requisites are required to give the additional protection from heat. The Terram requisite is free because it is required for the effect.

(Base 25, +4 Year, +1 Part, +1 Ignem requisite, +1 Rego requisite, +2 intense heat)

Source: *Hermetic Projects*, 15

LEVEL 85

COVENANT OF THE DRAGON

Mu(Re)Co(Ig, Te) 85

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

Req: Rego, Ignem, Terram

This ritual changes the blood of a Group of up to 100 individuals into lava. This has the same effect on each member of the Group as the ritual *Dragon's Blood*. This is an efficient way (in terms of vis) of protecting an entire covenant from the heat hazards of living in a covenant located in a volcano – although each person will take 6 Warping points every year (see *Ars Magica Fifth Edition*, page 168).

(Base 25, +1 Touch, +4 Year, +2 Group, +1 size, +1 Ignem requisite, +1 Rego requisite, +2 intense heat)

Source: *Hermetic Projects*, 15

Verdo Corpus Spells

LEVEL 5

IN CHRIST'S FOOTSTEPS

PeCo 5

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

Allows the caster to walk on water.

(Base 4, +1 Concentration)

Source: *Guardians of the Forest*, 96

THE CLERIC'S PATE

PeCo 5

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

This spell causes the target to lose all the hair on his head.

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

Source: *Apprentices*, 45

TOUCH OF THE GOOSE FEATHER

PeCo 5

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

The target lets out a loud sneeze. Spellcasters who sneeze must make Intelligence + Concentration stress rolls of 12+ to maintain concentration, and others get -1 on most activities at the moment of the sneeze.

(Base 3, +2 Voice)

Source: *Ars Magica Fifth Edition*, 132

LEVEL 10

BLACK ANNE'S KISS

PeCo 10

R: Touch, **D:** Mom, **T:** Unborn Child

Special: Requires Fertility Ritual Magic Virtue

This spell wounds an unborn child, causing the fetus to abort. A Stamina stress roll against an Ease Factor of 6 must be made for the mother; if it fails she suffers a Medium Wound.

(Base 5, +1 Touch)

Note: This spell is listed as a possible laboratory project that may be produced from Insights gained from researching Fertility Magic.

Source: *Ancient Magic*, 56

CHASTISE THE UNRULY ANTAGONIST

PeCo 10

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

The target is overcome by intense pain. If the target tries to engage in activities that require concentration while under the effect of this spell, a successful Concentration roll against an Ease Factor of 9 is required (*Ars Magica Fifth Edition*, page 82). The dreadful effect of punishment lasts as long as the caster concentrates.

In Tolides' version of this spell, it appears as if the victim is wrapped in bands of darkness that tear at his flesh.

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

Source: *Magi of Hermes*, 131

CLAW OF THE GLADIATOR

PeCo 10

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

This spell opens a bloody wound on the target, which serves as a Light Wound.

(Base 5, +1 Touch)

Source: *Hermetic Projects*, 85

CLOSE THE BLACK GATE

PeCo 10

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

This spell destroys a corpse, turning it into a black pool of sticky, viscous liquid. This effect can be used to stop the sodales of a Wizard's War victim from using a *Whispers Through the Black Gate* to ask his ghost how he was attacked.

Obviously, there are other techniques for communicating with a ghost. However, *Whispers Through the Black Gate* is the most common such spell in use in the Order.

(Base 5, +1 Touch)

Source: *Hermetic Projects*, 85

WHEN FORTUNA BLINKS

PeCo 10

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

The magus disappears from the Magic Realm for a moment, long enough to avoid a killing blow or a blast of flame, or any threat that immediately endangers him. If the danger is something physical, such as a large rock falling on the magus, he reappears either beside or on top of the intervening material, never underneath or inside it.

While good for desperate situations, this effect is somewhat inconvenient for magi, since the disappearance cancels their Parma Magica ritual. It is useful for characters with inherent Magic Resistance, though.

(Base 10)

Source: *Realms of Power – Magic*, 28

LEVEL 15

DUST TO DUST

PeCo 15

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

Turns a dead body or mindless undead body to dust in two rounds. The spell doesn't affect those undead possessed by spirits. To do this to an animal corpse requires a Perdo Animal spell.

(Base 5, +2 Voice)

Source: *Ars Magica Fifth Edition*, 132

THE WOUND THAT WEEPS

PeCo 15

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

When casting this spell, you point at the victim and a large wound opens on his or her body. The wound is not a deep one, but it bleeds profusely. This is only a Light Wound, but it looks bad.

(Base 5, +2 Voice)

Source: *Ars Magica Fifth Edition*, 133

TRAITOR'S COIN

PeCo 15

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

If the target breaks the bargain made when this spell is cast, then a hideous scar, a brand of an ancient Greek coin, appears on his forehead.

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

Source: *Through the Aegis*, 78

LEVEL 20

FIST OF CRIPPLING

PeCo 20

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

This spell inflicts a Heavy Wound on the target.

(Base 15, +1 Touch)

Source: *Hermetic Projects*, 86

INNER DARKNESS UNLEASHED

PeCo 20

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

The effect of this spell is similar to *The Wound That Weeps* (*Ars Magica Fifth Edition*, page 133), though its cosmetic component and modified Range make it appear somewhat differently.

A wound opens on the body of the affected target, releasing black, oozing liquid similar to oil or tar. As it flows, the black substance is gradually replaced by the victim's normal blood flow, effectively creating a Light Wound.

(Base 5, +3 Sight, free cosmetic effect)

Source: *Magi of Hermes*, 132

INVOCATION OF WEARINESS

PeCo 20

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

The target loses a Fatigue level. The phrases used with this spell are usually singsong melodies, which lull the victim into drowsiness.

(Base 10, +2 Voice)

Source: *Ars Magica Fifth Edition*, 133

KISS OF AGING

PeCo 20

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

The target instantly ages five years. If the target is age 35 or older for any of these accelerated years, immediately make an aging roll for each such year as normal.

(Base 15, +1 Touch)

Source: *Hermetic Projects*, 86

LEVEL 25

BANE OF THE DECREPIT BODY

PeCo 25

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

The target ages 5 years. Determine effects normally. This spell does not work on children younger than age 16.

(Base 15, +2 Voice)

Source: *Ars Magica Fifth Edition*, 133

BLIND THE INSURGENT PACK

PeCo 25

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

Black, oily tears appear in the eyes of all individuals of the affected Group, burning and blurring their vision. With their eyesight blurred, and all sources of light reduced to unrecognizable sparkles, affected targets are considerably hindered while performing actions that depend on eyesight. They are subject to a -3 penalty to all rolls that involve sight (see Poor Eyesight Flaw, *Ars Magica Fifth Edition*, page 58). If left to themselves, the victims' blurred vision heals as a Light Wound.

(Base 5, +2 Voice, +2 Group, free cosmetic effect)

Source: *Magi of Hermes*, 132**CURSE OF THE LEPROUS FLESH**

PeCo 25

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

This spell inflicts leprosy on the target, which causes a person's flesh to rot off in a matter of weeks — a truly hideous sight. Much of the target's flesh literally hangs from his or her frame, and there is a pungent rotting smell about him at all times. The target takes an Incapacitating Wound from the disease, and must roll as normal to recover. The target also loses a point of Stamina by the time the disease ends. If the victim somehow survives this curse, he is shunned by mundane communities. If the victim succeeds in a Stamina roll against an Ease Factor of 6 when the spell is cast, he shakes off the disease, although he still feels unwell for a few days, and may have problems if an astute doctor realizes he is leprosy.

(Base 20, +1 Touch)

Source: *Ars Magica Fifth Edition*, 133**GRIP OF THE CHOKING HAND**

PeCo 25

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

The target feels an invisible, strangling hand on the throat. Each round, the target loses a Fatigue level. Once the target falls unconscious, the spell has no further effect. The spell works by seriously constricting the target's windpipe, hence the feeling. This constriction is not quite enough to kill, however.

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

Source: *Ars Magica Fifth Edition*, 133**INVOCATION OF THE GIANT'S WEARINESS**

PeCo 25

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

This spell causes a target of up to Size +2 to lose one Fatigue level.

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

Source: *Tales of Mythic Europe*, 13**THE WOUND THAT WAILS**

PeCo 25

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

This spell causes a Heavy Wound in a target.

(Base 15, +2 Voice)

Source: *Tales of Mythic Europe*, 13**TRAP FOR THE THIEF IN THE NIGHT**

Pe(In)Co 25

R: Voice, **D:** Event (Mom), **T:** Ind, Ritual**Req:** Intellego**Special:** Requires ability to use Event duration

Inflicts a Medium Wound on any person who meets the definition of the target determined at the time of casting and who comes within the range of the casting point.

(Base 10, +2 Voice, +1 Event [Mom])

Note: This spell is listed as a possible laboratory project that may be produced from Insights gained from researching Defixio Magic.

Source: *Ancient Magic*, 45**LEVEL 30****CIRCLE OF LETHARGY**

PeCo 30

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

Targets within the circle do not regain Fatigue levels by resting. This can keep a character unconscious indefinitely, unless he is moved from the circle or the circle is broken.

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

Note: This spell is listed as a possible laboratory project that may be produced from Insights gained from researching Folk Witch magic.

Source: *Hedge Magic*, 52**EVISCERATION OF A THOUSAND KNIVES**

PeCo 30

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

Inflicts an Incapacitating wound to one target.

(Base 20, +2 Voice)

Source: *Guardians of the Forest*, 60

INCANTATION OF THE MILKY EYES

PeCo 30

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

Blinds a target, leaving the eyes milky with cataracts. This heals as a Heavy Wound.

(Base 20, +2 Voice)

Source: *Ars Magica Fifth Edition*, 133

TWIST OF THE TONGUE

PeCo 30

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

Twists the target's tongue into a spiral, completely destroying the ability to speak. A grave offense to a magus. The damage heals as a Medium Wound.

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

Source: *Ars Magica Fifth Edition*, 133

LEVEL 35

REPOSE OF THE ETERNAL MOMENT

PeCo 35

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

This ritual, which must be cast within the Magic Realm or by a character with Corpus Might, causes the target to disappear into the Twilight Void. As long as it lasts, it is as if he doesn't exist; he will have no memory of the intervening time when, and if, he returns. Note that when the effect is cast in the Magic Realm, it is effectively permanent. A magus determined to ensure he no longer ages might use this effect on himself, first creating a vestige of himself that can be used as a link to draw him back.

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

Source: *Realms of Power – Magic*, 28

THE HAMMER FALLS

PeCo 35

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

Acting through an Arcane Connection, this spell immediate causes the target to suffer a Heavy Wound.

(Base 15, +4 Arcane Connection)

Source: *Tales of Power*, 120

LEVEL 40

BURN HIS EYES OUT

PeCo 40

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

Acting through an Arcane Connection, this spell immediate destroys the target's vision. The damage can be healed over time and is treated as a Heavy Wound.

(Base 20, +4 Arcane Connection)

Source: *Tales of Power*, 120

CLENCHING GRASP OF THE CRUSHED HEART

PeCo 40

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

When casting this spell, you make a clenching motion with your hand. The victim doubles over and dies at once.

(Base 30, +2 Voice)

Source: *Ars Magica Fifth Edition*, 133

LEVEL 45

THE KISS OF DEATH

PeCo 45

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

The person you kiss dies a sudden death. The only mark on the corpse is the black imprint of your lips. You do not need to speak when casting this spell, and thus gain no penalty from silence. (This is why the spell is higher level than the guidelines would indicate.)

(Base 30, +1 Touch, +2 for no words)

Source: *Ars Magica Fifth Edition*, 133

LEVEL 50

THE END OF HATRED

PeCo 50

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

Special: Orphic Magic

Used only once during the Cult's association with the Order of Hermes, this spell instantly slays its target. It requires the caster to have a great rivalry with the target that drowns out all other thought; in game terms, the caster must have the Enemies Flaw relating to the target.

When the inventor used it to slay his mundane rival, he was discovered by the Cult after a Quaesitor began investigating the death. The Quaesitor was able to determine that magic was involved, but had been unable to determine the caster. While the investigator was fooled, the Cult was not, and the *magos* who cast the spell was himself destroyed in an Orphic ritual to keep the Cult's secrets safe.

(Base 30, +4 *Adelphixis*)

Source: *Houses of Hermes – Societates*, 123

LEVEL 55

CURSE OF THE UNPORTENDED PLAGUE

PeCo 55

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

Starts a plague in a city or other Boundary. Everyone within the boundary is afflicted with the disease when the ritual is complete, and suffers as described under *Curse of the Leprous Flesh*, above. The conditions causing the disease last but a moment, so people entering the area after the spell is cast are safe. Using, or even transcribing, this spell is rigorously discouraged by most of the Order of Hermes. (Note: the disease caused by this spell is not the later Bubonic Plague, which is unknown in Europe in 1220.)

(Base 20, +3 Sight, +4 Bound)

Source: *Ars Magica Fifth Edition*, 133

Rego Corpus Spells

LEVEL 5

BEFUDDLED SPEAKER

ReCo 5

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

The target stutters and slurs. Communication rolls made for the target are at -3, and he has a -6 penalty to spoken spellcasting (and an additional botch die).

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

Source: *Hermetic Projects*, 84

CURSE OF THE BABY'S BLADDER

ReCo 5

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

By manipulating the target's stomach and groin muscles, this spell causes the target to release his water, resulting in a (usually) embarrassing situation. This spell does not target or create urine, so if the target has recently urinated, the spell has no effect. This cantation is unfortunately popular with many apprentices.

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

Source: *Apprentices*, 46

CURSE OF THE UNRULY TONGUE

ReCo 5

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

Causes the target to stutter and slur words. Communication rolls are at -3. Spoken spells are at -6 to the spellcasting roll, and there is an extra botch die.

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

Source: *Ars Magica Fifth Edition*, 134

SPASMS OF THE UNCONTROLLED HAND

ReCo 5

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

One of the target's hands spasms, causing him to drop anything he is holding in it. It keeps spasming for as long as you concentrate.

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

Source: *Ars Magica Fifth Edition*, 134

LEVEL 10

FOLLOWER'S BANE

ReCo 10

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

The magus can hex someone he senses via normal or magical senses who stands on the same road. The target's legs starts to spasm in a way that makes it impossible to walk, let alone chase someone.

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

Source: *Magi of Hermes*, 122

GIFT OF THE TORTURED BOWELS

ReCo 10

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

The target is inflicted with a sudden intestinal cramp, then immediately suffers a bout of diarrhea. Once the bowels are empty, there are no physical aftereffects. Medically inclined magi occasionally use this spell (and variants thereof) therapeutically, to purge the body of putrefied humors.

(Base 5, +1 Eye)

Source: *Art & Academe*, 57

RISE OF THE FEATHERY BODY

ReCo 10

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

Allows the target to float vertically to any height, carrying up to 50 pounds, and rising as fast as smoke rises, slower if carrying a heavy load. The target cannot move horizontally through this spell.

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

Source: *Ars Magica Fifth Edition*, 134

SEALING THE LIPS

ReCo 10

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

The target is rendered unable to speak. It appears that his lips have been stitched together; this is a cosmetic effect.

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

Source: *Magi of Hermes*, 58

LEVEL 15

DESPAIR OF THE QUIVERING MANACLES

ReCo 15

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

Your target shakes vigorously from side to side without falling. Those affected get -3 on rolls requiring physical movement, and -1 to most other rolls.

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

Source: *Ars Magica Fifth Edition*, 134

ENDURANCE OF THE BERSERKERS

ReCo 15

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

Your body acts as though it were unwounded and unfatigued for as long as you concentrate. Keep track of the actual Fatigue levels that the body loses while “berserk,” because as soon as the spell wears off, you lose those levels. If you run out of Fatigue levels, the spell terminates immediately and you fall unconscious.

A character under the influence of this spell does risk worsening wounds, but he may not notice.

(Base 10, +1 Concentration)

Source: *Ars Magica Fifth Edition*, 134

GIFT OF THE FROG’S LEGS

ReCo 15

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

Allows the target to leap up to 15 feet vertically or 25 feet horizontally (2 feet less for every Encumbrance point). The person must make a Dexterity – Encumbrance stress roll of 0+ to land without injury. A miss indicates that he takes a Light Wound, and a botch indicates a Medium Wound. The target can only leap once for each casting of the spell, and that leap must be made within ten seconds. As with a frog’s leap, a running start does not improve the leap.

(Base 10, +1 Touch)

Source: *Ars Magica Fifth Edition*, 134

LIFTING THE DANGLING PUPPET

ReCo 15

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

Lifts a person of Size +1 or less vertically into the air. Generally, you can make the target rise or descend as fast as smoke rises, but a heavier person rises more slowly and falls more quickly.

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

Source: *Ars Magica Fifth Edition*, 134

MARKING THE TERRITORY

ReCo 15

R: Per, **D:** Ring, **T:** Scent

Special: Sensory Magic

Anyone smelling the territory marked out by the caster’s scent (usually his urine) cannot enter the warded area for as long as the scent stays fresh, requiring the caster to renew it regularly. The spell manifests as a physical compulsion to turn back upon smelling the magus’s scent. This spell must penetrate successfully to bar passage to any intruder with Magic Resistance, assuming that the intruder is usually associated with the Form of Corpus. (Intruders associated with other Forms are not warded against in any way.)

(Base 3 [move in direction “away”], +2 Ring, +2 Scent)

Source: *Houses of Hermes – Mystery Cults*, 29

RETREAT INTO THE SHELL OF SHADOW

ReCo 15

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

The caster instantly transports himself to any location he can see, not more than 50 paces distant. A puff of black, quickly dissolving vapor is all that is left behind once the caster vanishes and reappears at the destination. If the initial point or endpoint of the leap is Warded, or if the caster’s magic is resisted, that resistance must be overcome much the same as when targeting a Warded area (see *Aegis of the Hearth*, *Ars Magica Fifth Edition*, page 161). Tolides developed this spell to retreat into the shadow of a dark corner. If the endpoint of the transportation is exposed to unclouded daylight,

Tolides must make a Concentration roll against an Ease Factor of 9 to gracefully reach his destination. A failure usually means that he tumbles and falls, is disorientated, or is enfeebled, whereas a botch calls for more-dramatic results to reflect his malediction. Note that this quirk is not a flaw of the spell, but an effect of Tolides’ Susceptibility to Sunlight.

(Base 15)

Source: *Magi of Hermes*, 131

STEP SIDEWAYS

ReCo 15

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

The caster instantly moves to a location she can see within 50 paces. If a Dexterity + Finesse roll against an Ease Factor of 6 is failed, then something goes slightly awry: she might be facing the wrong way, or appears a foot or two above the ground.

(Base 15)

Source: *Through the Aegis*, 79

THE PROMENADE OF CAESAR

ReCo 15

R: Touch, **D:** Mom, **T:** Unborn Child

Special: Requires Fertility Ritual Magic Virtue

This spell transports an unborn child instantly out of his mother's womb, to a distance of up to five paces away. This is normally fatal for the child but does not harm the mother — the spell also removes the placenta. To determine whether the child survives, make a Stamina roll against an Ease Factor of 3 + 3 for each month prior to natural birth. For example, if *The Promenade of Caesar* is cast on an eight-month-old fetus the Ease Factor is 6. An unborn child has a -4 penalty to his Stamina.

(Base 10, +1 Touch)

Note: This spell is listed as a possible laboratory project that may be produced from Insights gained from researching Fertility Magic.

Source: *Ancient Magic*, 56

TRAP OF AMBER

ReCo 15

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

The caster freezes the target in place for the duration of the spell. As well as being unable to move, the target can neither speak nor use gestures in spell casting, and he takes the appropriate penalties if he does try to cast spells regardless.

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

Source: *Hermetic Projects*, 85

WIZARD'S LEAP

ReCo 15

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

The caster instantly transports himself up to 50 paces in any direction, provided he can see his destination or has an Arcane Connection to it. His Talisman comes with him automatically but casting requisites are required to bring along any other clothing or equipment. This spell is very effective as a fast-cast defense to escape attacks or other mishaps, and can also be used for bypassing obstacles or launching surprise attacks.

(Base 15)

Source: *Houses of Hermes – Societates*, 36

LEVEL 20

A BRIDGE WITHOUT WOOD

ReCo 20

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

Instantly transports the target to a point up to 50 paces away. The caster must be able to clearly see the destination. This effect can be used to cross rivers and even scale cliffs if a suitable arrival point can be seen. If enchanted into a device, this effect could be used in place of a bridge, and has the additional benefit that it can be easily removed to prevent enemies from using it.

(Base 15, +1 Touch)

Source: *Transforming Mythic Europe*, 108

ARACHNE'S TUITION

ReCo 20

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

Cast by a master on his apprentice, this spell allows the master to control the apprentice's movements for a day.

The caster can suspend the spell, allowing the apprentice to continue with a task or exercise, and then resume control in order to help the apprentice through a particularly complex task or to correct his student and show how something should be done. The apprentice learns at a much deeper level by having his own actions controlled from within, rather than simply being guided from without.

This spell is designed to assist with the training of physical skills, notably craft skills. Each season a master uses this spell to instruct an apprentice, he can add 1 to his Training Source Quality (see *Ars Magica Fifth Edition*, page 164).

This version was developed generations ago within Petallichus' line of Verditius weavers, though others certainly exist elsewhere within House Verditius and perhaps also in other Houses.

Two seasons of using this spell on an apprentice counts as one year of being under a constant magical effect as per *Ars Magica Fifth Edition*, page 168, and inflicts 1 Warping point in that year.

(Base 4, +1 Eye, +2 Sun, +1 control over fine movements)

Source: *Magi of Hermes*, 101

IT WILL BE HEALTH TO YOUR FLESH, AND STRENGTH TO YOU BONES

ReCo 20

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

Special: Requires Holy Magic

The target's body acts as if unwounded and unfatigued. Wound and fatigue penalties do not apply until the spell expires, and wounds may worsen but this will not be apparent until the spell ends, when accumulated Fatigue takes effect (and may leave the target unconscious). Consecutive castings delay the end of the spell, putting off the time until the accumulated wounds take effect — but the body can only take a number of consecutive castings equal to its Size + 2. Further castings have no effect.

(Base 10 Transcendence/Purity, +2 Sun)

Source: *The Contested Isle – The Hibernian Tribunal*, 67

JUMP OF THE LYNX

ReCo 20

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

Like *Gift of the Frog's Legs*, but with an additional magnitude to avoid the risk of falling. While the spell is working, the caster can make multiple jumps because of its Diameter Duration. Scipio has used this spell to escape when an angry mob was after him.

(Base 10, +1 Diameter, +1 for no falling damage)

Source: *Magi of Hermes*, 124

MERCURY'S WINGED SANDALS

ReCo 20

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

The caster can fly. He must make an Intelligence + Finesse roll to change direction or speed; with an Ease Factor related to his current speed – Ease Factor 3 for walking pace, Ease Factor 9 at moderate speed, Ease Factor 12 at maximum speed.

He can move at a maximum speed as fast as a running horse – about forty miles an hour – but this is reduced by one mile an hour for every point of Load he carries. He cannot physically carry a load which inflicts a Burden more than five points greater than his Strength (i.e. 15 points of Load for a character with Strength 0, 10 points of Load for a character with Strength -1, etc.). A second, unencumbered individual is a Load of 21 on average (see *Grogs*, Chapter 4).

Concentration Duration is better than Sun Duration for this spell since in the former case the caster can end it at will, but the effect is often enchanted into an item that maintains concentration for the caster, for added safety.

(Base 15, +1 Concentration)

Source: *Transforming Mythic Europe*, 111

REMAIN WITHIN THOSE WALLS

ReCo 20

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

A variant on a warding theme, this spell cast with an Arcane Circle target both imprisons people within its bounds and prevents them from crossing into the Arcane Circle.

The Arcane Circle target is usable by those who know the Hermetic Geometry Mystery, and allows the caster to draw a circle at his location while calculating and casting against a sympathetically identical circle in a remote location (see *The Mysteries Revised Edition*, page 95).

Those with Resistance (through Parma or Might) are not confined or restricted unless this spell Penetrates that resistance. Arcane Connections to a named target may be used in order to increase the Penetration as normal, though the increased Penetration is only valid against that named target.

As the base effect for warding spells is Touch, Ring, Circle, the Arcane Circle target raises the level of the spell by one magnitude as it is more complex than its mundane equivalent, but no modifier is required for either Touch or Ring.

(Base 15, +1 Arcane Circle)

Source: *Magi of Hermes*, 101

STANCE OF THE FIRM-BUTTOCKED KNIGHT

ReCo 20

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

Prevents the caster from falling off a seat or saddle, even when vigorously disturbed.

(Base 10, +2 Sun)

Source: *The Lion and The Lily – The Normandy Tribunal*, 60

THE GIFT OF VIGOR

ReCo 20

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

Transfers bodily energy from you to any target who is at a lower Fatigue level than you. You are thus at the target's current Fatigue level, and he or she assumes your previous level. If you lose a Fatigue level from casting this spell, the loss comes after the transfer. Magi have long looked for a way to restore their energy in order to cast more spells. This is the closest they've come.

(Base 15, +1 Touch)

Source: *Ars Magica Fifth Edition*, 134

THE PROTESTING ADVERSARY HELD STILL

ReCo 20

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

The affected target is held fast and still for as long as the caster concentrates. Being held means that the target is unable to move his body, including his limbs, fingers, eyes, and lips. A magus who tries to cast spells while under the effect of this spell is likely to be subject to a penalty to his casting total, unless the intended magical effect does not require words and gestures (*Ars Magica Fifth Edition*, page 83).

In Tolides' version of this spell, small ripples of darkness quiver over the body of the target that seem to function as ropes, holding his victim in place.

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

Source: *Magi of Hermes*, 132

THE TIRELESS FLIGHT

ReCo 20

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

Special: Requires Boosted, Harnessed, and Tethered Magic or Mutantum Magic

The target feels no fatigue for the duration of the spell, allowing her to endure a long journey without rest or sleep. She may also ignore hunger and thirst, and if she is injured she does not feel the pain. Practically speaking, she may ignore all Fatigue and wound penalties. However, this effect only masks the feeling, it doesn't actually replenish her energy, so she still must actually eat and drink to avoid starving to death, and if she pushes herself too hard she may cause herself serious injury (Fatigue levels past Unconscious become Light wounds).

The spell is tethered so that the target can control the effect, allowing her to stop concentrating when she has reached her destination and has time to recover. It is also boosted so that the duration may be extended to as much as a month if necessary, and harnessed so that the target can still cancel it at will.

(Base 10, +1 Touch, +1 Concentration; Boosted, Harnessed, Tethered)

Source: *Houses of Hermes – True Lineages*, 102

TOSSING THE BRAWLING BRUTE

ReCo 20

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

Throws a person 15 feet in the air or 25 feet in any direction, causing falling damage if a solid object intervenes.

(Base 10, +2 Voice)

Source: *Calebais – The Broken Covenant*, 75

LEVEL 25

AWAKEN THE SLUMBERING CORPSE

ReCo 25

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

Causes a corpse to function at your verbal command. Commands have to be very simple, like "attack anyone who comes through here." The corpse used cannot have been buried by Church ceremony.

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

Source: *Ars Magica Fifth Edition*, 134

BLESSED RELIEF OF THE BENIGHTED REINS

ReCo 25

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

Cast on a patient suffering from a kidney stone, the stone is removed from the patient's body and appears in the hand of the caster. The "surgery" requires an Intelligence + Finesse roll against an Ease Factor of 12; failure indicates that the stone remains within the target's body.

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

Source: *Art & Academe*, 60

DIVISION ACCORDING TO BLOOD

Re(In)Co 25

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

Req: Intellego

To cast this spell, the caster holds a glass phial in each hand. One phial contains blood which may come from a mixture of sources. The other phial is empty. Upon casting the spell, *all* the blood from one individual only (in the first phial) is instantly transported into the second phial. By repeatedly casting this spell (and having a sufficient quantity of empty phials available), the caster may separate out the blood from a number of individuals. If the first phial contains only blood from one individual, then all of it will instantly transport into the second phial.

The Intellego requisite is required to distinguish between the different sorts of blood in the phial. The target is Part because only a fraction of the blood (that belonging to one individual) is instantly transported into the second phial.

(Base 10, +1 Touch, +1 Part, +1 requisite)

Source: *Hermetic Projects*, 88

SEVER THE UNWANTED LIMB

ReCo 25

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

One of the target's limbs is amputated cleanly and painlessly, without bleeding. The amputation requires an Intelligence + Finesse roll against an Ease Factor of 12; failure indicates that the target is left intact. If this roll succeeds, the target acquires the Lamé or Missing Hand Flaw. If used instead of surgical intervention, the patient's failed Recovery roll is treated as a stable result instead.

(Base 20, +1 Touch)

Source: *Art & Academe*, 60**STILLNESS OF THE DEAD**

ReCo(An) 25

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

The target is rendered completely immobile for the duration of the spell. This spell will work on both humans and animals, and Marcus developed it for use on targets affected by his various bizarre ritual spells that remove or exchange body parts.

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

Source: *Magi of Hermes*, 85**STRINGS OF THE UNWILLING MARIONETTE**

ReCo 25

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

You can control the physical movements of a person, such as walking, standing, and turning. If the target resists the control, the movements are jerky. The target can yell, but you can prevent intelligible speech by controlling the target's mouth. The target must be conscious to be moved about.

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

Source: *Ars Magica Fifth Edition*, 135**THAT I MAY COME UNTO YOU WITH JOY BY THE WILL OF GOD, AND MAY WITH YOU BE REFRESHED**

ReCo 25

R: Per, **D:** Mom, **T:** Ind**Special:** Requires Holy Magic

Your faith in God immediately restores a single lost Fatigue level, something impossible for Hermetic magic.

(Base 25 Transcendence/Purity)

Source: *The Contested Isle – The Hibernian Tribunal*, 67**LEVEL 30****HOLD CHUR**

ReCo 30

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

Holds the target completely motionless for the duration of the spell. In addition, the spell closes the eyes of the target and keeps them firmly shut, so that he is unable to see for the duration of the spell.

Chur is a troublesome grog of the covenant. A lesser version of this spell was used to stop him when he was doing mischief. Aurulentus soon realized that a more-powerful version would have many uses: as a combat spell, as a spell to act without witnesses, and as a spell to stop nosy mundanes. It was once used on a friendly grog who came under the influence of a mind control spell to stop him from attacking his group without harming him.

(Base 5, +2 Voice, +2 Sun, +1 close eyes)

Source: *Magi of Hermes*, 22**HOUSE ARREST OF THE UNRULY CHILD**

ReCo 30

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

Creates a circle which (if the spell penetrates) no human being may pass. Aurulentus uses this spell to either keep children away from important rooms such as his lab or his bedroom, or to keep children *inside* a room.

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

Source: *Magi of Hermes*, 22**IT'S RAINING MEN**

ReCo 30

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

Instantly transports the targets five paces upwards into the air, after which they drop to the ground. This inflicts damage as per the rules in *Ars Magica Fifth Edition*, page 181.

Source: *Magi of Hermes*, 22

SEVEN-LEAGUE STRIDE

ReCo 30

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

Transports you to any place within seven leagues either that you can see or that you have an Arcane Connection with. If you fail an Intelligence + Finesse stress roll of 9+, your arrival goes slightly awry. For instance, you might fall when you appear, or just be facing the wrong way. A botch means you appear in the wrong place, perhaps even in a wall.

Praefactus of Bonisagus's version of this spell always allows him to appear in a safe, unembarrassing place (assuming he doesn't fail his Finesse roll). All Praefactus's spells make him seem as dignified as possible — manifesting his wizard's sigil.

(Base 30)

Source: *Ars Magica Fifth Edition*, 135

THE MISTAKEN STEP

ReCo 30

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

Instantly moves a target up to 50 paces, at Sight range. Can be used gently, to move people around, or violently, to place them 50 paces in the air and allow them to fall to earth for +75 damage. The caster must be able to see both the starting and finishing locations.

(Base 15, +3 Sight)

Source: *Through the Aegis*, 52

TOPPLE THE BRUTISH BAND

ReCo 30

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

As *Tossing the Brawling Brute*, but affects a Group.

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

Source: *Calebais – The Broken Covenant*, 75

WARD AGAINST THE CURIOUS SCULLION

ReCo 30

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

This spell creates a circle that humans lacking Magic Resistance cannot cross. The spell gently pushes the target away from the ring. It is used to bar entry in many Hermetic sancta.

This spell has an alternate name, *Tyталus's Prison*, which comes from a story, possibly apocryphal, from the life of the Founder Tyталus. It suggests that in the early years of the Order, he cast down a wizard living as a feudal lord in the Rhineland, in part by trapping his mustered army inside a ring placed about the army camp. Members of House Tremere claim a similar feat for one of their early archimagi. Their story seems more likely because he was a vallationist, a builder of magical walls, which explains why the army was not able to deface the ring and escape. It is possible that this is a trick of Guorna the Fetid's, which both magi knew. The second name also hints at an alternative use

of the spell in a magus's sanctum: to imprison an apprentice inside.

(Base 15 [move "away"], +1 Touch, +2 Ring)

Source: *Covenants*, 104

LEVEL 35

ANIMATE THE SLUMBERING CORPSE

ReCo(Me) 35

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

Req: Mentem

A variant of *Awaken the Slumbering Corpse* (*Ars Magica Fifth Edition*, page 134), this spell allows a caster to control a corpse through mental, rather than verbal, commands.

(Base 10, +2 Voice, +2 Day, +1 Mentem requisite)

Source: *Hermetic Projects*, 97

AWAKEN THE COLOSSUS

ReCo 35

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

This spells causes the Size +4 colossus corpse to animate and follow the caster's verbal commands.

(Base 10, +2 Voice, +2 Sun, +1 Size increase)

Source: *Hermetic Projects*, 117

AWAKEN THE SLUMBERING DEAD

ReCo 35

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

Animates a Room of corpses.

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

Source: *Calebais – The Broken Covenant*, 74

SEVEN LEAGUE TRAVEL CIRCLE

ReCo 35

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

Everyone within the circle instantly moves to a location that the caster has an Arcane Connection to, within seven leagues (21 miles). This is sufficient to travel between Miletos and Didyma. If the caster fails an Intelligence + Finesse roll against an Ease Factor of 9, then something goes slightly awry: the travelers might be facing the wrong way, or appear a few feet above the ground.

Items worn or carried by the travelers (armor, weapons, bags, clothes, etc.) move too (which requires suitable casting requisites), but large items do not move. For example, a horse in the circle would not travel, nor would a tree, but a marble statuette carried by a traveler would travel (with a Terram requisite).

The caster does not need to be within the circle. Note the spell is powerful enough to cause Warping on the travelers.

(Base 30, +1 Touch)

Source: *Through the Aegis*, 79

SEVEN LEAGUES TRAVEL

ReCo 35

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

Transports the target to any place within seven leagues either that the caster can see or that the caster has an Arcane Connection to. If the caster fails an Intelligence + Finesse stress roll against an Ease Factor of 9, the arrival goes slightly awry.

This is an improved version of the *Seven-League Stride*, sometimes used by Aurulentus to travel with his wife. The spell is specifically designed for Semira, so as to not cause Warping if cast on her. After Aurulentus created Enchanted Items that allow for instant travel, this spell is only seldom used. It was once used to teleport a group into safety from a sinking ship.

(Base 30, +1 Touch)

Source: *Magi of Hermes*, 22

THE LEAP OF HOMECOMING

ReCo 35

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

Transports you to any place to which you have an Arcane Connection. Most magi use this to return to their laboratories.

(Base 35)

Source: *Ars Magica Fifth Edition*, 135

THE WALKING CORPSE

ReCo(Me) 35

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

Req: Mentem

Turns a corpse into a nearly mindless servant that can follow your simple verbal commands faithfully but unimaginatively. Unless the corpse is preserved with *Charm Against Putrefaction* or the equivalent, the body decays normally, but even a skeleton can be animated.

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

Source: *Ars Magica Fifth Edition*, 135

LEVEL 40

CONTROL THE DEAD TURB

ReCo 40

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

A group of ten corpses animate and follow the caster's verbal commands.

Individual commands cannot be issued to a particular member of the group; every corpse follows the caster's command. While they each perform the same task, they are not considered a trained group for combat purposes.

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

Source: *Hermetic Projects*, 116

LICKING THE BLADE

ReCo 40

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

When casting this spell, the caster holds a glass phial in one hand. When cast, the spell instantly transports a quantity of spilled blood that the caster can see and is within one league (3 miles) into the phial. The blood can be used as a +3 Arcane Connection to the character(s) from which it came. The Arcane Connection lasts for years (see *Ars Magica Fifth Edition*, page 84).

If the blood comes from a mixture of individuals, it must be sorted using a spell such as *Division According to Blood* before it can be used as an Arcane Connection. The exception is that the unsorted blood can be used as an Arcane Connection for effects that use a Group target to affect the entire group from which the blood came.

This spell works because once the blood of a character has been spilled, it does not inherit the character's Magic Resistance. Versions of this spell that instantly transport the blood a shorter (or longer) distance can obviously be invented. The blood might be spilled by a spell effect such as *Crystal Rain*, or it might be spilled via mundane means such as a sword blow or a punch in the face.

The caster may require some sort of enhancement to his senses (such as *Eyes of the Hawk*) to target the spilled blood at the extremes of the range of this spell. (Base 25, +3 Sight)

Source: *Hermetic Projects*, 87

RETURN TO THE FLOW

ReCo 40

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

This spell instantly transports Trajan to a point that he has an Arcane Connection to. He often uses his tattoos as the Arcane Connections for this spell; his tattoos are fixed Arcane Connections to the river (see character insert of Trajan in *Hooks*, page 78).

(Base 35, +1 size modifier)

Source: *Hooks*, 79

THE MORPHEAN GATE

Re(Mu)Co(Me) 40

R: Touch, **D:** Mom, **T:** Dream, Mystery

Req: Muto, Mentem

The caster is transported bodily through a portal from the real world into a dream. He is transported with all his belongings and equipment, just as if transported by a Rego Corpus spell. He remains there until the dream he is in ends, he leaves by the portal he entered through, or he finds some means to escape by using a spell.

At the place in dream where he entered, a dream portal is created by the act of his entrance. The portal can only be affected by spells exceeding the level of the *Morphean Gate* ritual. (Paranoid magi have been known to devise more powerful versions of the spell to protect their exit portal.)

Any physical traveler in this dream may leave through the portal, stepping out to emerge by the body of the dreamer. The portal remains as long as the dream persists. It is possible to encounter the portals of other travelers, and to leave through their portals.

(Base 35, +1 Touch)

Source: *The Mysteries*, 109

LEVEL 45

CONTROL THE DEAD ARMY

ReCo 45

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

This spell causes 100 corpses to animate and follow the caster's verbal commands.

Individual commands cannot be issued to a particular member of the group; every corpse follows the caster's command. While they each perform the same task, they are not considered a trained group for combat purposes.

(Base 10, +2 Voice, +2 Sun, +2 Group, +1 for larger group)

Source: *Hermetic Projects*, 116

PASSAGE TO THE PLACE PICTURED

ReCo 45

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

Special: Requires ability to use Unlimited range

This spell transports the caster anywhere. As part of the Ritual, the caster must paint or draw a picture of the location to which he wishes to travel. If the player succeeds in making a Dexterity + Craft roll of 9 and the spell is cast successfully, the magus is transported to the site depicted. If the roll is botched the character may be transported to the location but buried in a wall, be sent to a place that merely resembles the intended location, or be sent to a Faerie regio.

(Base 35 with Arc, +2 Unlimited)

Note: This spell is listed as a possible laboratory project that may be produced from Insights gained from researching Defixio Magic.

Source: *Ancient Magic*, 45

SUMMONING THE ANCESTOR SPIRIT

ReCo 45

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

One way of determining the rightful heir to an inheritance is to defer to someone or something that already knows the answer. The magic realm is replete with spirits representing every aspect of God's creation including, conceivably, spirits of a given bloodline.

Magical spirits of blood can be summoned through the form of Corpus using a base 15 effect as explained in *The Mysteries Revised Edition*, page 28. This is something that all magi can do and is not reliant on any Mystery initiations.

The caster often prepares a warding circle and then summons the target spirit into that circle. The Arcane Connection used must intimately relate to the target bloodline; a crown for a royal line, a sword passed from father to son, earth from a family estate, and so on. Once summoned, the spirit can be questioned or commanded as normal and if it is powerful enough it should have knowledge of the true heir to the line.

Should the magus wish it, he may also be able to command other information from the spirit concerning those who share its blood.

(Base 15, +4 Arcane Connection, +2 Ring)

Source: *Transforming Mythic Europe*, 44

THE MESSENGER'S SHORTCUT

ReCo(An) 45

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

Req: Animal

Transports a rider and his horse one league (three miles). This effect is usually designed to affect a particular pairing of horse and rider to avoid warping, and so is designed to affect only two individuals. A spell of the same level could transport two or three riders and their mounts, but this spell is not designed to do so.

(Base 25, +1 Touch, +2 Group, +1 requisite)

Source: *Transforming Mythic Europe*, 108

LEVEL 50

CONTROL THE DEAD ARMY

ReCo 50

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

This spell causes 1,000 corpses to animate and follow the caster's verbal commands.

Individual commands cannot be issued to a particular member of the group; every corpse follows the caster's command. While they each perform the same task, they are not considered a trained group for combat purposes.

(Base 10, +2 Voice, +2 Sun, +2 Group, +2 for larger group)

Source: *Hermetic Projects*, 117

THE MOBILE INFANTRY

ReCo 50

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

Instantly transports up to 100 men and their personal equipment up to 7 leagues. This powerful spell has been used to ferry soldiers to a battlefield; the magus who cast it was later executed in a Wizard's March by a Tribunal.

(Base 30, +1 Touch, +2 Group, +1 Size)

Source: *Transforming Mythic Europe*, 108

LEVEL 60

THE IMPASSABLE RIVER

ReCo 60

R: Touch, **D:** Moon, **T:** Special, Ritual

This ritual turns a river into a magical boundary that cannot be crossed by man, woman, or child. It cannot be crossed from either side and those who try may reach midway before they are turned back. Neither bridges nor fords offer any opportunity to cross. They are, however, left unharmed by the magic and they may be used once the spell ends. Variants can be created with the Until (condition) duration or Year, though both of these increase the level by one magnitude.

Magi can create spells with nonstandard Targets quite freely, though they are generally not as optimized as if they had first researched the required Target parameter. In this case, a river is a special form of boundary and the target is particular to this spell so the parameter is treated as Boundary +1, as described in *Ars Magica Fifth Edition*, page 114.

This ritual is designed to protect lands from invasion or to place a barrier in war's path by disrupting the ability of one side or the other to travel. Magi working with nobles involved in the dispute may cast such things, even uninvited, to prevent the loss of life and to give parties the opportunity to talk. The unscrupulous may use this to cut off lines of retreat, hemming enemies in and preventing their escape.

(Base 15, +1 Touch, +3 Moon, +5 special based on Boundary)

Source: *Transforming Mythic Europe*, 45

THE TESSA AND DAMEN WARDS

Re(In)Co 60

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

Req: Intellego

Cast into a flame, this ward prevents a person of a bloodline from crossing the boundary. This requires an Arcane Connection to the primogenitor of the bloodline, like the faerie Target bloodline does. The ward's duration lasts until the flame is extinguished, or until the Arcane Connection expires. If a fixed Arcane Connection is used, and the flame is tended, this ward can last indefinitely. Despite its high level, the effect will likely have a high Penetration due to the caster being able to also use the Arcane Connection for Penetration. Casting with *Wizard's Vigil* will also greatly improve the spell's Penetration. The Intellego requisite is required to detect the bloodline (a specific fact about a person). (Base 15, +1 Touch, +3 Fire, +4 Boundary, +1 Intellego Requisite)

Source: *Through the Aegis*, 97

The Art of Herbam

Creo Herbam Spells

LEVEL 3

THE APPRENTICE'S DELIGHT

CrHe 3

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

This spell creates a ripe apple that lasts for two minutes, long enough to be gobbled down. The apple provides no nourishment; its pleasure is in the sweetness of eating it.

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

Source: *Apprentices*, 45

LEVEL 4

CIRCLE OF ETERNAL SPRING

CrHe 4

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

This spell ensures that all plants within the circle grow well. It has the same effect as *The Bountiful Feast* (*Ars Magica Fifth Edition*, page 135), but is based on Ring Duration and Circle Target.

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

Source: *Magi of Hermes*, 38

GROW THE BOUNTIFUL FEAST

CrHe 4

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

This spell ensures that all plants within the circle grow healthily, and produce a good crop. The plants still mature normally, but when it comes time to harvest, all will produce the maximum amount of crops, of the finest quality the plant can produce.

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

Source: *Magi of Hermes*, 75

LEVEL 5

CONJURE THE STURDY VINE

CrHe 5

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

Grows 10 paces of vine from a moderate quantity of wood, or from fertile soil. The vine is extremely strong and pliable, suitable for use as rope.

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

Source: *Ars Magica Fifth Edition*, 135

THE HEALTHY VINE

CrHe 5

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

Protects a plant of similar size to that described in *The Well Tended Vine* from all disease. Joia created the spell to protect the grapes during an outbreak of Powdery Mildew, a vine disease, but uses it extensively on the garden.

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

Source: *Through the Aegis*, 40

THE MAGIC FLUTE

CrHe 5

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

This spell conjures a carved wooden flute into the hands of the caster. The flute appears just as the caster wishes, although casting requisites are required for flutes decorated with materials belonging to forms other than Herbam, such as the animal horn often used for embellishments.

Having only Concentration Duration, the flute is entirely magical and will disappear at the end of the spell's duration, essentially when Yestin finishes playing it. Yestin benefits from his Performance Magic Virtue when casting this spell, as the act of playing the flute stands in for his concentration.

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

Source: *Magi of Hermes*, 139

THE WELL TENDED VINE

CrHe 5

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

Affects any plant, not just vines, but it was designed by Joia to protect the grape crop initially, and later to win prizes for best vegetable in village contests, before turning it to use on her gardens. The spell effects a plant of a mass equal to ten paces in each direction (that is the size of a small tree, or large vine). While under the influence of this spell the plant grows well, healthy and strong, and any fruit are large and succulent. It does not create the plant, and the plant does not become magical; it simply promotes healthy growth.

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

Source: *Through the Aegis*, 40

LEVEL 10

CLOTHE THE NAKED FORM

CrHe 10

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

Creates an individual garment made of linen or cotton, most commonly undergarments such as the chainse or braies (see the Clothing of the Thirteenth Century insert in *Magi of Hermes*). A Finesse roll determines the quality of the clothes; an Ease Factor of 6 results in a garment of standard quality. If an Ease Factor of 9 is achieved then the caster can specify the brightness of the dye and any regional variations in style. Julia uses this spell rather than *The Tailor's Craft Done in an Instant* when she has no cloth at hand.

(Base 1, +1 Touch, +2 Sun, +2 treated and processed)

Source: *Magi of Hermes*, 58

THE CREATION OF VERDANT GRASSLAND

CrHe 10

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

This spell covers just under 1.25 acres of land with thick grass about a pace high. Wheat is, of course, a grass. Characters making an island 3 miles across have just over 6000 acres of land. Player characters adding 4 magnitudes to this spell can cover just over 12,000 acres of land.

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

Source: *Transforming Mythic Europe*, 62

STATIM SESSIO

CrHe 10

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

Favored by magi young and old who just need a quick rest, this spell creates a comfortable wooden chair.

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

Source: *Magi of Hermes*, 30

LEVEL 15

CREATE THE FLOWERS OF THE MOON

CrHe 15

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

Decorates a room with fresh flowers that grow normally and require care and watering. The quality of the floral display is determined by a Finesse roll. The flowers persist until the spell expires, then simply cease to exist.

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

Source: *Through the Aegis*, 40

LADDER OF IVY

CrHe 15

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

This spell creates a sturdy ladder of ivy that the magus or others can use to scale any wall or (low) cliff. The ivy withers at sunrise or sunset, and can reach up about twenty paces.

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

Source: *Magi of Hermes*, 38

THE CHOKEWEED INCANTATION

CrHe 15

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

Creates a thread of ivy which winds its way up to the target's throat and throttles them. Make a deprivation roll every 5 combat rounds due to lack of air. It requires a Strength roll of 12+ each round to break the grip of the ivy.

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

Source: *Legends of Hermes*, 81

THE GIANT'S BEANSTALK

CrHe 15

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

This is a variant of *Conjure the Study Vine* with two Size modifiers – the vine has a stalk as wide as a small tree, and reaches 40' into the air. It is very easy to climb.

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

Source: *Legends of Hermes*, 81

TRAP OF THE ENTWINING VINES

CrHe 15

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

Causes strong, woody vines to grow rapidly from fertile earth. The vines cover a circle 2 paces across and reach 6 feet high. Anything caught within them is immobilized. To avoid the vines, the target must make a Quickness – Encumbrance stress roll of 9+. To break out requires a Strength stress roll of 12+ (allowed once a round). Someone not trapped can cut a trapped person free in two rounds, assuming proper tools. The vines weaken and wither to dust at sunrise or sunset.

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

Source: *Ars Magica Fifth Edition*, 135

LEVEL 20

BRIDGE OF WOOD

CrHe 20

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

Creates an ornate and exquisitely carved bridge made from living leaves, vines, and wood. The bridge can reach up to 20 paces, and is five paces wide. It is sturdy enough to support creatures of up to Size +4.

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

Source: *Ars Magica Fifth Edition*, 135

CONJURATION OF WILD THYME

CrHe 20

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

Creates ten thousand doses of wild thyme, prepared and dried and ready to use. A different spell is required to create each type of herb.

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

Source: *Art & Academe*, 66

FILL THE CAPACIOUS SILO

CrHe 20

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

Creates a silo of grain. A base Individual of Herbam is about twenty bushels of grain, so this spell creates about twenty thousand bushels, or 30 tons of grain (640 bushels to a ton). This would fill a cylindrical silo 8 paces in diameter and 20 paces high, or a barn 20 paces by 10 paces to a depth of 15 feet. This spell is underoptimized, in that it could create a hundred times more grain for the same spell level (since all Ritual spells have a minimum level of 20); however, that amount of grain would be virtually impossible to store. In a time of famine, that may not be a difficulty.

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

Source: *Transforming Mythic Europe*, 120

HEAL THY BROKEN VOICE

CrHe 20

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

This ritual spell mends a damaged wooden musical instrument. The instrument is returned to the peak of its former condition; that is, the height of its playing life after the instrument had matured and settled, and before decay or accident had affected it. The instrument is also cleaned of all dirt by this spell, as that helps bring it closer to its ideal.

Instruments that have more than one part, such as a fiddle and its original bow, are treated as the same item and are both repaired so long as all parts are present at the ritual's casting.

A badly made instrument cannot be repaired beyond the height of its playing life, so it retains any flaws it had before it was damaged. An enchanted instrument can be made whole again, but any magical enchantments lost as a result of damage are not restored.

This spell has a base level of 15 by analogy with the Creo Corpus guidelines, allowing the healing of "light" damage. Casting requisites are needed for instruments with any non-Herbam components (catgut, horse hair, metal pins, etc.).

(Base 15, +1 Touch)

Source: *Magi of Hermes*, 139

PLANT THE BOUNTIFUL FEAST

CrHe 20

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

This ritual creates a number of edible or food-producing plants. The plants appear fully mature, but still need time to produce a crop. Maris' version of this spell produces Irish moss.

(Base 1, +1 Touch, +2 Group, +1 Size, *ritual*)

Source: *Magi of Hermes*, 75

SHADE THE SCORCHED EARTH

CrHe 20

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

This spell heals a crop infested with sun scorch.

(Base 1, +1 Touch, +4 Boundary, +1 size)

Source: *Dies Irae*, 86

SPROUTING OUT OF SEASON

CrHe 20

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

By the use of this spell, the seed of any plant can be sprouted in a single day or night.

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

Source: *Covenants*, 79

THE APPLE THAT ETCHES

CrHe 20

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

This spell creates 100,000 oak galls. Magi, even in inhospitable climates, can usually find an alternative to galls that provides them with ink, but some covenants are so closed off from the mortal world, and have such an abundance of Herbam vis, that their magi find this spell convenient. There are variants of this spell that create far fewer oak galls, but its Ritual nature ensures that their level is no lower, and they cost the same amount of vis.

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

Source: *Covenants*, 96

THE CREATION OF ACORNS APLENTY

CrHe 20

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

This spell creates a vast pile of acorns, totaling 1 000 cubic paces in volume. An added magnitude (or reduction of the volume to one tenth) allows the maga to precisely mix the varieties of seeds she creates. The maga may use other Creo spells - not rituals this time - to mature each tree, or can use a vast ritual to mature every plant within the Boundary the wall creates.

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

Source: *Transforming Mythic Europe*, 62

THE MINIATURE OF IMMORTALITY

CrHe(An, Te) 20

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

Req: Animal, Terram

This spell creates a painted miniature of a person or scene within voice range of the caster. The picture is painted on a wooden panel, and the spell's requisites include the required mineral-based pigments and the egg yolk necessary for binding the paint.

(Base 2, +2 Voice, + 2 requisites, +1 complexity: minimum level for ritual spell)

Source: *Art & Academe*, 133

THE TRAVELERS' FORTRESS OF CLOTH

CrHe 20

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

This spell creates a tent of waterproof canvas and wooden poles that is large enough to sleep 10 people. The canvas sides appear to grow out of surrounding vegetation, and erect and fasten themselves together. A Finesse roll determines the complexity and comfort of the tent; if the basic Ease Factor of 6 cannot be achieved then the tent leaks and has a musty smell, whereas an Ease Factor of 9 results in a pavilion of superior quality.

(Base 1, +1 Touch, +2 Sun, +2 Group, +2 treated and finished product)

Source: *Magi of Hermes*, 58

WALL OF THORNS

CrHe 20

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

Within seconds, this spell creates a straight wall of woody, thorny bushes up to 20 paces long, 1 pace thick, and 4 paces high. The thorns, which are unnaturally resilient, have a +15 Soak, are cut by edged weapons only, and cutting through requires inflicting a Heavy Wound. Bodily forcing one's way through the wall requires a Strength stress roll of 9+ and does +15 damage whether the attempt succeeds or fails. If the roll botches, an additional 5 points of damage are suffered. The wall grows out of existing bushes or fertile soil. An Athletics stress roll against

an Ease Factor of 9 allows a character to scale the wall, but the character takes +10 damage in the process.

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

Source: *Ars Magica Fifth Edition*, 135

WEAVER'S TRAP OF THREADS

CrHe 20

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

A huge net of thick threads grows in the indicated area, filling a space 5 paces by 5 paces by 6 feet high. With supports the nets can hang vertically, forming a wall, otherwise they act just like a fishing net. Everyone caught in the area is captured within the nets. Getting free requires a Strength stress roll against an Ease Factor of 9; or else someone who is not trapped may use an edged weapon to free a victim, which takes three rounds. Fire is exceptionally effective against the nets, but risks burning anyone caught within. The nets are not sticky, and cannot trap anyone who stumbles into them.

This spell is a deliberate reference to the better-known spell *Weaver's Trap of Webs*, but the thought of emulating a spider is abhorrent to the arachnophobic Julia. Consequently, her version of this spell is less potent, as linen threads are less strong than spider's silk.

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

Source: *Magi of Hermes*, 58

LEVEL 25

CONJURE THE MIGHTY BARN

CrHe 25

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

This spell creates a large barn constructed entirely of wood, including paddocks, stalls, and a loft. The barn is 100 paces long and wide, and twenty feet high. The interior's design is determined by the caster.

(Base 3, +1 Touch, +3 size, +2 elaborate design)

Source: *Hermetic Projects*, 122

THE ENVENOMED THORNS

CrHe 25

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

Coats a wooden weapon with a venom that inflicts +10 damage.

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

Source: *Legends of Hermes*, 81

WALL OF LIVING WOOD

CrHe 25

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

A straight wall of living oak is created, growing quickly from nearby trees, other plant growth, or fertile earth. The wall is 20 paces long, 1 pace thick, and 5 paces high. It can be scaled with an Athletics stress roll against an Ease Factor of 9.

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

Source: *Ars Magica Fifth Edition*, 135

LEVEL 30

FAST GROW

CrHe 30

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

This spell brings a plant to full maturity in a single day or night. Note that the spell must be cast soon after sunrise or sunset for the duration to be long enough for its effect.

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

Source: *Magi of Hermes*, 39

RUNNING REPAIRS

CrHe(Te) 30

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

Req: Terram

This ritual repairs a single damage level to a vessel, represented by the magus identifying and targeting the damaged area of the ship. This ritual may be cast on a ship that has lost multiple damage levels, but only one of those levels will be repaired. A Terram requisite is required to mend or replace bolts, nails, and other fixtures.

If cast on a ship with at least one remaining damage level, any enchantments in the ship are preserved. If the ship has no damage levels remaining, then the enchantments are lost.

(Base 3, +1 Touch, +3 Structure, +2 for treated and processed Herbam, +1 Terram requisite)

Source: *Hermetic Projects*, 65

LEVEL 35

CONJURATION OF BREAD

CrHe 35

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

This ritual creates enough bread to support a moderately sized covenant for a season. The bread is a long-lived ciabatta which lasts if stored well. The ritual is enough to provide a +7 bonus to all Supply rolls made by a besieged castle in that season.

(Base 3, +1 Touch, +2 Group, +5 size)

Source: *Lords of Men*, 116

THE BOUNTIFUL FEAST

CrHe 35

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

This ritual, which must be cast at noon on the day after the winter solstice, attempts to ensure that all crops that grow within its target will be healthy and fruitful. The spell protects against non-magical blight and other diseases. It can't control the weather or prevent others from harming crops, but it does cause crops to be healthier, larger, and tastier than they otherwise would be. The target of this spell is the fields owned by those present at the ritual. The spell must be cast within the region affected by the spell, although that region need not be contiguous. Although food plants are affected most by this ritual, all plants are made healthier to some degree.

(Base 1, +1 Touch, +4 Year, +4 Special (equivalent to Boundary), +1 Size (for a total of +4 Size, including the +3 from the guideline, so that the area affected is up to about 6 miles across))

Source: *Ars Magica Fifth Edition*, 135

LEVEL 40

FORTRESS OF OAK

Cr(Mu)He(Te) 40

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

Req: Muto, Terram

This ritual is normally cast on an acorn from an oak tree and it works like the spell *Conjuring the Mystic Tower* (*Ars Magica Fifth Edition*, page 153) with the exception that it utilizes a tree rather than stone. The tree springs from the ground in moments, towering to its full height of around eighty feet. The tree is still alive, but it has chambers within, complete with earthen floors and earthen hearths for fires. The magus decides the shape and design of the chambers when casting the spell. If the tree dies, the tower remains, now being a dead tree.

(Base 3, +1 Touch, +3 Size, +3 Elaborate, +1 Terram Requisite, +1 Muto Requisite)

Source: *Magi of Hermes*, 39

THE CREATION OF A FOREST

CrHe 40

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

This spell creates a thousand mature trees (Size +2). Each added magnitude multiplies this number of trees by 10.

An added magnitude allows the magus to precisely mix the varieties of plant he creates.

(Base 1, +1 Touch, +2 big initial individual, +2 Group, +3 size)

Source: *Transforming Mythic Europe*, 62

LEVEL 45

CONJURATION OF THE SEAWORTHY COG

CrHe(Te) 45

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

Req: Terram

This ritual creates a fully-formed cog. The resulting ship is an exact copy of the cog used as a template during the design of this spell, even down to the knots in the hull and the adze marks on the keel. The only difference is that, assuming the magus makes the Intelligence + Finesse stress roll against an Ease Factor of 9, the conjured ship is in perfect condition, as though each part of its construction has only just been finished. Any flaws in the original template are rectified where they would have made the conjured ship weaker or less seaworthy.

A Terram requisite is required to create the bolts, nails, and other fixtures.

Given the nature of the spell, a different ritual is required for each different type of ship that the shipwright wishes to conjure. To achieve this, the Hermetic shipwright must create a new ritual using the

existing laboratory text as a guide and apply the principles to a new design.

Unless cast on a waterway, the ritual should be cast within a boat shed prepared to receive the conjured vessel so that it does not topple and damage itself or its surroundings. Making the preparations forms a significant part of the ritual. Botches in casting are likely to conjure the ship in a position the magus did not expect, which could cause significant damage to his laboratory or bystanders.

(Base 3, +1 Touch, +3 size, +2 for treated and processed Herbam, +3 intricacy, +1 Terram requisite)

Source: *Hermetic Projects*, 65

REPARATION OF THE WOUNDED VESSEL

CrHe(Te) 45

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

Req: Terram

This ritual repairs all the damage to the target ship, restoring all its damage levels regardless of its condition. All components considered intrinsic to the ship are affected by the ritual, including the rudder, masts, castles, sails, oars, and so on. The spell works on any vessel and returns it to the peak of its seaworthiness.

Unless the ship is completely wrecked (having lost all of its damage levels), any Hermetic effects enchanted into the vessel are still retained. Enchantments are only lost where all damage levels have been lost.

A Terram requisite is required to mend or replace bolts, nails, and other fixtures.

(Base 3, +1 Touch, +3 Structure, +2 for treated and processed Herbam, +3 intricacy, +1 Terram requisite)

Source: *Hermetic Projects*, 65

THE WOODEN HORDE

CrHe 45

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

This Animae Magic ritual creates ten Herbam-based faeries each with a Faerie Might of 1. Each faerie has a general motivation decided by the caster at the time of casting. Examples might be to attack particular targets, to defend a given person, item, or place, or simply to amuse.

Patronus summons these faeries with the waxing and waning of the moon to protect the tower occupied by the Trattato. They swarm in the trees and grass around the tower and threaten any not wearing a red sash.

No larger than a human hand, these faeries pose little threat individually, but they engage in combat as a swarm of creatures. See the statistics and swarm rules in the nearby insert.

(Base 5, +1 Touch, +3 Moon, +2 Group; +10 levels for Might)

Source: *Tales of Power*, 122

LEVEL 50

A HARVEST BY MORNING

CrHe 50

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

Creo magic brings a thing closer to its ideal, and being a mature plant is more ideal than a sapling, so this spell brings a target group of plants to full maturity over the course of the spell's duration, which must begin as soon as the sun goes down. While *The Unexpected Blossom* makes a group of trees blossom, it must have mature plants to work on, which this spell provides.

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

Source: *Transforming Mythic Europe*, 41

Intellego Herbam Spells

LEVEL 4

PROBE NATURE'S HIDDEN LORE

InHe 4

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

Tells you what kind of plant you are touching. You also get an image of it in its natural habitat. Works with plant products as well as with plants themselves.

(Base 3, +1 Touch)

Source: *Ars Magica Fifth Edition*, 136

LEVEL 5

HUNT FOR THE WILD HERB

InHe 5

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

When you cast this spell, you can smell one sort of plant, and follow the scent, as long as you continue to concentrate. You must have a sample of the type of plant you are looking for. A Perception stress roll of 6+ is needed to follow the scent. If there is no plant of the relevant type fairly close by (close enough to smell), you smell nothing, although the spell still works.

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

Source: *Ars Magica Fifth Edition*, 136

LEVEL 10

INTUITION OF THE FOREST

InHe 10

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

You engage in a type of communion with the woods that you are in, giving you an intuitive sense of how to get along in the forest, and how to get the most out of the forest without causing it harm. You get a +3 to all nature oriented rolls (not including spells) when in a forest or similar area. Causing significant harm to the forest cancels this spell.

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

Source: *Ars Magica Fifth Edition*, 136

LEVEL 15

SHRIEK OF THE IMPENDING SHAFTS

InHe 15

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

Lets you know where anything wooden will be in the immediate future by a shriek that sounds in the air in advance of the wood's coming. A piece of wood that is controlled may change course, so the spell is sometimes wrong. You get a +9 bonus on Defense scores against wooden weapons (provided that you have the freedom to dodge), and you can automatically dodge wooden missiles fired from more than ten paces

away. The shriek is only audible to you, and it cannot be simulated by people making noises.

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

Source: *Ars Magica Fifth Edition*, 136

THE CARPENTER'S KEEN EYE

InHe 15

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

The magus learns whether wood is suitable for use in carpentry, with an indication of the treatment needed (e.g. "unseasoned — season it", or "old, brittle, and dry — discard it").

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

Source: *Covenants*, 51

LEVEL 25

CONVERSE WITH PLANT AND TREE

InHe 25

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

You can speak with a plant for one conversation. The level of conversation depends on the type of plants; longer-lived and more noble plants have more to say. A single question and response takes ten to thirty minutes, with slower-growing plants speaking more slowly. Typically, plants can talk about the soil and about other plants around them, but have limited awareness of more momentary events, such as the passing of animals or people, unless that passing has a direct bearing on the plant (for example, a person cut its trunk). News can spread quickly through a forest when it has to, called from tree to tree on the wind. Bystanders cannot understand your conversation.

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

Source: *Ars Magica Fifth Edition*, 136

LEVEL 30

COMPREHENDING THE MYSTIC DOORWAY

InHe 30

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

The caster can see into the Twilight Void through the vestige of a wooden structure in the Magic Realm, and lead others through it with a +9 bonus to his Vestige Travel Total.

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

Source: *Realms of Power – Magic*, 27

Auto Herbam Spells

LEVEL 5

PASS THE UNYIELDING PORTAL

MuHe 5

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

Makes the wood of a door pliable, allowing the magus to bend it open regardless of most locks or bars.

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

Source: *Ars Magica Fifth Edition*, 137

LEVEL 10

TRANSFORMATION OF THE THORNY STAFF

MuHe 10

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

Causes a length of wood (up to 6 feet in length) to grow thick, sharp thorns at whatever spots you touch. If the spell is cast on a staff, the thorns add +4 to the damage done by the staff.

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

Source: *Ars Magica Fifth Edition*, 137

PIERCING SHAFT OF WOOD

Mu(Re)He 10

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

Req: Rego

Turns a piece of wood into a sleek, barbed, strong shaft that flies through the air at a target. Damage depends on the size of the item from which the shaft is formed: staff (upper size limit) +10, 2-foot branch +8, wand +5. This spell cannot miss, but it is resisted.

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

Source: *Ars Magica Fifth Edition*, 137

LEVEL 15

AEGIS OF UNBREAKABLE WOOD

MuHe 15

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

Makes a wooden shield (or object of comparable dimensions) as strong as iron, increasing its Defense bonus by +1. This is the best benefit magic can provide without increasing the size of the shield. The weight (and Load) of the shield are unchanged. It remains susceptible to fire, but is otherwise nearly indestructible.

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

Source: *Houses of Hermes – Societates*, 36

ROPE OF BRONZE

MuHe(Te) 15

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

Req: Terram

Turns a piece of rope (made from plant material) into refined, superior bronze, which does not break under normal circumstances.

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

Source: *Ars Magica Fifth Edition*, 137

LEVEL 20

THAUMATURGICAL TRANSFORMATION OF PLANTS TO IRON

MuHe(Te) 20

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

Req: Terram

Makes any plant, dead or alive, as hard as iron. Affects any amount of continuous plant material up to the size of a small tree. Sharpedged plants can become deadly when they are made this hard.

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

Source: *Ars Magica Fifth Edition*, 137

LEVEL 25

GIGANTIC GROWTH

MuHe 25

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

This spell instantly increases the size of any plant by a factor of 100, turning bushes into barriers and saplings into mighty oaks. The plants instantly return to normal size at the end of the spell's duration. Larger plants only grow to 100 times the size of a base Individual, but they can be affected.

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

Source: *Magi of Hermes*, 39

HOW GOD CREATED THEM

MuHe(An) 25

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

Req: Animal

All the clothes worn by one person that are made out of animal or plant products become larger and slippery, and slide down to the ground leaving the victim of the spell naked.

(Base 3, +2 Voice, +2 Group, +1 Animal requisite)

Source: *Magi of Hermes*, 124

RAZOR THORNS

MuHe(Te) 25

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

This spell causes razor-sharp thorns to spring out of every plant or plant-made product in an area within the range of the caster's voice. These thorns deal +10 damage to up to a standard group of people (up to ten). The thorns eventually retreat, but they remain for roughly two minutes and can still act as a viable deterrent as the thorns are still just as sharp as a knife. (Base 4, +2 Voice, +1 Diameter, +2 Group)

Source: *Magi of Hermes*, 39**STIR THE SLUMBERING TREE**

MuHe(Me) 25

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

Raises any tree into a state of consciousness resembling that of a human. Such a tree can see and hear what is going on around it, and at a normal human level of perception. Such a tree may share some mental attributes or personality traits with the caster. The tree can rearrange its branches over the course of several hours, though too slowly for people to observe the movement from second to second. Most trees in magical areas are already awake.

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

Source: *Ars Magica Fifth Edition*, 137**LEVEL 30****A POCKETFUL OF SOLDIERS**

MuHe 30

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

This Anima Magic spell creates a horde of ten Herbam-based faeries each with a Faerie Might of 1 by transforming a large group of wooden items. A woodcutter's pile or a thatched roof is enough. Patronus uses these faeries to sow instant confusion or to attack specified targets (anyone not wearing red, for instance). Enough of these capricious creatures stay on-task to make a decent threat, while others engage in harmless tomfoolery. The faeries only last for a diameter and then they fall to the ground, turning back into their original forms, when the spell expires.

No larger than a human hand, these faeries pose little threat individually, but they engage in combat as a swarm of creatures. See the statistics and swarm rules in the nearby insert.

(Base 4, +1 Touch, +1 Diameter, +2 Group; +10 levels for Might)

Source: *Tales of Power*, 122**BLADES OF GRASS, LEAVES OF CUTTING**

MuHe 30

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

This spell makes all the grass and leaves of a group of plants as sharp as a sword's blade; this can make an area utterly impassable for even the most armored of individuals.

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

Source: *Magi of Hermes*, 39

LEVEL 35

BAG OF FEATHERS

MuHe(An) 35

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

Req: Animal

This spell is used to lessen the load carried by expeditions, by transforming all of the food supply they must carry, excepting that required during the spell's duration, into feathers. In Alexander's case each type of food becomes a different color and pattern of feather, so that servants who travel with him learn to read which feather is which provision. Food in feather form does not spoil, although it often tastes slightly of chicken after it regains its original form. Note that the food does not change back when the caster wishes; without *Perdo Vim* magic, he must wait for the duration to end.

(Base 4, +1 Touch, +3 Moon, +2 Group, +1 requisite (changes animal products into lighter animal products))

Source: *Magi of Hermes*, 13

LEVEL 45

LOCKED STOREHOUSE

MuHe(Te) 45

R: Touch, **D:** Year +1, **T:** Str, Ritual, Faerie

Req: Terram

This spell changes a building and the building's contents into a large rock of hard igneous stone for a year and a day. The rock is typically significantly smaller than the altered building (having approximately the same mass as the building), and is buried to the depth of the building's foundation. If there is any material containing animal products in the building (such as leather or wool), then the spell must be cast with an Animal casting requisite or the spell will not function. Over the duration of the spell, the target building and its contents age normally but do not suffer decay in any other respect; Thus no mold or water damage affect the building's contents, but foodstuffs that have been aged for a year and a day would still be far from appetizing.

Lambert has traded to acquire a casting tablet (*Covenants* page 89) of the spell Locked Storehouse; he does not know the spell himself. The casting tablet specifies the use of three pawns of Muto vis and six pawns of Terram vis.

(Base 4, +1 Touch, +4 Year+1, +3 Structure, +1 complexity)

Source: *Magi of Hermes*, 65

LEVEL 55

AWAKEN CONSCIOUSNESS OF PLANT

MuHe(Me) 55

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

Req: Mentem

This spell works exactly as the spell, *Stir the Slumbering Tree* (*Ars Magica Fifth Edition*, page 137), only it is used to awaken multiple plants at once rather than one or two at a time. Once raised, the plants have a state of consciousness that resembles that of a human. The plants can see and hear what's going on around them and at a normal human level of perception. Such plants tend to share some mental attributes or personality traits with the caster. The plants can rearrange their leaves, stems, or branches over the course of several hours, though too slowly for people to observe the movement from second to second. The size bonus enables the spell to awaken an entire forest grove in one go.

(Base 4, +2 Voice, +4 Year, +2 Group, +2 Size)

Source: *Magi of Hermes*, 39

LEVEL 60

CURSE OF THE HAUNTED FOREST

Mu(Pe)He 60

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

Req: Perdo

Turns a previously normal forest into a haunted and dangerous place. The trees become gnarled and hideous, and the imaginative can see menacing faces in them. The trees also become conscious and cruel; capable of sight, hearing, and limited movement. While they cannot uproot themselves, they can move their branches about, and can reach the ground in an hour or two. Only ill-tempered animals, such as boars and crows, live in these woods, and nothing in them is edible. The only knowledge of what might happen should this ritual be attempted in a faerie forest comes from ancient and disputed legends of the Order of Hermes.

(Base 4, +1 Touch, +4 Year, +2 Group, +5 size)

Source: *Ars Magica Fifth Edition*, 137

Verdo Herbam Spells

LEVEL 5

CURSE OF THE ROTTED WOOD

PeHe 5

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

Causes a non-living wooden object to rot and fall apart. Objects up to the size of a single door can be affected, but things that size take up to two rounds to decay. Usually, large chunks of wood start falling off the target, and slowly crumble to smaller and smaller pieces, until only dust is left.

Ferramentum of Verditius's version of this spell is very orderly as per his wizard's sigil. The decay of the object starts from the top and continues to the bottom, leaving only dust as it goes.

(Base 4, +1 Touch)

Source: *Ars Magica Fifth Edition*, 137

THE COOK'S REVENGE

PeHe(An) 5

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

Req: Animal

This spell spoils a plate of food.

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

Source: *Apprentices*, 45

LEVEL 15

CURSE OF THE BLASTED HEATH

PeHe 15

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

This spell destroys all wooden items that the target is carrying. Note that many magical items and talismans are made of wood or have wooden components.

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

Source: *Hermetic Projects*, 86

WIZARD'S AUTUMN

PeHe 15

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

All the deciduous leaves (that is, those that normally fall in autumn) on the target plants turn brown and then fall to the ground. The full process takes a minute. This spell can affect a small grove of trees. The trees do not bud again until the next spring.

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

Source: *Ars Magica Fifth Edition*, 137

LEVEL 20

A SPELL TO KILL WEEDS

PeHe 20

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

The magus touches a weed, and it and all similar plants within a 15-pace range — up to 10 cubic paces of plant material — are weeded out.

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

Source: *Covenants*, 51

PLANT'S WITHERING BANE

PeHe 20

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

Withers and destroys one living plant, up to and including a plant the size of a small tree.

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

Source: *Ars Magica Fifth Edition*, 137

PRUNE PLANT

Pe(Re)He 20

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

Req: Rego

The magus can instantly trim various parts of a plant into any shape that he wishes. The magi must specify the shape of the plant when he casts the spell. The magus cannot increase the size of the plant, nor kill a plant by over-pruning it with this spell, but he can remove or rearrange the branches and leaves in any way that he likes, just as if he were pruning it normally.

(Base 3, +2 Voice, +1 size, +1 Rego Requisite)

Source: *Magi of Hermes*, 39

LEVEL 25

THE GREAT ROT

PeHe 25

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

Rots and destroys a large amount of dead wood, up to the amount found in a wooden house or small inn. Wooden structures creak and groan mightily for about a minute before collapsing.

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

Source: *Ars Magica Fifth Edition*, 138

LEVEL 30

TREADING THE ASHEN PATH

PeHe 30

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

As you walk through a forest after casting this spell, all the plant material 10 paces in front of you and 5 paces to either side withers and dies. Trees are reduced to bare trunks, while their leaves and all smaller plants turn to ash. You can walk for 7 miles with each casting of this spell. Use of this spell in faerie woods is not recommended. This spell was originally invented by a magus of House Flambeau, and he was awarded a prize for it by his primus.

(Base 3, +1 Touch, +2 Group, +3 size, +1 fancy effect (the spell effectively keeps being cast while the caster walks seven miles))

Source: *Ars Magica Fifth Edition*, 138

LEVEL 35

TREE FALLING IN THE FOREST

Pe(Re)He 35

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

Req: Rego

Instantly cuts down a tree, making it fall in the direction the caster designates. With a successful aiming roll, you can make it fall on a living creature. Damage is up to +18 for a mature tree, and the victim or victims may also be pinned by the tree's weight. When used as a form of attack, this spell bypasses Magic Resistance.

(Base 5, +3 Sight, +2 size, +1 Rego requisite)

Source: *Houses of Hermes – Societates*, 36

WILT

PeHe 35

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

This spell causes a plant to wilt and die instantly, though it does not affect any enchantments or spells currently on the plant. Larger plants are still affected, but only parts of them at a time when the spell is cast.

(Base 5, +2 Voice, +1 Part, +3 size)

Source: *Magi of Hermes*, 39

LEVEL 50

THE WIZARD'S CHEVAUCHEE

PeHe 50

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

Wizards should not be angered. With this spell, the caster lays waste to any and all living plants that he can see, for around sixty acres. As a free cosmetic effect the plants are consumed by a magical fire that races across the ground as the caster shifts his gaze. The fire is selective and leaves dead plants, wood, and all other things untouched.

There can be little excuse for casting this spell and even less for enchanting it into a device and giving it to mundanes. However, the threat of it may be enough to keep covenant lands free from the interference of others.

(Base 5, +3 Sight, +2 Group, +4 size)

Source: *Transforming Mythic Europe*, 45

Rego Herbam Spells

GENERAL

WARD AGAINST FAERIES OF THE WOOD

ReHe Gen

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

Like *Ward Against Faeries of the Waters* (ReAq Gen), but for faeries of the wood. At some angles, at night, the ring appears to be a green-hued dome.

(Base effect)

Source: *Ars Magica Fifth Edition*, 138

WARD AGAINST UNNATURAL IMBALANCES OF NUTRITION

ReHe Gen

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

This ritual spell keeps supernatural magical plant diseases of a particular Realm, those originating from a supernatural source or creature with a Might score, from a small garden. It does not aid growth, or otherwise invigorate the crop. The selected base level of effect must be greater than the Might of the source of the magical plant disease, or of the disease itself if the disease has a Might score. In addition to the base effect level, the spell needs to penetrate the Magic Resistance of the magical plant disease, or more likely its source.

(Base effect)

Source: *Dies Irae*, 86

LEVEL 4

A USEFUL INCULCATOR OF COMMENTS

ReHe 4

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

This spell allows librarians to add new descriptions to their catalogs, by sliding the letters on a page aside to create the space for the new entry. The spell was originally created by a magus-scribe to assist in glossing books, but is not effective for this purpose in newer works. That's because the oak-gall "ink" in newer books is really a dye, and to move aside such characters, which are made of dyed parchment, would require an Animal requisite. This limitation can be ignored if magi use true inks, which are suspensions of colored material in fluid, to write their catalogs. This spell assumes an ink made of soot, gum, and vinegar, all of which lie within a single Form. A Dexterity + Finesse roll determines the quality of the text after the magus has relocated it. A result less than 6 indicates that the text has interpolated into and corrupted some other passage.

(Base 3, +1 Touch)

Source: *Covenants*, 99

THE CLOTHIER'S CRAFT DONE IN AN INSTANT

ReHe 4

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

Given an amount of linen or cotton cloth, the caster forms it into a garment according to her specifications. Typical garments made with this spell are the chainse or braies (see the Clothing of the Thirteenth Century insert in *Magi of Hermes*) which are traditionally made of linen. A Finesse roll is necessary to determine the success of the craft magic; the Ease Factor is 9 for clothes of standard quality since it represents a day's work done in an instant. If the Finesse roll fails the caster is left with a useless pile of scraps of cloth. Creating a fabric of a different color than the raw material requires a supply of appropriate dye, but does not change the Ease Factor. Julia typically uses this spell to manufacture clothes out of the magical cloth that she makes (see Enchanted Items).

If starting with raw flax or cotton fibers, this spell would have needed to use the level 5 Rego Herbam guideline "treat and process items made of plant products" given in *Covenants*, page 51. Julia has no need for this version, since her Faerie Blood allows her to effect the transformation from fiber to cloth anyway.

(Base 3, +1 Touch)

Source: *Magi of Hermes*, 58

LEVEL 5

ACORNS FOR AMUSEMENT

ReHe 5

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

This spell, taught to apprentices initially as an amusing game that allows them to vandalize their immediate environment with acorns, becomes a surprisingly effective spell in adult combat. It allows the magus to fling at a target any single piece of wood that is within Voice range and that is smaller than a pace long, wide, and deep. The damage a piece of wood does when it strikes a target ranges from +1, for small, blunt piece, right up to +10 for logs a yard across. Severin usually carries a special hip quiver of sharpened, unfletched arrow shafts, although he has lost this in faerie. An individual shaft does +4 Damage.

(Base 3, +2 Voice)

Source: *Tales of Mythic Europe*, 55

DANCE OF THE STAVES

ReHe 5

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

Causes a pole, staff, haft, or any other long, thin, non-living wooden object to bend and lash about wildly for a few seconds and then stop suddenly. A whirling staff strikes its holder and does +4 Damage, with a possible bonus if the weapon at the head of the pole hits the person.

(Base 3, +2 Voice)

Source: *Ars Magica Fifth Edition*, 138

RICKETY SHACK

ReHe 5

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

This is a very simple spell, designed to teach apprentices Finesse. It allows magi to toss about small pieces of wood, and when played as a game, the idea is to make the pieces land on their ends (to practice Finesse) or form rickety piles, with the loser being the apprentice whose added stick makes the pile collapse. After apprenticeship is over, magi can use it to move wooden objects up to a pace across, at walking speed.

(Base 3, +2 Voice)

Source: *Tales of Mythic Europe*, 55

THE DANCER'S DAME

ReHe 5

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

This spell animates a linen gown or dress to dance with the caster, who must maintain concentration while dancing (Ease Factor 9).

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

Source: *Apprentices*, 46

THE MENDED TEAR

ReHe 5

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

The caster lays a piece of linen or cotton thread over a rent in any fabric and runs her finger over it; the cloth or leather is immediately repaired with a neat stitch. This Craft Magic spell requires successful Finesse roll against an Ease Factor of 6.

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

Source: *Magi of Hermes*, 58

LEVEL 10

ENEMIES ALL AQUIVER

ReHe 10

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

This spell flings the wooden contents of a container into a group of enemies. So that this spell does not require requisites, Severin usually carries a special hip quiver of sharpened, unfletched arrow shafts, although he has lost this in Faerie. A quiver-full of arrows does +8 Damage.

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

Source: *Tales of Mythic Europe*, 55

REPEL THE WOODEN SHAFTS

ReHe 10

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

Deflects a single blow of any weapon made of wood, up to the size of a two-handed club. The attack automatically misses, but the attacker still rolls to see if he or she botches (with two extra botch rolls for melee weapons). If you ordinarily carry a staff, it must be tossed aside for the casting.

(Base 4, +2 Voice)

Source: *Ars Magica Fifth Edition*, 138

ROUGH-HEWN SERVANT

ReHe 10

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

This is a spell for carving a statue from a single block of wood. The piece of wood can be no larger than one cubic pace. This spell requires a Perception + Finesse roll. If this is botched the statue is ruined. If the roll exceeds the Ease Factor of 6, then the statue is serviceable, if not particularly pretty, and can be animated with the *Carved Assassin* spell. If the roll is not successful, then a statue is created, but it is too fragile or too blockish to use effectively with the *Carved Assassin* spell.

(Base 5 (see *Covenants*, page 50), +1 Touch)

Source: *Tales of Mythic Europe*, 55

LEVEL 15

DANCE OF THE SPIDERY INK

Re(Mu)He 15

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

Req: Muto

This effect causes a small quantity of text (up to a page) to form into a spidery creature and walk from one piece of paper or vellum to another. The two pieces of paper or vellum are held in either hand of the caster. Casting the spell transfers the text to the second piece of paper or vellum.

Note that this spell does not attempt to understand the moving text in any way. In order to preserve the sense of the text, the caster must make a Dex + Finesse roll against an Ease Factor of 9 (if *he* understands the text) or 12 (if he does not understand the text).

For this spell to work, the ink must be made of a plant product (which is common). A similar spell designed with an Animal, Corpus, or Terram Form will be needed if the ink is an animal, human, or mineral product.

Similar spells with longer durations and a Group target could be invented to transfer the entire text from a large work. For a Lab Text, for every magnitude of effect (level divided by 5), it takes one hour to move the text. For a summa or tractatus, it takes one hour to move the text per point of Source Quality. Note that this only moves the text from one place to another; it does not create a copy of the text.

The Muto requisite is required to make the ink stick to the new piece of parchment.

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

Source: *Hermetic Projects*, 93

DRAWING UP THE SIEGE LADDER

ReHe 15

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

This spell was originally developed to allow defenders to draw siege ladders over a castle's wall. These could then be used as fuel by the besieged, or, if soldiers clung to them, dropped from great heights. Librarians use it to rearrange wooden furniture, but it can move any group of wooden objects. Items containing this effect can, for example, be used to stack firewood, move barrels, pile grain sacks, and perform many other useful forms of labor.

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

Source: *Covenants*, 101

RING OF EVER BLOOM

ReHe 15

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

This spell forces the plant or flower to continue to bloom even out of season.

(Base 4, +1 Touch, +2 Ring)

Source: *Magi of Hermes*, 39

STRIKE OF THE ANGERED BRANCH

ReHe 15

R: Voice, **D:** Conc, **T:** Part

Causes a large tree branch to swing at a target. The branch's Attack score is equal to your Perception + Finesse. Damage is +10. You may strike repeatedly with the branch, striking once per round for as long as the spell lasts.

(Base 3, +2 Voice, +1 Concentration, +1 Part)

Source: *Ars Magica Fifth Edition*, 138

TANGLE OF WOOD AND THORNS

ReHe 15

R: Voice, **D:** Conc, **T:** Ind

Takes a length of wood that you designate and hurls it at a target (a Targeting roll is required). The wood wraps around and immobilizes the target (assuming that there is enough wood), who must make a Strength stress roll of 9+ to break free (one attempt per round). If the victim ever botches, he cannot escape without outside help. If the length of wood has thorns, it does +6 damage when it hits, and again each time the target tries to break free, whether successful or not. When the caster stops concentrating, the target can escape on a Strength roll of 6+.

(Base 3, +2 Voice, +1 Concentration, +1 Muto requisite)

Source: *Ars Magica Fifth Edition*, 138

THEN I WAS THE CRAFTSMAN AT HIS SIDE. I WAS FILLED WITH DELIGHT DAY AFTER DAY

ReHe 15

R: Touch, **D:** Mom, **T:** Ind

Special: Requires Holy Magic

Permanently mends a non-living product made of plant materials, sealing rips and tears and reattaching separated parts, though missing pieces are not restored.

(Base: 10, Intervention/Purity, +1 Touch)

Source: *The Contested Isle – The Hibernian Tribunal*, 67

WORK OF A HUNDRED QUERNS

ReHe 15

R: Touch, **D:** Mom, **T:** Group

This spell uses Rego craft magic to transform up to 10 bushels of grain into flour. The caster must make an Intelligence + Finesse roll against an Ease Factor of 6 to obtain usable flour, but this is of the poorest quality with pieces of husk still within the bran-heavy flour. An Ease Factor of 12 generates fine white flour instead. An advantage of this spell is that no grit from the millstones end up in the flour regardless of its quality. In Mythic Europe, the right to mill flour is usually protected by law (*Lords of Men*, page 77), and using this spell could get the magus into a lot of trouble; however, it will save them the cost of employing a miller.

The guideline used was published in *Covenants* (page 51), and permits items made of plant products to be treated.

(Base 4, +1 Touch, +2 Group)

Source: *Transforming Mythic Europe*, 120

LEVEL 20

COILS OF THE ENTANGLING PLANTS

ReHe 20

R: Voice, **D:** Conc, **T:** Group

Animates all the grass and small plants within a field delineated from side to side by your outstretched arms and in front by no more than 15 paces of distance. The plants grab and wrap themselves around the people nearest to them (Strength stress roll of 9+ to break free, rolled once per minute). If a roll to break free ever botches, the victim cannot escape on his or her own. With a Concentration roll of 6+, you can release one individual a round.

(Base 3, +2 Voice, +1 Concentration, +2 Group)

Source: *Ars Magica Fifth Edition*, 138

EMBROIDERING THE WIZARD’S ROBES

ReHe 20

R: Touch, **D:** Mom, **T:** Ind

The caster traces out a design on a piece of cloth, and a piece of thread follows her finger and is embroidered into the cloth. A Finesse roll of Ease Factor 9 is required for simple designs, but a 12 is needed for intricate embroidery. Failure to achieve this Ease Factor results in a tangled mess that needs to be unpicked by hand. Julia often “signs” any cloth or clothes she makes using this spell.

(Base 15, +1 Touch)

Source: *Magi of Hermes*, 58

EVERLASTING MUSIC

ReHe(An) 20

R: Touch, **D:** While (being carried), **T:** Ind

Req: Animal

This spell makes a stringed, wooden instrument play music. The spell lasts until the instrument is put down, which, if it is tied to someone’s belt, might not be for a very long time. The Animal requisite is for the strings of such an instrument.

(Base 3, +1 Touch, +1 While, +1 Animal requisite, +1 complexity)

Source: *Magi of Hermes*, 124

FREE THE CRAWLING VINE

ReHe 20

R: Per, **D:** Sun, **T:** Ind

Like *Free the Striding Tree*, but R: Personal, D: Sun, and with only one Size modifier. This allows Strabo to move freely when he has converted to plant form using *Shape of the Creeping Ivy*.

(Base 5, +2 Sun, +1 size)

Source: *Legends of Hermes*, 81

MEND THY BROKEN STRINGS

ReHe 20

R: Touch, **D:** Mom, **T:** Ind

With all the required parts and/or materials of a musical instrument present, the caster uses Rego magic to repair it, including re-stringing, straightening warped wood, or any other fix that could be applied by a craftsman. The spell cannot repair splintered or broken wood, but it can reassemble or replace old parts if new materials are available. The spell cannot create any required materials that are not present.

This spell uses the Rego Craft Magic rules from *Covenants*, page 49, and so the results of the spell depend on the magus's Finesse as described in the table.

Task	Complexity	Finesse Roll
Clean instrument	Trivial	3+
Re-tune crwth	Simple	6+
Re-string a fiddle	Easy	9+
Straighten a bow	Average	12+
Re-glue a frame	Hard	15+

Casting requisites are required for non- Herbam components.

(Base 5, +1 Touch, +2 Complexity)

Source: *Magi of Hermes*, 139

THE ANIMATE ATTIRE

ReHe 20

R: Voice, **D:** Conc, **T:** Ind

One item of clothing starts to writhe and thrash under the direction of the caster. The clothing causes a major distraction to its wearer and can trip him up; he suffers a -3 to all actions, and rolls 3 extra botch dice while under the effect of this spell. While thirteenth century clothes are predominantly made of wool, underclothes are made of linen and this spell produces the best effect when cast on the victim's chainse or braies.

(Base 5, +2 Voice, +1 Concentration)

Source: *Magi of Hermes*, 58

THE ELFIN BAKER

ReHe 20

R: Touch, **D:** Mom, **T:** Group

This spell uses Rego craft magic to create a batch of 12 dozen loaves of bread in an instant from sufficient raw ingredients of flour, water, and yeast. The spell can even use raw grain rather than flour; if used at its maximum capacity it requires 10 bushels of either. Making basic bread is a Simple (Ease Factor 3) task for a baker, so the magus must make an Intelligence + Finesse roll against an Ease Factor of 6 to succeed; otherwise the result is an inedible mess of spoiled dough. If this roll achieves an Ease Factor of 9 the bread is particularly good; an Ease Factor of 12 produces pandemayne, the finest white table bread.

The guideline used was published in *Covenants* (page 51), and permits items made of plant products to be treated and processed. A similar spell – *The Elfin Brewer* – can create 12 dozen pints of ale from grain, water, yeast, and gruit (herbs used for flavor).

(Base 5, +1 Touch, +2 Group)

Source: *Transforming Mythic Europe*, 121

TOMB OF KAINEUS

ReHe 20

R: Voice, **D:** Mom, **T:** Group

This spell collects a tremendous weight of wood, grass, straw, and other plant material and dumps it on the target, burying that target completely. This spell needs to be aimed, but has a +12 bonus on the Aiming roll because of the sheer quantity of material involved, at slightly over one hundred cubic paces. It is designed to immobilize enemies who cannot be hurt directly because of their Magic Resistance. The name of the spell refers to the death of an ancient Greek hero with unbreakable skin. His enemies defeated him by piling tree trunks upon him until he could not move, and he suffocated.

(Base 3, +2 Voice, +2 Group, +1 size of group)

Source: *Tales of Mythic Europe*, 55

LEVEL 25

CARVED ASSASSIN

ReHe 25

R: Touch, **D:** Sun **T:** Ind

This highly useful spell animates a wooden object so that it follows simple commands, and solves simple problems, without the direct oversight of the magus. The object must be wooden, and no larger than a pace square. Severin often makes statues that suit his needs with the *Rough- Hewn Servant* spell, also given in *Tales of Mythic Europe*, page 55.

(Base 10, +1 Touch, +2 Sun)

Source: *Tales of Mythic Europe*, 55

CONTROLLED GROWTH

ReHe 25

R: Touch, **D:** Year, **T:** Ind, Ritual

Using this spell, the magus can shape the growth of a plant over the course of the next year, as if he were properly pruning it, caring for it, and so on. The eventual shape of the plant is determined when the spell is cast and it can be as simple or as complex as the magus desires, although truly complicated designs, such as making a bush grow in the shape of someone's face, may require a Finesse check. Once the plant reaches the shape and dimensions that the magus wishes, it stops growing until the spell ends or a new spell is cast upon it. Once the spell ends, the plant will then grow normally, but it still retains its magically 'pruned' shape, until it grows naturally out of it. Fast grow spells, or other methods used to accelerate the growth of plants, will still work, but until this spell ends the plant will not grow past the design limits originally set. This spell does not change the essential nature of the plant nor give it anything that an exceptionally good gardener couldn't.

(Base 4, +1 Touch, +4 Year)

Source: *Magi of Hermes*, 39

HALT THE PIERCING SHAFTS

ReHe(Te) 25

R: Per, **D:** Diam, **T:** Ind

Req: Terram

This ward prevents any ranged weapons made of wood and/or metal from harming the caster. Missiles simply drop to the ground at his feet.

(Base 15, +1 Diameter, +1 Terram requisite)

Source: *Magi of Hermes*, 50

LORD OF THE TREES

ReHe 25

R: Voice, **D:** Conc, **T:** Ind

Causes a tree to move its branches and bend its trunk in any way you mentally direct. A large tree striking with branches has Initiative +5, Attack +7, and Damage +10. Normal weapons are practically useless against large trees.

(Base 4, +2 Voice, +1 Concentration, +2 size)

Source: *Ars Magica Fifth Edition*, 139

THE MYSTICAL CARPENTER

ReHe 25

R: Touch, **D:** Mom, **T:** Group

The magus selects a pile of wood, and the spell cuts, splits, carves, and joins the wood into the desired form. Any nails needed must be supplied, but wooden dowels can be formed from the supplied wood.

The magus must make a Perception + Finesse roll to determine the success of the process, substituting for a Craft: Carpenter roll, and if this fails, the results is just a mess of chopped-up wood. The Ease Factor is at least 3 higher than a carpenter's Craft roll would require, so the simplest basic items have an Ease Factor of 6, increasing as the task gets harder.

If the magus chooses inappropriate wood (such as green, unseasoned wood), the spell still acts — as if an unwilling carpenter worked against his better judgment — but the resulting goods will undoubtedly split and warp later. The magus's choice of wood can be improved by *The Carpenter's Keen Eye*, or the advice of a real carpenter.

(Base 5, +1 Touch, +2 Group, +1 flexibility)

Source: *Covenants*, 51

THE TREACHEROUS SPEAR

ReHe 25

R: Voice, **D:** Diam, **T:** Ind

This spell animates a wooden or woodenhafterd melee weapon in someone else's hand, and makes that weapon attack its holder until the wielder is dead or the weapon is destroyed. When the spell is cast, the weapon tries to break its wielder's hold (Quickness – Encumbrance stress roll of 9+ to hang on). On subsequent rounds, the wielder hangs on by making Strength stress rolls of 6+, allowed once per round. If a roll to hold on ever botches, the wielder loses control of the weapon and is hit by it automatically (see below). While still in its wielder's grip, the weapon does not strike him or her, but does not strike on the wielder's behalf either. Once the weapon breaks free or is released, it attacks its wielder, using his Attack and Damage scores. The former wielder may fight the rebellious weapon. The weapon uses its defense rating as its Defense total. It has no Soak, and is "killed" after it takes a wound depending on its size. One-handed weapons must take a Medium Wound, while two-handed weapons must take a Heavy Wound. The damage of thrusting and missile weapons is halved when attacking the renegade weapon.

(Base 10, +2 Voice, +1 Diam)

Source: *Ars Magica Fifth Edition*, 139

TREE TOP WALK

ReHe 25

R: Voice, **D:** Conc, **T:** Group

This spell moves the branches of nearby trees so that the magus can literally walk from one tree to the next without ever touching the ground. The trees do not uproot themselves, but they do bend in unnatural ways to help the magus reach them and walk unhindered from branch to branch. Of course, the trees' branches still need to be strong enough to support the magus' weight.

(Base 4, +2 Voice, +1 Concentration, +2 Group)

Source: *Magi of Hermes*, 39

TWIST THE LIVING TREE

ReHe 25

R: Touch, **D:** Sun, **T:** Ind

You make a living tree bend into unusual positions. Depending on your needs, you can make a cage, a shelter, or a wall. Even the leaves can be commanded, maybe to form a solid roof that sheds rain. Takes one to ten minutes to complete (depending on the complexity of the new shape), during which time you must maintain concentration.

(Base 4, +1 Touch, +2 Sun, +2 size)

Source: *Ars Magica Fifth Edition*, 139

WARD AGAINST WOOD

ReHe 25

R: Per, **D:** Sun, **T:** Ind

The caster is protected from nonenchanted wood, so that none of it can actually contact his body. If he is walking on a wooden surface, he is actually suspended very slightly above it.

(Base 15, +2 Sun)

Source: *Ars Magica Fifth Edition*, 139

LEVEL 30

FREEING THE STRIDING TREE

ReHe 30

R: Voice, **D:** Conc, **T:** Ind

Like Lord of the Trees, above, but the tree can walk half as fast as a human can. If you botch a Concentration roll to maintain control, the tree attacks you, having been awakened and disturbed by this spell.

(Base 5, +2 Voice, +1 Concentration, +2 size)

Source: *Ars Magica Fifth Edition*, 139

PRISON FLORAL

ReHe 30

R: Touch, **D:** Ring, **T:** Circle

In an effort to protect his grogs, Gwidion developed this spell after discovering that many of his enchanted plants were starting to Warp under his magical effects. A circle is drawn around many of the aggressively Warped plants to help contain them and protect others from their more-bizarre effects. The spell imprisons the plant within the circle.

(Base 15, +1 Touch, +2 Ring)

Source: *Magi of Hermes*, 40

THE UNSEEN SHIPWRIGHT

ReHe(Te) 30

R: Touch, **D:** Mom, **T:** Group

Req: Terram

The magus selects a pile of wood and formed iron fixtures, and the spell cuts, carves, and joins the wood into the hull of a target ship, repairing splits and holes under the magus' direction. The worst damage is repaired first so that the vessel is always left seaworthy and the repairs are practically seamless.

A Perception + Finesse roll is required against an Ease Factor set by the storyguide. The table on *Covenants*, page 49, is a useful guide, but a rule of thumb is that repairing a small leak or a splintered rudder is a task of average difficulty taking no more than a day for an Ease Factor of 12, while refloating a wrecked ship is almost impossible, with an Ease Factor of at least 27 (plus any modifiers that the storyguide imposes based on how long it might take a mundane shipwright to refloat the vessel).

The magus must have appropriate materials to hand in order to make repairs.

(Base 5, +1 Touch, +2 Group, +1 size, +1 flexibility)

Source: *Hermetic Projects*, 64

VESSEL OF THE CLOUDS

ReHe 30

R: Touch, **D:** Sun, **T:** Ind

Imbues a small boat such as a coracle with the power of flight. The boat and all its contents are lifted into the air, and the caster may make Intelligence + Finesse rolls to change direction or speed. For typical Ease Factors, see *The Woolen Steed of Araby*, earlier. The maximum speed is forty miles an hour.

The rigid nature of wood allows the boat to carry a substantial burden; in addition to being lifted itself, the boat can contain a Load of 50. Note that an average person has a Load of 21, so the boat can carry perhaps two people and their equipment. Adding a Size modifier to this spell lifts a larger boat: each additional Size modifier multiplies the maximum additional Load by a factor of 10.

A boat made of metal (or other metal object) could be made to fly using the Rego Terram base guideline of 2, +2 to affect metal. Metal is even more rigid than wood, and can bear an extra 75 points of Load in addition to itself. As before, Size modifiers lift ten times as much metal and thus ten times as much Load. The extra magnitudes have been added to this spell by analogy with the Rego Corpus guidelines.

(Base 3, +1 Touch, +2 Sun, +1 Size, +1 unsupported surface, +1 for any direction, +1 for increased speed)

Source: *Transforming Mythic Europe*, 112

WARD AGAINST WOODLAND SPIRITS

ReHe(Vi) 30

R: Touch, **D:** Ring, **T:** Circle

Req: Vim

This experimental spell is a ward against all creatures with a Herbam-based Might Score, irrespective of their supernatural realm, of 10 or less. The casting tablet has a penetration score built in (+11), but magi recreating this spell do so without this and at a level of 30.

Recreating this spell provides 9 points towards integrating *True Understanding of the Realms*.

(Base 10, +4 Vi representing each of the Realms)

Source: *Legends of Hermes*, 27

LEVEL 40

CARNIVOROUS HOUSE

ReHe 40

R: Touch, **D:** Sun **T:** Str

This spell, designed to torment Severin's beloved rival and then discovered to be effective in combat, allows him to animate wooden buildings. The building can accept simple commands, and follow them with some intelligence, without the oversight of the magus. Animate houses can appear to be haunted, because they creak and shift, while doors slam and furniture moves around of its own volition. In battle, a building moves at half the walking pace of a human, but can absorb a great deal of damage if constructed properly. Severin often prepares the house by packing it with statues, using the *Rough-Hewn Servant* spell, also given here.

This spell also allows Severin to animate other large wooden objects, like carriages, huge statues, and ships. (Base 10, +1 Touch, +2 Sun, +3 Structure)

Source: *Tales of Mythic Europe*, 55

THE HANDS OF PHERECLUS

ReHe(Te) 40

R: Touch, **D:** Mom, **T:** Group

Req: Terram

Given enough lumber and prepared iron nails and other fixtures, this craft magic spell constructs an entire ship from the assembled raw materials. The design of the ship can be decided as the magus works the spell, and enough lumber can be controlled by the spell to create a ship of up to size +8. The free Terram requisite allows control and manipulation of the nails, bricks, and other mineral elements, but it cannot prepare them from raw materials; they must be in the required state.

As with all craft magic, a Perception + Finesse roll is required and, given the difficulty of creating a full vessel in little more than an instant, the Ease Factor is relatively high. Small ships, up to size +5, can ordinarily be built in a single season, while larger ships take multiple seasons. The following table takes this into account and provides a guide to Craft Magic Ease Factors for creating vessels of different sizes:

Ship	Ease Factor
River Barge	15
Coastal Buss	21
Large Cog	27
Grain Barge	30

In the table earlier, building a river barge is a relatively easy task for a shipwright, which is a base Ease Factor of 9, but the construction is likely to take up to a season, which adds +6 to the Ease Factor for a total of 15. Building a Mediterranean grain barge is an impressive feat (Ease Factor 21) and would normally take a shipwright a year (+9), which means a magus faces an Ease Factor of 30 to create such a vessel with craft magic. Given the relatively high Ease Factors involved, this spell is most likely to be used in constructing small vessels very quickly as a means of income for the shipyard.

The spell is named for Phereclus, a master shipbuilder of Greek antiquity.

(Base 5, +1 Touch, +2 Group, +3 Size, +1 intricacy)

Source: *Hermetic Projects*, 63

THE UNEXPECTED BLOSSOM

ReHe 40

R: Touch, **D:** Mom, **T:** Group

This spell instantly brings a small orchard to blossom regardless of the season or the conditions. This does not bring the fruit, and a further spell of the same design parameters is needed for this. If that spell is not cast, the elements take their natural toll on the blossom, which may mean that the trees bear no fruit at all.

Crops grown from seed, such as roots like turnips and radishes, leafy crops such as cabbage or lettuce, and grains like wheat and barley, do not blossom in the same way as trees. and thus variants of this spell are of limited value.

Such spells are powerful and, unless they are designed with particular orchards or fields in mind, they give each plant within the target group one Warping Point with each casting.

An alternative approach is to put a similar effect into an enchanted device that works on a single tree at a time but with multiple uses per day. This allows a mundane farmer to walk the orchard and bring trees to blossom as he passes. This is another example of how magic can flow down to those who work the land.

(Base 15, +1 Touch, +2 Group, +2 for size)

Source: *Transforming Mythic Europe*, 41

LEVEL 45

CALLING THE COUNCIL OF THE TREES

Re(In)He 45

R: Touch, **D:** Moon, **T:** Bound, Ritual

Req: Intellego

You call all magical and potentially mobile trees within the forest where you cast the ritual to the site of the ritual. The trees are compelled to come, and will likely be interested in whoever has called them. The attitude of the trees depends on the forest and the nature of the one who called. Once gathered, the trees hold meetings, summon ancient powers, and discuss the problems facing their kind. You may speak, and understand what the trees are discussing. The results of the conference may not be entirely in your favor. The trees remain animated for a month and may seek to return home before the end of that period.

(Base 5, +1 Touch, +3 Moon, +4 Bound, no cost for Intellego effect)

Source: *Ars Magica Fifth Edition*, 139

THE INSTANT HARVEST

ReHe 45

R: Touch, **D:** Mom, **T:** Group

This spell divests a field of its crop, depositing the produce in a spot next to the field designated by the caster. It is best used for field crops such as leeks or turnips since it transports the whole plant; if used to gather wheat, peas, or fruit, they must be processed further. An Intelligence + Finesse roll determines how neatly the vegetables are gathered; Ease Factor 9 avoids them being in an untidy pile at the designated spot.

(Base 10, +1 Touch, +2 Group, +3 Size, +1 transport 50 paces)

Source: *Transforming Mythic Europe*, 108

LEVEL 55

COMMAND OF THE FOREST

ReHe(Me) 55

R: Touch, **D:** Sun, **T:** Group, Ritual

Req: Mentem

The magus can make a whole wood of plants (up to 10,000 individuals in mass) move with purpose and intelligence to obey the magus' commands, even if those commands are to uproot and run directly into a bonfire or to hit someone with its branches. The plants continue to obey the command until either the task is complete or the spell expires.

(Base 10, +2 Voice, +2 Sun, +2 Group, +3 size)

Source: *Magi of Hermes*, 40

MURDEROUS WOODLAND

ReHe 55

R: Touch, **D:** Sun, **T:** Bound*, Ritual

Wakens and mobilizes every tree on the island, forcing them to follow simple commands. The trees can walk at human pace, and fight using their branches.

* Remember to add further magnitudes to increase Boundary size.

(Base 10, +1 Touch, +2 Sun, +4 Bound, +2 size of plants)

Source: *Transforming Mythic Europe*, 74

**WARD AGAINST NATURAL IMBALANCES OF
NUTRITION**

ReHe 55

R: Touch, **D:** Year, **T:** Bound, Ritual

This ritual spell keeps natural plant diseases from a sizable crop field. It does not aid growth, fecundity, or yield, but will keep the plant healthy despite imbalances in its food, water, and effects from atmospheric conditions. It offers no protection from magical diseases emanating from supernatural causes.

(Base 5, +1 Touch, +4 Year, +4 Boundary, +1 size)

Source: *Dies Irae*, 86

The Art of Ignem

Creo Ignem Spells

LEVEL 3

MOONBEAM

CrIg 3

R: Touch, **D:** Conc, **T:** Ind

Causes a gentle light, bright enough to read by, to shine down from above and illuminate the area described by your encircled arms. Lasts as long as you hold your arms in a circle.

(Base 1, +1 Touch, +1 Concentration)

Source: *Ars Magica Fifth Edition*, 139

LEVEL 5

COAT OF PROMETHEUS

CrIg 5

R: Touch, **D:** Sun, **T:** Ind

This spell enchants a person to remain at least comfortably warm regardless of how cold the environment is. Snow immediately melts off of the target's body, and moisture soon evaporates from both the target and his clothing. The target suffers no ill effects from normal extremes of cold weather. The spell also confers a +5 Soak bonus to resist damage caused by extreme cold, and a -5 Soak penalty to resist damage caused by extreme heat. Ease Factors of rolls to resist the environmental effects of heat are increased by 3 for characters affected by *Coat of Prometheus*.

(Base 2, +1 Touch, +2 Sun)

Source: *Magi of Hermes*, 110

EVENING'S COMFORT

CrIg 5

R: Touch, **D:** Sun, **T:** Per

After many sleepless nights spent chilled to the bone, enough was enough. Slipping down to the lab to work at night, Conscientia developed this simple spell to keep her warm at night. This spell simply keeps your bed toasty warm until sunrise.

(Base 2, +1 Touch, +2 Sun)

Source: *Magi of Hermes*, 30

PALM OF FLAME

CrIg 5

R: Touch, **D:** Conc, **T:** Ind

A flame leaps up in your palm, which must be upturned for the spell's duration. The flame casts light like a torch, and can ignite very flammable items. It does no damage, and does not burn the caster.

(Base 3, +1 Touch, +1 Concentration)

Source: *Ars Magica Fifth Edition*, 139

PALM OF ODOROUS FLAME

CrIg 5

R: Touch, **D:** Conc, **T:** Ind

A flame leaps up in your palm, which must be upturned for the spell's duration. The flame casts light like a torch, and can ignite very flammable items. It does no damage, and does not burn the caster.

The first spell Conscientia developed on her own, this spell works as *Palm of Flame*, but experimentation has produced a small side effect. Each time the spell is cast, the flame produces the smell of a random odor. Oddly enough, the most common scent produced is elderberry. Needless to say, this spell has proven difficult to trade.

(Base 3, +1 Touch, +1 Concentration)

Source: *Magi of Hermes*, 30

REPEL WINTER'S CLUTCHES

CrIg 5

R: Touch, **D:** Conc, **T:** Ind

Rapidly warms the target with an internal heat. This can be used to quickly defrost an object, or, if applied quickly enough, to save an individual from freezing to death. When using this spell in conjunction with treating hypothermia, the Medicine roll receives a bonus of +5.

(Base 3, +1 Touch, +1 Concentration)

Source: *Magi of Hermes*, 75

SEARING TOUCH

CrIg 5

R: Touch, **D:** Mom, **T:** Ind

The caster's fingers burn the target, leaving a brand in the shape of the caster's hand. The target takes +5 damage. Note that if this spell is not cast through an *Intangible Tunnel*, the caster will receive damage too.

(Base 4, +1 Touch)

Source: *Hermetic Projects*, 84

LEVEL 10

HEAT OF THE SEARING FORGE

CrIg 10

R: Voice, **D:** Mom, **T:** Ind

Heats a piece of metal so that it is too hot to touch. Something the size of a breastplate or helmet does +5 damage if in direct contact with the skin for one round. For each additional round, more damage is done, the amount dropping by two points each round (+3 damage on round two, then +1). Smaller objects do less damage. Most metal armor has leather or cloth underneath that gives the victim a +3 Soak bonus against the heat.

(Base 4, +2 Voice)

Source: *Ars Magica Fifth Edition*, 140

LAMP WITHOUT FLAME

CrIg 10

R: Touch, **D:** Conc, **T:** Ind

This spell creates a steady light as bright as daylight on a cloudy day. The light has no apparent source, but illuminates an area about ten paces across, centered on a point indicated by the caster. This point may be a mobile item.

(Base 4, +1 Touch, +1 Concentration)

Source: *Ars Magica Fifth Edition*, 140

WARMTH OF THE WOOD

CrIg 10

R: Touch, **D:** Sun, **T:** Part

This spell heats the bark of a tree, the wood of a cart, or even the planks of a house so that it is warm to the touch. This a good effect to help dispel the chill of the night and keep the magus warm without having to build a fire.

(Base 2, +1 Touch, +2 Sun, +1 Part)

Source: *Magi of Hermes*, 40

LEVEL 15

BLADE OF THE VIRULENT FLAME

CrIg 15

R: Touch, **D:** Diam, **T:** Ind

Forms a fire along the length of a metal blade. This flame doubles the weapon damage score for the blade (or adds +5, whichever is greater), and can start fires as well. If the spell is cast repeatedly on the same blade, the blade gets hot enough to melt after half an hour, which ends the spell. Letting the blade cool for half an hour between castings avoids this.

(Base 5, +1 Touch, +1 Diameter)

Source: *Ars Magica Fifth Edition*, 140

FLASH OF THE SCARLET FLAMES

CrIg 15

R: Voice, **D:** Mom, **T:** Ind

A brilliant red flash explodes in the air where you designate. If you target a person's face the target needs a Stamina stress roll of 9+ to avoid temporary blindness. If the target botches the roll, he is permanently blinded. If temporarily blinded, he can try to make a simple Stamina roll of 9+ each minute to recover. The flash is equivalent to looking straight at the sun.

In Rose of Jerbiton's version of this spell, there is a faint odor of roses in the area where the flash explodes. (Base 5, +2 Voice)

Source: *Ars Magica Fifth Edition*, 140

IGNITE THE INFLAMMABLE ITEM

CrIg 15

R: Voice, **D:** Mom, **T:** Ind

Sets fire to a slightly flammable object.

(Base 5, +2 Voice)

Source: *Calebais – The Broken Covenant*, 66

MIEN OF HELIOS

CrIg 15

R: Per, **D:** Diam, **T:** Ind

This spell causes the caster's body and personal effects to shine with the brightness of the sun. Anyone within 10 paces of the caster who looks in the direction of the caster is temporarily blinded, unless he makes a Stamina stress roll against an Ease Factor of 9. People between 10 and 50 paces from the caster suffer a –3 penalty to all attempts to target the caster. The light created by this spell illuminates a great area and, if conditions permit, could be seen from several miles away. Ranulf has noticed that people and creatures whose Magic Resistance is not penetrated by this spell are not illuminated by it, and can be easily identified by their lack of reflected light.

(Base 5, +1 Diameter, +1 exceptionally intense light)

Source: *Magi of Hermes*, 110

TEST OF THE FLAMES

CrIg 15

R: Touch, **D:** Ring, **T:** Ind

Waist-high flames fill the target circle. Everything inside the circle takes +5 damage each round.

This spell is of ancient origin and is thought to have originated as a ritual ordeal within the Cult of Mithras. It was once used by Flambeau magi as a test of endurance, a kind of alternative to certamen. The people being tested (including, usually, the caster) would stand inside the circle, without using their Parmae Magicae, trying to withstand the flames as long as possible. The last person to leave the circle was considered the winner. Etiquette suggested that if anyone were to fall helpless due to burn damage, someone would break the Ring and end the spell to rescue the unfortunate. This test is little used in 1220 because most Flambeau magi prefer standard certamen; also, some members of House Flambeau (such as the example character page 25 of *Ars Magica Fifth Edition*) possess a supernatural immunity to fire, giving them an unfair advantage in the test.

(Base 4, +1 Touch, +2 Ring)

Source: *Houses of Hermes – Societates*, 36

THE WELCOME ADDITION OF FALSE SUNLIGHT

CrIg 15

R: Touch, **D:** Ring, **T:** Ind

This spell creates a steady, cool, smokeless light that does not flicker. Variants of this spell are enchanted into devices in many libraries. Some are handheld, while others float by their user, are embedded in the ceiling, or overlook the work desks of individual scholars.

(Base 4, +1 Touch, +2 Ring)

Source: *Covenants*, 96

LEVEL 20

FASTING HEARTH

CrIg 20

R: Touch, **D:** Moon, **T:** Ind

This spell creates a fire, which is large enough to fill the hearth in a great hall, at the location touched by the caster. The created fire burns continuously for the duration of the spell with no need for fuel. This spell was created in the early days of the Order, and is common in covenants without a nearby source of firewood. *The Fasting Hearth* is not frequently used for a magus' laboratory because of the Warping effects it can have on research conducted under its influence.

(Base 4, +1 Touch, +3 Moon)

Source: *Magi of Hermes*, 110

PILUM OF FIRE

CrIg 20

R: Voice, **D:** Mom, **T:** Ind

A 2-foot, thick, spear-shaped jet of fire flies from your palms, doing +15 damage to the individual it hits.

(Base 10, +2 Voice)

Source: *Ars Magica Fifth Edition*, 140

LEVEL 25

ARC OF FIERY RIBBONS

CrIg 25

R: Voice, **D:** Mom, **T:** Group

A dozen multi-hued ribbons of flame leap from your hands and fly out as far as your voice carries, covering a 60-degree arc. All those in the arc take +10 damage.

(Base 5, +2 Voice, +2 Group)

Source: *Ars Magica Fifth Edition*, 140

COAT OF FLAME

Cr(Re)Ig 25

R: Voice, **D:** Diam, **T:** Ind

Req: Rego

The target is swathed in fire, and takes +5 damage every round while the spell is in effect. That is, the damage must be rolled against Soak twenty times during the spell. The Rego requisite ensures that the fire does not spread.

(Base 5, +2 Voice, +1 Diameter, +1 Rego requisite)

Source: *Ars Magica Fifth Edition*, 140

THE GIFT OF MOONLIGHT

CrIg 25

R: Touch, **D:** Moon, **T:** Bound, Ritual

This ritual illuminates a standard boundary with moonlight equivalent to a full moon throughout a standard Moon Duration. Those brought within the boundary who would normally experience any effects or changes due to the full moon experience those while within the affected boundary.

This demonstrates greater power than simple CrIg spells that just create light; the light created is moonlight carrying the aether that so affects people.

(Base 1, +1 Touch, +3 Moon, +4 Boundary)

Source: *Dies Irae*, 40

LEVEL 30

BRILLIANCE OF THE EAGLE'S PLUMAGE

CrIg 30

R: Per, **D:** Conc, **T:** Spectacle

Special: Sensory Magic

Anyone looking directly at the caster is blinded by the brilliant light shining from his body. The caster does not shed light as such; it is only those who look at him who are affected. All victims must make a Stamina stress roll against an Ease Factor of 9 to avoid blindness. On a botch, the blinding is permanent, otherwise a Stamina stress roll (no botch) against an Ease Factor of 9 can be attempted every minute until recovered.

(Base 5, +1 Concentration, +4 Spectacle)

Source: *Houses of Hermes – Mystery Cults*, 29

SELF IMMOLATION

CrIg 30

R: Per, **D:** Diam, **T:** Ind

The caster enshrouds himself in flames of spectacular intensity. The flames are hot enough to do +30 damage to anything that the caster touches or that touches the caster, and +30 damage per round to both him and anything that he is holding or that he touches. Ranulf casts this spell upon himself only after casting a spell to protect himself from the heat.

(Base 25, +1 Diameter)

Source: *Magi of Hermes*, 111

LEVEL 35

BALL OF ABYSMAL FLAME

CrIg 35

R: Voice, **D:** Mom, **T:** Ind

A ball of flame shoots from your hand to strike a single target, doing +30 damage.

Marius of Tremere's version of the spell causes the ball to make a loud bang when it hits the target. His sigil is a gaudiness in his spells.

(Base 25, +2 Voice; the ball appearing to shoot from your hand is a cosmetic effect)

Source: *Ars Magica Fifth Edition*, 140

CIRCLE OF ENCOMPASSING FLAME

CrIg 35

R: Voice, **D:** Conc, **T:** Ind

Creates a circle of flames 6 feet high. The circle begins at a 1-pace radius, but you can make it shrink to a pillar or grow to a 3-pace radius as you concentrate if you cast with a Rego requisite. Anyone moving through the flames takes +20 damage. You cannot move the center of the circle.

(Base 20, +2 Voice, +1 Concentration)

Source: *Ars Magica Fifth Edition*, 140

LEVEL 40

STOCKADE OF INFERNOS

CrIg 40

R: Voice, **D:** Conc, **T:** Group

The caster creates six walls of fire within the range of his spell. Each wall is up to 10 paces long. These walls can be created in any configuration desired by the caster, including configurations where the walls intersect one another. If a particularly precise placement of the walls is desired, the caster should make a Perception + Finesse roll to determine his success. Using *Stockade of Infernos* to directly attack a creature by placing a wall of fire across that creature's location may be accomplished using the rules for aimed spells. Anyone passing through one of the walls takes +15 fire damage. Ranulf frequently places his walls as a set of two concentric triangles, or as a narrow path that leaves people trapped within them only a single direction to move.

(Base 15, +1 Concentration, +2 Group)

Source: *Magi of Hermes*, 111

LEVEL 45

CONFLAGRATIVE SERVANT

Cr(Re)Ig 45

R: Voice, **D:** Sun, **T:** Ind

Req: Rego

This spell creates a four-pace-tall manshaped mass of brightly burning flames. This mass of flames responds to the verbal commands of the caster. Commands have to be very simple, like “follow me” or “wrap yourself around that creature and hold on.” The conflagrative servant is made of fire hot enough to do +5 damage to things that the servant touches or that touch the servant. The conflagrative servant is insubstantial but cannot pass through solid objects. The insubstantial nature of the servant also normally prevents it from manipulating objects. When created, the conflagrative servant has a Size of +3, Strength and Stamina scores of +5 (although it has no substance to touch things), and Dexterity and Quickness scores of –2. The conflagrative servant has no Abilities. The conflagrative servant is subject to damage from Perdo Ignem spells and water. When the conflagrative servant is injured by these means, it shrinks in size. Every size category that the conflagrative servant shrinks, it loses 2 points from its Strength and Stamina scores and gains 1 point in its Dexterity and Quickness scores. The conflagrative servant is extinguished if it shrinks to smaller than a candle flame in size (Size – 10).

Ranulf frequently casts *Flames of Stone* upon his conflagrative servants in order to allow them to perform manual labor. This makes the conflagrative servant substantial and vulnerable to physical damage. Any damage done to the conflagrative servant causes it to shrink as detailed above. A Light Wound shrinks the servant one size level, a Medium Wound shrinks the servant two size levels, and so on. Ranulf also frequently uses multiple invocations of *Discriminating Flames* on the servants to enable them to use tools and enter structures without causing tremendous damage.

(Base 10, +2 Voice, +2 Sun, +1 size, +1 requisite, +1 complexity)

Source: *Magi of Hermes*, 111

LEVEL 50

CONFLAGRATION OF LIGHT

CrIg 50

R: Voice, **D:** Mom, **T:** Group

An enormous burst of fire launches from Pitsdim’s fingers, burning each member of a group for +30 damage, and blinding those who see it as with *Flash of the Scarlet Flames*.

(Base 25, +2 Voice, +2 Group, +1 additional effect)

Source: *Calebais – The Broken Covenant*, 66

DIVE OF THE DYING PHOENIX

CrIg 50

R: Sight, **D:** Conc, **T:** Ind

A small, flaming bird speeds from the caster to any target within sight and explodes on impact in a tremendous blast of flame, causing +30 damage and setting the target on fire as with *Coat of Flame*, though there is no Rego requisite to keep the flames from spreading.

(Base 25, +3 Sight, +1 Concentration, +1 flashy effect)

Source: *Calebais – The Broken Covenant*, 66

LAST FLIGHT OF THE PHOENIX

CrIg 50

R: Touch, **D:** Mom, **T:** Ind

The caster bursts into flames, immolating himself in a white-hot blast of fire that does +40 damage to himself and everything within four paces. Everything between four and six paces takes +20 damage from the radiant heat, and everything between six and ten paces takes +5 heat damage. Within the four-pace radius the fire is hot enough to melt steel. This spell is sometimes actually used by magi who enjoy a Greater Immunity to fire.

An early version of this spell was found in the lab notes of Flambeau himself. Some members of his House speculate that he may have used it to go out in a blaze of glory in a final battle against his Moorish enemies.

(Base 35, +1 Touch, +2 Size)

Source: *Houses of Hermes – Societates*, 37

Intellego Ignem Spells

LEVEL 5

TALES OF THE ASHES

InIg 5

R: Touch, **D:** Conc **T:** Ind

Lets you see what the ashes you touch originally were, and how and when the object was burned. The latter two are divined from markings and signs in the ashes. (Base 3, +1 Touch, +1 Concentration)

Source: *Ars Magica Fifth Edition*, 141

LEVEL 15

SHADOWS OF THE FIRES PAST

InIg 15

R: Per, **D:** Mom, **T:** Vision

Allows you to see where fires have been in the past lunar month. A light red flickering haze appears where the fire was, and you gain an intuitive sense of when the fire was there. This spell does not look into the past, but detects the traces of fire.

(Base 3, +4 Vision)

Source: *Ars Magica Fifth Edition*, 141

LEVEL 20

VISION OF HEAT'S LIGHT

InIg 20

R: Per, **D:** Sun, **T:** Vision

Allows you to see the heat of objects that are of human body temperature or hotter. Excellent for use in the dark, but it doesn't give true vision. You can see well enough to use a weapon, even a missile weapon, without penalty, but recognizing people is very difficult.

(Base 2, +2 Sun, +4 Vision)

Source: *Ars Magica Fifth Edition*, 141

LEVEL 30

PERCEIVE THE FIREWALKER

InIg 30

R: Per, **D:** Conc, **T:** Vision

To the eyes of the caster, all creatures with a Might aligned to Ignem (and whose Might is lower than the caster's Penetration Total) are cast in a red sheen. This spell allows the caster, for example, to distinguish a fire elemental from a normal fire, a Salamander of Virtue from an ordinary lizard, and see spirits of fire that are normally invisible, as well as creatures of other Realms who are associated with fire, other than demons.

(base 5, +1 Concentration, +4 Vision)

Source: *Realms of Power – Magic*, 111

SENSE THE HEARTS OF FIRE

InIg 30

R: Per, **D:** Conc, **T:** Vision

The caster detects whether creatures he can see have an Ignem Form Might (of any supernatural Realm). This is a magical property of a creature made of flame. It has no effect on creatures that are not made of Ignem, regardless of whether they have a Might or not. Creatures apparently made of flame (creatures of another Form, illusions, or the effects of Hermetic Rego Ignem magic) who do not have an Ignem Form Might are also not detected by this effect. Obviously, this spell needs to Penetrate the Magic Resistance of the detected creatures.

(Base 5, +2 Sun, +4 Vision)

Source: *Hermetic Projects*, 25

LEVEL 35

EYES OF THE FLAME

InIg 35

R: Arc, **D:** Conc, **T:** Ind

Lets you see a fire up to the size of a large campfire to which you have an Arcane Connection. You can also see all those things which the fire illuminates.

(Base 10, +4 Arcane Connection, +1 Concentration)

Source: *Ars Magica Fifth Edition*, 141

WORDS OF THE FLICKERING FLAME

InIg 35

R: Voice, **D:** Conc, **T:** Ind

Allows you to converse with a fire, commonly very chaotic and distractible. Promising a fire more fuel might keep its interest. Fires are mostly aware of what they've burned, but they have a limited awareness of what goes on around them as well.

(Base 20, +2 Voice, +1 Concentration)

Source: *Ars Magica Fifth Edition*, 141

Auto Ignem Spells

LEVEL 5

THE MANY-HUED CONFLAGRATION

MuIg 5

R: Voice, **D:** Mom, **T:** Ind

Makes a fire burn brightly in shifting colors for an instant. Each being looking at the fire must make a Stamina stress roll of 6+ or be blinded for one round by the multicolored lights.

(Base 3, +2 Voice)

Source: *Ars Magica Fifth Edition*, 141

THE SMOKELESS CAMPFIRE

MuIg 5

R: Voice, **D:** Sun, **T:** Ind

This spell changes the nature of a fire so it does not produce smoke.

(Base 1, +2 Voice, +2 Sun)

Source: *Apprentices*, 47

LEVEL 10

ENDURING FLAME

MuIg 10

R: Touch, **D:** Sun, **T:** Ind

A fire targeted by this spell is inextinguishable by wind or water for the spell's duration. A fire will still burn out if it runs out of fuel while under the effect of the spell, and a candle that is the target of this spell may still be extinguished by being pinched or snuffed out. This spell was originally designed to keep a candle burning on a windy and rainy night, but it can be used on fires that are much larger in size and can even be used to allow a burning torch to be brought underwater without being extinguished. The bubbles, smoke, and turbulence caused by submerging a fire that is under the effect of this spell prevent it from being a useful method of illuminating aquatic areas.

(Base 3, +1 Touch, +2 Sun)

Source: *Magi of Hermes*, 111

SHOW OF THE FLAMES AND SMOKE

MuIg 10

R: Voice, **D:** Conc, **T:** Ind

Causes smoke of different colors, streams of flame, and strange popping and sizzling noises to come from a fire. The effect is so spectacular that onlookers are either entranced or horrified, depending on the circumstances. The pyrotechnics might ignite nearby flammable objects and cause minor burns to those within 2 paces of the fire.

(Base 3, +2 Voice, +1 Concentration)

Source: *Ars Magica Fifth Edition*, 141

HORNET FIRE

Mu(Re)Ig 10

R: Voice, **D:** Conc, **T:** Ind

Req: Rego

Turns a fire into a swarm of fireballs, each the size of a large insect, that fly and harass at your command. Their burning touch gives all those you indicate within 7 paces of the fire both a -3 penalty on all rolls and two extra botch dice, but they do not cause actual damage.

(Base 2, +2 Voice, +1 Concentration, +1 Rego requisite)

Source: *Ars Magica Fifth Edition*, 141

LEVEL 15

BOREAL FLAMES

Mu(Pe)Ig 15

R: Touch, **D:** Mom, **T:** Ind

Req: Perdo

This spell momentarily alters a fire so that rather than radiating heat, it radiates an icy cold. The colors of the target fire change from oranges and yellows to violets and blues. Any fire affected by this spell does cold damage rather than heat damage for the moment of the spell's duration. *Boreal Flames* does not function on fires that are so hot that they do more than +15 damage. This spell was specifically designed to alter a casting of *Pilum of Fire*. *Boreal Flames* may be cast in conjunction with another spell; to do so the caster must make an Intelligence + Concentration roll against an Ease Factor of 15 (per *Ars Magica Fifth Edition*, page 82). Ranulf uses *Boreal Flames* in conjunction with *The Patient Spell*, as doing so eliminates the need for such a formidable feat of concentration.

(Base 4, +1 Touch, +2 intensity of flames)

Source: *Magi of Hermes*, 111

LEVEL 20

PRISON OF FLAMES

MuIg 20

R: Voice, **D:** Sun, **T:** Ind

Turns a bonfire into a prison shaped like a miniature castle. A person thrown into the middle is not burned, but takes +15 damage if he or she tries to escape.

(Base 3, +2 Voice, +2 Sun, +1 Size)

Source: *Ars Magica Fifth Edition*, 142

LEVEL 25

LET THIS FIRE SING YOU TO SLEEP

MuIg(Im) 25

R: Voice, **D:** Sun, **T:** Part

Req: Imaginem

This spell affects a single fire, turning the very tips of the flames into pleasing music. The caster decides the kind of music he wishes to hear (a ballad, a whirly jig, etc.), and the spell accommodates. The music of the flames always incorporates a signature refrain, as though a sigil, with each casting. But the mood of that same refrain is adapted to the needs of the song.

The flames play the same music all the while the fire burns, getting louder as the fire burns brighter, hotter, or larger, though the random nature of fire and differences in fuel mean that no two castings ever produce exactly the same performance.

The spell ends when the flame is extinguished, its original source is fully destroyed or, for particularly long-burning fires, when the spell's Sun Duration naturally expires. This spell cannot affect a fire that is already larger than a campfire or a fire in a hearth (essentially, any fire doing +5 damage), but a fire that grows larger than this retains the magic.

Yestin originally designed this spell so that his fire, whether on the road or in his sanctum, could gently sing him to sleep. But the more he explored this new spell, the more he found new uses for it. It wasn't just music that the flames could produce, but also speech (though limited in the range of words and voice to little more than those the caster imagines as he casts the spell) or other natural and unnatural sounds. These sounds always adopt the rhythm of the spell's original melody, though. If left to sing (or talk) of its own volition, with no guidance from the caster, the fire sounds as though it is forming words, but this is an illusion; the sounds form true words by accident if at all.

Yestin has used this spell in his sanctum to experiment with different harmonies, and has on occasion established choirs of candles each quietly singing a different refrain or a different note. The effect can be mesmerizing.

A Finesse Stress roll (Mastery of the spell reduces this to a simple roll) determines how pleasant the sound is, but the size of the fire determines how loud it is.

Size of Fire	Equivalent Sound
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A candle flame	A whisper
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A burning torch	A conversation
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A campfire	A song or heated discussion
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This spell has the side effect of reducing the intensity of the target fire by 1 as flame is turned to sound.

(Base 4, +2 Voice, +2 Sun, +1 Part)

Source: *Magi of Hermes*, 139

TORCH OF THE REALM-BOUND REVELER

MuIg 25

R: Touch, **D:** Sun, **T:** Ind

For the duration of the spell, the target may affect fiery objects with Magic Realm Magic in the mundane world, as if it had Magic Might associated with Ignem. For example, he could use an Intellego Ignem effect to see through a flame into the Magic Realm, and pass through it to a microcosm of that flame.

(Base 10, +1 Touch, +2 Sun)

Source: *Realms of Power – Magic*, 27

TRAPPING THE FIRE

MuIg(Te) 25

R: Voice, **D:** Sun, **T:** Ind

Req: Terram

This spell turns the heat and flames of a large campfire into a small, very hard object, such as a gem or a piece of metal. If the object is broken, the flame returns, but dies if there is nothing to burn.

(Base 5, +2 Voice, +2 Sun, requisite is free)

Source: *Ars Magica Fifth Edition*, 142

LEVEL 30

CONFLAGRATIOUS LANYARD

MuIg(An) 30

R: Touch, **D:** Moon, **T:** Ind

Req: Animal

This is a spell Alexander designed to avenge a personal slight. This spell transforms a large campfire into a bootlace, glove, thong, lanyard, belt, or similar leather product, for Moon Duration. When the spell's duration expires, the campfire continues burning as a natural fire, if it has sufficient fuel and air. A person wearing the item suffers +5 Damage in the first round, and in each subsequent round provided the fire has sufficient fuel to continue burning. Alexander appears to have used this spell to burn all of his rival's favorite clothes, by incinerating the contents of a closet. Rumors that the rival's ship was lost at sea with all hands have never been proven.

(Base 10, +1 Touch, +3 Moon, requisite free)

Source: *Magi of Hermes*, 13

SUBLIMATION OF FLAME

MuIg(Au) 30

R: Voice, **D:** Diam, **T:** Ind

Req: Auram

This spell changes a fire elemental (or another creature made of fire) into air for a short period of time. This renders the fire elemental incapable of using many of its powers for the duration of the spell.

If the target is in a well-ventilated area (such as outside), then the air that forms its body disperses. This inflicts an Incapacitating Wound on the fire elemental, and when its body returns to fire, numerous small fires erupt throughout the volume it has filled (about 50 paces across). These small fires cause +3 damage to anyone in the volume, and ignite flammable materials.

If the target is in an enclosed area (such as inside a room), then the air is closely contained, and the creature suffers no damage. When the fire elemental's body returns to flame anyone else remaining within the room immediately takes either +10 or +Might damage (whichever is greater) as the elemental's incandescent body of flame coalesces.

This spell must Penetrate the Magic Resistance of the fire elemental. This spell is able to affect creatures of up to Size +6 (this includes fire elementals of up to Might 25)

(Base 5, +2 Voice, +1 Diameter, +2 size)

Source: *Hermetic Projects*, 26

SUMMER'S BLESSING

MuIg(Te) 30

R: Voice, **D:** Sun, **T:** Ind

Req: Terram

This spell turns the heat and flames of a large campfire into a small, very hard object, such as a gem or a piece of metal. If the object is broken the flame returns, but it dies if there is nothing to burn. While the spell lasts, the object is constantly emitting heat equal to a warm summer's day; this heat warms everything within a few paces.

(Base 5, +2 Voice, +2 Sun, requisite is free, +1 constantly releasing heat)

Source: *Magi of Hermes*, 124

LEVEL 35

FLAMES OF SCULPTED ICE

MuIg(Aq) 35

R: Voice, **D:** Sun, **T:** Ind

Req: Aquam

Turns a fire up to the size of a small house into ice. The ice forms beautiful sculptures of leaping flame, until it begins to melt. When the ice has melted halfway, the flames start again, but probably won't spread, because of wet surroundings.

(Base 5, +2 Voice, +2 Sun, +2 size)

Source: *Ars Magica Fifth Edition*, 142

Verdo Ignem Spells

LEVEL 5

A TIME FOR SLUMBER

PeIg 5

R: Touch, **D:** Ring, **T:** Circle

When this spell is cast around a camp, it dims the blinding light of the desert sun. This allows grogs and animals to sleep more easily. Alexander uses it in conjunction with *A Place of Recuperation* when on expedition.

(Base 2, +1 Touch, +2 Ring)

Source: *Magi of Hermes*, 14

CHILL TOUCH OF EXPOSURE

PeIg 5

R: Touch, **D:** Mom, **T:** Ind

The target shivers like an unwanted baby left alone in a cold and frosty dell, losing a Fatigue level. Repeated casting of this spell can cause the character to eventually become unconscious; this usually takes 5 castings. Mastering this spell with the Multiple Casting mastery can reduce the time that this takes. Once the target is unconscious, additional castings of the spell increase the length of time that the target naturally remains unconscious (see *Ars Magica Fifth Edition*, page 179)

If the target is unconscious at either sunrise or sunset, then his Parma Magica will go down.

(Base 4, +1 Touch)

Source: *Hermetic Projects*, 84

CHILL TOUCH OF EXPOSURE

PeIg 5

R: Touch, **D:** Mom, **T:** Ind

The target shivers like an unwanted baby left alone in a cold and frosty dell. The target loses a Fatigue level. Repeated casting of this spell can cause the character to eventually become unconscious; this usually takes 5 castings (see *Ars Magica Fifth Edition*, page 178). Ariane has learned this spell to cast down an Intangible Tunnel.

(Base 4, +1 Touch)

Source: *Through the Aegis*, 79

CLOSING THE CAMPFIRE

PeIg 5

R: Touch, **D:** Mom, **T:** Ind

This spell extinguishes a fire. The caster must touch the flames. This spell is more popular with Flambeau apprentices, who often have enough Ignem Form Resistance to avoid being burned.

(Base 4, +1 Touch)

Source: *Apprentices*, 46

LEVEL 10

GLOOM OF EVENING

PeIg 10

R: Touch, **D:** Diam, **T:** Room

The level of light in the target room drops substantially, making the room gloomy, with deep shadows everywhere.

(Base 2, +1 Touch, +1 Diameter, +2 Room)

Source: *Ars Magica Fifth Edition*, 142

LET THE SUN NOT BOTHER ME THIS DAY

PeIg 10

R: Per, **D:** Sun, **T:** Ind

This spell cools the caster to a comfortable level, no matter how hot the sun is or how long he stays out in it. As Yestin puts it, “the day becomes as pleasant as a spring afternoon, and loses the wrath of summer’s heat”. The target is still affected by the light of the sun, but its warmth is regulated. All other sources of heat affect the caster naturally.

This spell ends either when it reaches its natural duration, when the caster moves into a fully enclosed room (or cavern system or basement), or in the event of an eclipse; it ends when he goes anywhere that sunlight cannot reach him.

Petalichus the Weaver of Verditius bought a copy of this spell from Yestin when the bard travelled to the Tribunal of Thebes one year. The Verditius claimed to be interested “from a research point of view.” Unknown to Yestin, Petalichus ultimately used the spell in a long-running feud with Solar Magnus of Tyalus, a feud that ended in Stonehenge with the death of Solar Magnus.

(Base 4, +2 Sun)

Source: *Magi of Hermes*, 140

WINTER’S ICY TOUCH

PeIg 10

R: Voice, **D:** Mom, **T:** Ind

Causes the target to feel a chill and lose body heat. The target loses a Fatigue level.

(Base 4, +2 Voice)

Source: *Ars Magica Fifth Edition*, 142

LEVEL 15

A PLACE OF RECUPERATION

PeIg 15

R: Touch, **D:** Ring, **T:** Circle

When this spell is cast around a camp, it lowers the temperature within the site to that of a mild summer's day. Alexander uses it, in conjunction with *A Time For Slumber*, to allow his expedition to rest during the hottest part of the day during desert travel.

(Base 4, +1 Touch, +2 Ring)

Source: *Magi of Hermes*, 14

BANISHMENT OF WARMTH

PeIg 15

R: Touch, **D:** Ring, **T:** Circle

This practical spell expels the warmth from all items that have been set up inside the affected Circle. Lowering the temperature of the Circle to slightly above freezing, *Banishment of Warmth* can be used to prevent goods related to Animal, Herbam, or Corpus from decaying naturally for a couple of days. The spell is not designed as an offensive weapon, but living creatures that remain in the Circle for an extended period of time do start losing Fatigue due to the cold. Note that the spell must be cast after the targets have been set up inside the Circle; it does not affect items that are placed into the Circle once the spell has been cast. A closer look at the enchanted Circle reveals a translucent waft of vapor over the affected area.

(Base 4, +1 Touch, +2 Ring, free cosmetic effect)

Source: *Magi of Hermes*, 132

EXTINGUISH THE ABHORRENT FLAME

PeIg 15

R: Sight, **D:** Mom, **T:** Ind

This spell instantly extinguishes any individual fire up to the size of a campfire. The extinguished fire can be relit by mundane or magical means, but does not relight by itself.

To feel comfortable, Tolides shuns the heat and light of fires almost as much as he avoids sunlight, and he uses this spell to extinguish flames even from afar. It also comes in handy for affecting the sources of light of those who depend on flames to see in the dark.

(Base 4, +3 Sight)

Source: *Magi of Hermes*, 132

LEVEL 20

CLOAK OF DARKNESS

PeIg 20

R: Sight, **D:** Diam, **T:** Part

All light around the head of the target is completely extinguished, leaving the victim mobile and unhampered, but engulfed in a tight-fitting cloak of darkness — an aurora of opaque, black flame that moves with the target for the duration of the spell. The target is blind, unless affected by a spell that permits the caster to see in complete darkness, such as *Eyes of the Bat*.

(Base 3, +3 Sight, +1 Diameter, +1 Part, free cosmetic effect)

Source: *Magi of Hermes*, 133

FROSTED TIMBER

PeIg 20

R: Touch, **D:** Sun, **T:** Part

This spell cools the bark of a tree, the wood of a cart, or even the planks of a house so that it is cool to the touch. This a good effect to help dispel the heat of the night and keep the magus cool during the hotter seasons.

(Base 4, +1 Touch, +2 Sun, +1 Part)

Source: *Magi of Hermes*, 40

ORB OF DARKNESS

PeIg 20

R: Voice, **D:** Diam, **T:** Part

This spell represents a larger variant of the *Cloak of Darkness*, and removes all light from the designated target area. The effect manifests in the form of a irregular sphere of writhing darkness that contains everything within three paces of the affected target. Anyone inside the affected space is effectively blind. To see through the area from either side, a spell that permits the target to see in complete darkness, like *Eyes of the Bat*, is required.

The spell must be targeted at an object, individual, or other specific point in space. This location functions as a focus for the effect only, as the spell targets the light within the Part of space surrounding the focus, rather than the focus itself. Thus, the spell does not have to penetrate the Magic Resistance of anyone inside the target area, but only the resistance of the focus. If it fails to penetrate, the spell fails. If the focus is an individual or object that moves, the created darkness moves along with it. For example, if the spell is cast on a pebble, and that pebble is thrown into a lake, the blob of darkness will sink to the bottom.

(Base 3, +2 Voice, +1 Diameter, +1 Part, +1 Size)

Source: *Magi of Hermes*, 133

QUENCH THE RAGING CONFLAGRATION

PeIg 20

R: Voice, **D:** Mom, **T:** Ind

Extinguish any fire up to the size of a house fire. Many Flambeau magi learn this spell, or carry items enchanted with a similar effect, to control any incidental fires caused by errant Creo Ignem magic.

(Base 4, +2 Voice, +2 size)

Source: *Houses of Hermes – Societates*, 37

SOOTHE THE RAGING FLAMES

PeIg 20

R: Voice, **D:** Mom, **T:** Ind

Eradicates the heat of a bonfire, which, however, continues to burn until the fuel already covered in flame is consumed. The flames do not spread, or harm anything beyond what they were already burning. If the fire is extinguished and relit, it will burn hot again, as it is now a different fire.

(Base 10, +2 Voice)

Source: *Ars Magica Fifth Edition*, 142

LEVEL 25

ABYSSAL TOUCH

PeIg 25

R: Voice, **D:** Diam, **T:** Group

For two minutes, all members of the affected Group are thoroughly chilled. Living targets lose one Fatigue level per round until they fall unconscious, while objects are considered frozen. The chill does not persist long enough to actually damage living targets. In Tolides' version of this spell, dark vapor emerges from the ground near the designated Group and engulfs the affected targets. The apparition does not physically constrict the victims, and does not block their senses, but keeps chilling them for the duration of the spell.

(Base 4, +2 Voice, +1 Diameter, +2 Group)

Source: *Magi of Hermes*, 133

CONJURATION OF THE INDUBITABLE COLD

PeIg 25

R: Voice, **D:** Mom, **T:** Part

Cools the air within ten paces of the target, leaving it slightly below freezing. All nonliving things are chilled thoroughly, not just on the surface. All living things (except you, if you cast with a Rego requisite) lose one Fatigue level. House fires become as small as campfires, bonfires become as small as torch fires, and campfires and smaller fires go out.

(Base 4, +2 Voice, +1 Part, +2 size)

Source: *Ars Magica Fifth Edition*, 142

WELL WITHOUT LIGHT

PeIg 25

R: Touch, **D:** Sun, **T:** Str

Removes light from the target structure. Only spells greater than level 25 can create light within this area. When casting this spell, magi typically clench a hand into a fist, and the light flows into the fist like a living entity, until the entire area is dark.

(Base 3, +1 Touch, +2 Sun, +3 Str)

Source: *Ars Magica Fifth Edition*, 142

LEVEL 30

WIZARD'S ICY GRIP

PeIg 30

R: Voice, **D:** Mom, **T:** Ind

Chills a single target so that it takes +20 damage. If this is enough to kill, the target is frozen solid. Armor does not add to Soak against this spell.

(Base 20, +2 Voice)

Source: *Ars Magica Fifth Edition*, 142

LEVEL 35

WIZARD'S ECLIPSE

PeIg 35

R: Touch, **D:** Diam, **T:** Bound, Ritual

The sun is eclipsed within the target area, making it as dark as night. The darkness begins very suddenly — the superstitious are likely to panic, especially if they see that there is normal daylight just beyond the boundary of the spell.

(Base 2, +1 Touch, +1 Diameter, +4 Bound, +3 size)

Source: *Ars Magica Fifth Edition*, 142

LEVEL 45

DOMAIN OF DARKNESS

PeIg 45

R: Touch, **D:** Year, **T:** Bound, Ritual

This ritual creates a domain of darkness in the designated Boundary, which can cover an area with a diameter of nearly 1000 paces. No natural light that is brighter than a soft evening glow is ever shed within its Boundary, regardless of the season or time of day. Due to the continuous lack of sun, the whole area becomes cold and uncomfortable for living beings. Warm air from outside is not actively resisted, but almost never reaches the center of the domain. Even fires created by mundane or magical means appear weak, and only dimly lit. Plants within the Boundary turn to leafless caricatures of life sooner or later. Note that a Boundary requires a well-defined border, such as the tree line of a grove, the cliffs of a steep valley, or the shore of an island.

A brief note on the specific use of this spell that should not to be mistaken for traits or side-effects of the spell itself: The area affected by *Domain of Darkness* provides a haven for all creatures that shun the light. It represents Tolides' latest attempt to establish some sort of abode in a domain of his own. Because the affected Boundary is inhabited by a practicing diabolist, and the ritual needed to cast the spell is often powered by Infernal vis, the aura of the Boundary slowly but steadily accumulates more and more traits of Infernal Warping. For example, animals that stay inside the domain for an extended period of time are likely to turn into Corrupted Beasts — repellent aberrations of nature (*Realms of Power: The Infernal*, page 77). One day, the affected Boundary might even become a regio of its own, which is exactly what Tolides has planned.

(Base 2, +1 Touch, +4 Year, +4 Boundary, +2 Size)

Source: *Magi of Hermes*, 133

Rego Ignem Spells

LEVEL 5

TREMULOUS VAULT OF THE TORCH'S FLAME

ReIg 5

R: Voice, **D:** Mom **T:** Ind

Causes a fire to quiver a few seconds and then make a leap of up to 10 feet in any direction. A Targeting roll is required to hit a specific target. The flame stays at the spot it hits if it can burn there (see rules for fire damage on page 181). Otherwise, it simply scorches the spot and goes out (doing +5 damage).

(Base 3, +2 Voice)

Source: *Ars Magica Fifth Edition*, 142

LEVEL 10

DISCOURSE OF GLOWING TONGUES

ReIg 10

R: Touch, **D:** Conc, **T:** Ind

This spell controls the sounds created by a fire to make them form words. The alteration is subtle; words are formed of the natural roar, crackles, and hisses of the fire — not with any additional sound. Someone listening at the fire who knows to expect the words can make them out with a Perception + Awareness roll against an Ease Factor of 3. A character who is not aware that the fire is speaking needs to roll against an Ease Factor of 9 on a Perception + Awareness test to realize that the fire is making words at all.

Ranulf and his apprentice (who is also quite talented with the Art of Ignem) use this spell to target fires that are subject to the *Unified Flame* spell. Because the *Unified Flame* is cast by Ranulf within his covenant, the communication is not impeded by his covenant's *Aegis of the Hearth*. Neither Ranulf nor his apprentice knows *Discourse of Glowing Tongues* as a formulaic spell; instead, they cast it spontaneously when needed. Note that this spell has a Range of Touch and may be difficult or even damaging to cast on a particularly hot fire.

(Base 4, +1 Touch, +1 Concentration)

Source: *Magi of Hermes*, 111

LEAP OF THE FIRE

ReIg 10

R: Voice, **D:** Mom, **T:** Ind

Causes a bonfire to leap of up to 10 paces in any direction, where it catches if there is fuel, or burns out if there is none. Make a Targeting roll to hit a target; the flames do +10 damage.

(Base 3, +2 Voice, +1 size)

Source: *Ars Magica Fifth Edition*, 143

LEVEL 15

WARD AGAINST FLAME

ReIg 15

R: Touch, **D:** Ring, **T:** Circle

This spell creates a circle that mundane fires cannot cross. It is used, in many laboratories, around heat sources that could tip or spill. It is also popular around grain stores. The fine dust that is found wherever people store flour is highly flammable, and many magi use this spell to quarantine areas in mills and granaries from the fires that are used in other parts of the buildings. Hermetic librarians use this spell far more than is necessary: in one covenant, for example, the drip catcher on every candleholder has a circle for this spell etched into its surface.

This spell sometimes encloses an entire laboratory, but is of limited usefulness in that application. The fires caused by laboratory accidents are often magically powerful enough to overcome this ward, or hot enough to burn through the wooden boards used as floors and ceilings in many covenants. The spell does keep fires bottled, but this makes them more intense, until they burn through their supply of fuel and air.

(Base 4, +1 Touch, +2 Ring)

Source: *Covenants*, 104

LEVEL 20

COERCE THE SPIRIT OF FIRE

ReIg 20

R: Voice, **D:** Conc, **T:** Ind

Makes a fiery spirit obey the caster as long as she can coerce it with threats. The more lurid and dramatic her threats, the more cooperative the spirit is. If the spell penetrates the spirit's Magic Resistance, make a stress roll of Com + Leadership to see how effective the maga's threats are. The storyguide should always give a bonus or penalty depending on the potency of the threats, but note that any roll other than a botch compels at least minimal obedience, while increasing rolls indicate a more cooperative spirit.

(Base 5, +2 Voice, +1 Concentration)

Source: *The Mysteries*, 28

COERCE THE SPIRIT OF FIRE

ReIg 20

R: Voice, **D:** Diam, **T:** Ind

Make a disembodied spirit of Ignem obey the caster so long as she can coerce it with threats.

(Base 5, +2 Voice, +1 Diam)

Source: *Legends of Hermes*, 65

COMMAND THE LIVING FIRE

ReIg 20

R: Voice, **D:** Conc, **T:** Ind

This spell allows the caster to control the actions of a fire elemental up to Size 0, if the Penetration Total exceeds the elemental's Magic Might. For larger elementals, versions of the spell with a Size modifier to the Target are required. If an elemental is already under supernatural control, the most recent spell or power used is the one that commands it.

(Base 5, +2 Voice, +1 Concentration)

Source: *Realms of Power – Magic*, 133

LIGHT SHAFT OF THE NIGHT

ReIg 20

R: Voice, **D:** Conc, **T:** Group

Collects moonbeams and starlight into a single vertical shaft of soft, silvery light that moves under your control. It illuminates an area 15 paces across with light nearly equal to sunlight (if the moon is out) or moonlight (if the moon is not out). If the sky is overcast, the spell does not work. Can only be cast under the night sky.

(Base 3, +2 Voice, +1 Concentration, +2 Group)

Source: *Ars Magica Fifth Edition*, 143

THE OBEDIENT FIRE

ReIg 20

R: Voice, **D:** Conc, **T:** Ind

Control the rate and direction in which a fire spreads. The caster may make the fire spread across combustible surfaces as fast as a man walks. It can leap most gaps as much as one pace across but cannot cross even the tiniest trickle of water. The caster can prevent the fire from spreading in certain directions but cannot actually keep it from burning things it touches. He could, for instance, make a fire spread into the shape of a circle and then expand outward, or keep the fire away from himself while it follows his enemies around the room. If the fire surrounds a person, its heat is non-magical and so bypasses Magic Resistance. An aiming roll is required to get the fire close enough to do damage. If the fire grows larger than a basic Room Target, the caster loses control of it entirely.

(Base 4, +2 Voice, +1 Concentration, +1 Size)

Source: *Houses of Hermes – Societates*, 37

LEVEL 25

BURST OF THE SWEEPING FLAMES

ReIg 25

R: Sight, **D:** Mom, **T:** Ind

This spell causes a fire to explode outwards from its source along the ground, as if a giant wind were blowing on it from above. The fire travels for no more than 10 paces, but it ferociously ignites anything in its path. The original fire is left dead, but in all probability a number of new fires will be started. The flames cause +5 to +15 damage, depending on the intensity of the original fire.

(Base 10 (4 + 2 magnitudes for the intensity of the fire), +3 Sight)

Source: *Ars Magica Fifth Edition*, 143

DISCRIMINATING FLAMES

ReIg 25

R: Voice, **D:** Sun, **T:** Ind

This spell controls a fire, preventing it from directly heating or burning a particular substance (such as human flesh or the wood of the elm tree) chosen by the caster at the time of casting. The caster must either have a sample of the material to be protected, or must cast the spell with an appropriate casting requisite. Ranulf frequently casts this spell several times upon the same fire in order to make the fire safe for specific environments. The spell only affects the fire that it is cast upon. Other fires, including fires that have been lit from the subject of this spell, are not affected. Fires up to ten times the size of a hearth fire can be targeted with this spell.

(Base 4, +2 Voice, +2 Sun, +1 size)

Source: *Magi of Hermes*, 112

WARD AGAINST HEAT AND FLAMES

ReIg 25

R: Touch, **D:** Sun, **T:** Ind

Keeps heat and fire at bay, unable to approach within 1 pace of the target. This renders the target immune to damage from flames or heat of intensity less than that of molten iron. The target gets a +15 Soak against all fire-related damage. Any fire doing less than +15 damage per round doesn't penetrate the ward. Such fires simply dim at the protected person's passing and flare back up after he or she is gone.

(Base 4, +2 for up to +15 damage, +1 Touch, +2 Sun)

Source: *Ars Magica Fifth Edition*, 143

LEVEL 40

SUMMONING THE SPIRIT OF FIRE

ReIg 25

R: Arc, **D:** Conc, **T:** Ind

Calls a fiery spirit if the magus has an Arcane Connection or knows its full name, and overcomes the spirit's Magic Resistance. (The name can be a non-magical name; it need not be a magical true name or name of power). A fire serves as an Arcane Connection to any elemental fire spirit that resides in the area.

(Base 15, +4 Arcane Connection, +1 Concentration)

Source: *The Mysteries*, 293

LEVEL 30

MASTER THE AIRY SPIRIT OF FIRE

ReIg 30

R: Voice, **D:** Moon, **T:** Ind

Commands an airy spirit associated with the elemental form of Ignem to serve the magus for Moon duration. If the spell penetrates the spirit's Magic Resistance, make a stress roll of Com + Leadership to judge how fully-controlled the spirit is.

(Base: 5, +2 Voice, +3 Moon)

Source: *Through the Aegis*, 105

PETITE PHOENIX

ReIg 30

R: Voice, **D:** Conc, **T:** Ind

This transmutes a fire into the shape of a small bird. The reshaped fire moves as the will of the caster directs. The fire has a Size of -6, a Dexterity of +3, and a Quickness of +7. The heat of the original blaze is unchanged by this spell. The bird has no more substance than the original fire did and is not subject to most types of attacks, but still may be extinguished with water, *Perdo Ignem* magics, and similar methods. Being made entirely of flame, the petite phoenix can not pass through solid objects, but objects that are smaller than the bird may pass through it. Ranulf often uses *Petite Phoenix* in conjunction with *Transmutation of Fire* to move objects such as doors and inconvenient sections of walls. Fires targeted by this spell can be up to ten times the size of a hearth fire.

(Base 10, +2 Voice, +1 Concentration, +1 size)

Source: *Magi of Hermes*, 112

LEVEL 35

SUMMON THE AIRY SPIRIT OF FIRE

ReIg 35

R: Arc, **D:** Mom, **T:** Ind

Summons the target airy spirit associated with Ignem into the caster's presence. There is nothing to compel the spirit to stay once summoned.

(Base: 15, +4 Arcane Connection)

Source: *Through the Aegis*, 105

UNIFIED FLAME

ReIg 35

R: Arc, **D:** Sun, **T:** Group

This spell alters the target fires to resemble one another in all ways. The fires to be targeted by this spell must all be Arcane Connections to one another. The targeted fires change over the course of a few minutes to mirror one another completely in the shape of their flames, the sound of their roar and crackling, and the smoke that they produce. Any changes in one fire will be reflected in the others. The affected fires all take on a slightly unnatural appearance as their flames move into a configuration that does not completely match the logs that they are burning, and they are altered by the sigil of the casting wizard.

When Ranulf's apprentice is away from him, the apprentice is instructed to kindle a fire using a coal stored in the Chest of the Ember Seed just after sunset every evening. While this spell is normally intended to unite two fires, the spell was designed with a Target of Group. Ranulf believed that the effort required to create a spell that affected just two fires would be as great as or greater than the work needed to develop a spell that targeted a group, because of the difficulty of using non-standard Targets. As a result, more than two fires can be affected by this spell, and the caster could be completely unaware of the additional fires (possibly allowing a communication to be intercepted, see *Discourse of Glowing Tongues* above).

This spell is an example of magic created to match the needs of the magus. For most magi, any number of Intellego spells would provide a significantly easier method of communication. Yet for Ranulf, who has a Magical Focus in unnatural fires and the Deficient Technique Flaw with Intellego, the season that he invested to invent this spell was a wiser choice than trying to learn magics not suited to his talents.

(Base 3, +4 Arcane Connection, +2 Sun, +2 Group)

Source: *Magi of Hermes*, 112

WARD AGAINST IMMOLATION

ReIg 35

R: Per, **D:** Diam, **T:** Ind

The caster is rendered immune to heat and fire less than that of the most powerful of Ignem magics. The caster and his possessions receive a +35 bonus to Soak against damage from heat. While this spell is active, Ranulf can (due to the resistance to heat provided by his Ignem Form resistance bonus) tolerate, barely, the heat generated by his *Self Immolation* spell. However, *Ward Against Immolation*, like *Self Immolation*, is a spell of Duration Diameter. As a result, Ranulf must cast this protective spell prior to casting *Self Immolation*; if Ranulf fails to cast *Ward Against Immolation* again before the original casting expires, the *Self Immolation* spell would cause him severe harm (as a Personal Range spell, it does not need to penetrate his Magic Resistance).

(Base 4, +1 Diameter, +6 intensity of heat)

Source: *Magi of Hermes*, 112

LEVEL 40

SUMMON THE SPIRIT OF FIRE

ReIg 40

R: Arc, **D:** Conc, **T:** Ind

Calls a disembodied Ignem spirit if the magus has an Arcane Connection or knows the non-magical name of the spirit. Elemental material of the type associated with the spirit serves as an Arcane Connection to any Ignem spirit which resides in the area.

(Base 15, +4 Arcane Connection, +1 Concentration)

Source: *Legends of Hermes*, 65

LEVEL 50

WARD AGAINST MUNDANE INTRUSIONS

ReIg(An, Aq, Co, He) 50

R: Touch, **D:** Ring, **T:** Circle, Ritual

Req: Animal, Aquam, Corpus, Herbam

This spell conglomerates other wards into a single working. It holds at bay many of the things likely to damage Hermetic sancta: flame, excessive light, thieves, pests, moisture, and mildew.

(As *Ward Against Curious Scullion*, +4 requisites)

Source: *Covenants*, 104

The Art of Imaginem

Creo Imaginem Spells

LEVEL 5

FALSE WINDOW

CrIm 5

R: Touch, **D:** Sun (some versions use Ring), **T:** Ind
This spell allows the magus to trace the frame of a door or window and create a miniature that seems to show something that lies beyond the frame. A Perception + Finesse roll is required to craft a convincing illusion. The Ease Factor is 9 if the image seems to show a room, 12 if it seems to show a structure, or 15 if it seems to run to the horizon. These numbers already include the reduction for limiting the viewer's line of sight, but could be reduced or increased by familiarity with the depicted scene.

Many casters of *False Window* add an additional magnitude, so that figures within the image appear to move, and the pattern of light changes to suit the time of day, but this simpler version creates only a static image. This spell also models similar spells for the other senses: a mirror that plays a tune, provided its face is not turned toward a wall, is an example. Directly created species like these are resisted by the Parma Magica.

(Base 2, +2 Sun or Ring, +1 Individual)

Note: One level was added for Target: Individual in the source.

Source: *Houses of Hermes – Societates*, 68

SMOKE OF ESCAPING

CrIm 5

R: Touch, **D:** Diam, **T:** Ind

Creates the illusion of a thick cloud of red smoke in the caster's vicinity.

(Base 1, +1 Touch, +1 Diameter, +1 size, +1 impenetrable to sight)

Note: In the original source, the Duration was shown as Sun with Diameter in the level calculation. The Duration is shown as Diameter here.

Source: *Magi of Hermes*, 124

THE STUDIOUS DOPPLEGANGER

CrIm 5

R: Touch, **D:** Sun, **T:** Ind

This spell creates a static copy of the caster, which sits on a stool and appears to be studying a book. The image is only visual.

(Base 1, +1 Touch, +2 Sun, +1 intricacy)

Source: *Apprentices*, 47

TRIGGER THE DISTANT POWER

CrIm 5

R: Arc, **D:** Mom, **T:** Ind

The caster specifies a particular noise that then momentarily sounds in the vicinity of an object, place, or person to which the caster has an Arcane Connection. The spell cannot duplicate a voice or say words.

Persephone uses this simple spell to trigger a number of different effects in the charged items she makes and distributes to her agents. Each item is keyed to trigger its effect upon hearing a commonplace noise, like a whine, a buzz, or a chirrup easily attributable to an insect.

(Base 1, +4 Arc)

Source: *Magi of Hermes*, 91

LEVEL 10

AGER BELLI

Cr(Re)Im 10

R: Touch, **D:** Conc, **T:** Ind

Req: Rego

This illusion creates a Roman soldier. The soldier responds to the mental direction of the caster, who must maintain concentration as the soldier moves. The image contains only visual elements. This spell is used by Hermetic apprentices to play Bellum. Note that other spells can be designed that make different illusionary images. A Roman soldier is a standard image, but any Size 0 figure is allowed, including knights, club-wielding barbarians, and supernatural creatures like fauns and satyrs.

(Base 1 (illusion affecting 1 sense), +1 Touch, +1 Concentration, +2 coordinate complex movements of the illusion, +1 Rego requisite.)

Source: *Apprentices*, 58

FOOLING THE EYE

CrIm 10

R: Sight, **D:** Mom, **T:** Part

A magus using this spell creates the correct species for the swift movement of a small bright object, and casts them at the head of the target. Virtually all humans have an involuntary reflex that makes their eyes track the paths of moving objects, particularly those that might strike them. The magus uses this reflex against the victim, because when she looks where the object should be, she makes eye contact with the magus. This allows the magus to cast spells with Eye Range on the victim.

This spell does not require a Finesse roll, because it does not simulate a particular object.

(Base 2, +3 Sight, +1 Part)

Source: *Houses of Hermes – Societates*, 68

PHANTASM OF THE TALKING HEAD

CrIm 10

R: Voice, **D:** Diam, **T:** Ind

Creates an illusory face on a wall or other flat object. The visage can speak during the spell's duration. Individual wizards' sigils can produce very interesting differences in how the voice sounds, how the face looks, and so on.

(Base 2, +2 Voice, +1 Diameter, +1 intelligible speech)

Source: *Ars Magica Fifth Edition*, 144

SILENT SHOUT

CrIm 10

R: Sight, **D:** Mom, **T:** Part

This spell creates a burst of species, matching the caster's voice, which strike the target in the head. This spell requires a Perception + Finesse roll against an Ease Factor of 6 to make the voice sound convincingly like that of the magus (the base Ease Factor is 9, with a -3 modifier for deep familiarity), but even if the roll fails, the target still hears the message. This spell is used on battlefields, or to instruct apprentices in the Tribunal chamber. It takes advantage of the directional nature of miniatures to prevent others from overhearing its contents.

(Base 2, +3 Sight, +1 Part)

Source: *Houses of Hermes – Societates*, 68

LEVEL 15

AN ENEMY AWASH IN THE PURE SIGIL OF THE MAGUS

CrIm 15

R: Sight, **D:** Conc, **T:** Part

This spell washes the target with concentrated visible species, overloading the eyes. It requires no Finesse roll, because the species do not construct an image. In this case, the sheer number of species is being used to overload the capacity of the eye, so that the target is unable to see anything else. The spell's name comes from its appearance, which is always based strongly on the sigil of the caster. The victim's eyes recover two minutes after the spell is complete, or in only a round if the victim thinks to close his overburdened eyes when first struck by the spell.

Spells similar to this one can create detailed images, but that requires Finesse rolls.

(Base 2, +3 Sight, +1 Concentration, +1 Part)

Source: *Houses of Hermes – Societates*, 68

BOOK OF IMAGES

CrIm 15

R: Touch, **D:** Ring, **T:** Ind

This spell creates moving sounds and images that are stored in a circle (such as a drawn circle on paper) as long as it is intact. With this spell it is possible to create a whole book or gallery of fantastic images and talking pictures, but only if proper Finesse rolls are made.

(Base 2, +1 Touch, +2 Ring, +1 moving images, +1 intricacy)

Source: *Magi of Hermes*, 124

PHANTASMAL TROUPE

CrIm 15

R: Voice, **D:** Conc, **T:** Ind

Creates illusionary music from a direction that the caster specifies. A full troupe of musicians can be simulated in this way, with a finesse roll determining the quality of the music. Aurulentus uses this spell to amuse his wife and children. It was originally invented by his parents, Altus, with the same motivation.

(Base 1, +2 Voice, +1 Concentration, +2 change at command, +1 intricacy)

Source: *Magi of Hermes*, 22

LEVEL 20

LOCUS OF THE LITERATUS

CrIm 20

R: Touch, **D:** Mom, **T:** Ind, Ritual

With this spell, the caster creates a drawing of his location as a vestige, illuminated on a page inside a book that he carries with him. By casting this spell in several different places, the caster produces a map that may be used with InIm spells to travel more easily through the Magic Realm.

(Base 15, +1 Touch)

Source: *Realms of Power – Magic*, 27

PHANTASMAL ANIMAL

CrIm 20

R: Voice, **D:** Diam, **T:** Ind

Creates an image of any animal or beast up to the size of a pony (Size +1). Under your direct mental command, it moves about (within range) and makes appropriate noises. You need to be able to concentrate, and be within range, whenever you wish to direct the illusion to move in some manner. If you move out of range or stop concentrating, the illusion just freezes in place. The image does smell like an animal, but it has absolutely no effect on the sense of touch. Of course, a magus may not use this spell to create the image of an animal he or she does not know exists.

(Base 3, +2 Voice, +1 Diameter, +2 move under your command)

Source: *Ars Magica Fifth Edition*, 144

PHANTASMAL FIRE

CrIm(Ig) 20

R: Voice, **D:** Sun, **T:** Ind

Req: Ignem

Makes an image of a fire (up to the size of a large campfire) that dances, illuminates, crackles, and (apparently) warms. It does not spread, burn, or protect against cold. Makes a great joke at gatherings of House Flambeau, although creating a real fire is even more popular.

(Base 3, +2 Voice, +2 Sun, +1 for light from Ignem requisite)

Source: *Ars Magica Fifth Edition*, 144

TOLD STORY

CrIm 20

R: Voice, **D:** Performance, **T:** Ind

Creates the images and sounds of a story sung by the bard, which change along with the story. This spell only creates a small three-dimensional stage on which the story is told, but no true persons. Scipio can sing the story displayed on the stage without losing concentration, because of his Performance Magic (Music) Virtue.

(Base 2, +2 Voice, +1 Performance +2 changing images, +1 intricacy)

Source: *Magi of Hermes*, 124

VENEFICUS ENIGMA

CrIm 20

R: Touch, **D:** Conc, **T:** Ind

Developed as a quick game for magi, the *Veneficus Enigma* creates the illusion of a small puzzlebox in the palm of the caster's hand that can be manipulated by another. When cast, the caster sets the puzzle for the *Veneficus Enigma*. The illusory box then produces lights and sounds that are clues on how to open it. Figuring out the puzzle requires an Intelligence + Artes Liberales roll versus an Ease Factor equal to the caster's Intelligence + Artes Liberales + 5. Traditionally, the caster holds an item in the palm of his hand when he casts this spell, to be retrieved as the "prize" when the box is opened. Removing the box from the caster's hands to reveal the item without solving the puzzle is considered extremely impolite.

(Base 3, +1 Touch, +1 Concentration, +2 Move/Noise, +1 Intricate)

Source: *Magi of Hermes*, 30

LEVEL 25

PHANTASM OF THE HUMAN FORM

CrIm 25

R: Voice, **D:** Sun, **T:** Ind

Makes an image of a clothed and equipped person that can make noise. Under your direct, unspoken command, the person can move about, speak, and behave as a human does.

(Base 2, +2 Voice, +2 Sun, +2 move at your command, +1 intricacy)

Source: *Ars Magica Fifth Edition*, 144

THE FIRST FURROW GUIDES THE SECOND

Cr(In)Im 25

R: Voice, **D:** Sun, **T:** Group

Req: Intellego

This spell lays the image of a book's page over the top of a blank sheet, so that a scribe can trace the page's contents. This creates identical copies of books. This is particularly useful when a book has lost a page, but can be made complete with a page copied from one of its sisters in another library. Used repeatedly over the course of a season, it can assist in the creation of copies of Hermetic books, allowing an unskilled magus to avoid the three extra botch dice for scribing without Profession: Scribe. This spell is also known as *The Principal Aide to the Forger's Art*.

(Base 1, +1 changes as pages turn, +2 Voice, +2 Sun, +2 Group, +1 requisite)

Source: *Covenants*, 97

THE FIRST FURROW GUIDES THE SECOND

Cr(In)Im 25

R: Voice, **D:** Sun, **T:** Group

Req: Intellego

This spell lays the image of a book's page over the top of a blank sheet, so that a scribe can trace the page's content. This creates identical copies of books. Used repeatedly over the course of a season, it can assist in the creation of copies of Hermetic books, allowing an unskilled magus to copy books even without having the Profession: Scribe Ability. (Note: this spell's description has been modified from when it first appeared in *Covenants*, page 97, where it erroneously implies that a magus without Profession: Scribe has a -3 penalty to any totals requiring that Ability)

(Base 1, +2 Voice, +2 Sun, +2 Group, +1 changes as pages turn, +1 requisite)

Source: *Transforming Mythic Europe*, 100

LEVEL 30

CAGE OF BRONZE

CrIm 30

R: Voice, **D:** Sun, **T:** Ind

This Glamour spell (see page 101 in *Houses of Hermes: Mystery Cults*) creates a big bronze cage around the target, capturing it (if a targeting Finesse roll succeeds).

(Base 10, +2 Voice, +2 Sun)

Source: *Magi of Hermes*, 124

PHANTASMAL HORSE

CrIm 30

R: Touch, **D:** Sun, **T:** Ind

This Glamour spell (see page 101 in *Houses of Hermes: Mystery Cults*) creates a magical and beautiful riding horse. Due to their faerie nature, such horses are always strangely colored or behave in some other ridiculous way. Scipio's horses are always red and curious.

(Base 10, +1 Touch, +2 Sun, +1 moving parts)

Source: *Magi of Hermes*, 124

RAISE THE VERONESE FLAG

CrIm 30

R: Voice, **D:** Sun, **T:** Group

This spell creates the illusion of ten Veronese men-at-arms manning the castle walls. Each soldier moves and speaks (though they seem to have Veronese accents, they form no intelligible words) but never strays from its post. Using this spell, the Veronese magi fooled the Milanese force into thinking that all of the castle walls were protected.

(Base 2, +2 Voice, +2 Sun, +2 Group, +2 movement and complexity)

Source: *Lords of Men*, 116

THE ONEIROPOMP'S TREASURE

CrIm 30

R: Touch, **D:** Mom, **T:** Ind, Mystery, Ritual

A small object (up to Size -3 — the size of a baby or a cat), is given real substance, and appears in the real world. The spell can only be used by a spiritual traveler; since he is in dream, the spell can in fact be a spontaneous ritual — but it must use real-world vis, either on the caster's body, accessible through the Arcane Connection from dreamer to body, or brought in by a physical traveler.

The real-world vis must be either Creo or Imaginem vis, or the Form of the real-world object created. The caster's score in the real-world Form determines the number of pawns of Form vis his body can use, limited in this ritual by his score in Imaginem as if a requisite on the realworld Form.

A copy of the object given substance appears by the side of the entranced body of the magus casting this ritual.

(Base 25, +1 Touch)

Source: *The Mysteries*, 109

TO MARK WITH UMBRAGE

CrIm 30

R: Sight, **D:** Sun, **T:** Group

This spell marks every member in a force mundanes, so that, in the confusion of battle, they can tell friend from foe. The mark is a large visual representation of the sigil of the magus. The spell's creator had a shadowy sigil, so the grogs she marked appeared dark and featureless, giving the spell its name. The spell can be cast on any group of people, and can project any sort of visual mark, so Tremere magi also use it for processions and sport.

Any Awareness roll concerning the location of forces has a +3 bonus while this spell is in effect. Examples include selecting areas of the battlefield to target with destructive spells, selecting victims for missile fire, finding groups to rally to when separated from the army in the swirl of battle.

This version of the spell is able to mark up to a thousand individuals, in groups within the magus's Sight. Some younger magi prefer a version of the spell suited for smaller units of grogs. This version is level 25, is effective to Voice range, and can only affect a group of about ten. Others don't bother because grogs from House covenants usually have a covenant symbol (called a badge) or color on their clothes.

(Base 1, +3 Sight, +2 Sun, +2 Group, +2 size)

Source: *Houses of Hermes – True Lineages*, 140

LEVEL 35

ETERNAL REPETITION IN A BOTTOMLESS POOL

CrIm 35

R: Arc, **D:** Sun, **T:** Ind

This spell uses enchanted mirrors to display the text of a book to which the magus has an Arcane Connection. The magus commanding the mirror can navigate the book by vocal command. For example, "next page" and "the first bit about marsh fronds" are both legitimate commands. The spell's name is a vestige of the early order, when mirrors were more expensive and the spell was enchanted into clay vessels, read by pouring black ink into them.

(Base 1, +4 Arcane Connection, +2 Sun, +1 clear words, +2 accepts commands, +1 extremely intricate)

Source: *Covenants*, 101

HAUNT OF THE LIVING GHOST

Cr(In)Im 35

R: Arc, **D:** Conc, **T:** Ind

Req: Intellego

With this spell, you can instantly project your own image and voice to any designated spot that you have an Arcane Connection to (though storyguides may wish to limit this range to some absolute distance like 300 miles). You can see and hear through the image. The image must appear in some medium, such as a fire, mirror, or pool. Some magi use this spell to attend inter covenant councils without traveling the intervening distance. Because other magi can see you, this spell is not held to constitute scrying by magic. Using it through another covenant's *Aegis* counts as showing off, however.

(Base 2, +4 Arcane Connection, +1 Concentration, +2 move at your command, +1 intricacy, +1 Intellego requisite)

Source: *Ars Magica Fifth Edition*, 144

STORY OF LEGEND

CrIm 35

R: Voice, **D:** Performance, **T:** Group

This spell is similar to *Told Story*, but instead of creating a small stage as an Individual, this spell can create up to 100 persons or things like clouds, small dragons, and so on.

(Base 2, +2 Voice, +1 Performance, +2 Group, +1 size, +2 changing images, +1 intricacy)

Source: *Magi of Hermes*, 124

LEVEL 40

DOPPELGANGER

CrIm(Me) 40

R: Touch, **D:** Sun, **T:** Ind

Req: Mentem

This Glamour spell (see page 101 in *Houses of Hermes: Mystery Cults*) creates a person's doppelganger, with some limited freedom and simulated intellect. It may act independently but is under the caster's control. Like all Glamour spells, the doppelganger has substance and can act as something that really exists.

(Base 10, +1 Touch, +2 Sun, +1 Mentem requisite, +1 copy of someone, +1 moving parts)

Source: *Magi of Hermes*, 124

IMAGE OF THE LADY

CrIm(Me) 40

R: Touch, **D:** Ring, **T:** Ind

Req: Mentem

Similar to *Book of Images* and the spell *The Shadow of Human Life* (*Ars Magica Fifth Edition*, page 144) this spell creates an image of a person, which can also make sounds, within a ring that serves as a frame. This image has limited freedom and a simulated intellect. He or she cannot learn Abilities, but can remember a story told while casting the spell. Such an image can also work as a guard or similar. In Scipio's home covenant these pictures hang on almost every wall, working as advisors for slow grogs, as monitors in the kitchens, or as sentries. Due to experimentation, Scipio's version of this spell creates images that need to sleep and eat illusionary meals.

(Base 2, +1 Touch, +2 Sun, +1 intricacy, +6 Mentem requisite, for a very elaborate effect)

Source: *Magi of Hermes*, 124

THE SHADOW OF HUMAN LIFE

CrIm(Me) 40

R: Touch, **D:** Sun, **T:** Ind

Req: Mentem

The human image created (as in *Phantasm of the Human Form*) has limited freedom and simulated intellect. It functions as an independent human, albeit a stupid one, capable of interpreting general orders in new situations.

(Base 2, +1 Touch, +2 Sun, +1 intricacy, +6 Mentem requisite, for a very elaborate effect)

Source: *Ars Magica Fifth Edition*, 144

LEVEL 45

GARDEN OF EDEN

CrIm 45

R: Voice, **D:** Conc, **T:** Part

This Glamour spell (see page 101 in *Houses of Hermes: Mystery Cults*) creates a nearly perfect world around the caster, in which everything is so beautiful that it almost hurts the eye. Most human beings, many animals, and even some faeries lose any desire to fight or argue. While casting, the magus makes a Finesse roll, the result of which is the Ease Factor of a Personality Trait roll to resist this effect. Appropriate Personality Traits would be anger, hatred, violent, and so on. This spell needs to Penetrate to work.

(Base 10, +2 Voice, +1 Concentration, +1 Part, +1 size, +2 extremely beautiful and detailed surroundings)

Source: *Magi of Hermes*, 125

THE SHROUD CUT OF WINTER'S CLOTH

CrIm(Me) 45

R: Touch, **D:** Year, **T:** Bound, Ritual

Req: Mentem

Similar to *The Shrouded Glen* (*Ars Magica Fifth Edition*, page 152), this spell enchants the Boundary in which the ritual is cast so that anyone moving through it is not only subtly diverted, but believes the space within the Boundary is filled with the image of the terrain of the caster's choice, usually identical to the area surrounding it. This image affects the senses of sight, touch, and hearing.

(Base 3, +1 Touch, +4 Year, +4 Boundary, +1 Mentem Req.)

Source: *Dies Irae*, 69

Intellego Imaginem

Spells

GENERAL

DISCERN IMAGES OF TRUTH AND FALSEHOOD

InIm Gen

R: Per, **D:** Conc, **T:** Vision

You can tell whether an image has been created or altered through a spell, seeing both the original and false images in the case of alterations. Illusions caused by a spell with a level higher than five lower than the level of this spell are not discerned. If you botch the roll, you mistake illusions for the real thing and reality for illusion. Your discernment is not limited to visual illusions, although you can only tell that a sound is illusory if you are looking at the apparent source.

(Base effect, +1 Concentration)

Source: *Ars Magica Fifth Edition*, 144

THE DISCERNING EYE

InIm Gen

R: Per, **D:** Sun, **T:** Vision

An enhanced version of *Discern the Images of Truth and Falsehood*. You can tell whether an image has been created or altered by magic, seeing both the original and false images in the case of alterations. The enhanced sense works by extromission (sending magical species from the eyes). If these encounter any Magic Resistance, they may be blocked. Therefore an area protected by Magic Resistance will appear dark to the magical aspect of the caster's vision. When cast without Penetration the caster is able to spot areas of Magic Resistance (which would include an invisible magus). To detect an illusion this spell must be at least fifteen levels higher than the effect that generated it. However, use of the Acute Sense mastery ability may still detect an anomaly. If you botch the spell, you mistake illusions for the real thing and reality for illusion. Your discernment is not limited to visual illusions, although you can only tell that a sound is illusory if you are looking at the apparent source.

(Base, +2 Sun, +1 Enhanced Effect)

Source: *Houses of Hermes – True Lineages*, 72

LEVEL 5

FINGERS FOR EYES

InIm 5

R: Touch, **D:** Diam, **T:** Room

The caster can see the Room that the person he touches is in. The spell can be used by a blind magus to “see, ” by moving around with his hand on the shoulder of a servant. It can also be used to see the location that an *Intangible Tunnel*-style effect terminates in.

This spell only works if the person touched is actually in a Room. This spell must Penetrate in order to sense creatures with Magic Resistance.

(Base 1, +1 Touch, +1 Diameter, +2 Room)

Source: *Hermetic Projects*, 84

PRYING EYES

InIm 5

R: Touch, **D:** Conc, **T:** Room

You can see inside a room, as long as you can touch one of its walls. If the room is unlit or poorly lit, you can only see as much as you could if you were inside, but magical enhancements of your senses do apply. You may change your viewpoint within the room throughout the duration of the spell.

(Base 1, +1 Touch, +1 Concentration, +2 Room)

Source: *Ars Magica Fifth Edition*, 144

SPY THE APPROACHING GROG

InIm 5

R: Touch, **D:** Conc, **T:** Room

A touch of a wall allows the caster to peer around the corner without entering the room. Great for sneaking down to the lab or the kitchen without being caught. This spell is designed to be cast forcelessly, as to not accidentally scry on another magus.

(Base 1, +1 Touch, +1 Con, +2 Room)

Source: *Magi of Hermes*, 30

TRAVELER'S FORESIGHT

InIm 5

R: Road, **D:** Conc, **T:** Ind

The magus can see and hear the nearest person on the road he is traveling.

(Base 2, +2 Road, +1 Concentration)

Source: *Magi of Hermes*, 125

LEVEL 10

PALM OF HEARING

InIm 10

R: Touch, **D:** Diam, **T:** Hearing

The caster can hear from the perspective of the target. This spell must Penetrate in order to sense creatures with Magic Resistance. Ariane has learned this spell to cast down an Intangible Tunnel.

(Base 1, +1 Touch, +1 Diameter, +3 Hearing)

Source: *Through the Aegis*, 80

THE BRUSHSTROKES REVEALED

InIm 10

R: Touch, **D:** Ring, **T:** Circle

This spell makes the species cast by an object within the circle more vivid, so that the magus can see tiny details that are otherwise invisible. This spell has traditionally been used to investigate the physical construction of artworks, but nature-oriented Jerbiton magi have recently begun using it to investigate the handiwork of God, by examining the tiny structures of creation.

(Base 3, +1 Touch, +2 Ring)

Source: *Houses of Hermes – Societates*, 65

THE COPYIST'S CRITICAL EYE

InIm 10

R: Per, **D:** Conc, **T:** Vision

The caster casts his eye over two texts, and he can immediately see the places in the second that differ from the first by perfecting his memory of the first text. The manner in which the differences are displayed depend on the caster's sigil. To Atrox of Tytalus, any incorrect words appear to be drawn in fresh blood.

(Base 1, +1 Concentration, +4 Vision)

Source: *Transforming Mythic Europe*, 101

LEVEL 15

AN EAR FOR DISTANT BELLS

InIm 15

R: Per, **D:** Conc, **T:** Hearing

This spell allows the caster to precisely determine the distance and direction from their location to the source of a sound. This spell was invented in the Normandy Tribunal by the Quaesitor Fluvius.

(Base 3, +1 Concentration, +3 Hearing)

Source: *The Lion and The Lily – The Normandy Tribunal*, 25

DISCERN OWN ILLUSIONS

InIm 15

R: Per, **D:** Sun, **T:** Vision

This spell makes your own illusions largely transparent, but still discernible.

(Base 1, +2 Sun, +4 Vision)

Source: *Ars Magica Fifth Edition*, 145

HEARING THE SILENT CHORUS

InIm 15

R: Per, **D:** Conc, **T:** Hearing

This spell allows the recipient to barely hear the unheard sounds of the planetary orbits. Interpreting the sounds depends upon the listener, whose player makes an Intelligence + Artes Liberales + stress die roll against an Ease Factor of 12. If successful, the player gains a +3 to the next astrology roll her character makes, or +3 to the next song the character composes. If the roll botches, the listener gains a Warping Point per zero on the botch dice. This spell only affects the specified astrology activity or song composition once; repeated castings for that activity are not effective.

(Base 3, +1 Concentration, +3 Hearing)

Source: *Art & Academe*, 16

PALM OF SEEING

InIm 15

R: Touch, **D:** Diam, **T:** Vision

The caster can see from the perspective of the target. This spell must Penetrate in order to sense creatures with Magic Resistance. Ariane has learned this spell to cast down an Intangible Tunnel.

(Base 1, +1 Touch, +1 Diameter, +4 Vision)

Source: *Through the Aegis*, 80

LEVEL 20

THE EAR FOR DISTANT VOICES

InIm 20

R: Arc, **D:** Conc, **T:** Room

You can hear what is happening in the place you designate. You must have an Arcane Connection with the place or with a person there.

(Base 1, +4 Arcane Connection, +1 Concentration, +2 Room)

Source: *Ars Magica Fifth Edition*, 145

THE SCRYING POOL

InIm 20

R: Arc, **D:** Conc/Special, **T:** Ind, Ritual

This ritual allows the caster to see an image of the target and his immediate surroundings in the surface of the pool of water in the Scrying Office (in the Basilica). The ritual is specifically designed for this pool; another similar pool cannot be used.

If *Wizard's Communion* is used to cast this ritual, then it only expires when all of the casting magi cease to concentrate. Individual magi may cease concentrating and rejoin later. In this way, by taking shifts, the ritual may be prolonged for hours, days, potentially even years. Only magi who participated in the *Wizard's Communion* may join or rejoin the ritual. This effect is a special feature of how this ritual was originally designed to interact with *Wizard's Communion*; these rules do not apply to other spells.

Casting this spell on a member of Order of Hermes is illegal scrying. Of course, the casters might not be bothered by this.

(Base Effect, non-Hermetic)

Source: *Mythic Locations*, 98

LEVEL 25

EYES OF THE EAGLE

InIm 25

R: Per, **D:** Sun, **T:** Vision

You see distant things clearly. No matter how far away something is, you can make out details as if it were only a foot or so from you. Things do *not* all appear to be a foot away; you can simply make out details as well as if they were. You can still judge distance accurately; in fact, more accurately than normal, to within an inch or so at a distance of several miles, since you can see as clearly as if you were judging distance a foot away.

(Base 3, +2 Sun, +4 Vision)

Source: *Ars Magica Fifth Edition*, 145

SUMMONING THE DISTANT IMAGE

InIm 25

R: Arc, **D:** Conc, **T:** Room

You can see and hear what is happening in a distant place if you have some sort of Arcane Connection to either the location or a person there.

(Base 2, +4 Arcane Connection, +1 Concentration, +2 Room)

Source: *Ars Magica Fifth Edition*, 145

TO SEE AS THOUGH A PLETHRON DISTANT

InIm 25

R: Sight, **D:** Conc, **T:** Special

This spell allows the caster to see and hear his surroundings as though he was standing in another place he can naturally see. The spell does not enhance the caster's natural sight or hearing.

The caster has some freedom to move his vantage point, but cannot move into any place that he cannot naturally see from his physical location. Moving the viewpoint requires a Simple Stamina + Concentration Roll vs. Ease Factor 6.

The "plethron" of the spell title is a Greek measurement roughly equivalent to 100 feet, although the spell's range allows for a potentially greater distance.

Petalichus and his brother Cononites have investigated this spell, as Petalichus had anticipated that he would be able to use it to gain sight of new viable targets. This proved not to be the case. William Bonisagi theorized that the species, recreated as they are, bear insufficient connection to the things they represent to support casting spells against them. By being so far removed, the magus would essentially be attempting to cast his spells on mere apparitions.

However, using this spell to aid with Hermetic Geometry spells (those using Arcane Line, Arcane Circle, and Arcane Ring) reduces the Distance Level by 1 if the caster can now see his target. This is cumulative with other spells or devices that may also reduce the Distance Level (see *The Worldly Halysis* later).

The Target is based on Room, but is more complex as it allows unbounded spaces to be targeted. Any area comparable to Room can be targeted.

(Base 2, +3 Sight, +1 Concentration, +3 Special target based on Room +1)

Source: *Magi of Hermes*, 101

LEVEL 30

SIGHT OF THE BLOSSOM, EARS OF THE OAK

InIm 30

R: Arc, **D:** Sun, **T:** Group

While using this spell, the magus can see and hear what's happening in a distant place if he possesses some sort of Arcane Connection to either the location or the person he's scrying upon. Gwidion normally uses leaves or flower buds from trees and bushes all around his forest to help keep an eye on what's going on when he's not there.

(Base 2, +4 Arcane Connection, +2 Sun, +2 Group)

Source: *Magi of Hermes*, 40

Muto Imaginem Spells

LEVEL 4

A PESTILENCE OF FLEAS

MuIm 4

R: Voice, **D:** Diam, **T:** Ind

This sensory illusion makes target itchy. Tasks requiring Concentration or physical activity are penalized by -1.

(Base 1, +2 Voice, +1 Diameter)

Source: *Apprentices*, 47

FAERIE FLUTE

MuIm 4

R: Touch, **D:** Sun, **T:** Ind

Enchants a person or a music instrument to make clearer, sharper, and more-melodious sounds. A bard using this instrument often lures faeries to him.

(Base 1, +1 Touch, +2 Sun)

Source: *Magi of Hermes*, 125

THE CLANDESTINE MASK

MuIm 4

R: Per, **D:** Sun, **T:** Ind

This spell blurs the face and distorts the voice of the caster, so that she may not be recognized by anyone who knows her. The caster's sigil determines what form this disguise takes; Carolus of Tytalus, whose sigil is darkness, has his face cast perpetually in shadow and his voice echoing and deep. Harpax, whose sigil is multiplicity, acquires a new face every few seconds, and his voice changes randomly between accents and pitches. A magus with a particularly obvious sigil must create a more powerful version (+1 magnitude for higher complexity) to blur this distinction further.

(Base 2, +2 Sun)

Source: *Houses of Hermes – Societates*, 98

VOICE OF THE LEUCROTA

MuIm 4

R: Touch, **D:** Sun, **T:** Ind

The target's voice is changed so that it is wholly different. This can duplicate the voice of a specific person known to the caster, or a particular accent he has heard before, or simply change the voice to be different than the target's own. This spell does not allow the target to speak a language that she does not know. An Intelligence + Finesse roll against an Ease Factor of 6 can accurately replicate an accent, and a 9 is needed to duplicate a specific voice. Someone more familiar with the person mimicked may still perpetrate the falsehood. This is also Persephone's favored spell used to humiliate an opponent she has bested in certamen — she often gives them an unnaturally squeaky or *basso profundo* voice. A leucrota is a mythical beast that can mimic the voices of men to lure them as prey.

(Base 1, +1 Touch, +2 Sun)

Source: *Magi of Hermes*, 91

LEVEL 5

A VISIBLE DEMAND FOR REPAIR

MuIm 5

R: Touch, **D:** Ring, **T:** Circ

This spell transforms the groans and squeaks of damaged pieces of equipment into iconic species reminiscent of the magus's sigil. This makes it easier for magi to find the flaws in damaged parts, granting a +3 bonus to Craft or Profession rolls.

(Base 2, +1 Touch, +2 Ring)

Source: *Houses of Hermes – Societates*, 65

CONFOUND THE RIVAL SINGER

MuIm 5

R: Sight, **D:** Conc, **T:** Ind

A somewhat mischievous spell, Yestin devised this in order to give himself an unfair advantage over his mundane rivals. The target of the spell is a singer's voice (or the sound produced by a single musical instrument), and the spell allows the caster to pull that voice in all manner of directions. For example, it pulls notes higher, pushes them lower, draws them out longer, or cuts them off sharply.

As the caster must anticipate the music or song as it is being performed, the spell requires a Finesse roll to affect the sound to a greater or lesser degree. On a high Finesse roll (9 or higher), the caster is able to change words within the song, or change entire chords within the music. At the lowest level, the caster is able to at least change some of the music to bad notes or add a croak in the voice.

Finesse Roll: 3+

Effect: Causes occasional breaks in the voice or the random bad or missed note.

Finesse Roll: 6+

Effect: The caster can choose to manipulate the performance such that it appears to simply be a good player on a bad night. The target voice might sound strained or croaky, and instruments may sound in need of tuning.

Finesse Roll: 9+

Effect: The caster can make the singer sound tone deaf, flattening a performance or pitching the music off key.

Finesse Roll: 12+

Effect: The caster achieves a fine level of control, and can even change words within a song to any other words of his choosing.

If the caster is familiar with the song or the piece of music, he may add his Music score to his Finesse roll as there is less need to anticipate the performance.

It may be possible to apply the spell to the spoken word, perhaps to an orator or a tutor as he addresses an audience, although Yestin has not yet experimented with this.

(Base 1, +3 Sight, +1 Concentration)

Source: *Magi of Hermes*, 140

TASTE OF THE SPICES AND HERBS

MuIm 5

R: Touch, **D:** Sun, **T:** Ind

A setting's worth of food or drink tastes and smells exactly as you designate.

(Base 2, +1 Touch, +2 Sun)

Source: *Ars Magica Fifth Edition*, 145

THE FALSE DUNE

MuIm 5

R: Touch, **D:** Ring, **T:** Circle

Sometimes Alexander can't just make an unnaturally cool, dark space, surrounded by a moat of scorpions, when he wants to camp. This spell changes the way his camp looks and sounds. He often makes it appear to be a sand dune or copse of trees.

(Base 2, +1 Touch, +2 Ring)

Source: *Magi of Hermes*, 14

LEVEL 10

AURA OF BEGUILING APPEARANCE

MuIm 10

R: Touch, **D:** Sun, **T:** Ind

This spell is a variant of *Aura of Ennobled Presence*, except that it causes the target to appear more friendly, conciliatory, and credible. The character gets a +3 on rolls to win trust and make friends. In a debate, the target receives a +3 to Defense Totals based on Charm. The social penalties caused by The Gift are not negated by this spell; the caster merely seems to be suspiciously over-friendly.

(Base 3, +1 Touch, +2 Sun)

Source: *Houses of Hermes – Societates*, 96

AURA OF CHILDLIKE INNOCENCE

MuIm 10

R: Touch, **D:** Sun, **T:** Ind

This spell is a variant of *Aura of Ennobled Presence*, except that it causes the target to appear more guileless, gullible, and naïve. The character gets a +3 to rolls to deflect suspicion or convince others of his innocence. In a debate, the target receives a +3 to defenses based on Guile. To those affected by the caster's Gift, his apparent innocence and unblemished honor appears sanctimonious and self-righteous.

(Base 3, +1 Touch, +2 Sun)

Source: *Houses of Hermes – Societates*, 96

AURA OF CHILDLIKE INNOCENCE

MuIm 10

R: Touch, **D:** Sun, **T:** Ind

This spell is a variant of *Aura of Ennobled Presence*, except that it causes the target to appear more guileless, gullible, and naïve. The character gets a +3 to rolls to deflect suspicion or convince others of his innocence. To those affected by the caster's Gift, his apparent innocence and unblemished honor appears sanctimonious and self-righteous (originally in *Houses of Hermes: Societates*, page 96).

(Base 3, +1 Touch, +2 Sun)

Source: *Magi of Hermes*, 91

AURA OF THE ENNOBLED PRESENCE

MuIm 10

R: Touch, **D:** Sun, **T:** Ind

The target appears more forceful, authoritative, and believable. Numerous subtle changes in appearance bring about this change, including a slight supernatural illumination of the face, a more erect posture, and a louder and smoother voice. The character gets a +3 on rolls to influence, lead, or convince others.

(Base 3, +1 Touch, +2 Sun)

Source: *Ars Magica Fifth Edition*, 145

COMELINESS OF THE CRONE

MuIm 10

R: Touch, **D:** Sun, **T:** Ind

The target appears less likeable, cute, and attractive. Numerous subtle changes in appearance bring about this change, including a shriller, higher pitched voice, a more crooked posture, and a slightly more bloated and unclean face and figure. The character gets a -3 modifier on all rolls to influence, seduce, or please others.

Aurulentus used this spell on his daughters to test whether their suitors were really more interested in personality than looks as they usually proclaimed. He stopped using it after his wife found out and forbade it. He now uses the *Bachelor's Door* (see Enchanted Items) to test suitors of his daughters — without the knowledge of his wife.

(Base 3, +1 Touch, +2 Sun)

Source: *Magi of Hermes*, 22

NOTES OF A DELIGHTFUL SOUND

MuIm 10

R: Touch, **D:** Sun, **T:** Room

Causes all sounds in a room, particularly music, to be especially clear and sonorous. The notes are clearer, sharper, and more distinct.

(Base 1, +1 Touch, +2 Sun, +2 Room)

Source: *Ars Magica Fifth Edition*, 145

SAFEGUARD THE CLANDESTINE CONVERSATION

Mu(Re)Im 10

R: Touch, **D:** Ring, **T:** Circle

Req: Rego

The visual and auditory species produced by anyone within the circle drawn by the caster as he casts the spell are muddled to any observers who were not present in the circle at the time of casting; this includes those scrying on the target from a remote location. Those inside the circle can still see and hear each other normally, due to the Rego requisite that causes the spell to only affect the species streaming in certain directions. The nature of the muddled images varies according to the design of the spell, but usually includes the inventor's sigil, and leaves those within unidentifiable by their appearance or sound.

(Base 2, +1 Touch, +2 Ring, +1 requisite)

Source: *Transforming Mythic Europe*, 98

LEVEL 15

AURA OF THE SIMPLE BARD

MuIm 15

R: Touch, **D:** Sun, **T:** Ind

Alters the appearance of a person to make him look more innocent and trustworthy. His facial features become softer and more childish. The character receives a +3 on appropriate rolls. This doesn't undo the effects of The Gift (see page 75 of *Ars Magica Fifth Edition*), but works well for magi who have the Gentle Gift.

(Base 3, +1 Touch, +2 Sun)

Source: *Magi of Hermes*, 125

DISGUISE OF THE TRANSFORMED IMAGE

MuIm 15

R: Touch, **D:** Sun, **T:** Ind

Makes someone look, sound, feel, and smell different, though at least passably human.

(Base 4, +1 Touch, +2 Sun)

Source: *Ars Magica Fifth Edition*, 146

SIGHT OF THE WARM SURFACE

MuIm 15

R: Touch, **D:** Conc, **T:** Vision

Although Imaginem magic cannot create heat, warm surfaces emit species, which humans can sense through touch. This spell transforms those into species that the eye responds to. How the warmth is seen varies by magus.

(Base 2, +1 Touch, +1 Concentration, +4 Vision)

Source: *Houses of Hermes – Societates*, 65**THE PETRINE DECEPTION**

MuIm 15

R: Voice, **D:** Conc, **T:** Group

This spell makes Alexander’s grogs look and sound like small rocks. Alexander is unable to dispel his magic, and while in rock form his grogs cannot communicate with each other to co-ordinate attacks, so this spell dissipates when Alexander’s concentration wavers.

(Base 2, +2 Voice, +1 Concentration, +2 Group)

Source: *Magi of Hermes*, 14**LEVEL 20****BALL OF ABYSMAL MUSIC**

MuIm(Vi) 20

R: Voice, **D:** Mom, **T:** Ind**Req:** Vim

This spell targets a formulaic Ignem spell while it is being cast, changing it so that instead of creating fire, heat, or light, it produces a harmless burst of color and sound. This was reputedly Pendule’s favorite spell, and he taught it to all of his Merinita followers after Initiating them into the Inner Mystery of Glamour. Note that since the spell must be fast-cast, it cannot be cast formulaically unless it has been mastered for that purpose.

(Base 10, +2 Voice)

Source: *Houses of Hermes – Mystery Cults*, 90**GLOWING FOOTPRINTS OF THE THIEF**

MuIm 20

R: Sight, **D:** Conc, **T:** Group

This spell makes the traces of sweat left by a person visible, by transforming the stream of olfactory species of the person’s scent into a stream of iconic species. The way this light appears is dependent on the sigil and Finesse of the magus. This spell is mimetic, so all nearby people can see the scent traces. Note that to cast this spell, the magus must be distinctly aware of the scent of the thief, so that there is a valid target for the spell.

(Base 2, +3 Sight, +1 Concentration, +2 Group)

Source: *Houses of Hermes – Societates*, 65**IMAGE PHANTOM**

MuIm 20

R: Touch, **D:** Sun, **T:** Ind

Any one thing, including a living thing, can be made to appear as if it were something else of approximately the same shape and size. The illusion cannot be cast on things that have a shape or size improper to the final appearance. If the target moves or is moved in such a way that the illusion is inappropriate, it looks very strange indeed.

(Base 5, +1 Touch, +2 Sun)

Source: *Ars Magica Fifth Edition*, 146**SAFE HAVEN**

MuIm 20

R: Touch, **D:** Moon, **T:** Str

Changes the image of a building, even one quite extravagant like a small wizard’s tower, to a that of a poor and small hut.

(Base 1, +1 Touch, +3 Moon, +3 Structure)

Source: *Magi of Hermes*, 125**LEVEL 25****LIVING FIRE**

MuIm 25

R: Voice, **D:** Fire, **T:** Ind

This spell alters the image, sound, and smell of campfire or bonfire to something the caster chooses, such as a dancing woman or a dragon’s head. The real flame is not changed, so you won’t be burned by the parts of the image that extend outside of it, like the flaming breath of the dragon’s head.

(Base 3, +2 Voice, +3 Fire, +1 moving images)

Source: *Magi of Hermes*, 125**LEVEL 30****OGRE’S STENCH**

MuIm 30

R: Voice, **D:** Sun, **T:** Group

You change the targets’ smell (up to 100 people) in such a disgusting and awful way that they and every person near them must make Stamina rolls against an Ease Factor of 6 or act with a –3 penalty to all rolls. If they botch, they throw up.

(Base 1, +2 Voice, +2 Sun, +2 Group, +1 size, +2 very “detailed” smell)

Source: *Magi of Hermes*, 125

LEVEL 35

A HOUSE ALREADY ABANDONED

MuIm 35

R: Touch, **D:** Moon, **T:** Str

From outside the structure, the targeted structure appears empty and crumbling, and there are no signs of movement inside. Anyone within the structure seems to be nothing more than a scurrying insect, and any furnishings seem to be rubble. The sounds, sights, and smells of anyone inside are masked and hidden.

(Base 3, +1 Touch, +3 Moon, +3 Structure, +1 Complexity)

Source: *Dies Irae*, 70

BLESSING THE MERCHANT'S LINEAGE

MuIm35

R: Touch, **D:** Until (Baptism), **T:** Bloodline, Ritual

This spell changes all members of a bloodline so that they look more trustworthy, their voices are softer if needed, and they seem to be smiling whenever appropriate. This gives the whole bloodline a +3 on rolls that involve gaining trust or convincing others. But if anyone in the bloodline gets baptized the duration ends, so this spell is usually only used by pagans. It uses the Spell Timing mystery (see page 100 in *Houses of Hermes: Mystery Cults*).

(Base 3, +1 Touch, +4 Until, +3 Bloodline)

Source: *Magi of Hermes*, 125

LEVEL 45

SERVANT OF FIRE

MuIm(Ig, Me) 45

R: Voice, **D:** Fire, **T:** Ind

Req: Ignem, Mentem

This Glamour spell (see page 101 in *Houses of Hermes: Mystery Cults*) turns a normal fire into a human servant. He has a simple intellect and is good for only simple tasks, but has no possibility of learning or free will. The servant must eat a lot of wood or other flammable materials, otherwise the fire will burn out, ending the spell. As long as the servant eats enough, however, the spell continues. This spell has a minor side effect from experimentation that makes the servant sing instead of speaking normally.

(Base 10, +2 Voice, +3 Fire, +1 Mentem requisite, +1 moving parts)

Source: *Magi of Hermes*, 125

Perdo Imaginem Spells

GENERAL

DISPEL THE PHANTOM IMAGE

PeIm Gen

R: Voice, **D:** Mom, **T:** Ind

Destroys the image from any one CrIm spell whose level you match or exceed on a stress die + the level of your spell.

(Base effect)

Source: *Ars Magica Fifth Edition*, 146

LEVEL 5

TASTE OF THE DULLED TONGUE

PeIm 5

R: Touch, **D:** Sun, **T:** Ind

Hides the taste of any substance, liquid or solid.

(Base 2, +1 Touch, +2 Sun)

Source: *Ars Magica Fifth Edition*, 146

LEVEL 10

HIDING IN THE CROWD

PeIm 10

R: Per, **D:** Sun, **T:** Ind

This spell makes the caster selectively invisible. It destroys a thin cone of the species the magus emits, so that a single person cannot see the caster. People around the magus, who are outside the cone, continue to see the caster. This is particularly useful in city crowds, because it stops the magus being buffeted by oblivious passersby. Note that this spell only works if the magus knows the location of the single viewer to be excluded, and if the viewer moves predictably. If the viewer moves rapidly out of the cone, the magus becomes visible to him.

The transparency requires a Perception + Finesse roll against an Ease Factor of 6 to be convincing, if the target remains stationary. If the target is moving slowly and predictably, as, for example, a sentry on a route or a pedestrian strolling to a gate, this increases to 9. It increases to 15 for a character moving very swiftly but predictably, for example, a horseman following a road.

(Base 4, +2 Sun)

Source: *Houses of Hermes – Societates*, 64

ILLUSION OF COOL FLAMES

PeIm 10

R: Voice, **D:** Sun, **T:** Ind

A source of heat, such as a fire, seems to lose its heat and drop to the surrounding temperature. It still, however, has its normal beneficial and harmful effects (that is, glowing coals still cook meat or burn a person's hand, though they do not feel hot).

(Base 2, +2 Voice, +2 Sun)

Source: *Ars Magica Fifth Edition*, 146

QUELL THE SCENT

PeIm 10

R: Touch, **D:** Sun, **T:** Ind

Destroys the target's scent. This is very useful for stalking animals (and other creatures) that rely on smell. Add +3 to Stealth rolls in such circumstances.

(Base 3, +1 Touch, +2 Sun)

Source: *Through the Aegis*, 81

SNATCHED VOICE

PeIm 10

R: Touch, **D:** Diam, **T:** Ind

The target loses the ability to make sound. If she is a maga and attempts to cast spells, she suffers the penalties for silent casting.

(Base 3, +1 Touch, +1 Diameter, +1 changing image)

Source: *Hermetic Projects*, 85

LEVEL 15

CHAMBER OF MUFFLED PASSING

PeIm 15

R: Touch, **D:** Diam, **T:** Room

For the duration of two minutes, all sound inside the affected Room, regardless of its origin and volume, is completely muted. The spell affects mundane actions, such as creaking floor boards or shouting, in much the same way as spell casting that requires a voice.

Due to his Quiet Magic, this limitation doesn't impair Tolides much, unless he wants to cast an additional spell with Range Voice while inside the Room, or to affect a target across the threshold. In Tolides' version of the spell, the affected Room is slightly tainted by darkness. Semi-translucent patches of murk slowly crawl along the walls of the Room, greedily devouring all sound from within or outside. Tolides is not very creative when it comes to finding names for his creations, and doesn't care much about the ambiguous name of this spell that also describes the silenced deaths of those in the chamber whom Tolides decides to kill.

(Base 3, +1 Touch, +1 Diameter, +2 Room)

Source: *Magi of Hermes*, 133

HIDING THE ILL-BRED BARD

PeIm 15

R: Per, **D:** Sun, **T:** Ind

Destroys the magus' image species and makes him invisible except for his shadow.

(Base 4, +2 Sun, +1 changing image)

Source: *Magi of Hermes*, 125

INVISIBILITY OF THE STANDING WIZARD

PeIm 15

R: Touch, **D:** Sun, **T:** Ind

The target becomes invisible, but the spell is broken if he moves (aside from breathing and shifting slightly in place). He still casts a shadow.

(Base 4, +1 Touch, +2 Sun)

Source: *Ars Magica Fifth Edition*, 146

LEVEL 20

AMBUSH ON THE DESERTED ROAD

PeIm 20

R: Touch, **D:** Ring, **T:** Circle

This spell destroys all of the species that the group of things within the Circle emit in a single direction. It can — for example — make a magus's traveling party invisible from the direction of another group they wish to ambush. The base level of this spell includes an adjustment that accounts for the magus's ability to gently move the direction of effect, so that as the enemy group passes by, they cannot spot the hidden party. Other people, for example the members of the magus's company, can still see each other, because the species reaching their eyes are unobstructed. The transparency requires a Perception + Finesse roll against an Ease Factor of 9 to be convincing.

(Base 5, +1 Touch, +2 Ring)

Source: *Houses of Hermes – Societates*, 64

EARS OF A GRATEFUL FATHER

PeIm 20

R: Touch, **D:** Conc, **T:** Group

All voices emitted by a group of individuals will be decreased in volume to that of a normal conversation. Aurulentus invented this spell after he had to babysit ten screaming infants.

(Base 3, +1 Touch, +1 Concentration, +2 Group, +1 changing images)

Source: *Magi of Hermes*, 22

VEIL OF INVISIBILITY

PeIm 20

R: Touch, **D:** Sun, **T:** Ind

The target becomes completely undetectable to normal sight, regardless of what he does, but still casts a shadow.

(Base 4, +1 Touch, +2 Sun, +1 changing image)

Source: *Ars Magica Fifth Edition*, 146

REMOVAL OF THE CONSPICUOUS SIGIL

PeIm 20

R: Touch, **D:** Sun, **T:** Part

Grooves, runes, writings, and similar markings are obscured so that they are not visible, but the overall shape of the medium remains constant. For example, runes carved into a sword blade can be made invisible, making the sword appear normal.

(Base 4, +1 Touch, +2 Sun, +1 Part)

Source: *Ars Magica Fifth Edition*, 146

SILENCE OF THE SMOTHERED SOUND

PeIm 20

R: Voice, **D:** Sun, **T:** Ind

Makes one being or object incapable of producing sound. Magi who cannot utter their magic words suffer the normal penalties to their spellcasting rolls.

(Base 3, +2 Voice, +2 Sun, +1 changing image)

Source: *Ars Magica Fifth Edition*, 146

LEVEL 25

CHAMBER OF INVISIBILITY

PeIm 25

R: Touch, **D:** Sun, **T:** Group

Causes a Group of creatures to become invisible. Any affected character who moves or is touched makes everyone visible. All members of the Group still cast shadows.

(Base 4, +1 Touch, +2 Sun, +2 Group)

Source: *Ars Magica Fifth Edition*, 146

CIRCLE OF UNDISTURBED REST

Pe(Re)Im 25

R: Touch, **D:** Ring, **T:** Circle

Req: Rego

Created in conjunction with *Be Rid the Tell Tale Smoke*, this large circle spell is meant to be used around an encampment. The circle prevents iconic and echoic species from leaving the circle, making the encampment undetectable. Perfect for ensuring privacy in unfamiliar territories, it does leave the camp as a silent black area; this is normally enough at night, when everything is dark, and Conscientia does not see the need for additional illusions.

(Base 4, +1 Touch, +2 Ring, +1 Rego (species are destroyed at the Ring rather than the source), +1 changing image)

Source: *Magi of Hermes*, 30

INVISIBLE ARMS

Pe(Cr)Im 25

R: Per, **D:** Sun, **T:** Part

Req: Creo

The caster's original arms are made invisible, but the illusion of another pair of arms is created to replace them. If he wishes, the magus may use these fake arms in a normal way while his invisible arms pick pockets or cast a spell. This may require a Concentration roll depending on the fake actions; anything much more complex than swinging them while walking requires a roll.

(Base 4, +2 Sun, +1 Part, +1 changing image, +1 Creo requisite)

Source: *Magi of Hermes*, 125

LEVEL 45

THE LOST CITY

Pe(Re)Im 45

R: Touch, **D:** Sun, **T:** Bound*, Ritual

Req: Rego

Makes the wall, and everything within it, invisible, no matter what the residents of the island do. The residents can see the contents of the island, so long as they do not step outside the Boundary. Enemies who still reach the walls are able to see the contents of the island normally once the Boundary has been crossed.

* Remember to add further magnitudes to increase Boundary size.

(Base 4, +1 Touch, +2 Sun, +4 Bound, +1 requisite, +1 changing image)

Source: *Transforming Mythic Europe*, 74

Rego Imaginem Spells

GENERAL

RESTORE THE MOVED IMAGE

ReIm Gen

R: Voice, **D:** Mom, **T:** Ind

Cancels a ReIm spell that moves an image, putting the image back where it belongs, as long as you can match the spell's level on a stress die + the level of your spell. This spell targets the image.

(Base effect)

Source: *Ars Magica Fifth Edition*, 146

LEVEL 10

ILLUSION OF THE SHIFTED IMAGE

ReIm 10

R: Voice, **D:** Sun, **T:** Ind

Makes any person or object appear to be a pace away from its actual position. The image cannot be placed in a solid object. As soon as the original or image moves, the spell ends.

(Base 2, +2 Voice, +2 Sun)

Source: *Ars Magica Fifth Edition*, 146

WIZARD'S SIDESTEP

ReIm 10

R: Per, **D:** Sun, **T:** Ind

Your image appears up to 1 pace from where you actually are, so attacks aimed there are likely to miss you. Whenever the image is successfully struck, it disappears and reappears in another spot. In combat, early attacks are aimed at the image, and so automatically miss you. Once the image has been hit once, you have a +9 bonus to Defense, as attackers must try to find you in a fairly large area.

(Base 2, +2 Sun, +1 changing image, +1 moved image matches changes)

Source: *Ars Magica Fifth Edition*, 147

LEVEL 15

COLOR EXPLOSION

ReIm 15

R: Voice, **D:** Diam, **T:** Ind

The image of the spell's target seems to explode in a great whirlwind of colors and fragments of the original image. The explosion has a radius of two paces for a human with Size 0, changing appropriately for targets of different Sizes. This makes the target effectively invisible as far as combat is concerned, and no visual clues to his precise location can be picked out of the chaos. For rules for fighting an invisible enemy see *Houses of Hermes: Societates*, pages 32-33. This spell is best used with *Discern Own Illusions*.

(Base 1, +2 Voice, +1 Diameter, +2 fast moving image, +1 change with movements)

Source: *Magi of Hermes*, 125

LEVEL 20

COERCE THE SPIRIT OF ILLUSION

ReIm 20

R: Voice, **D:** Diam, **T:** Ind.

Make a disembodied spirit of Imaginem obey the caster so long as she can coerce it with threats.

(Base 5, +2 Voice, +1 Diam)

Source: *Legends of Hermes*, 65

LEVEL 25

THE CAPTIVE VOICE

ReIm 25

R: Voice, **D:** Sun, **T:** Part

Captures a person's voice and places it in a bag. The person may not speak unless the bag is open, in which case the voice comes from the bag, not the victim's mouth. If the victim screams while the bag is shut, the bag vibrates visibly.

(Base 4, +2 Voice, +2 Sun, +1 Part)

Source: *Ars Magica Fifth Edition*, 147

LEVEL 30

CONFUSION OF THE INSANE VIBRATIONS

ReIm 30

R: Touch, **D:** Conc, **T:** Vision

The target of the spell sees everything vibrate back and forth at varying high speeds. In addition, sounds and scents are displaced and seem to come from the wrong areas. Anyone trying to fight in these circumstances suffers -3 on Attack and Defense scores, and must roll two extra botch dice. The target is likely to become desperate and terribly confused. Navigation is exceedingly difficult. The visual effects of this spell are negated if the target is in complete darkness or if they close their eyes.

(Base 3, +1 Touch, +1 Concentration, +4 Vision, +1 additional senses)

Source: *Ars Magica Fifth Edition*, 147

IMAGE FROM THE WIZARD TORN

Re(In)Im 30

R: Per, **D:** Conc, **T:** Ind

Req: Intellego

Your image separates from your body and moves as you do. It can speak whatever you say and do so in your voice, and you can see through its eyes. You must make an Int + Concentration stress roll for each solid object the image passes through and for each mile it travels. If you wish the image to be able to leave your sight, you must use an Arcane Connection to yourself (for example, a fingernail or a lock of hair) when you cast the spell. That connection becomes an integral part of the image, and when the spell ends, it falls to the ground wherever the image was located. As your image is away from your body, you are invisible and silent at your actual location. The image is your image, so while you may move it in space you may not have it sit down if you are standing. Further, it appears as if illuminated by whatever light is falling on you, no matter what the level of illumination is at the image.

(Base 15, +1 Concentration, +1 additional sense, +1 Intellego requisite)

Source: *Ars Magica Fifth Edition*, 147

LEVEL 40

SUMMON THE SPIRIT OF ILLUSION

ReIm 40

R: Arc, **D:** Conc, **T:** Ind

Calls a disembodied Imaginem spirit if the magus has an Arcane Connection or knows the non-magical name of the spirit. Elemental material of the type associated with the spirit serves as an Arcane Connection to any Imaginem spirit which resides in the area.

(Base 15, +4 Arcane Connection, +1 Concentration)

Source: *Legends of Hermes*, 65

LEVEL 50

ILLUSION OF THE MISPLACED CASTLE

ReIm 50

R: Voice, **D:** Sun, **T:** Bound, Ritual

Moves the image of any bounded structure or set of structures the size of a castle or less up to one mile from its actual position.

(Base 10, +2 Voice, +2 Sun, +4 Bound)

Source: *Ars Magica Fifth Edition*, 147

The Art of Mentem

Creo Mentem Spells

LEVEL 5

BY HIS WORKS

CrMe 5

R: Per, **D:** Conc, **T:** Ind

Refreshes a specific memory within the mind of the caster; as long as some fragment of it remains, this spell will restore it. Once refreshed, the caster can hold the perfected memory as long he concentrates. Studying the memory effectively creates a new one which does not fade when the spell expires. This spell was created to allow Quaesitors to perfectly recall spell sigils they encounter. The spell can be used to recall other details of a brief event, like faces or voices. This spell is often used to double-check identification. (Base 4, +1 Concentration)

Source: *Houses of Hermes – True Lineages*, 73

PALM OF SPEAKING

CrMe 5

R: Touch, **D:** Diam, **T:** Ind

The caster can form words directly in the mind of the target. The target can recognize the caster's voice and is aware that the words are not being relayed via their normal senses. Ariane has learned this spell to cast down an Intangible Tunnel.

(Base 3, +1 Touch, +1 Diameter)

Source: *Through the Aegis*, 80

WHISPERING FINGERS

CrMe 5

R: Touch, **D:** Conc, **T:** Ind

This spell lets the caster speak directly into the target's mind for as long as he maintains concentration.

(Base 3, +1 Touch, +1 Concentration)

Source: *Apprentices*, 48

LEVEL 10

WORDS OF THE UNBROKEN SILENCE

CrMe 10

R: Sight, **D:** Mom, **T:** Ind

Lets you say two words directly to the mind of a target. The target can recognize your voice and knows that the message is of supernatural origin.

(Base 3, +3 Sight)

Source: *Ars Magica Fifth Edition*, 148

LEVEL 15

ALL HEADS TURN

CrMe 15

R: Touch, **D:** Mom, **T:** Room

Normally cast as Lucia enters a room, this spell subtly draws the attention of all those in the room towards the caster.

(Base 4, +1 Touch, +2 Room)

Source: *Tales of Power*, 116

CATCHING THE EYE

CrMe 15

R: Sight, **D:** Mom, **T:** Ind

The caster momentarily attracts the target's attention, sufficiently to make eye contact to follow up with a spell of Range: Eye. This spell is normally redundant given the spectacle of spell casting; however Persephone has both Quiet and Subtle Magic, and a spell at Range: Eye is far more subtle than one of Range: Voice.

(Base 4, +3 Sight)

Source: *Magi of Hermes*, 92

HEART OF THE LION

CrMe 15

R: Eye, **D:** Sun, **T:** Ind

Instill a person with indomitable courage, increasing his Brave Personality Trait by +3. This may, but does not always, lead to acts of recklessness. If you cast this spell on your grogs, be advised that they will lose their fear of you as well as their fear of the enemy.

(Base 4, +1 Eye, +2 Sun)

Source: *Houses of Hermes – Societates*, 37

LOOK AT ME

CrMe 15

R: Sight, **D:** Mom, **T:** Ind

This spell creates a thought in the imagination of the target, causing him to look directly at the caster even if the caster has not been previously noticed by the target. This glance is sufficient to make eye contact. If concentrating on another task, the target may make a Stamina + Concentration roll against an Ease Factor of 6 to resist. This spell is most often cast with no voice or gestures as a subtle way of attracting someone's attention.

(Base 4, +3 Sight)

Source: *Art & Academe*, 32

MEET ME AT MIDNIGHT

CrMe 15

R: Eye, **D:** Sun, **T:** Ind

This spell implants a thought in the target's mind to meet the caster at a time and location specified when the spell is cast. The thought lasts until the spell expires. (Base 4, +1 Eye, +2 Sun)

Source: *Tales of Power*, 12

PANIC OF THE TREMBLING HEART

CrMe 15

R: Eye, **D:** Sun, **T:** Ind

Creates an overpowering fear in one person of a specific object, person, or place.

(Base 4, +1 Eye, +2 Sun)

Source: *Ars Magica Fifth Edition*, 148

RISING IRE

CrMe 15

R: Eye; **D:** Sun, **T:** Ind

Makes the target furious at someone or something of your choice. A stress roll of 9+ using an appropriate Personality Trait (like Calm) can hold the anger in check, but it is felt strongly regardless of the roll.

(Base 4, +1 Eye, +2 Sun)

Source: *Ars Magica Fifth Edition*, 148

RISING PASSION

CrMe 15

R: Eye; **D:** Sun, **T:** Ind

Raises an unnatural carnal lust in a target. The target has no control over his or her passion, and is likely to act inappropriately.

(Base 4, +1 Eye, +2 Sun)

Source: *Guardians of the Forest*, 73

THE WELCOME STRANGER

CrMe 15

R: Eye, **D:** Diam, **T:** Ind

This spell inserts a recollection of the caster into the target's memory. The memory itself soon fades, but its fleeting presence is usually enough to reassure the target that he has met the caster before.

The nature and context of the memory is determined when the spell is cast.

Even fond or favorable memories are not enough to counteract the effects of The Gift, but the guidelines in *Ars Magica Fifth Edition*, page 76, give an idea how the memory of an established relationship influences behavior.

In later years, Yestin mastered this spell such that he can cast it both quietly and without the normal Hermetic gestures.

(Base 5, +1 Eye, +1 Diameter)

Source: *Magi of Hermes*, 140

LEVEL 20

A MOMENT'S REFLECTION

CrMe 20

R: Voice, **D:** Mom, **T:** Ind

This spell removes the Obsession Personality Trait imposed by a demon's obsession power.

(Base 10, +2 Voice)

Source: *Art & Academe*, 35

CONSTRUCT THE MEMORY PALACE

CrMe 20

R: Touch, **D:** Mom, **T:** Ind, Ritual

The Target of the spell may construct an extremely detailed locus in her memory palace, as in *Enhance the Memory Palace*. As ritual Creo magic, the locus becomes a natural, permanent part of the target's memory, which remains after the spell ends.

This ritual may create loci outside and above the normal limit of five per room, number of rooms limited to Art of Memory score; for example, the locus may stand in a normal room, but obviously distinct from the others, or may have a new room created for it, away from the "courtyard." Count magically-created and normally-memorized rooms and loci separately from each other.

(Base 5, +1 Touch, minimum 20 for Ritual Magic)

Source: *The Mysteries*, 27

CONVINCE A MAN HE HAS AN ENEMY

CrMe 20

R: Touch, **D:** Moon, **T:** Ind

This spell convinces the target that he has an enemy, selected at the time of the casting. The target does not remember why the selected person is his enemy and naturally assumes that the origin of the dispute happened long ago. This spell does not dictate a target's response to his enemy, but merely installs the notion of enmity in the target's mind.

(Base 4, +1 Touch, +3 Moon)

Source: *Tales of Power*, 13

CREATION OF AN UNDESERVED REPUTATION

CrMe 20

R: Eye, **D:** Sun, **T:** Ind

This spell creates the memory that a certain person has confessed to having an extremely enjoyable evening of intercourse with another person. The second person may be named, if the magus wishes, or, with a penalty of 3 on the Finesse roll, merely suggested so that the target of the spell draws his own conclusions.

When the Duration expires, the details of the episode vanish, but the character remembers recalling them. This means the character may not be able to remember where or when the confession was made, but remembers that it was. If pressed, the character starts to infer the context of the memory, which then becomes more solid with each recollection.

(Base 5, +1 Eye, +2 Sun)

Source: *Houses of Hermes – Societates*, 70

CREATION OF THE SIMILE

CrMe 20

R: Eye, **D:** Sun, **T:** Ind

This spell creates a new category of thing in the mind of the viewer, granting unconscious familiarity with a broad range of instances of that thing. Alternatively, the spell may be used to grant a broad knowledge of a category of thing of which the target is already aware. A magus deeply familiar with a simile, as described earlier, may make the target deeply familiar with the simile, while a magus only broadly familiar with a simile may only create broad familiarity in the target.

This spell is usually created with a long Range and Duration, because it allows the magus to create unreal similes in the minds of hostile targets. This is most effective when the target does not already have a ready category for the thing the magus wishes to hide. As an example, a magus carting odd spell components into a city may convince the guards that they are "geegaws," or some other meaningless category, and thus unimportant. This will not work if the guard already has a simile that includes things that look like spell components, for example "tools of the Devil."

(Base 5, +1 Eye, +2 Sun)

Source: *Houses of Hermes – Societates*, 69

DEFEND ME

CrMe 20

R: Eye, **D:** Conc, **T:** Group

Plants the suggestion into the mind of the target group that Lucia must be defended from harm. In most cases this is even enough to prompt enemies to come to her defense. Those under the spell must make a Personality Check against Ease Factor 9 to take any detrimental action against Lucia. Her Venus' Blessing Virtue provides a -3 penalty to any such rolls.

(Base 4, +1 Eye, +1 Concentration, +2 Group)

Source: *Tales of Power*, 116

ENHANCE THE MEMORY PALACE

CrMe 20

R: Per, **D:** Moon, **T:** Ind

This spell magically constructs an extremely detailed locus in the caster's memory palace. The subject of the locus must be observed while the spell is being cast. The subject can be a single object, all the objects in a particular location, a discrete scene or event, or any written material less than a complete text. While the spell lasts, the caster can recall even obscure details by spending several minutes in reflection, "exploring" the locus. Multiple instances of this spell cannot be cast on the same subject. For example, a magus cannot use *Enhance the Memory Palace* to memorize an entire text by casting the spell on one page at a time. The locus can be destroyed with *Perdo Mentem* magic. When the spell ends, so does the memory.

The magus may permanently memorize the information by spending seven days in meditation and succeeding in a roll of Intelligence + Art of Memory vs. an Ease Factor of 9 (Average). There is also a Ritual version of this spell, which creates a permanent memory locus.

Magically created loci may exceed the limit on loci in memory: count them separately from normal loci. However, if the caster wishes to permanently memorize the locus to last beyond the spell, it must fall within all normal limits.

(base 5, +3 Moon)

Source: *The Mysteries*, 26

GOSSIP OF THE MARKETPLACE

Cr(Re)Me 20

R: Eye, **D:** Sun, **T:** Ind

Req: Rego

Implants a piece of information in a target, who is then compelled to pass this information on to his friends until the duration expires.

(Base 3, +1 Eye, +2 Sun, Rego requisite to compel gossiping, +2 complexity)

Source: *Guardians of the Forest*, 73

GOSSIP OF THE MARKETPLACE

Cr(Re)Me 20

R: Eye, **D:** Sun, **T:** Ind

Compels target to pass on an implanted piece of information.

(Base 3, +1 Eye, +2 Sun, +1 Rego req, +2 complexity)

Source: *Through the Aegis*, 141

MEMORY OF THE DISTANT DREAM

CrMe 20

R: Eye; **D:** Sun, **T:** Ind

Inserts a full and complete memory into a person's mind. If the target gives the memory some thought and concentration, and makes an Intelligence roll of 9+, the memory is revealed as false. When the duration expires, the memory vanishes, although the subject may remember remembering it.

(Base 5, +1 Eye, +2 Sun)

Source: *Ars Magica Fifth Edition*, 148

ORPHEUS' BALLAD

CrMe 20

R: Voice, **D:** Mom, **T:** Group

The spell creates a momentary flash of intense unnatural fear, despair, and woe in the minds of the assailants, attacking their estimation (*Art & Academe*, page 32). Each target in turn, starting from the target closest to the caster, attempts a Brave Personality Roll against an Ease Factor of 9 or flees the scene. This roll is modified by -1 for each other member of the group who fails his roll; the more who flee, the less resolve the others have.

The magic of the spell is carried on the caster's own scream, and extends out as far as the caster's voice would normally carry at a high volume (in excess of 50 paces). The magic of the spell affects the group of individuals in front of and closest to the caster. The individuals must still constitute a group as per *Ars Magica Fifth Edition*, page 113.

Yestin devised the spell after he was set upon by brigands along the road from Winchester to the Isle of Oxney near Rye. He was lucky to escape their clutches after their first meeting, and ensured that he was prepared for their next.

The spell is named for all the grief suffered by Orpheus, who lost so much on leaving the underworld.

(Base 4, +2 Voice, +2 Group)

Source: *Magi of Hermes*, 140

PAINS OF THE PERPETUAL WORRY

CrMe 20

R: Eye; **D:** Moon, **T:** Ind

Gives someone a nagging, taunting, painful emotion — a recurrent sense of anxiety, a fear of something he or she does not know, a fear of everything, and a fear of nothing. To have this spell cast on you is truly a curse.

(Base 4, +1 Eye, +3 Moon)

Source: *Ars Magica Fifth Edition*, 148

SCENT OF THE PREDATOR

CrMe 20

R: Per, **D:** Sun, **T:** Scent

Special: Sensory Magic

Anyone smelling the caster is struck by an overwhelming sensation of menace and hostility. The cowardly flee, whereas braver souls are intimidated, granting the caster a +3 to all attempts to cow the target into obeying him.

(Base 4, +2 Sun, +2 Scent)

Source: *Houses of Hermes – Mystery Cults*, 29

THE FAR-SPEAKING VOICE

CrMe 20

R: Arc, **D:** Diam, **T:** Ind

The caster can deliver two minutes of conversation directly into the mind of the person to whom he holds an Arcane Connection, although the target cannot communicate back. This spell is often placed within an enchantment (either a charged item or one with an effect which expires) with the caster's own Arcane Connection, allowing a spy to communicate with him.

(Base 3, +4 Arcane Connection, +1 Diam)

Source: *Houses of Hermes – Societates*, 97

THE ROAR THAT INDUCES TERROR

CrMe 20

R: Per, **D:** Diam, **T:** Sound

The victims of this spell are overcome with a terrible fear of the source of the roar, and attempt to retreat from it. In Lexora's version, as they hear the roar they also subtly feel the heat of the sun upon their skins.

(Base 4, Diameter +1, Spectacle +3)

Source: *Through the Aegis*, 43

THE SUBTLE BURN OF DESIRE

CrMe 20

R: Eye, **D:** Moon, **T:** Ind

This spell instills in the target a simmering physical desire for one person, most often Lucia herself. This gives the target a temporary Personality Trait “Desire for Lucia” at +2, which influences the target’s behavior throughout the spell’s duration.

(Base 4, +1 Eye, +3 Moon)

Source: *Tales of Power*, 117

LEVEL 25

A NIGHT’S PASSION

CrMe 25

R: Touch, **D:** Moon, **T:** Ind

Usually cast upon a sleeping target, often slumbering due to Lucia’s *Call to Slumber* spell, this spell creates the lasting memory of a nightlong sexual encounter with Lucia, the content of which is decided by Lucia at the time of casting, though her target is free to embellish or exaggerate upon the memory in due course. Targets who make an Intelligence roll against an Ease Factor of 9 realize the memory is false, but those already under another of Lucia’s lasting enchantments have a -3 penalty to this roll. Once cast, the memory remains for Moon duration, long enough for the memory to settle and fade, making the loss of it less jarring. She has used this spell on Federico many times, and if the player characters detect, and understand, it they may come to wonder whether she has ever actually slept with him.

One drawback to this spell is that it is an active magical effect, detectable to those using *Intellego Vim* spells.

(Base 5, +1 Touch, +3 Moon)

Source: *Tales of Power*, 117

HUMAN FIGMENT OF THE WAKING MIND

CrMe 25

R: Eye, **D:** Conc, **T:** Ind

This spell places a hallucinatory person in the mind of another through the common sense. No one else can see or hear the person seen and heard by the target. The caster determines what the hallucination looks like, and can cause it to act in the way he wishes by concentrating. He cannot, however, see it himself.

(Base 3, +1 Eye, +1 Concentration, +1 for two sensory species, +2 move at command, +1 intricacy)

Source: *Art & Academe*, 32

MEMORY PALACE OF THE SAGE

CrMe 25

R: Per, **D:** Mom, **T:** Ind, Ritual

Creates a locus for the contents of an entire text in the target’s memory palace. Once the locus is in place, the magus can recite the entire text and replicate any illustrations. *Perdo Mentem* magic can destroy this locus. As with *Constructing the Memory Palace*, a magical locus may exceed the normal locus-count limit.

As the spell is cast, the magus magically reads through the book, reading the entire text (no matter the length) in the exact time it takes to cast the spell. The pages seem to rustle by as if caught in the wind. Once memorized, the magus does not require an actual copy of the text to study or transcribe it.

The Library of Durenmar is permanently enchanted to prevent this Ritual from being performed within its walls, although only the Primus of the House knows how this was achieved. Additionally, rumors exist of texts that contain traps against such memorization, even fatal ones, and of the dangers of memorizing a text written by an incomprehensible Criamon or an author close to Final Twilight.

(Base 5, +4 magnitude for complexity)

Source: *The Mysteries*, 27

MY NEW BEST FRIEND

Cr(Mu)Me 25

R: Eye, **D:** Sun, **T:** Ind**Req:** Muto

This spell causes the target to believe that the caster is an old friend. The spell actually causes the caster to be temporarily substituted for one of the target's real friends, adding realism; which means that the target will not suspect something is wrong, nor concentrate on the substitution unduly. Additionally, once the spell has expired, the target will not necessarily realize that he has been duped. The target will have one pivotal memory about the caster, usually (but not always) about how they became friends; and a host of supporting memories of minor events. Note that the caster does not know the memories that will be replaced, but can be assured of a friendly reaction (the target acquires a 'Friendly to Caster' Personality Trait at +3). Only if the target is a misanthrope with no good friends will the memories be entirely false, in which case the target gets an Intelligence roll against an Ease Factor of 9 to reveal the memory as false.

Henri's sigil, which reflects his trading interests, tends to create a memory associated with a business partner or a former transaction.

(Base 5, +1 Eye, +2 Sun, +1 complexity)

Source: *Guardians of the Forest*, 72**ROBED IN ANGELIC BEAUTY**

CrMe(Im) 25

R: Voice, **D:** Conc, **T:** Group**Req:** Imaginem

This spell creates the image of perfect beauty and a holy aura, instilling a feeling of being near a divine source. This comes in handy when you need the local plebs to believe ... well, anything. Conspicuous effects are also more likely to be accepted when the populous thinks of them as miracles rather than spells. However, caution is advised so as not to attract too much attention from the church, or indeed, from demons.

Note that all Mythic Europeans know that the devil can masquerade as an angel of light; if a Gifted individual serves as the spokesperson during the effect of this spell, that is almost certainly what the audience will believe.

(Base 4, +1 Voice, +1 Con, +2 Group, +1 Imaginem Req.)

Source: *Magi of Hermes*, 30**THE GOOD WITNESS**

CrMe 25

R: Touch, **D:** Sun, **T:** Ind

Refreshes a day's memory within the mind of the subject; as long as some fragment of it remains this spell will restore it. The subject is asked to recall some event within the day in question as the spell is cast. Events that day are remembered as if they had occurred only an hour before. Depending on how long ago the day was, any particular event may have completely disappeared, depending on how memorable the event was. Thus some details may be recalled perfectly and others will be entirely missing.

(Base 10, +1 Touch, +2 Sun)

Source: *Houses of Hermes – True Lineages*, 73**THE OB OF MOT**

CrMe 25

R: Veil, **D:** Conc, **T:** Group**Special:** Requires Canaanite Magic Virtue

This spell allows those about the caster to speak with a specific person in the world of the dead — to them it appears that the caster is speaking with the voice of the dead person. The caster is effectively acting as a temporary container or vessel for the dead spirit, and botches of this spell might cause the caster to become possessed by a malevolent spirit.

The caster must either have an Arcane Connection to, or otherwise be able to sense, the target, and the target must be in the world of the dead; that is, neither alive nor in Heaven. The dead person is compelled neither to speak nor be truthful. The caster is aware of the conversation, but cannot participate without making an Intelligence + Concentration roll against an Ease Factor of 12.

(Base 3, +3 Veil, +1 Concentration, + Group)

Source: *Ancient Magic*, 32

TO SING OF GOOD MEAT AND DRINK

CrMe 25

R: Voice, **D:** Conc, **T:** Room

Yestin invented this spell in order to reward innkeepers and taverners who showed generosity to him as he explored Stonehenge and beyond. He often weaves this spell into his evening's performance, using his Performance Magic to hide the casting within his music.

It has the effect of making those in the room somewhat thirsty and hungry. Those with a Compulsion (Personality Flaw) for eating and/or drinking are powerless to resist and must eat or drink as soon as they can. Others need to make a Personality Check against an Ease Factor of 6 to resist the temptation, assuming they wish to resist it.

The effect is largely gentle and is designed to go unnoticed, beyond the takings over the bar seeing a marked increase. Yestin always uses forceless casting to ensure the spell has no Penetration, and so will not affect magi.

(Base 4, +2 Voice, +1 Concentration, +2 Room)

Source: *Magi of Hermes*, 141

WEIGHT OF A THOUSAND HELLS

CrMe 25

R: Eye; **D:** Moon, **T:** Ind

Causes the victim to feel the despair, anguish, pain, and sorrow of a thousand sinners in Hell. This is a horrible spell, for the victim loses almost all motivation and earthly cares. All he can feel is his own pain — endless, inexorable, and searing. Appropriate Personality Trait rolls suffer a harmful adjustment of -5, and the target suffers -2 on any rolls that require thought or concentration. The target has a strong tendency to do nothing but brood.

(Base 4, +1 Eye, +3 Moon, +1 complex effect)

Source: *Ars Magica Fifth Edition*, 148

LEVEL 30

THE UNWELCOMING ROOM

CrMe 30

R: Line, **D:** Conc, **T:** Room

Targeted on a distant room using the Arcane Line Range, this spell induces anger in all affected targets. A stress roll using an appropriate Personality Trait (like Calm or Restrained) against an Ease Factor of 9 is required to keep the anger under control. Aggressive traits (like Argumentative, Intolerant, or Angry) work against the roll. A failure inclines the target to aggressive action against anyone or anything that could appear or feel threatening.

Petalichus knows the effect The Gift has on mundanes, and recognizes that the fear and distrust it fosters in them can easily be triggered into something more dangerous. Petalichus uses this spell to heighten

tensions and use them against his enemies from a position of safety.

(Base 4, +3 Line, +1 Concentration, +2 Room)

Source: *Magi of Hermes*, 101

LEVEL 35

GIFT OF REASON

CrMe 35

R: Touch, **D:** Mom, **T:** Ind, Ritual

Permanently increases the target's Intelligence by 1 point, to no higher than 0.

(Base 30, +1 Touch)

Source: *Ars Magica Fifth Edition*, 148

(MENTAL CHARACTERISTIC) OF THE FOLLOWERS

CrMe 35

R: Touch, **D:** Mom, **T:** Ind, Ritual

There are four variations of this lesser version of (*Mental Characteristic*) of the Heroes (CrMe60), which permanently increase a mental Characteristic (Intelligence, Perception, Presence or Communication) by one, but to no more than 0. During these minor rituals, followers of the Cult of Heroes are purified and anointed with oil, and have their innate weaknesses magically removed, making them truer to their ideal forms, to prepare them for the other, greater rituals.

(Base 30, +1 Touch)

Source: *Houses of Hermes – True Lineages*, 103

RAISING THE AUXILIARIES FOR A DAY

CrMe 35

R: Voice, **D:** Sun, **T:** Group, Ritual

This ritual cast from the porch of a consecrated temple of Mercury (see *Consecration of Mercury's House*), on a group of up to 100 characters, gives the characters a +1 bonus to Attack and Defense rolls and allows the characters to fight together in trained groups, assuming that there are sufficient officers available to lead the groups.

Characters who are already affected by this ritual do not gain additional benefit from subsequent castings.

(Base Effect, non-Hermetic)

Source: *Mythic Locations*, 99

THE IRRESISTIBLE PRESSGANG

CrMe 35

R: Touch, **D:** Year, **T:** Group, Ritual

A group of men are granted a Loyal +4 Personality Trait, with the object of this fanatical loyalty being the caster. This spell is both a powerful and a continuing mystical

effect, and the targets will accumulate a total of 5 Warping Points by its end.

(Base 4, +1 Touch, +4 Year, +2 Group)

Source: *The Lion and The Lily – The Normandy Tribunal*, 85

LEVEL 40

MISSIVE OF MEMORY

CrMe 40

R: Arc, **D:** Moon, **T:** Ind

This spell creates a complete memory in the mind of the target. The target retains this memory until the duration of the spell expires. After the spell expires, the target may still recall those times when he dwelt on the memory. This spell-induced memory itself is false and may be discovered as such with an Intelligence roll against an Ease Factor of 9 (in the same manner as a memory created by the spell *Memory of the Distant Dream*).

Lambert frequently uses this spell for communication with distant associates (but not with magi who are, as a nearly universal rule, uncomfortable leaving Arcane Connections with others). To draw attention to the information that he wants to convey, Lambert typically creates memories for the target's very recent past that are clearly impossible, such as a memory of the target and a talking statue having had a long conversation on a snowy mountaintop within the last ten minutes.

While this spell only takes a moment to cast, the magus needs to have a clear understanding of the memory that he wants to create in his own mind before creating it in the mind of the target. If the magus is not prepared, he cannot create a complex memory lasting more than a moment, or a longer memory that contains any great detail and is not repetitive. The preparation of any complex memory takes at least as long for the magus to create as the elapsed time of the memory that is created. Lambert specifically designed *Missive of Memory* to not Warp his second daughter.

(Base 5 +4 Arcane Connection, +3 Moon)

Source: *Magi of Hermes*, 65

LEVEL 45

THE DISTRACTED TURB

CrMe 45

R: Voice, **D:** Diam, **T:** Group

Using Anima Magic, this spell creates a faerie with a Might of 1 in the mind of each member of the target group. The faeries play at the edges of their host's vision, apparently hiding behind things in the external world, or running quickly away whenever their hosts try to look at them directly. They appear threatening and malicious, and act as though they are flanking their targets and getting ready for an attack.

Although the Target is the Group of Mentem faeries being created, they are created within the minds of a group of target individuals. As such, this spell must penetrate any Magic Resistance possessed by members of this group.

A Personality Check against Ease Factor 6 is required to hold firm to the physical threat at hand rather than be distracted by these faeries. Appropriate Personality Trait should be agreed with the storyguide.

(Base 10, +2 Voice, +1 Diameter, +2 Group; +10 levels for Might)

Source: *Tales of Power*, 123

LEVEL 50

INSTANT LOYALTY OF THE REBELLIOUS TURB

CrMe 50

R: Voice, **D:** Year, **T:** Group, Ritual

Often cast at a midwinter gathering of the covenant under the pretense of a celebration, this ritual spell warps the perceptions of up to 100 people, granting them a "Loyal to Covenant" score of +4. This Personality Trait overrides the regular rules for Prevailing Loyalty; it is not affected by living conditions or magus actions. The spell inflicts one Warping Point immediately when it first affects a character, five Warping Points over the course of the year, and five additional Warping Points for every subsequent year the character remains under its effects. After a year under the effects of this spell, each covenant affected will therefore have a Warping Score of 1, and acquire either the Simple-Minded or Short Attention Span Flaw as his first Minor Flaw.

(Base 4, +2 Voice, +4 Year, +2 Group, +2 Size)

Source: *Covenants*, 41

LEVEL 60

(MENTAL CHARACTERISTIC) OF THE HEROES

CrMe 60

R: Touch, **D:** Mom, **T:** Ind, Ritual

Each of the four variations of this ritual permanently increases one of the subject's mental Characteristics (Perception, Intelligence, Presence, or Communication) by one, to no more than +5. During the ceremony, the subject is held immersed in water, emerging from the ordeal permanently improved and one step closer to human perfection.

(Base 55, +1 Touch)

Source: *Houses of Hermes – True Lineages*, 103

Intellego Mentem Spells

LEVEL 5

BREATH OF THE SLEEPER

InMe 5

R: Touch, **D:** Mom, **T:** Ind

This spell detects whether the target is asleep or not. (Base 4, +1 Touch)

Source: *Hermetic Projects*, 84

LEVEL 10

SIGHT OF THE TRANSPARENT MOTIVE

InMe 10

R: Eye; **D:** Mom, **T:** Ind

Detects the general motive most powerfully influencing the target at the moment. General motives are such things as fear, anger, and greed, not specific things like the desire to look good before one's superiors.

(Base 5, +1 Eye)

Source: *Ars Magica Fifth Edition*, 148

LEVEL 15

KNOW THE MOON'S INFLUENCE

InMe 15

R: Sight, **D:** Mom, **T:** Ind

Determines the extent to which the moon and its pull upon earthly aether is affecting the target individual. This may reveal, for instance, whether an individual with lycanthropy is close to undergoing a change, an individual with Cyclic Magic tied to the moon is experiencing a bonus or a penalty, or any Personality Traits are under lunar influence.

(Base: 4, +3 Sight)

Source: *Dies Irae*, 41

PERCEPTION OF THE CONFLICTING MOTIVES

InMe 15

R: Eye, **D:** Mom, **T:** Ind

You can detect the conflicting motives behind one target's actions. Thus you might learn that a guard feels conflict between fear and duty. This spell is often used before application of a Muto or Rego spell, since it is usually easier to change a target's emotions after you've sensed them than it is to create emotions.

(Base 10, +1 Eye)

Source: *Ars Magica Fifth Edition*, 149

LEVEL 20

ANAT'S SEARCH IN THE MIRY ABYSS

InMe 20

R: Veil, **D:** Diam, **T:** Ind

Special: Requires Canaanite Magic Virtue

This spell senses a specific person in the world of the dead. If a person cannot be sensed, then she is either alive or beyond the reach of the spell. The only reason that a dead person would normally be beyond the reach of the spell is that she is in Heaven. Once sensed, the magus may cast other spells on the target, as long as this spell is active.

(Base 4, +3 Veil, +1 Diam)

Source: *Ancient Magic*, 32

FROSTY BREATH OF THE SPOKEN LIE

InMe 20

R: Eye, **D:** Conc, **T:** Ind

For as long as you maintain this spell, the target exhales a misty breath with each spoken lie. Small bits of ice form on the person's lips if the lie is particularly severe. In winter, when breath is visible anyway, lies produce a greater than normal amount of mist (the mist actually billows out). A target who makes a Communication + Guile stress roll of 15+ can determine whether any given statement will be taken by the spell as a lie. The spell can be defeated through extensive and judicious application of Creo Auram and Perdo Auram spells, and a demon is able to manipulate it in any way it wishes, as demons are the embodiment of deception and are never caught in a lie if they do not wish to be. House Guernicus brought the Order this spell, and it is a very poor Quaesitor who is without it.

(Base 10, +1 Eye, +1 Concentration, mist is a purely cosmetic effect and thus is free)

Source: *Ars Magica Fifth Edition*, 149

PERCEIVE THE EYES OF KNIVES

InMe 20

R: Touch, **D:** Mom, **T:** Room

This spell will indicate to the caster whether there is anyone in the target area that has hostile thoughts towards him. Multiple castings are needed to work out precisely who it is that has the hostile thoughts.

Tabanus casts this spell with considerable caution and minimal Penetration, so as to avoid inadvertently scrying on a magus.

(Base 5, +1 Touch, +2 Room)

Source: *Guardians of the Forest*, 21

POSING THE SILENT QUESTION

InMe 20

R: Eye, **D:** Mom, **T:** Ind

You can ask one silent mental question of the target, then detect the answer. The truth of the answer is limited by the knowledge of the target. Questions to the effect of “What would you do if . . . ?” often receive inaccurate replies. You are likely to get what the target thinks he would do, not necessarily what he would really do. The target of this spell does not notice the questioning unless he or she makes a Magic Resistance roll.

(Base 15, +1 Eye)

Source: *Ars Magica Fifth Edition*, 149

REVEAL THE LINGERING SPIRIT

InMe 20

R: Per, **D:** Conc, **T:** Vision

This spell allows you to see invisible ghosts. If the spell penetrates the ghost’s magic resistance, you can see it. This spell does not force the ghost to become visible to others.

(Base 3, +1 Concentration, +4 Vision)

Source: *Houses of Hermes – True Lineages*, 14

THE FACTOR’S ROLL CALL

InMe 20

R: Eye, **D:** Mom, **T:** Ind

This spell probes the mind of the target to reveal if he has ever heard a specific word. Persephone uses this spell to determine whether a given person is one of her agents — since she operates her agents remotely she instructs her factors to say an obscure word to all recruited agents. This spell therefore tells her if a person is in her employ. She has on occasion used it to discover whether her identity has been leaked. The word she most commonly uses is “shibboleth,” although theologians may have heard this word before.

(Base 15, +1 Eye)

Source: *Magi of Hermes*, 92

LEVEL 25

MUSIC OF THE UNWANTED ATTENTION

InMe 25

R: Per, **D:** Mom, **T:** Hearing

The caster is able to sense anyone who is currently aware of her. A person’s attention, regardless how fleeting, is heard as a musical chime, and each individual is represented by a different tone. She doesn’t detect any information about them other than they are aware of her existence. The information gained from this spell is only relevant for the moment that the spell is cast, and is only applicable to the target who have an active interest in the caster’s presence. This spell operates by interrogating the common sense (see *Art & Academe*, page 33) for images of the caster.

(Base 10, +3 Hearing)

Source: *Magi of Hermes*, 92

THOUGHTS WITHIN BABBLE

InMe 25

R: Per, **D:** Conc, **T:** Hearing

You can understand the speech of those within the target area. Perception or Communication stress rolls are needed for difficult exchanges. You also understand people who misuse a language that you do speak; you know what they meant to say, as well as hearing what they actually said.

(Base 5, +1 Concentration, +3 Hearing)

Source: *Ars Magica Fifth Edition*, 149

LEVEL 30

BETRAYING WHISPERS OF THE JEALOUS MIND

InMe 30

R: Per, **D:** Conc, **T:** Hearing

This spell allows the caster to hear the dominant emotion regarding himself from those who come within his earshot. He does not sense any emotions other than those which pertain to himself, and each emotion manifests as a muffled voice in his head, repeating again and again a word or short phrase which indicates that emotion. Thus, if his rival is jealous of his reputation, the caster might hear “Your fame should be mine” whispered over and over. The volume of the voice indicates the proximity of the emotion. By concentrating, the caster can single out one voice among any others within earshot; as the caster approaches the owner of that emotion, he hears an increase in the volume of the voice.

(Base 5, +1 Concentration, +3 Hearing, +1 complexity — only detects emotions concerning the caster)

Source: *Houses of Hermes – Societates*, 98

BORROW THE EYES OF ANOTHER

InMe 30

R: Arc; **D:** Conc; **T:** Ind

The caster can see through the eyes of another person to whom he has an Arcane Connection. It must penetrate any Magic Resistance of the target.

(Base 5, +4 Arcane Connection, +1 Concentration)

Source: *Art & Academe*, 33

BORROW THE EYES OF ANOTHER

InMe 30

R: Arc; **D:** Conc; **T:** Ind

The caster can see through the eyes of anyone to whom he has an Arcane Connection (*Art & Academe*, page 33). Similarly, the spell *Borrow the Ears of Another* lets the caster hear through the ears of anyone to whom he has an Arcane Connection.

(Base 5, +4 Arcane Connection, +1 Concentration)

Source: *Tales of Power*, 12

EAR OF TRUTH

InMe 30

R: Per, **D:** Conc, **T:** Hearing

The caster can tell if he is hearing the truth or not. If a speaker’s Magic Resistance blocks the enhanced sense, the caster is aware of it as an absence. Many Quaesitors develop a high level of mastery of this spell and use it with the Acute Sense ability to great effect.

(Base 10, +1 Concentration, +3 Hearing)

Source: *Houses of Hermes – True Lineages*, 73

FAMILIAL SECRETS

InMe 30

R: Per, **D:** Mom, **T:** Bloodline, Faerie

By casting this spell, the magus learns what all of his descendants believe to be the answer to a question chosen by the magus at the time of casting. This spell functions in a manner similar to the spell *Posing the Silent Question* (*Ars Magica Fifth Edition* page 149). It is not always obvious to the caster which answer came from which descendant. To be certain which descendant a particular answer came from, the caster must typically make a Perception + Awareness roll against an Ease Factor of 3 plus the number of descendants that are affected by the spell (this Ease Factor can be higher if the caster is unfamiliar with some of his or her descendants). The caster does not need to possess Arcane Connections to his descendants for this spell to function. This spell works through the connection of blood. Lambert specifically designed *Familial Secrets* to not Warp members of his bloodline (*Ars Magica Fifth Edition* page 92).

(Base 15, +3 Bloodline)

Source: *Magi of Hermes*, 66

FUNDING THE BLACKMAILER’S PURSE

InMe 30

R: Eye, **D:** Mom, **T:** Ind

The caster reveals a deep-seated secret in the mind of the target. The caster must have some idea about the subject of the secret; this spell cannot be used to “fish” the mind for a random secret. Instead, based on a piece of scant information, the spell reveals all the sordid details of a shameful deed, embarrassing moment, or concealed history. For example, Persephone notices that Credo the grog flinches every time the word “chalice” is mentioned. This spell will reveal that in her youth Credo stole the sacramental chalice from her local church, that she dared not fence it after committing the deed, and that it lies buried in the packed earth beneath her sleeping pallet.

(Base 25, +1 Eye)

Source: *Magi of Hermes*, 92

PEERING INTO THE MORTAL MIND

InMe 30

R: Eye, **D:** Mom, **T:** Ind

You can thoroughly probe and understand the contents of the mind of the target, including his or her immediate and long-term motives, personal strengths and weaknesses, and other pertinent information.

(Base 25, +1 Eye)

Source: *Ars Magica Fifth Edition*, 149

REVELATION OF A HUNDRED SINFUL THOUGHTS

InMe 30

R: Eye, **D:** Mom, **T:** Ind

This is Lucia's reinvention of the common *Peering into the Mortal Mind* spell. She uses it primarily to interrogate her target for his weaknesses and indiscretions, which she can then use to gain leverage over him.

(Base 25, +1 Eye)

Source: *Tales of Power*, 116

SCENT OF LOOSE PURSES

InMe 30

R: Touch, **D:** Sun, **T:** Smell

The target of this spell can detect desire and interest as a scent given off by any mind in the target's vicinity. The more powerful the emotion of desire felt by a person, the stronger a smell that the target of *Scent of Loose Purses* will detect from them.

Lambert frequently casts this spell on his family and people in his employ to help them learn to read the emotions of people with whom they come in contact. Oftentimes Lambert will have someone who does not have *Scent of Loose Purses* cast upon her give her impressions of people to someone who does, so that they both learn to perceive cues without the aid of magic.

(Base 5, +1 Touch +2 Sun, +2 Smell)

Source: *Magi of Hermes*, 66

STENCH OF HATE

InMe 30

R: Touch, **D:** Sun, **T:** Smell

The target of this spell can detect antipathy, dislike, and hate in all of its forms as a scent given off by any mind in the target's vicinity. The more powerful the emotion of antipathy that is felt by a person, the stronger the smell produced by their thoughts is to the target of *Stench of Hate*.

Lambert frequently casts this spell on his family and people in his employ to help them learn to read the emotions of people with whom they come in contact.

(Base 5, +1 Touch +2 Sun, +2 Smell)

Source: *Magi of Hermes*, 66

THOUGHTS WITHIN BABBLE

InMe 30

R: Per, **D:** Sun, **T:** Hearing

The magus understands the speech of those he can hear.

Fortunata's version is extended to Sun Duration, so she need not concentrate on the spell while studying from texts read out loud to her.

(Base 5, +2 Sun, +3 Hearing)

Source: *Legends of Hermes*, 65

THOUGHTS WITHIN SPEECH

InMe 30

R: Eye, **D:** Mom, **T:** Ind

Yet another spell where its creation resulted in a side effect worth keeping, this spell acts like *Peering Into the Mortal Mind*, but while the magus is searching through the thoughts of the target, the target unknowingly speaks those thoughts aloud, going so far as to even weave them into an ongoing conversation. For example: "Did you hear about the new sheriff? *Why yes, I was in the gardens last night.* I hear he is going to raise taxes this year."

(Base 25, +1 Eye)

Source: *Magi of Hermes*, 30

TREAD OF FELLOW TRAVELERS

InMe 30

R: Road, **D:** Diam, **T:** Group, Faerie

The caster learns the number, state of consciousness, direction and distance to the nearest group of minds on the road he is on in one direction (apart from any group that the caster is in). The caster continues to sense this information for the duration of the spell.

This spell and similar magics are common among members of House Merinita. Road Range provides practitioners of Faerie Magic with a tool that can cast spells at very long ranges fairly easily. Such spells, however, can not be cast on targets that are not sensed because of the law of Arcane Connections (*Ars Magica Fifth Edition* page 80). *Tread of Fellow Travelers* allows the caster to sense targets and thereby cast other spells of Range Road upon them. (Members of House Merinita have developed similar spells using other Hermetic Forms).

(Base 5, +2 Road, +1 Diameter, +2 Group)

Source: *Magi of Hermes*, 66

LEVEL 35

OATH BREAKER'S CONFESSION

InMe 35

R: Eye, **D:** Bargain/Mom, **T:** Ind, Faerie

Like all spells of Bargain Duration, this spell is cast immediately after the caster strikes a bargain with the target and only takes effect if the target breaks her part of the bargain within one year (*Ars Magica Fifth Edition* page 92). If it should come to pass that the target of *Oath Breaker's Confession* breaks her agreement, then the caster instantly becomes aware that the bargain has been broken and also learns exactly why and how the target believes that she broke the agreement.

(Base 15, +1 Eye, +3 Momentary & Bargain)

Source: *Magi of Hermes*, 67

OPINIONS OF THE MASSES

InMe 35

R: Per, **D:** Conc, **T:** Hearing

When this spell is cast, the magus chooses a specific question. For the duration of the spell, the caster will hear a voice answering this question from each mind that he comes in contact with. The thoughts of minds that have dwelled heavily on the magus's question are perceived as clear voices, the thoughts of minds that have given the matter little thought are perceived as loud whispers. Minds that have never considered the issue (and minds that are protected by Magic Resistance that the spell failed to penetrate) do not make any sound at all. Lambert has on occasion, by use of this spell, heard the opinions of spirits and invisible creatures to which he would have otherwise have been oblivious.

If the caster is surrounded by many people, the noise generated by this spell can interfere with the caster's ability to hear normal sounds. The Ease Factor of rolls involving listening should be increased if the caster is surrounded by people with strong opinions while this spell is in effect.

(Base 15, +1 Concentration, +3 Hearing)

Source: *Magi of Hermes*, 67

LEVEL 60

THE PRIVATE SPEECH OF EROS AND PSYCHE

In(Cr)Me 60

R: *Adelphixis*, **D:** Year, **T:** Ind, Ritual

Req: Creo

Special: Orphic Magic

For one year after this spell is cast, the *magos* may, at will, speak mentally with the target, and vice versa. This communication is not impeded by distance, and may not be revoked by either party without somehow canceling the spell.

This spell was developed by a *magos* who wanted to hear his True Love's voice at all times, and is generally used for such purposes. However, at least once in the history of the Cult, it was used to deliver a year's worth of threats to an enemy.

(Base 15, +4 *Adelphixis*, +4 Year, +1 Creo to send words)

Source: *Houses of Hermes – Societates*, 123

Muto Mentem Spells

LEVEL 4

RECOLLECTION OF MEMORIES NEVER QUITE LIVED

MuMe 4

R: Eye, **D:** Sun, **T:** Ind

Changes the target's memory of a detail into a similar, though different, memory. The target is no more sure of this manufactured memory than of the authentic one, so he may discover strange fabrications to be false.

(Base 1, +1 Eye, +2 Sun)

Source: *Ars Magica Fifth Edition*, 149

RECOLLECTION OF MEMORIES NEVER QUITE LIVED

MuMe 4

R: Eye, **D:** Sun, **T:** Ind

As the spell listed in *Ars Magica Fifth Edition*, page 149.

Source: *Magi of Hermes*, 102

LEVEL 10

ABSENT MIND OF THE SCHOLAR

MuMe 10

R: Touch, **D:** Sun, **T:** Ind

This spell changes the target's memory so that he believes that Wizard's War was declared on him one month prior to when it actually was.

The intent is that this spell is cast via an *Intangible Tunnel*-style effect while the Wizard's War is legitimately in progress, and the target (believing that the Wizard's War occurred during the previous month) stops taking protective measures, and leaves the sanctuary of the *Aegis of the Hearth*. Obviously, this strategy will fail if the target is convinced by another character that their memory is in error. However, it might be very difficult to convince a magus that their memory is incorrect, and to be effective this strategy only requires the magus to make a single absent-minded mistake, such as briefly leaving the *Aegis of the Hearth*.

(Base 3, +1 Touch, +2 Sun)

Source: *Hermetic Projects*, 94

DISTRACTION OF THE MAGPIE

MuMe 10

R: Eye, **D:** Sun, **T:** Ind

The target's estimation is altered so that shiny objects become highly desirable to him. For the duration of the spell he is easily distracted by anything that glints, and given the opportunity he will acquire such things and secret them somewhere about his person. He must make an Intelligence + Concentration roll against an Ease Factor of 9 to complete a complex task in the presence of a shiny object that he does not yet possess. (Base 3, +1 Eye, +2 Sun)

Source: *Art & Academe*, 33

LEVEL 15

AVOIDING THE BLAME

MuMe 15

R: Eye, **D:** Sun, **T:** Ind

This spell allows Alexander to rewrite all of the target's memories concerning a length of time. Alexander uses this spell to misdirect mundane enemies, but its Duration is so brief that it must be used cautiously. It is suitable for assisting his servants, when in trouble with mundane authorities, to gain their freedom long enough to flee an area. It can also be used to trick rivals into social gaffes, which can harm their political position.

(Base 4, +1 Eye, +2 Sun)

Source: *Magi of Hermes*, 14

CLARION CALL OF THE WARHORSE

MuMe 15

R: Per, **D:** Diam, **T:** Sound

Special: Sensory Magic

Anyone hearing the caster's battle cry is heartened by its tone, and receives a +3 bonus to his Brave Personality Trait. Those attaining Brave scores greater than +3 through this spell perform acts of courage well beyond those expected of them.

(Base 3, +1 Diameter, +3 Sound)

Source: *Houses of Hermes – Mystery Cults*, 29

ENCHANTMENT OF THE PEDESTRIAN PIGEON

MuMe 15

R: Eye, **D:** Moon, **T:** Ind

After telling a person a piece of information, this spell is cast to occlude the memory of that information. A key phrase or word is also set at the time of casting, and subsequently uttering this phrase unlocks the memory. If the message has not been delivered by the time the Duration expires, then the memory of the information is restored to the target. A spell to read the thoughts of the target does not reveal the protected information unless its Penetration exceeds the spell's level.

(Base 2, +1 Eye, +3 Moon, +1 complexity)

Source: *Houses of Hermes – Societates*, 98

SEED OF BETRAYAL

MuMe 15

R: Eye, **D:** Moon, **T:** Ind

Changes the target's emotions towards his master(s) to contempt, such that he will readily betray them. Subtract 5 points from the target's relevant Loyal Personality Trait, for the duration of the spell.

(Base 3, +1 Eye, +3 Moon)

Source: *Guardians of the Forest*, 73

SEED OF BETRAYAL

MuMe 15

R: Eye, **D:** Moon, **T:** Ind

Changes the target's emotions toward their master(s) to contempt, such that she will readily betray him. Subtract 5 points from the target's relevant Loyal Personality Trait, for the duration of the spell.

(Base 3, +1 Eye, +3 Moon)

Source: *Hooks*, 37

THE GENEROUS PATRON

MuMe 15

R: Voice, **D:** Sun, **T:** Ind

This spell changes the common sense (see *Art and Academe*, page 33) of the target. He cannot estimate the true worth of his belongings and is likely to give more of them for less.

(Base 3, +2 Voice, +2 Sun)

Source: *Magi of Hermes*, 126

LEVEL 20

MY OLD AND DEAR FRIEND

MuMe 20

R: Eye, **D:** Sun, **T:** Ind

The target's memory is altered so that the caster is "remembered" to have performed a major favor for him in the recent past. The caster gets to choose in what manner she appears in the altered memory. The target cannot be convinced of the falsity of this memory until the duration of the spell expires, at which point he realizes the deception.

(Base 4, +1 Eye, +2 Sun, +1 complexity)

Source: *Magi of Hermes*, 92

REMEMBERED MESSAGES

MuMe 20

R: Touch, **D:** Sun, **T:** Bound*, Ritual

To use this spell successfully requires a little preparation, because each target needs to be prepared with a memory that can be altered with little trouble. For example, at sporting or cultural events, everyone may be asked to repeat the recipe for sea urchin soup, or memorize a string of flags.

When this spell is required, the memory of the recipe is replaced with a single useful piece of information, or the flags are replaced with a single useful image. For example, an evacuation plan can be distributed in this way, or a series of mustering points for militias.

* Remember to add further magnitudes to increase Boundary size.

(Base 1, +1 Touch, +2 Sun, +4 Bound)

Source: *Transforming Mythic Europe*, 74

THE LUCID DREAMER

Mu(In)Me 20

R: Per, **D:** Dream, **T:** Dream, Mystery

Req: Intellego

The magus lies down to sleep and casts this spell, slipping easily into dreaming sleep — except that his conscious spirit appears in the dream and may move and interact freely. He may wake any time he wishes (and may settle again for normal sleep, if he so desires).

The spiritual traveler appears in the dream with his clothes, a dream copy of his talisman (if any), and dream vis equivalent to any vis left on his body. Using this dream vis has no effect on the real-world vis left behind; however, the traveler may use that real-world vis via the Arcane Connection to his body.

(Base: 15, +1 Dream duration)

Source: *The Mysteries*, 104

LEVEL 25

THE UNBIDDEN TASK

MuMe 25

R: Eye, **D:** Moon, **T:** Ind

This spell creates a simple prospective memory in the target, which repeats itself so often that the target infers a reason for the memory. Simple memories, like, “I need to leave the back door unlocked tomorrow night” draw out reasonable inferences like, “because his lordship is sneaking out for a night on the town after her ladyship falls asleep.” The magus takes advantage of the action the prospective memory guides, so in the example above the magus could send a servant to rob the house, knowing the door would be unlocked.

If there is no possible reasonable inference, the spell fails, so it cannot force most characters to commit suicide or do things that are abominable. Characters cannot be convinced to do things that are dangerous unless the character regularly faces that sort of danger as part of his profession. A shepherd might fight off a wolf, or a town watchman arrest a violent drunk, but neither would reasonably infer that they should perform the task better suited to the other.

(Base 5, +1 Eye, +3 Moon)

Source: *Houses of Hermes – Societates*, 70

THE UNBIDDEN TASK

MuMe 25

R: Eye, **D:** Moon, **T:** Ind

This spell creates a simple prospective memory in the target, which repeats itself so often that the target infers a reason for the memory. Simple memories, like, “I need to leave the back door unlocked tomorrow night” draw out reasonable inferences like, “because his lordship is sneaking out for a night on the town after her ladyship falls asleep.” Characters cannot be convinced to do things that are dangerous unless the character regularly faces that sort of danger as part of his profession. *Houses of Hermes: Societates* page 70.

(Base 5, +1 Eye, +3 Moon)

Source: *Hooks*, 37

LEVEL 30

APOLLO’S FEARFUL GAZE

MuMe 30

R: Voice, **D:** Sun, **T:** Ind

This horrific spell rewrites the target’s common sense, so that light induces pain signals (*Art and Academe*, page 33). The brighter the light, the stronger the pain sensed. Note that the pain isn’t caused by any wounds,

and will disappear as soon as the spell ends, or when the target is no longer exposed to light.

Light Source

Moonlight or Candlelight

Torchlight

Bonfire

Daylight

Penalty

-1

-3

-5

Incapacitated

(Base 10, +2 Voice, +2 Sun)

Source: *Magi of Hermes*, 30

BLISSFUL MESSENGER

MuMe 30

R: Touch, **D:** Until, **T:** Ind, Faerie, Ritual

This spell alters the target’s recollection of an event, changing the memories of what actually occurred into memories of a different event decided upon by the caster. This spell is undone by speaking to a specific individual about the altered memories, and the individual who releases the spell must be included in the altered memories in some significant way. For example, the individual could be discussed, the memories could include a prominently placed picture of the individual, or the individual could be “present” in the altered memories. Often the spell is cast to change the recollections of an event into the recollections of a conversation specifying exactly how the spell is to be broken.

A Tytalus maga who had need of sending agents to areas where they might be subject to investigation by Mentem spells convinced Lambert’s mater to allow Lambert to study the Lab Text for this spell as an apprentice. Lambert then used the spell for the benefit of the Tytalus who compensated Lambert’s mater for the service. The vis cost of performing the ritual, and the rarity of people willing to trust a Gifted magus sufficiently to allow their memories to be altered, prevents this from being a frequently used tool.

(Base 5, +1 Touch, +4 Until)

Source: *Magi of Hermes*, 65

FALSE PROPHECY

MuMe 30

R: Arc, **D:** Moon, **T:** Ind

This spell alters the victim’s memories of their dreams, so that they recall a persistent nightmare. The magus crafts this nightmare, but usually includes material designed to influence the victim’s decisions.

(Base 3, +4 Arcane Connection, +3 Moon)

Source: *Houses of Hermes – True Lineages*, 140

MIND OF THE BEAST

MuMe(An) 30

R: Eye, **D:** Sun, **T:** Ind

Req: Animal

You turn the mind of the target into that of an animal of your choice. The victim acts and thinks like that animal as much as possible; a person who thinks he is a bird will try to fly, but will not be able to. This can be dangerous for the target.

(Base 15, +1 Eye, +2 Sun)

Source: *Ars Magica Fifth Edition*, 149

THE PATH TO LEMNOS

Mu(In)Me 30

R: Touch, **D:** Dream, **T:** Dream, Mystery

Req: Intellego

The magus touches a dreaming sleeper, and the target dream changes to include the caster's spirit; the caster slips into a trance while in the dream.

The spiritual traveler appears in the dream with his clothes, a dream copy of his talisman (if any), and dream vis equivalent to any vis left on his body. The magus has an Arcane Connection to his own body, and may use this to leave dream before the spell ends.

(Base: 20, +1 Touch, +1 Dream duration)

Source: *The Mysteries*, 104

LEVEL 35

DONNING THE MASK OF ANOTHER

MuMe 35

R: Touch, **D:** Year, **T:** Ind, Ritual

This spell creates a persona from the identity of another (henceforth called the donor). The donor must be present during the Ritual spell, but need not be willing or even conscious for the correct operation of the spell, though it must penetrate any Magic Resistance as usual.

The caster acquires the full memories and personality of the donor as a deep cover disguise with a Reputation score of 3, but which offers no reduction in the social penalty of the caster's Gift. This spell can also be used on characters who have established a deep cover disguise of their own, in which case it confers the Reputation at the same score as the donor's, with the same reduction in The Gift's effects that he enjoyed. If, in the year that the caster maintains this foreign identity, he is able to apply at least 5 experience points to the Reputation, then the Reputation persists once the spell's Duration expires.

The caster must employ further magic to acquire the physical resemblance of the persona. The caster could even fool close friends and family, if his physical disguise is good enough. This spell inflicts one Warping Point on both the caster and donor when it is cast (from the powerful mystical effect), and the caster

suffers an additional Warping Point at the end of the spell's duration (from the constant mystical effect).

(Base 10, +1 Touch, +4 Year)

Source: *Houses of Hermes – Societates*, 97

LOST IN THE MEMORY

MuMe 35

R: Eye, **D:** Moon, **T:** Ind

The mind of the target is filled with memory, dominating all other mental faculties. He will relive scenes from his past and visit places of particular significance while neglecting all but the basic urges to eat, drink, and rest. During this time he cannot put any mental effort into any task, and can only be temporarily roused from his fugue if he succeeds in an Intelligence + Concentration roll of 9 or more.

(Base 15, +1 Eye, +3 Moon)

Source: *Art & Academe*, 33

PAST OF ANOTHER

MuMe 35

R: Eye, **D:** Year, **T:** Ind, Ritual

The target's memories are completely rewritten, and he is unable to remember his actual life until the effect is dispelled or expires.

(Base 10, +1 Eye, +4 Year)

Source: *Ars Magica Fifth Edition*, 149

VISIONS OF OLYMPUS

MuMe 35

R: Touch, **D:** Diam, **T:** Group

This spell causes a group of intelligent beings in the Mentem province of the Twilight Void to become perceptible to others outside of the Twilight Void. For example, a traveler in the Twilight Void might find his way to the lair of a particular creature with which he wishes to communicate. This effect makes the creature able to see and hear him and several others for the duration, as if they were vestiges in the place where that creature lives.

(Base 15, +1 Touch, +1 Diameter, +2 Group)

Source: *Realms of Power – Magic*, 27

LEVEL 40

FAMILY GATHERING

Mu(In)Me 40

R: Pers, **D:** Conc **T:** Bloodline, Faerie

Req: Intellego

This spell alters the perceptions of the caster and all of those people who are descended from him or her. The affected people think themselves to be in a large, comfortable, well-lit room sitting around a table sufficiently large to seat every member of the bloodline, rather than at their actual locations. Those affected by the spell perceive their relatives to be with them in this room. The room itself is heavily influenced by the caster's wizard's sigil.

The members of the bloodline are able to speak to one another as if they were in the same room. If a member of the bloodline is asleep when Family Gathering is cast, the spell will not wake that family member; instead that person will experience the spell as a dream and he will have no easier of a time remembering the meeting than he would have remembering any other dream. The words and actions of a dreaming person are often, but not always, sufficiently odd to alert other participants to his or her state.

During the spell's duration, none of the family are able to receive information from their normal senses. (In terms of the mind as explained in *Art and Academe*, the forms and images collected by the target's senses are overwritten in the target's common sense by the *Family Gathering* spell). The targets of this spell are still able to move and control their bodies, but their inability to perceive their actual surroundings makes this a dangerous proposition.

Prior to inventing this spell, Lambert on occasion spontaneously cast a Range: Personal, Target: Bloodline version of *Words of the Unbroken Silence* and used *Familial Secrets* to communicate with his children, but he found such communication to be very taxing. Lambert created *Family Gathering* to facilitate clear communication. This spell is specifically designed to not Warp members of Lambert's bloodline.

(Base 15, +1 Concentration, +3 Bloodline, +1 Intellego requisite)

Source: *Magi of Hermes*, 67

INMOST COMPANION

MuMe(An) 40

R: Eye, **D:** Sun, **T:** Ind

Req: Animal

The target's mind is made physical as a bird. This bird normally stays close to the target's body, but need not. If the target has Magic Resistance, it protects both his body and mind, as normal. No matter how far it travels, the target's mind controls his body, as well as the bird's, as normal. In particular, it can see through both target also dies, as his mind has been killed.

(Base 25, +1 Eye, +2 Sun)

Source: *Ars Magica Fifth Edition*, 149

SWORDS OF SILVER AND MOONLIGHT

MuMe(Te) 40

R: Eye, **D:** Sun, **T:** Ind

Req: Terram

This spell makes the metal accouterments of a ghost solid. Many ghosts are able to affect the world with a single, favored object, but this spell allows them to use their entire kit. Weapons that are a composite of wood and metal work normally for the ghost, but only the metal parts may strike a mortal. Hard-pressed Tremere magi sometimes cast this spell upon the ghosts of dead shield grogs. Eye contact must be made with the ghost.

(Base 25, +1 Eye, +2 Sun)

Source: *Houses of Hermes – True Lineages*, 140

THE ROAD TO LEMNOS

Mu(In)Me 40

R: Touch, **D:** Dream, **T:** Dream, Mystery

Req: Intellego

The magus touches a dreaming sleeper (or the magus, as in *The Lucid Dreamer*), and the target dream changes to include the spirits of a touched group of travelers (possibly including the caster). The travelers' bodies lie in a trance while in the dream.

The spiritual travelers appear in the dream with their clothes, a dream copy of their talisman (if any) and dream vis equivalent to any vis left on their bodies. The travelers have Arcane Connections to their own bodies, and may use these to leave the dream before the spell ends.

(Base: 30, +1 Touch, +1 Dream duration)

Source: *The Mysteries*, 104

VISION OF THE HAUNTING SPIRITS

MuMe(Im) 40

R: Touch, **D:** Sun, **T:** Room

Req: Imaginem

All spirits within the target area become visible, although they might remain unseen if hiding behind something. This includes the spirits of living people, which appear as the person normally does. If the person is invisible or otherwise changed from his normal shape, his normal appearance is superimposed on his current appearance.

(Base 15, +1 Touch, +2 Sun, +2 Room)

Source: *Ars Magica Fifth Edition*, 150

LEVEL 45

REWRITING THE MIND

MuMe 45

R: Voice, **D:** Year, **T:** Ind, Ritual

This spell utterly changes the target's capacity for cognitive thought; all previous goals, hopes and desires are set aside in favor of the agenda dictated by the magus at the time of casting this spell. For the Duration of the spell the target is unusually single-minded in pursuing his new goals, but still has command of his other mental faculties. This spell incurs Warping as a constant effect of high power.

(Base 15, +2 Voice, +4 Year)

Source: *Art & Academe*, 33

LEVEL 50

SPECTRAL QUINREME

MuMe(He) 50

R: Eye, **D:** Moon, **T:** Str

Req: Herbam

A ghostly ship is not the spirit of a ship, it's a prop projected by the psyche of a ghost, like the clothes or weapons of a ghostly soldier. Ghost ships, as figments of the imagination of the dead, can be called up with Mentem magic. This spell makes a spectral ship sufficiently solid for humans to sail upon her, and stow cargo safely within her hold. It does not summon or command the ghostly ship: that requires the magus to summon and command the ghost or ghosts who manifest the ship.

(Base 15, +1 Eye, +3 Moon, +3 Structure)

Source: *Houses of Hermes – True Lineages*, 140

LEVEL 65

NORDIC TRIUMPH

MuMe(He, Te) 65

R: Touch, **D:** Moon, **T:** Str, Ritual

Req: Herbam, Terram

This ritual is cast while on board a ship, which the spell transforms into a dragonprowed longship, and the crew are transformed into fierce Viking warriors who view the caster as their chieftain. The spell does not give the crew any Abilities they did not already have, but it makes them think and act as if they are Viking warriors, including acting as a trained group in combat.

(Base 15, +1 Touch, +3 Moon, +4 Structure, +2 Requisites)

Source: *The Lion and The Lily – The Normandy Tribunal*, 122

LEVEL 70

ARMING THE LEGION OF THE DEAD

MuMe(Te) 70

R: Touch, **D:** Moon **T:** Group, Ritual

Req: Terram

This spell makes the metal accouterments for an army of ghosts, up to 10,000 strong, solid. It does not, however, give caster any control over the ghosts. Many ghostly legionnaires can affect the world with a single weapon, but this spell allows them to use their complete kit, granting missile attacks, the ability to engage in field engineering, and the use of siege weapons.

(Base 25, +1 Touch, +3 Moon, +2 Group, +3 size)

Source: *Houses of Hermes – True Lineages*, 140

Verdo Mentem Spells

GENERAL

LAY TO REST THE HAUNTING SPIRIT

PeMe Gen

R: Voice, **D:** Mom, **T:** Ind

If your spell penetrates the resistance of a ghost or similar spirit, it loses a number of points from its Might equal to the level of this spell. If this reduces the spirit's Might to zero, it vanishes, apparently destroyed. Philosophers concur that the spirit goes to the afterlife, or is perhaps weakened to helplessness, but is not actually destroyed. Souls, after all, are immortal.

(Base effect)

Source: *Ars Magica Fifth Edition*, 150

LEVEL 4

SCRAPING RAZOR OF MEMORY

PeMe 4

R: Pers, **D:** Mom, **T:** Ind

The caster removes a single important detail from his or her own memory.

(Base 4)

Source: *Legends of Hermes*, 120

LEVEL 5

DISTRACTION OF THE WEAKENED MIND

PeMe 5

R: Eye, **D:** Mom, **T:** Ind

This spell removes a specific memory from the target's mind. Specifically, the memory is of whatever activity Lucia is engaged in when she casts the spell upon her target. So if she persuades a guard to let her into a locked room she casts this spell upon him and he remembers only that they talked. He does not recall that she entered the off-limits room.

(Base 4, +1 Eye)

Source: *Tales of Power*, 116

I WAS NEVER HERE

PeMe 5

R: Eye, **D:** Mom, **T:** Ind

The target forgets meeting the caster. Prior contact between the caster and the target must be limited to a brief and relatively insignificant event occurring within the last day, and includes the casting of this spell. This spell is perfect for making a target forget seeing the maga overtly cast a spell, or causing a sentry to forget letting her through a gate. However, a person cannot be made to forget who stabbed him.

(Base 4, +1 Eye)

Source: *Magi of Hermes*, 93

THE BLINDED SENTRY

PeMe 5

R: Touch, **D:** Mom, **T:** Ind

Renders the target insensate for a moment, sufficient for the caster to slip past him, raise a shout, cast a spell, or pick his pocket. Only the initial touch is registered by the target.

(Base 4, +1 Touch)

Source: *Guardians of the Forest*, 73

THE BLINDED SENTRY

PeMe 5

R: Touch, **D:** Mom, **T:** Ind

Target momentarily senses nothing, noticing only the initial touch. This is long enough for a single action to be performed unnoticed.

(Base 4, +1 Touch)

Source: *Through the Aegis*, 141

TIP OF THE TONGUE

PeMe 5

R: Eye, **D:** Diam, **T:** Ind

Causes the target to forget one word of your choosing. The target cannot remember that word for the spell's duration, but afterwards he can come up with the word without assistance by making an Intelligence + Concentration stress roll of 9+. If the target fails he may try again, but each additional roll adds +1 to the difficulty.

(Base 3, +1 Eye, +1 Diam)

Source: *Ars Magica Fifth Edition*, 150

LEVEL 10

AGNOSIA

PeMe 10

R: Eye, **D:** Sun **T:** Ind

This spell destroys familiarity with a category of object represented by a single noun. The victim of this spell cannot recognize instances of the thing, although she is that aware such things exist. If confronted with a representative object, the victim cannot identify or use it. This spell does not destroy Abilities, so if the character is placed in a position where she uses an object without conscious monitoring, her Abilities return. This can be alarming for the spell's target, since she cannot consciously use the tool to repeat her inadvertent actions.

(Base 3, +1 Eye, +2 Sun)

Source: *Houses of Hermes – Societates*, 69

BREAKING THE CAPTAIN'S BATON

PeMe 10

R: Voice, **D:** Mom, **T:** Ind

The target ceases to be able to coordinate a squad of soldiers as a Trained Group. The memories required to use that skill are removed and do not return when the spell ends, but can be regained with simple demonstration and practice, requiring time but not experience. The target is aware that he has forgotten how to lead warriors in battle. Unless another member of the group is able to take over as leader, the squad fights as an Untrained Group instead. This is a less efficient version of *Dissolving the Wall of Shields* (*Houses of Hermes: Societates*, page 70) since it targets only the current leader rather than the entire squad.

(Base 4, +2 Voice)

Source: *Magi of Hermes*, 50

SLAP OF ABSENT MAGIC

PeMe 10

R: Touch, **D:** Diam, **T:** Ind

The target forgets how to consciously use one Form for the duration of the spell. This includes casting spontaneous, formulaic, and ritual spells of the Form. It also includes spells that use the Form as a requisite. Unconscious use of the Form (for example, the Form bonus to Magic Resistance) is unaffected.

When this spell ends, the target recalls how to use the Form.

(Base 4, +1 Touch, +1 Diameter)

Source: *Hermetic Projects*, 85

TRUST OF CHILDLIKE FAITH

PeMe 10

R: Eye, **D:** Diam, **T:** Ind

The target loses judgment and believes almost any passable lie for the duration of the spell. An Intelligence stress roll of 6+ is allowed to resist. Truly incredible lies allow easier resistance rolls.

(Base 4, +1 Eye, +1 Diam)

Source: *Ars Magica Fifth Edition*, 150

LEVEL 15

CALM THE MOTION OF THE HEART

PeMe 15

R: Voice, **D:** Mom, **T:** Ind

Removes one emotion from the target until it appears again naturally. An angry person stops being angry, and a curious one stops being inquisitive. Many a magus finds this spell useful for keeping his apprentice's nose out of his immediate business.

(Base 5, +2 Voice)

Source: *Ars Magica Fifth Edition*, 150

ENCHANTMENT OF DETACHMENT

PeMe 15

R: Eye, **D:** Sun, **T:** Ind

Calms and greatly lowers the intensity of the target's current emotions.

(Base 4, +1 Eye, +2 Sun)

Source: *Ars Magica Fifth Edition*, 150

LOSS OF BUT A MOMENT'S MEMORY

PeMe 15

R: Eye, **D:** Mom, **T:** Ind

Removes up to five continuous minutes from a target's memory, leaving a blank. You target the loss of memory to a specific event or time. With an Intelligence stress roll of 9+, the target realizes that memories of a certain period are missing. This Ease Factor can change, depending on how important the missing memory is and what sort of circumstances surrounded the event. Careful introspection over a period of time can allow reconstruction of much of memory, but some details are lost forever.

(Base 10, +1 Eye)

Source: *Ars Magica Fifth Edition*, 151

THE TWICE-GIFTED COIN

PeMe 15

R: Touch, **D:** Mom, **T:** Ind

This spell is usually cast when the target deposits a coin into the caster's hand. The victim immediately loses his memory of having paid. Assuming that he had a legitimate reason for paying in the first place, he then usually reaches for his purse to hand over another coin.

Some sneaky covenants have been known to enchant this effect into a toll-gate, for example. Travelers are asked to pay a toll before the gate, then allowed to proceed, whereupon they touch the gate and promptly forget having paid. Upon request, they then pay again, after the gate. The income from a toll station can thus be doubled.

(Base 10, +1 Touch)

Source: *Covenants*, 62

LEVEL 20

ALL VOWS FORGOTTEN

PeMe 20

R: Eye, **D:** Sun, **T:** Ind

This spell diminishes the importance of whatever vow, promise, obligation, or duty should be uppermost in the target's mind at the time of casting.

(Base 5, +1 Eye, +2 Sun)

Source: *Tales of Power*, 116

CALM MIND OF RESOLUTE BEHAVIOR

PeMe 20

R: Per, **D:** Diam, **T:** Ind

For the duration of this spell, all emotions are banished from the caster's mind. This makes the caster unable to feel fear, doubt, hope, or any other emotion. Any effort to manipulate the caster based on his emotions will automatically fail. The caster can make no rolls based on his Personality Traits for the duration of the spell. Despite the temporary absence of emotions, the caster's goals and priorities remain unchanged and the caster retains recollections of emotions that he has previously felt.

Lambert's mater believed that this spell was an essential tool for anyone who dealt with the faeries. She believed that casting *Calm Mind of Resolute Behavior*, to provide Lambert with a moment's clear reflection before embarking on an activity that might be influenced by the persuasion of charismatic faeries, would save her apprentice from many unwise decisions. Lambert casts *Calm Mind of Resolute Behavior* when he has an important choice to make and wants to see how he would approach the problem without the complications of his emotions coloring the issue. Lambert finds casting this spell to be quite unpleasant, though, and he greatly fears the possible

consequences of miscasting a *Perdo Mentem* spell on himself.

(Base 15, +1 Diameter)

Source: *Magi of Hermes*, 67

DISSOLVING THE WALL OF SHIELDS

PeMe 20

R: Voice, **D:** Mom, **T:** Group

This spell removes the memories that allow a group of soldiers to fight as a unit. This spell can be used to destroy other simple skills, too small to be encompassed by an Ability. For example, a magus might cast it on a group of courtiers so that all of them forget the steps of a particular dance. These memories do not return when the spell concludes, but may be regained with simple demonstration and practice, requiring time but not experience points.

This spell does not damage autobiographical memory, so it is obvious to the victims that he has lost a skill he previously possessed. The spell does not impair judgment, so the victim may infer that the magus is responsible. A version of this spell with Sight Range (level 25) is less conspicuous.

(Base 4, +2 Voice, +2 Group)

Source: *Houses of Hermes – Societates*, 70

LOSS OF A LASTING DAY'S MEMORY

PeMe 20

R: Eye, **D:** Mom, **T:** Ind

This spell removes a specific event from a target's memory. The event can be up to a day in length and may involve multiple elements.

(Base 15, +1 Eye)

Source: *Tales of Power*, 12

LEVEL 25

BLESSING OF CHILDLIKE BLISS

PeMe 25

R: Eye, **D:** Sun, **T:** Ind

Reduces an adult mind to a child's level. The target solves problems, reasons, and expresses emotions as would a three-year-old. Magi affected cannot cast spells. At first, anyway, the target is likely to be happy at having lost a world of cares and troubles that are no longer imaginable.

(Base 10, +1 Eye, +2 Sun)

Source: *Ars Magica Fifth Edition*, 151

PASSION'S LOST FEELING

PeMe 25

R: Eye, **D:** Conc, **T:** Ind

The target is unable to feel any sort of emotion and acts listlessly, without motivation or cares.

(Base 15, +1 Eye, +1 Concentration)

Source: *Ars Magica Fifth Edition*, 151

LEVEL 30

THE INVISIBLE PREDATOR

PeMe 30

R: Per, **D:** Sun, **T:** Spectacle

The subjects simply disregard the caster of the spell, as if she is not there, their minds altered to remove any thought of her. This spell only works on intelligent creatures; those with Cunning require Animal as the Form. Those affected by Lexora's spell feel the kiss of the sun on their skin, and at night in particular this may alert them something is wrong. This spell was invented by Androcles, and Lexora rarely uses it owing to the difficulty she has casting it reliably.

(Base 4, Sun +2, Spectacle +4, +1 requisite)

Source: *Through the Aegis*, 43

THE STULTIFIED PEASANT

PeMe 30

R: Eye, **D:** Sun, **T:** Ind

The target has all ability to think removed; his imagination (which controls thinking) is destroyed, causing him to stand, mouth open, until the spell ends. Only his imagination is affected, so he acts according to his estimation if threatened.

(Base 15, +1 Eye, +2 Sun)

Source: *Art & Academe*, 33

LEVEL 35

EMBRACE OF BOETHIUS

PeMe(Co, Vi) 35

R: Touch, **D:** Mom, **T:** Part, Ritual

Req: Corpus, Vim

This spell damages the target's mind, heart, and Gift, destroying a part of his understanding of formulaic spell casting and forcing him to rely on casting tools. This highly irregular spell was developed to initiate Hermetic magi of other Houses into House Verditius, and is only used in that rare instance. Because of the bizarre nature of this spell, the target receives 7 Warping Points and must check to avoid temporary Twilight.

(Base 15, +1 Touch, +1 Part, +2 necessary requisites)

Source: *Houses of Hermes – Mystery Cults*, 119

HEIGHTEN THE MIND

PeMe 35

R: Voice, **D:** Moon, **T:** Ind

Removes four points of Personality Traits from the individual, which return one-by-one across the Duration. They are taken from weakest Personality Trait first. When that reaches zero, the next least prominent Trait is affected. Negative Traits are similarly affected, but their scores are increased toward zero.

This has the effect of removing the checks and balances afforded by the lesser Personality Traits, leaving the mind influenced by its most prominent Traits only.

(Base 10, +2 Voice, +3 Moon)

Source: *Dies Irae*, 41

STOLEN MOMENTS

PeMe 35

R: Eye, **D:** Conc, **T:** Ind

This spell removes all active thoughts, memories, and emotions from a person's mind for as long as the spell lasts, so he cannot think or perceive. During this time the person becomes motionless, and cannot resist if he is moved or attacked; he does not notice anything and cannot remember anything that happens while he is under influence of this spell.

(Base 25, +1 Eye, +1 Concentration)

Source: *Magi of Hermes*, 126

THE EVER-WATCHFUL TURB

PeMe 35

R: Touch, **D:** Moon, **T:** Group

This spell prevents the target group from falling asleep by quelling the inclination to rest when tiredness sets in. The target group accrues fatigue as usual: after being awake for a full day, every eight hours of wakefulness causes the loss of a Fatigue level. Thus, after two days awake, they will be reduced to Unconscious (or earlier if they exert themselves) at which time they sleep for eight hours and then wake again.

(Base 5, +1 Touch, +3 Moon, +2 Group)

Source: *Art & Academe*, 34

LEVEL 40

BLACK WHISPER

PeMe 40

R: Touch, **D:** Moon, **T:** Ind

You whisper a magic sentence in the target's ear. It takes several seconds to speak the sentence, so an unwilling, able-bodied target can stop you. If you speak the whole sentence, the target must make a Stamina stress roll of 15+ or go completely insane. You need not use your hands for this spell, but you must be able to speak.

(Base 15, +1 Touch, +3 Moon, +1 for not needing to gesture)

Source: *Ars Magica Fifth Edition*, 151

BLINDNESS OF INVOLUNTARY OBSTINACY

PeMe 40

R: Sight, **D:** Conc, **T:** Group

The targets of this spell become, for the duration of the spell, completely unable to perceive a particular object or entity chosen by the caster while casting the spell. The senses of the targets still work properly, but the minds of the targets are prevented from concluding that the specified person or object exists. In the terms presented in *Art and Academe*, this spell removes the ability of the common sense to receive or integrate images of a specified object or entity. Lambert frequently specifies himself as the unperceivable object while using this spell.

(Base 10, +3 Sight, +1 Concentration, +2 Group)

Source: *Magi of Hermes*, 67

CLOSED MOUTH OF THE NIGHTWALKER

PeMe 40

R: Per, **D:** Sun, **T:** Spectacle

Special: Sensory Magic

Anyone seeing the caster instantly forgets that he did so, assuming that the spell's Penetration breaches the target's Magic Resistance. The caster may not necessarily be aware that he has been seen.

(Base 10, +2 Sun, +4 Spectacle)

Source: *Houses of Hermes – Mystery Cults*, 29

LEVEL 45

MIND CLEANSED OF TREACHERY

PeMe 45

R: Eye, **D:** Bargain/Mom, **T:** Ind, Faerie

Like all spells of Bargain Duration, this spell is cast immediately after the caster strikes a bargain with the target, and only takes effect if the target breaks his part of the bargain (*Ars Magica Fifth Edition* page 92). If it should come to pass that the target of this spell breaks the agreement within a year of the date when the deal was made, then the target's memory is destroyed, removing every stored idea that the target possesses and his sense of identity. All General Abilities (including languages) are retained, but knowledge of Academic, Arcane, Martial, and Supernatural Abilities are lost, as are all Arts. The target's imagination, which stores images, is not affected, so he recognizes the faces of people he knows, places he has been, and songs he has heard, but lacks all knowledge about those things such as names, locations, emotional importance, and so forth.

Lambert secured a Lab Text for this spell from the Merinita who developed it, in exchange for a copy of the Lab Text for *Oath Breaker's Confession*. Lambert wanted to have a spell that provided a profoundly serious consequence for breaking an agreement, and the creator of *Mind Cleansed of Treachery* wished to acquire a spell that left its targets in a condition that could still be negotiated with.

(Base 25, +1 Eye, +3 Momentary & Bargain)

Source: *Magi of Hermes*, 67

LEVEL 50

THE CLEAN SLATE

PeMe 50

R: Touch, **D:** Year, **T:** Ind

This spell wipes the memory of the target clean, removing every stored idea and sense of identity he possesses. All general Abilities (including Languages) are retained, but knowledge of Academic, Arcane, Martial and Supernatural Abilities are lost, as are all Arts. His imagination, which stores images, is not affected, so he recognizes the faces of people he knows, places he has been, and songs he has heard, but lacks all knowledge about those things such as names, locations, emotional importance, and so forth. He cannot relearn those memories for the duration of the spell.

(Base 25, +1 Touch, +4 Year)

Source: *Art & Academe*, 34

LEVEL 65

POISONING THE WILL

PeMe 65

R: Touch, **D:** Moon, **T:** Bound, Ritual

You curse a place, be it a valley, town, city, or covenant. The curse gradually saps the will and vitality from the people there. They become less energetic, and slowly stop caring about the place, what happens there, other people, and finally themselves. Colors seem more drab and the days longer, and there is an all-pervading sense of boredom and lassitude. Strong-willed individuals and those with strong Personality Traits are less affected, but still suffer to an extent. All Personality Trait rolls while in the area suffer a -3 modifier. This spell affects only those who are within the cursed area, including visitors to it. Those who leave the area are overwhelmed by the return of their vigor and sense of purpose.

(Base 4, +1 Touch, +3 Moon, +4 Bound, +5 size)

Source: *Ars Magica Fifth Edition*, 151

Rego Mentem Spells

GENERAL

FORTIFICATION OF THE MEMORY PALACE

ReMe Gen

R: Per, **D:** Moon, **T:** Ind

Reinforces the target's memory palace against magical attacks or attempts to modify his memories. To affect the protected target's memories, a spell's level must exceed twice the (level of this spell – 15), as well as penetrating any Magic Resistance.

This spell protects the caster's memories for a single Moon; longer durations are possible, but continuous protection brings magical Warring.

(General, +3 Moon)

Source: *The Mysteries*, 27

RING OF WARDING AGAINST SPIRITS

ReMe Gen

R: Touch, **D:** Ring, **T:** Circle

Only ghosts with current Magic Might higher than the spell's level can enter the ring you create. At certain angles, the ring may be seen as an orange-hued dome. This spell does not affect ghosts or spirits associated with the other realms.

(Base effect)

Source: *Ars Magica Fifth Edition*, 151

LEVEL 5

HYPNOTIC GAZE

ReMe 5

R: Eye **D:** Mom, **T:** Ind

The target becomes sleepy and falls asleep within a few seconds.

(Base 4, +1 Eye)

Source: *Apprentices*, 46

SLAP OF AWAKENING

ReMe 5

R: Touch, **D:** Mom, **T:** Ind

This spell instantly awakens a target from sleep to alert consciousness. It does not work on someone unconscious from Fatigue-level loss or continuous magic. It will awaken someone who was magically put to sleep, as long as the magic that put the person to sleep has ended.

(Base 4, +1 Touch)

Source: *Apprentices*, 47

LEVEL 10

THE CALL TO SLUMBER

ReMe 10

R: Voice **D:** Mom, **T:** Ind

The target becomes sleepy and falls asleep within a few seconds.

(Base 4, +2 Voice)

Source: *Ars Magica Fifth Edition*, 151

TOUCH OF FALLING FEATHERS

ReMe 10

R: Touch, **D:** Diam, **T:** Ind

The target rapidly falls into a deep sleep. As the spell has a non-Momentary duration, the target cannot be naturally wakened until either this spell is dispelled, or the duration expires.

If the target is asleep either at sunrise or at sunset, then his Parma Magica will go down.

(Base 4, +1 Touch, +1 Diameter)

Source: *Hermetic Projects*, 85

SNAP OF AWAKENING

ReMe 10

R: Voice, **D:** Mom, **T:** Ind

When you snap your fingers you instantly awaken the target from sleep to alert consciousness. Does not work on someone unconscious from Fatigue-level loss, wounds, or magic.

(Base 4, +2 Voice)

Source: *Ars Magica Fifth Edition*, 151

LEVEL 15

CONFUSION OF THE NUMB WILL

ReMe 15

R: Eye, **D:** Sun, **T:** Ind

Confuses a person, who must make an Intelligence stress roll to take any direct action. A roll of 12+ ends the spell, while a roll of 9+ lets the character take the intended action, but the spell remains in effect. Any lower roll means the character is confused and takes some other type of action. When it is imperative for the victim to take an action, the storyguide should allow an appropriate modifier to the roll. While under this spell, a character always strikes last in combat and gets at least a –1 on all attacking and defending rolls.

(Base 4, +1 Eye, +2 Sun)

Source: *Ars Magica Fifth Edition*, 151

LEVEL 20

AURA OF RIGHTFUL AUTHORITY

ReMe 20

R: Eye, **D:** Sun, **T:** Ind

The target of the spell is strongly inclined to obey you, as if you were his natural superior.

(Base 5, +1 Eye, +2 Sun)

Source: *Ars Magica Fifth Edition*, 151

CALL THE DREAM

ReMe 20

R: Touch, **D:** Sun, **T:** Ind

The caster touches a sleeping person and determines the theme for that night's dreaming. The actual content of the dream cannot be determined. For example, if the theme is "death" the target might dream about the death of a loved one, or the lifethreatening circumstances he has been in. If the theme is "dogs" he might dream of a beloved childhood pet or being hunted by the lord's hounds. Some magi try to interpret the meaning of the dreams called by this spell.

(Base 5, +1 Touch, +2 Sun)

Source: *Art & Academe*, 34

COERCE GHOSTS

ReMe 20

R: Voice, **D:** Diam, **T:** Ind.

Make a disembodied spirit of Mentem obey the caster so long as she can coerce it with threats.

(Base 5, +2 Voice, +1 Diam)

Source: *Legends of Hermes*, 65

COERCE THE SPIRIT OF ANGER

ReMe 20

R: Voice, **D:** Conc, **T:** Ind

This spell makes a spirit of anger obey the caster as long as he can coerce it with threats. The more lurid and dramatic the threats, the more cooperative the spirit is. If the spell penetrates the spirit's Magic Resistance, make a stress roll of Communication + Leadership to see how effective the threats are. The storyguide should always give a bonus or penalty depending on the potency of the threat, but note that any roll other than a botch compels at least minimal obedience, while increasing rolls indicate a more cooperative spirit. Note that the caster must be capable of sensing the spirit to use this spell, unless it is reinvented at Range Arcane Connection.

(Base 5 [see *The Mysteries Revised Edition*, page 28], +2 Voice, +1 Concentration)

Source: *Houses of Hermes – Societates*, 99

COERCE THE SPIRITS OF THE NIGHT

ReMe 20

R: Voice, **D:** Conc, **T:** Ind

Makes a ghost obey you as long as you can coerce it with threats, such as a threat to defile its grave or to banish it to Hell. The more lurid and dramatic the threat, the more cooperative the ghost is. If the spell penetrates the ghost's Magic Resistance, roll Communication + Leadership to see how effective your threats are. The storyguide should always give a bonus or penalty that depends on the potency of the threat, and any roll other than a botch will compel at least minimal obedience.

(Base 5, +2 Voice, +1 Concentration)

Source: *Ars Magica Fifth Edition*, 152

COOL THE LOVER'S ARDOR

ReMe 20

R: Eye, **D:** Sun, **T:** Ind

The lover is caught for a moment by Joia's eye, and thinks better of making any advances toward her until dusk or dawn. They know she will not welcome them.

(Base 5, +2 Sun, +1 Eye)

Source: *Through the Aegis*, 40

ENCHANTMENT OF MY LOVER'S EYE

ReMe 20

R: Eye, **D:** Sun, **T:** Ind

Like *Aura of Rightful Authority*, except that the target acts as if he were in love.

(Base 5, +1 Eye, +2 Sun)

Source: *Calebais – The Broken Covenant*, 74

LAY YOUR BURDENS ON ME

ReMe 20

R: Eye, **D:** Sun, **T:** Ind

This spell brings the target's secrets bubbling to the top of his consciousness, playing on his mind and making him more inclined to disclose them.

For the purposes of this spell, secrets are those things that gnaw at the target's conscience in the face of questioning — those things that the target would normally strive to keep hidden because of guilt or shame or fear. Secrets kept for noble reasons are not affected by this spell, which was a conscious design decision made by Yestin. This spell does not make the target susceptible to questioning on other matters, and so cannot be used to assist directed interrogation.

At the end of the spell's duration, the target must make a personality roll against an Ease Factor of 6. If the target succeeds, she maintains control over her secret and keeps it hidden. The troupe should agree which Personality trait the target uses in the roll.

For each subsequent day that the spell is cast on the target, the Ease Factor increases by 1. Virtues and Flaws may modify the roll and/or the Ease Factor, with the Storyguide's agreement.

If the personality check fails, the target falls prey to his conscience and seeks someone to confide in. That person may not necessarily be the caster of the spell, and will most likely be someone the target feels he can trust.

The Infernal and the Dominion have a strong impact on this spell, dealing as they do with the moral aspects of human life. If the target spends time in the Dominion, the light of the Lord helps to release the truth and the level of the aura is subtracted from the target's roll. The aura's Temper (see *Realms of Power: The Divine*, page 38) also has an effect with Brave, Wise, Strong, or Just Tempers, increasing the aura's effect by 1.

If the target spends the duration of the spell within an Infernal aura, the corrupting influence of the aura reinforces the target's resolve to keep the secret. The level of the aura is added to the target's roll. The Storyguide may impose a further bonus to the roll based on any Tarnish or Corruption of the Infernal aura (see *Realms of Power: The Infernal*, page 13).

Yestin invented this spell as a means to more easily solve those mysteries that the spirit Taliesin led him into; mysteries often solved by knowing what those involved wished to hide.

(Base 5, +1 Eye, +2 Sun)

Source: *Magi of Hermes*, 141

SCENT OF PEACEFUL SLUMBER

ReMe 20

R: Voice, **D:** Mom, **T:** Room

Everyone in the room falls asleep over a few seconds, with the smell of lilacs in their nostrils.

(Base 4, +2 Voice, +2 Room)

Source: *Ars Magica Fifth Edition*, 152

SEARCHING THE HAYSTACK FOR A NEEDLE

ReMe 20

R: Eye, **D:** Sun, **T:** Ind

The target of this spell gets a +3 to all sight-based Perception rolls involving a specific object or quality defined at the time of casting. Examples might include the color red, a particular person, or a unusually shaped shell. Magi often employ this spell to help their servants locate a particular type of vis, as long as they have a sample to show the servant. It does not give the target any extra senses, just more sensitivity to a particular visual characteristic.

(Base 5, +1 Eye, +2 Sun)

Source: *Art & Academe*, 34

SINISTER ROAD

ReMe 20

R: Road, **D:** Moon, **T:** Ind

Someone walking on the road whom the caster can sense is imbued with a bad feeling about what lies before him; he usually turns away from the road and walks back. This spell works similarly to *The Shrouded Glen*.

(Base 3, +2 Road, +3 Moon)

Source: *Magi of Hermes*, 126

THE RESOLUTE MIND OF THE TIRELESS RESEARCHER

ReMe 20

R: Per, **D:** Sun, **T:** Ind

This spell is designed for a magus to cast upon himself at the start of a day's work in the laboratory. Andreas of House Bonisagus, frustrated at his constant lapses of concentration, and finding it difficult to maintain focus on his research, came up with this effect in an effort to make his work days more productive. The target of the spell finds his mind resolutely fixed on the task in hand, and does not waver from it. Opinion is sharply divided on the merits of this spell, with the majority of magi considering it little more than a dangerous self-delusion, which warps the mind of the magus, making him dependent and weak-willed. If this spell is used on a daily basis, a magus should select the Added laboratory routine (see *Covenants*).

(Base 10, +2 Sun)

Source: *Covenants*, 122

TRUST ME

ReMe 20

R: Eye, **D:** Sun, **T:** Ind

Occasionally a Quaesitor may need to question mundanes directly, typically grogs and companions. This spell can be used to make the process less effort and more productive. The effect simply creates a counter-balancing force on the subject's mind. The Gift itself is not affected in any way, only the subject's mind is. The spell is as powerful as *Aura of Rightful Authority*, but more subtle. The spell only acts to level the subject's attitude to the caster, not make them obedient or unnaturally well-disposed. Since the affected person retains free will, this effect does not count as scrying. Questioning using *Aura of Rightful Authority* does count as scrying.

(Base 5, +1 Eye, +2 Sun)

Source: *Houses of Hermes – True Lineages*, 73

LEVEL 25

AURA OF INCONSEQUENCE

ReMe 25

R: Touch, **D:** Sun, **T:** Spec

Occasionally a Quaesitor may need to conduct investigations in mundane society. Inspired by the non- Hermetic Veil all Eyes ritual (see *Houses of Hermes – True Lineages*), this spell can be used to aid avoiding mundane attention. This spell can be cast on either the magus himself or an ally; this individual is the recipient. At any point during the spell's duration, individuals enter the influence of this spell by looking at the recipient. The spell stops influencing people as soon as they look away. The spell's target is rated at **T:** Structure. The Penetration of the spell should be noted when cast, as this applies throughout the duration.

This spell simply deflects casual attention away from the recipient. Unless the recipient calls attention to himself or an observer is actively watchful, people will pay him no mind. If a character has some reason to be alert they are allowed a Per + Awareness roll of 12+ to noticed the recipient. The Blatant Gift reduces the Ease Factor to 9+. If the magus takes care to be inconspicuous this Ease Factor may be increased. Quaesitors with effective companions often cast this spell on themselves to avoid compromising mundane investigations with their presence. However, animals still react to the magus as normal.

(Base 3, +1 Touch, +2 Sun, +3 Spec)

Source: *Houses of Hermes – True Lineages*, 73

IMPRISON A GHOST IN A VESSEL

ReMe 25

R: Voice, **D:** Sun, **T:** Ind

This spell forces a ghost into a container of some type. The spirit remains bound within the vessel for the duration of the spell. While the spirit cannot affect its prison with magic to force its release, its powers are not otherwise limited.

(Base 5, +2 Voice, +2 Sun)

Source: *Hermetic Projects*, 97

SINGLEMINDEDNESS OF THE CONCENTRATING WIZARD

ReMe 25

R: Per, **D:** Sun, **T:** Ind

The caster receives a +3 to all Concentration rolls for the Duration of this spell, but automatically fails any Intelligence roll which does not involve Concentration.

(Base 15, +2 Sun)

Source: *Art & Academe*, 34

VOICES FROM HOLLOW SPACES

ReMe 25

R: Voice, **D:** Ring, **T:** Ind.

This spell is found in *Houses of Hermes: True Lineages*, page 140. It binds a ghost – which needs to be present or have been summoned previously – to a place or portable object. The necromancer needs other ways to convince or compel the ghost to subsequently do his bidding.

(Base 5, +2 Voice, +2 Ring)

Source: *Through the Aegis*, 137

LEVEL 30

AURA OF REGAL AUTHORITY

ReMe 30

R: Per, **D:** Diam, **T:** Spectacle

Androcles developed this spell, and instills a sense of subservience to authority similar to the deference one might give a king in all who can see the caster. In Lexora's version, those affected by the spell see her as always illuminated by the sun; during the day, this is literal, but at night Lexora simply looks impressive to them in a way that they naturally describe as being in sunlight.

(Base 4, Diameter +1, Spectacle +4)

Source: *Through the Aegis*, 43

BURNING ISSUE OF THE DAY

ReMe 30

R: Eye, **D:** Sun, **T:** Group

After casting this spell, the caster utters a piece of information (true or false) to the target Group, and must speak in a language that the targets understand. The members of the Group are then strongly inclined to repeat that information to anyone they meet for the Duration of the spell.

(Base 5, +1 Eye, +2 Sun, +2 Group)

Source: *Houses of Hermes – Societates*, 98**DANCING MANIA**

ReMe 30

R: Voice, **D:** Conc, **T:** Ind

The target of the spell dances in a wild and ecstatic way for as long as the caster concentrates. The target dances so fast and wildly that he must make a Stamina roll against an Ease Factor of 6 every round to avoid losing a Fatigue level.

(Base 15, +2 Voice, +1 Concentration)

Source: *Magi of Hermes*, 126**ENDLESS LAUGHTER**

ReMe 30

R: Voice, **D:** Conc, **T:** Ind

The target's body is shaken by loud, uncontrollable laughter that makes normal breathing or acting nearly impossible. Every round the target must make a Stamina roll against an Ease Factor of 6, or lose a Fatigue level. If this spell lasts longer than one hour, the target may suffer from an imbalance of his sanguine humor, causing the symptoms of a disease.

(Base 15, +2 Voice, +1 Concentration)

Source: *Magi of Hermes*, 126**RAISE THE SIEGE**

ReMe 30

R: Arc, **D:** Sun, **T:** Ind

Given an Arcane Connection to the besieging commander, this spell suggests a pessimistic view of any siege assessment. The effect is not sudden, but rather, is reinforced through the day as the commander reviews the siege. On an Intelligence + Leadership simple roll against Ease Factor 12 the commander resists the suggestions made by the spell.

(Base 5, +4 Arcane Connection, +1 Sun)

Source: *Lords of Men*, 116**THE MANIA OF OTHERS**

ReMe 30

R: Touch, **D:** Moon, **T:** Ind

This spell moves the mania or other mental illness from one individual to another for Moon Duration. The two individuals must have different dominant humors (Sanguine, Choleric, Melancholic, and Phlegmatic) for the effect. The mania returns to the originating individual after this point. This provides the magus with an understanding of how shifts in these humors, as might be induced by the movement of the heavens, affect the mind.

(Base 10, +1 Touch, +2 Moon, +1 special)

Source: *Dies Irae*, 41**THE PENITENT'S CONFESSION**

ReMe 30

R: Eye, **D:** Conc, **T:** Ind

The target will truthfully and willingly relate his involvement in anything the magus questions him about. The subject will do his best to inform the magus as fully as possible; he will not ramble in inane detail, be overly literal or in any other way evasive. He may bring up related matters not asked about specifically if he genuinely believes it might be of interest. This effect qualifies as scrying and causes warping, so very few magi will voluntarily submit to it. Magi may allow this spell to be used on their servants however.

(Base 20, +1 Eye, +1 Concentration)

Source: *Houses of Hermes – True Lineages*, 73

VISIONS OF THE INFERNAL TERRORS

ReMe 30

R: Voice, **D:** Sun, **T:** Ind

Causes everything the target sees to look and sound terrifying. The world looks basically the same, save that everything is hideously transformed somehow. The target must roll a stress die, adding his Stamina and adding or subtracting an appropriate Personality Trait to see what the effects are. The nature of the Personality Trait used determines how it affects the Stamina roll. A Trait like Brave makes you resistant to fear, while one like Cowardly reduces the result of your roll.

Roll	Result
0 or less	Scared to death (literally)
1–5	Incapacitated with fear, permanent –1 to Stamina
6–9	Incapacitated with fear
10–15	Flee, fight at –6 if cornered or obstructed
16+	Carry on, –3 on all rolls

(Base 10, +2 Voice, +2 Sun)

Source: *Ars Magica Fifth Edition*, 152

LEVEL 35

CALL TO ARMS

Re(In)Me(Co) 35

R: Arc, **D:** Event (Mom), **T:** Room, Ritual

Req: Intellego, Corpus

Special: Requires ability to use Event duration

This Ritual wakes all of the grogs (or any other predefined group) in one room of the covenant if the condition described at the time of casting occurs within the walls of the covenant.

(Base 4, +4 Arcane Connection, +1 Event [Mom], +2 Room)

Note: This spell is listed as a possible laboratory project that may be produced from Insights gained from researching Defixio Magic.

Source: *Ancient Magic*, 44

FORCING THE UNDECIDED'S DECISION

ReMe 35

R: Eye, **D:** Sun, **T:** Ind

This spell allows the caster to implant a complex suggestion into the target's mind, which the target then completes to the best of his ability.

(Base 20, +1 Eye, +2 Sun)

Source: *Tales of Power*, 12

HIBERNATION OF THE SLUMBERING TURB

Re(Cr)Me 35

R: Per, **D:** Year, **T:** Texture, Ritual

Req: Creo

Special: Sensory Magic

Anyone touching the caster falls asleep and does not awaken until the spell expires. The caster is not affected by this magic, and his own sleep is natural. Those affected by the spell do not need to eat or drink while it persists, but when they awaken, they are ravenously hungry. Despite the usual length of a Year Duration spell, this spell's effects always end at the Spring Equinox. This spell was invented by Odorpes of the Sept of Urgan, who lives separate from the rest of her covenant. She hibernates and puts all her covenantfolk to sleep with her, so she need not provision them during the winter.

(Base 4, +4 Year, +1 Texture, +1 Creo requisite, +1 complexity)

Source: *Houses of Hermes – Mystery Cults*, 29

SLAVE OF CHARITY

ReMe 35

R: Eye, **D:** Sun, **T:** Ind

This spell acts as *Enslave the Mortal* mind, with one exception. The target remains open to all commands as long as the spell remains active. Any time the target hears a new suggestion, he stops what he's doing and follows the new command, returning to his previous commands when the most recent task is complete. Needless to say this side effect proved quite awkward when discovered.

(Base 20, +1 Eye, +2 Sun)

Source: *Magi of Hermes*, 30

THE VISAGE OF MOT

ReMe 35

R: Veil, **D:** Conc, **T:** Ind, Ritual

Special: Requires Canaanite Magic Virtue

This spell summons the ghost of a specific person in the world of the dead. The caster must either have an Arcane Connection to, or otherwise be able to sense, the target, and the target must be in the world of the dead; that is, neither alive nor in Heaven.

(Base 15, +3 Veil, +1 Concentration)

Source: *Ancient Magic*, 33

VEIL OF HAUNTING TERROR

ReMe 35

R: Road, **D:** Moon, **T:** Group

Shifts the targets' mental state to an unnatural desire for fearful flight from the road. The target simply wants to run away in terror. As a cosmetic effect, each affected person sees their own worst fear manifesting along the road. The fear fades naturally.

At Mimizan, Dama walks a game trail surrounding the grounds and leading out to the main thoroughfare to define this road.

(Base 4, +2 Road, + 3 Moon, + 2 Group)

Source: *Faith & Flame – The Provençal Tribunal*, 71

VOICES FROM HOLLOW SPACES

ReMe 35

R: Voice, **D:** Ring, **T:** Ind

This spell binds ghosts to objects or places. Traditional sites include mirrors, skulls and graves. It does not compel trapped ghosts to serve willingly, but members of House Tremere threaten or bribe their ghosts into compliance.

(Base 15, +2 Voice, +2 Ring)

Source: *Houses of Hermes – True Lineages*, 140

LEVEL 40

ENSLAVE THE MORTAL MIND

ReMe 40

R: Eye; **D:** Sun, **T:** Ind

Enables you to completely control the loyalty, emotions, desires, interests, and activities of any person. People revert to normal when the spell ends, and may be extremely angry with the magus.

(Base 25, +1 Eye, +2 Sun)

Source: *Ars Magica Fifth Edition*, 152

EXTRACTING THE FALSE CONFESSION

ReMe 40

R: Arc, **D:** Mom, **T:** Ind

Through this spell Lucia implants a magical command into the mind of the target. This effect is used specifically to make the target write and send a letter. The letter's theme and recipient are decided by Lucia at the time of casting and form part of the magical suggestion.

Characters possessing appropriate Virtues may be granted a Personality Roll against Ease Factor 9 to resist writing the letter, in which case they may become suspicious about the urge.

(Base 20, +4 Arcane Connection)

Source: *Tales of Power*, 116

INCANTATION OF SUMMONING THE DEAD

ReMe 40

R: Arc, **D:** Conc, **T:** Ind, Ritual

Calls up a person's ghost. You must be on the spot where the person died, or must have the corpse (either of these constitutes an Arcane Connection). Alternatively, you can summon any ghost that haunts the area you are in, if you know the ghost's full name, according to the Law of Names. Those buried by Church ceremony and those who have gone straight to heaven (that is, saints and crusaders, as opposed to the normal folk who must wait for a time before going on) are not available for summoning. If the ghost has Magic Resistance, you must penetrate that resistance in order to summon it.

(Base 15, +4 Arcane Connection, +1 Concentration)

Source: *Ars Magica Fifth Edition*, 152

INCANTATION OF SUMMONING THE DEAD

ReMe 40

R: Arc, **D:** Conc, **T:** Ind, Ritual

Calls up a person's ghost. You must be on the spot where they died or have the corpse. You can summon any ghost which is actively haunting the area you are in, if you know its full name – but a non-Ritual summoning spell can also summon such a spirit.

(Base 15, +4 Arcane Connection, +1 Concentration)

Source: *Legends of Hermes*, 65

SUMMONING THE SPIRIT OF ANGER

ReMe 40

R: Arc, **D:** Conc, **T:** Ind

This spell calls a spirit of wrath to the magus's current location, if he has an Arcane Connection or knows its full name, and overcomes its Magic Resistance. The name can be a non-magical name, and need not be a magical True Name. A wrathful person serves as an Arcane Connection to any spirit of anger; if he has a Major Personality Flaw such as Wrathful, then the spirit has a Magic Might of 30. A Minor Personality Flaw attracts a spirit of Might 20. Otherwise, the spirit has a Might equal to (5 x Angry Personality Trait). Casting this spell inflicts a Warping Point on the source of the anger, unless it is the caster himself. Similar spells exist for summoning the spirits of other emotions.

(Base 15 [see *The Mysteries Revised Edition*, page 28], +4 Arcane Connection, +1 Concentration)

Source: *Houses of Hermes – Societates*, 99

SUMMON THE SPIRIT OF MAN

ReMe 40

R: Arc, **D:** Conc, **T:** Ind

Calls a disembodied Mentem spirit if the magus has an Arcane Connection or knows the non-magical name of the spirit. Elemental material of the type associated with the spirit serves as an Arcane Connection to any Mentem spirit which resides in the area.

Summon the Spirit of Man is a lesser, nonritual version of *Incantation of Summoning the Dead* (*Ars Magica Fifth Edition*, page 152), which can only affect a ghost which is actively haunting something, so many dead spirits remain unaffected by this call. It can affect any ghost that the caster has previously summoned by magic.

(Base 15, +4 Arcane Connection, +1 Concentration)

Source: *Legends of Hermes*, 65

THE FACE IN THE MIRROR

ReMe 40

R: Eye, **D:** Moon, **T:** Ind

This spell forces a ghost to possess a magus, but allows the magus to maintain control. This brings the ghost inside Personal range and allows mental communication. The Tremere magus can follow the ghost's advice and allow it control of his muscles, to use skills. The ghost is usually purged from the magus's body if the Parma Magica is raised during the duration of this spell, so Tremere Assessors tend to use it briefly, in cities, for urgent, vital tasks. Possession is treated like level 25 Rego Mentem effect.

This spell does not summon a ghost. Its designer assumed that he would have the ghost he wished to use stored in a mirror. Tremere magi are supplied with ghosts by Leadworkers, or call them up.

This spell allows the magus to give the ghost complex, unbreakable instructions, but Assessors find it best to convince their ghosts to assist. This is not difficult, because most ghosts are tied to the Earth by a piece of unfinished business that they cannot accomplish. The Tremere can usually bargain for the ghost's assistance, in exchange for the resolution of its problem.

(Base effect: 20, +1 Eye, +3 Moon)

Source: *Houses of Hermes – True Lineages*, 140

THE SHROUDED GLEN

ReMe 40

R: Touch, **D:** Year, **T:** Bound, Ritual

Enchants the Boundary in which the ritual is cast so that anyone moving through it is subtly diverted, effectively keeping some place within it from being discovered accidentally. Anyone not actively searching for the hidden place never finds it. Those actively searching can find the place by making a Perception stress roll of 12+ (allowed once per day). If the surrounding terrain is more difficult to search than the average forest, the Ease Factor increases. Likewise, the Ease Factor drops if the terrain is more open than a forest, and completely open terrain is unsuitable for this spell. Once a searcher spots the hidden place, the spell does not prevent approach. Those who are present for the ritual are unaffected by the spell. This spell mimics the properties of many faerie forests.

(Base 3, +1 Touch, +4 Year, +4 Bound)

Source: *Ars Magica Fifth Edition*, 152

LEVEL 55

EXCHANGE OF THE TWO MINDS

ReMe 55

R: Touch, **D:** Year, **T:** Group, Ritual

This spell switches the minds (but not the souls) of two creatures. A new body greatly confuses those who are unprepared for the shock, and even those who are ready take a day to adjust completely. Magi who transport their own minds into younger, healthier bodies usually find that having a strong body entails having powerful passions that interfere with the clear thinking needed to pursue the magical Arts. Both people involved must make a Stamina stress roll of 3+, rolled before the switch is made, to survive the transfer. If only one person fails the roll, that person dies and the spell fails. The other target is unaffected.

(Base 20, +1 Touch, +4 Year, +2 Group)

Source: *Ars Magica Fifth Edition*, 152

LEVEL 65

CALL THE FALLEN EAGLES FROM THE MIST

ReMe 65

R: Touch, **D:** Moon, **T:** Group, Ritual

A spell used on ancient battlefields to call up the pagan dead. This spell grants control of the dead, but if ordered to directly oppose their reason for remaining on Earth, they occasionally break the magus's control. Roman legionnaires asked to attack Rome, for example, might break control.

(Base 15, +1 Touch, +3 Moon, +2 Group, +3 size: up to 10,000 ghosts, + 1 summon and control)

Source: *Houses of Hermes – True Lineages*, 141

The Art of Terram

Creo Terram Spells

LEVEL 4

THE POOR PERFORMER'S REWARD

CrTe 4

R: Touch, **D:** Sun, **T:** Ind

This spell creates a handful of mud, useful for hurling at a target. Since this mud is magically created, it is resisted by Magic Resistance.

(Base 1, +1 Touch, +2 Sun)

Source: *Apprentices*, 47

LEVEL 15

BREATH OF THE GLASSWORKER

CrTe 15

R: Touch, **D:** Sun, **T:** Ind

The caster of this spell makes an "O" shape with his thumb and index finger, into which he then blows. This forms and inflates a small glass phial. The phial only lasts for a day, but this is often long enough to hold a sample of some substance until it is either used or taken to the magi's laboratory and repackaged.

(Base 3, +1 Touch, +2 Sun, +1 elaborate shape)

Source: *Hermetic Projects*, 88

SEAL THE EARTH

CrTe 15

R: Voice, **D:** Sun, **T:** Group

Creates enough dirt to fill in a pit of up to 6 paces across and 3 paces deep.

(Base 1, +2 Voice, +2 Sun, +2 Group)

Source: *Ars Magica Fifth Edition*, 152

SWORD FROM THE UNSEEN SCABBARD

CrTe 15

R: Touch, **D:** Diam, **T:** Ind

Conjure a steel longsword. The sword only lasts for two minutes — about 20 combat rounds — but that is usually long enough to defend oneself in a single skirmish. The magically created sword must penetrate in order to harm opponents who have Magic Resistance. Note that creating artificial things with magic requires an Intelligence + Finesse roll (*Ars Magica Fifth Edition*, page 77). An Ease Factor of 6 is sufficient to make a sword of mediocre, but serviceable, workmanship.

(Base 5, +1 Touch, +1 Diameter)

Source: *Houses of Hermes – Societates*, 37

LEVEL 20

A NETWORK REMINISCENT OF ROME

CrTe 20

R: Touch, **D:** Mom, **T:** Ind, Ritual

Medieval roads vary in design, so in this spell the road is based, roughly, on the dimensions of Roman roads, which are just under three paces wide. For simplicity's sake, the road is assumed to crown slightly, but average half a pace thick.

In Hermetic magic, all permanent creations spells are rituals, and all rituals are, at minimum, level 20. This means that for a simple shape, like a road, it's no easier to create a permanent road ten paces long than one of the maximum length for this spell, which is 3.78 miles. If the road's design is complex enough to require an extra magnitude, then either increase the level of the ritual, or shorten the road to 0.4 miles. Generally creating a bridge is not sufficiently complex to require an extra magnitude (there is none, for example in *Bridge of Wood*, *Ars Magica* page 135) but at the troupe's discretion, creating a system that has many bridges may require one.

(Base 3, +1 Touch +4 size)

Source: *Transforming Mythic Europe*, 60

A SYSTEM OF NARROW CANALS

CrTe 20

R: Touch, **D:** Mom, **T:** Ind, Ritual

In this spell, it is assumed that the canal is stone-lined, 2 paces deep and 5 paces wide. It has straight sides, and has no locks. The wall of the canal is half a pace thick.

Due to the Hermetic restriction which makes all rituals level 20 spells, there's no advantage to a magus who chooses to create canal network of less than maximum length, which is 1.26 miles.

(Base 3, +1 Touch, + 4 size)

Source: *Transforming Mythic Europe*, 61

BASALT CAGE

CrTe 20

R: Touch, **D:** Mom, **T:** Ind, Ritual

This ritual creates a large cage made out of basalt stone with a single gate (also made of basalt) that can be opened and shut. The cage is large enough to hold ten man-sized creatures. Individuals in the cage may find it difficult to escape, if the gate is somehow locked or barred. However, the main purpose of the ritual is to create a cage which is subsequently enchanted as an item with the effect *The Entrapped Flame*.

Note that, if your character is talented at Rego magics, he may find it easier to use a Rego Terram craft effect to sculpt such a cage from a hunk of basalt. However, remember to consider that the magus must make a Finesse roll against an Ease Factor of 24 to succeed in casting such a Rego craft effect, as it would be hard for a mundane craftsman to sculpt such an item and it would take him a long time to do so (see *Covenants* page 49).

(Base 3, +1 Touch, +1 Size, +1 complex structure, +2 minimum level of a ritual)

Source: *Hermetic Projects*, 24

CANALS THAT ACCOMMODATE SEAGOING VESSELS

CrTe 20

R: Touch, **D:** Mom, **T:** Ind, Ritual

The average seagoing vessel in the northern waters of Mythic Europe carries 20 tons of cargo. It has a draft of about 2 paces, although larger and heavily laden vessels may have a draft of just over 3 paces. It is about 6 paces wide, although far larger ships are known. A canal which could accept such a vessel, (14 paces wide to allow vessels to pass each other, 4 paces deep and half a pace thick), created by this spell, can be up to 909 paces long.

An added magnitude creates a canal just over 5 miles long, two added magnitudes creates a channel 51 miles long, and so on. This spell can also be used to create stone lined riverbeds.

(Base 3, +1 Touch, + 4 size)

Source: *Transforming Mythic Europe*, 62

CREATION OF THE WALLS OF SIMPLE COTTAGES

CrTe 20

R: Touch, **D:** Mom, **T:** Ind, Ritual.

This spell creates a series of identical stone enclosures each suitable, once roofed, shuttered, and portaled, for housing a family. Assuming each cottage is internally 30 feet long, 15 feet wide, and has walls that average 6 feet high and 1 foot thick, each requires 540 cubic feet of stone. That is 20 cubic paces of stone (although that makes no allowance for doorways or windows).

Hermetic magic requires that spells of permanent creation be rituals, and that all rituals be 4th magnitude. This spell requires a magnitude for doing complex things, because it creates multiple objects in

a precise series. This means that it's as simple to create one cottage in this manner as to create the maximum possible, which given the amount of stone produced is 5. Every magnitude added to the spell multiplies the number of cottages produced by ten.

(Base 3, +1 Touch, +2 size, +1 complexity. For this spell to be created, thin connecting pieces of stone must run between the houses, to allow the Individual target. A Group Target would add 2 magnitudes.)

Source: *Transforming Mythic Europe*, 61

EFFICIENT & PERMANENT WALL OF PROTECTING STONE

CrTe 20

R: Touch, **D:** Mom, **T:** Ind, Ritual

Creates a wall from a single piece of unmortared stone, which gives it far greater durability than conventional walls, unless the caster has a sigil which degrades its composition. Vis is used to prevent the wall disappearing after the spell ends.

Due to the quirk of Hermetic magic that makes all Rituals fourth magnitude spells or greater, there's no advantage to a magus who casts a spell to create a permanent, unornamented, wall of stone smaller than 10,000 cubic paces in volume. That creates a wall 167 paces long, 30 paces high and 2 paces thick.

(Base 3, +1 Touch, + 4 size)

Source: *Transforming Mythic Europe*, 55

PERMANENT WALL OF PROTECTING STONE

CrTe 20

R: Touch, **D:** Mom, **T:** Ind, Ritual

Creates a wall 25 paces long, 4 paces high, and 1 pace thick, which is a total of 100 cubic paces of stone. Vis is used to prevent the wall disappearing after the spell ends. Walls made in this way are made of single pieces of unmortared stone, which gives them far greater durability than conventional walls, unless the caster has a sigil that degrades their composition.

(As *Ars Magica Fifth Edition* page 153, modified for permanent creation of walls. The level rises from 10 to 20 because all Rituals have a minimum level of 20 as per *Ars Magica Fifth Edition*, page 114, so magi could increase the Range or Size without cost.

(Base 3, +1 Touch, +2 size))

Source: *Transforming Mythic Europe*, 55

SCULPT THE STONE MACHINE

CrTe 20

R: Touch, **D:** Mom, **T:** Ind, Ritual

This ritual creates a machine made of stone that is suitable for use as the invested item *Stone Harvester*. The machine appears to be a large stone beetle about one pace in length. Until it is invested with the *Stone Harvester* suite of effects, the machine is merely a very elaborate statue.

(Base 3, +1 Touch, +3 elaborate design, +1 minimum ritual effect magnitude)

Source: *Hermetic Projects*, 19

SEAL THE BREACH

CrTe 20

R: Touch, **D:** Mom, **T:** Ind, Ritual

This ritual conjures a section of wall in a shape marked out during the casting of the spell. It is designed to knit together with adjoining sections of existing fortifications to repair already standing walls. The spell is enough to repair a single section of wall collapsed through mining or artillery assault (restoring up to five damage levels).

(Base 3, +1 Touch, +2 size, +1 finesse, ritual minimum level 20)

Source: *Lords of Men*, 116

SUBSTANCE OVER FORM

Cr(Mu)Te(Me) 20

R: Touch, **D:** Mom, **T:** Ind, Mystery, Ritual

Req: Muto, Mentem

This spell can only be cast in a dream by a physical traveler and the caster must use real-world vis for the ritual. The target object may appear unchanged for now, but it has a reality that extends beyond dream, so that if a physical traveler leaves a dream bearing the object, it travels with him and appears in the real world. If the spell is cast without real-world vis, the object vanishes as it is brought into the real world.

(Base 15, +1 Touch)

Source: *The Mysteries*, 108

THE RICHES OF CARTHAGE

CrTe 20

R: Touch, **D:** Mom, **T:** Ind, Ritual

As the Touch of Midas ritual (*Ars Magica Fifth Edition*, page 153) but creates a lump of silver instead of gold, which is easier to slip into the local economy.

(Base 15, +1 Touch, ritual)

Source: *Tales of Power*, 126

THE SHATTERED GOBLET

CrTe 20

R: Touch, **D:** Mom, **T:** Group, Ritual

At the conclusion of this ritual, the caster throws a glass goblet onto the ground which splits into thousands of sharp glass shards, with many times the volume of the original goblet (about 1,000 cubic paces).

If spread about on the ground, the glass shards cause +5 damage to anyone who walks over the ground, but this damage can be totally avoided by wearing hard-soled boots or shoes. The glass can cover an area about 60 paces across in glass 1 foot deep.

The glass shards are intended to be used with the *Crystal Rain* spell. The glass shards can be reduced in size to be more easily carried, using the *Miniaturist of Venice* spell.

(Base 3, +1 Touch, +2 Group, +2 Size)

Source: *Hermetic Projects*, 88

THE THIRSTY DAGGER

CrTe 20

R: Touch, **D:** Mom, **T:** Ind, Ritual

This ritual creates a metal dagger. The blade contains cleverly designed gutters that feed into a reservoir in the hilt. This means that if anyone is injured by the dagger (takes a Wound), then a sample of their blood is collected in the dagger's hilt. A version of this ritual could be created with as a spell with a duration (such as Sun) for use in emergency circumstances. However, the dagger created with the ritual is not magical, so it does not need to Penetrate Magic Resistance to harm a target (which a spell with a non-Momentary duration would need to do).

The dagger can be used as either a thrown or melee weapon. It is less useful in Defense than a normal dagger, and less aerodynamic than a throwing knife. In both cases, this is because *The Thirsty Dagger* is oddly weighted due to the blood reservoir. The dagger's weapon characteristics are:

Ability: Brawl, Init: +0, Atk: +2, Dfn: -1, Dam: +3, Str: -1, Load: 0

Ability: Thrown, Init: -1, Atk: 0, Dfn: -1, Dam: +2, Str: -1, Load: 0

(Base 5, +1 Touch, +2 elaborate design)

Source: *Hermetic Projects*, 88

TOUCH OF MIDAS

CrTe 20

R: Touch, **D:** Mom, **T:** Ind, Ritual

This spell creates a roughly spherical lump of gold about six inches across. This weighs about 80 pounds, and is enough money to keep a peasant family in comfort for about 300 years.

(Base 15, +1 Touch)

Source: *Ars Magica Fifth Edition*, 153

LEVEL 25

ARMS OF NEPTUNE

CrTe 25

R: Touch, **D:** Diam, **T:** Group

This spell creates, in Trajan's outstretched hands, an intricately wrought trident and a metal shield engraved with the image of a raging river. The weapons have standard game statistics. When the spell is cast make an Intelligence + Finesse roll against an Ease Factor of 6. If the roll succeeds the weapons are beautiful, if it fails the weapons are serviceable but ugly. If the Finesse roll botches the weapons are flawed and break when used. Record the Penetration of this spell, as the weapons must Penetrate the Magic Resistance of opponents.

(Base 5, +1 Touch, +1 Diameter, +2 Group)

Source: *Hooks*, 79

FORM THE HERMETIC BOUNDARY

CrTe 25

R: Touch, **D:** Moon, **T:** Ind

Forms a large, stone circle where cast. The circle, which is nine paces across, rises out of the ground to produce a level, stone surface that is a foot high, and several inches thick. Maris likes to use this spell as a base to set up underwater gardens, which are an invaluable source of food.

(Base 3, +1 Touch, +3 Moon, +2 Size)

Source: *Magi of Hermes*, 75

WALL OF PROTECTING STONE

CrTe 25

R: Voice, **D:** Sun, **T:** Ind

Makes a wall of granite up to 25 paces wide, 4 paces high, and 1 pace thick. One needs miner's tools to break through it, though it can be toppled if it is not connected to a support on its side or top.

(Base 3, +2 Voice, +2 Sun, +2 size)

Source: *Ars Magica Fifth Edition*, 153

LEVEL 30

AN EXPANSIVE & PERMANENT WALL OF PROTECTING STONE

CrTe 30

R: Touch, **D:** Mom, **T:** Ind, Ritual

As *Permanent Wall of Protecting Stone*, earlier, but with four additional magnitudes spent on size. This creates one million cubic paces of stone, which is sufficient for a wall 30 paces high, 2 paces thick, and just under 9.5 miles in length.

(Base 3, +1 Touch, +6 size)

Source: *Transforming Mythic Europe*, 55

CREATION OF A LEGION OF APPOINTED COTTAGES

CrTe 30

R: Touch, **D:** Mom, **T:** Ind, Ritual

This spell creates a series of identical houses, each fitted with a stone roof two inches thick, a stone floor a foot thick, and stone doors and shutters each an inch thick. The moving parts are on stone pivot points. Each house has stone plumbing for water and sewage. Each cottage requires 110 cubic paces of stone, allowing the construction of 9 cottages.

Every additional magnitude multiplies the number of cottages by 10.

An additional magnitude allows the characters to create a mass of non-identical cottages.

(Base 3, +1 Touch, +4 size, +2 complexity. These cottages must be linked by thin pieces of connecting stone, to allow the Individual Target.)

Source: *Transforming Mythic Europe*, 61

CREATION OF A WELL-APPOINTED TOWN

CrTe 30

R: Touch, **D:** Mom, **T:** Ind, Ritual

This spell creates the well-appointed cottages described in an earlier spell, the road between them, and the sewage and water pipes which are contained within the road. At this level, the spell creates 8 cottages. Every additional magnitude multiplies the number of cottages by 10.

An added magnitude allows the magus to create a series of cottages which are non-identical, creating a town less regimented in appearance.

(Base 3, +1 Touch, +4 size, +2 complexity)

Source: *Transforming Mythic Europe*, 61

SILVERY SCALES OF THE KNIGHT

CrTe(An) 30

R: Touch, **D:** Sun, **T:** Ind

Req: Animal

Conjure a suit of full chain mail armor. The Animal requisite is required to create the armor's leather straps, woolen padding, and gambeson — without these elements, the armor would not be effective. The styling of the armor, including any crest that appears on the helmet, depends on your Wizard's Sigil. The armor is magical, so its wearer cannot punch or grapple a magic-resistant creature while wearing the gauntlets. The armor has the same Load as non-magical armor, and it takes just as long to put on (several minutes at least). An Intelligence + Finesse roll against an Ease Factor of 9 is required to make armor of average quality; a failed roll may result in reduced Protection and/or increased Load, at the storyguide's discretion.

(Base 5, +1 Touch, +2 Sun, +2 very elaborate shape)

Source: *Houses of Hermes – Societates*, 37

THE WEALTH OF CROESUS

CrTe 30

R: Touch, **D:** Mom, **T:** Group, Ritual

Creates 13,000 silver pennies, amounting to 650 Mythic Pounds. The magus's sigil is incorporated into the design on the obverse and reverse of each coin. An Intelligence + Finesse roll allows the caster to match the design otherwise to that of a specific realm's coinage; an Ease Factor of 9 means that only an expert would notice the difference. Note that the coins are made of unusually pure silver; even English silver — considered the purest in Mythic Europe — cannot match it in quality. Furthermore, coinage created with this spell is free from nicks, scratches, dents, and tarnish, and unlike a large proportion of coins in Mythic Europe, have not been clipped or divided to make change.

(Base 15, +1 Touch, +2 Group)

Source: *Transforming Mythic Europe*, 117

LEVEL 35

A SIMPLE METHOD FOR RAPID VALLATION

CrTe 35

R: Voice, **D:** Sun, **T:** Ind

The sciences of vallation, surrounding your forces with walls, and countervallation, surrounding your enemies with a wall to cut off their supply lines, were well understood by the Romans. They could not, however, accomplish these feat as easily as a Tremere Architect.

This spell makes a wall of granite up to 500 paces wide, 5 paces high, and 1 pace thick. One needs miner's tools to break through it, though it can be toppled if it is not connected to a support on its side or top. The wall this spell creates has a walkway, protected by crenellations, along one side. Architects who plan to use this spell often master it, because during the Corruption of Tylalus, a Tremere magus had the misfortune to botch this spell. The walkway appeared on the enemy side.

(Base 3, +2 Voice, +2 Sun, +4 size)

Source: *Houses of Hermes – True Lineages*, 141

BRING FORTH THE LORD OF KNIVES

CrTe 35

R: Touch, **D:** Diam, **T:** Ind

This Animae Magic spell conjures a slender faerie made of black iron with rusted squeaky joints and long knives for fingers. The menacing creature has a Faerie Might of 10. Brought forth only when Patronus has need of a bodyguard, the Lord of Knives defends its master viciously and to its own destruction.

See the nearby insert for this faerie's statistics.

Created through transient magic, although the Lord of Knives has its own Might Score, Patronus' Penetration total on conjuring this faerie needs to beat the Magic Resistance of this faerie's opponents if it is to do them harm. That being the case, it is most useful against unprotected mundanes.

(Base 15, +1 Touch, +1 Diameter; +10 levels for Might)

Source: *Tales of Power*, 123

CONJURING THE MYSTIC TOWER

CrTe 35

R: Touch, **D:** Mom, **T:** Ind, Ritual

An elaborately carved tower, formed from a single block of stone, rises out of the ground. The tower stands 80 feet high and is 30 feet wide, with a foundation set 20 feet into the ground. You determine the design of the chambers within.

(Base 3, +1 Touch, +4 size, +3 elaborate design)

Source: *Ars Magica Fifth Edition*, 153

CRAFT THE MECHANISM

Cr(In)Te 35

R: Touch, **D:** Mom, **T:** Group, Ritual

Req: Intellego (but see note below)

To make an armillary sphere with *Craft the Mechanism*, the magus must design the device with an Intelligence + Astronomy or appropriate Craft Ability roll:

**Stress Die + Intelligence + Astronomy
or Craft (Mechanisms or Clocks) vs. an
Ease Factor of 18**

and then must guide the magic to the correct crafted form: Stress Die + Perception + Finesse vs. an Ease Factor of 18

If either roll fails, then mechanism is flawed and imprecise; if either roll botches, then the flaw is subtle and overlooked until used in a non-test situation, when it introduces a botch into an important calculation made with the device.

(Base 5 create metal, +1 Touch, +2 Group, +2 for finesse, +1 for Intellego requisite)

Note: The text in *The Mysteries* says this spell is without an Intellego requisite but the level remains 35.

Source: *The Mysteries*, 52

DUPLICATE THE MECHANISM

Cr(In)Te 35

R: Touch, **D:** Mom, **T:** Group, Ritual

Req: Intellego

This spell creates an exact duplicate of an existing mechanism. An armillary sphere itself is complex and fiddly, but nonmagical. The precision of the mechanism is limited by the precision of the duplicated source.

Status-conscious magi may prefer the alternative Level 45 ritual *Duplicate the Noble Mechanism*, which creates a precious metal (silver or gold, or both) mechanism.

(Base 5 create metal, +1 Touch, +2 Group, +2 for finesse, +1 for Intellego requisite)

Source: *The Mysteries*, 52

NECESSARY MONOLITH

CrTe 35

R: Voice, **D:** Sun, **T:** Ind

This spell creates a wall 50 paces long, 20 paces high, and 10 paces thick. Monica uses this spell to dam rivers, so that her *Diverting the River* spell has sufficient water to be effective.

(Base 3, +2 Voice, +2 Sun, +4 size)

Source: *Against the Dark*, 31

THE QUARRYMAN'S GIFT OF (STONE)

CrTe 35

R: Touch, **D:** Mom, **T:** Ind, Ritual

Safer than conjuring thousands of tons of stone atop an already growing tower, this spell creates enough stone for quarrymen and stone cutters to keep mundane craftsmen supplied for as long as it takes to build one new level. The amount of stone created is vast, something like ten million tons, or a block of stone 215 paces on each side.

The type of stone created is particular to the ritual's design, so variants must be designed for each of granite, limestone, and marble, for instance.

(Base 3, +1 Touch, +7 size)

Source: *Hermetic Projects*, 40

THE RICHES THAT ARE RIGHTFULLY MINE(D)

CrTe 35

R: Touch, **D:** Mom, **T:** Group, Ritual

This spell fills a large chest or other sturdy container with silver pennies equal to about 650 Mythic Pounds. The magus may choose the imprint on the coins, but this mark always bears some trace of the magus's sigil, which does tend to make them traceable.

A copy of this spell resides at the Great Library of Durenmar, but it is infamous for causing inflationary troubles. Given the recent rulings in many Tribunals, a covenant of ten magi would only be permitted to distribute 20 pounds of such silver per year, so that it would take 30 years to exhaust the silver created by even a single casting of the spell. Therefore, while there is nothing to stop a magus from learning this spell in the Great Library, he would surely earn the instant suspicion and attention of the Quaesitores if he did so.

(Base 15, +1 Touch, +2 Group, +1 complexity)

Source: *Covenants*, 61

THE WEDDING RING OF GAEA

CrTe 35

R: Touch, **D:** Mom, **T:** Ind, Ritual

As *Wall of Permanent Protecting Stone*, earlier, but with five additional magnitudes spent on size. This creates ten million (10,000,000) cubic paces of stone, and a circular wall 30 paces high, 2 paces thick, and just over 94.5 miles long.

(Base 3, +1 Touch, +7 size)

Source: *Transforming Mythic Europe*, 55

LEVEL 45

CONJURING THE HOUSE OF GOD

CrTe 45

R: Touch, **D:** Mom, **T:** Ind, Ritual

This spell creates a church that towers overhead with either barrel or groin vault ceilings, impressive tower facades, and stained glass windows. Its footprint covers 19,000 square feet, and its towers can be up to 140 feet high. The caster determines the exact design of the church, based on contemporary styles. This church has not been consecrated, and is a church only in the architectural style of the building. Spontaneously appearing churches, particularly those larger than many cathedrals, will certainly raise a population's suspicions.

(Base 3 +1 Touch, +6 size, +3 elaborate design)

Source: *Art & Academe*, 133

THE LABORATORY OF BONISAGUS

CrTe(Vi) 45

R: Touch, **D:** Mom, **T:** Group, Ritual

Req: Vim

This rather well-known spell furnishes an empty chamber of the appropriate dimensions with a fully-equipped, standard Hermetic laboratory. It is generally employed by magi who find themselves with plenty of vis, but who otherwise have difficulties in securing the necessary funds and sources to procure the materials by mundane means. This laboratory is actually rather better than the standard, since the magically created outfittings are perfect. Unless this lab is rigorously maintained at the higher level of Upkeep, however, these Virtues will quickly be lost, and it will degrade to a more mundane standard laboratory. It starts with the following statistics:

Virtues and Flaws: Flawless Equipment, Flawless Tools, Spotless Characteristics: Size 0, Refinement 0, General Quality +2, Upkeep +3, Safety 0, Warping 0, Health +1, Aesthetics +1 Specializations: Items 2, Vis Extraction 2, Creo 1.

(Base 5, +1 Touch, +2 Group, +5 complexity)

Source: *Covenants*, 122

LEVEL 50

HEIGHTS OF THE GREAT TOWER

CrTe 50

R: Touch, **D:** Mom, **T:** Ind, Ritual

This ritual conjures four fully-formed levels of the Great Tower, each 20 feet in height and building directly onto the level below, adding 80 feet to the tower in an instant. As with conjuring the foundations, this ritual requires an Int + Finesse stress roll against an Ease Factor of 12. A failed Finesse roll creates a section of tower of shoddy quality, while a successful roll creates a standard quality section. Botch dice on this Finesse roll are equal to 1 + 1 for each other level where the magus failed to meet the Finesse roll (failures should be recorded for future reference). This represents the inherent complexities and dangers of the project.

Botches on this roll should be handled as story events, but clearly a botch in creating and assembling several thousand tons of stone is going to be significant. As the tower grows, the complexity of controlling the magic also grows, as does the risk of disaster, which may act as a limiting factor on the number of levels a magus would feel safe in conjuring.

Note that by increasing the level of this spell by one magnitude, 40 levels of the tower could be produced, and 400 levels could be produced by increasing the spell by two magnitudes. But doing so should have a direct impact on the number of botch dice for the required Finesse roll. For each additional magnitude of size, add +3 to both the botch dice and the Finesse roll Ease Factor.

Casting this spell creates a preternatural tether of 1 and adds +1 to the aura variation modifier.

(Base 3, +1 Touch, +7 size, +3 elaborate design)

Source: *Hermetic Projects*, 40

LEVEL 55

CONJURING THE GREAT TOWER

CrTe 55

R: Touch, **D:** Mom, **T:** Ind, Ritual

This ritual creates the foundations and first two levels of the tower. As the ritual concludes, the walls of a vast tower rise from the ground, surrounding those taking part in the ritual. The walls are vast, but the real power of the spell is shown below ground. The foundations extend deep into the earth, forming cellars, crypts, and cisterns between the immense stone pillars driven into the ground.

The time taken to develop this ritual is spent not only in learning how to draw the complex magical forces together, but also in designing the foundations and the lowest levels of the tower, which are filled with rooms, cloisters, courtyards, and arcades.

Creo magic that creates artificial things, such as this huge tower, requires an Int + Finesse stress roll against an Ease Factor, in this case, of 12. If the roll fails, the tower is still successfully conjured but may require additional work to improve its appearance or to repair defects introduced by the casting. A failed Finesse roll creates a section of tower of shoddy quality, while a successful roll creates a standard quality section. If the Finesse roll botches, the foundations are not strong enough to support the tower and a stress check against damage is required each year.

The +7 magnitudes for size creates a circular tower of two levels, 2,000 feet in diameter, standing 40 feet above ground level. The high modifier for the elaborate design is required for the precise placement of the foundations, a hugely important factor in a tower this large.

Casting this ritual causes a +1 preternatural tether, as per *Realms of Power: Magic*, page 10. If the site has no supernatural aura, this creates a level one Magic aura.

(Base 3, +1 Touch, +7 size, +4 elaborate design)

Source: *Hermetic Projects*, 39

LEVEL 65

TEAR THE EARTH ASUNDER

CrTe 65

R: Touch, **D:** Mom, **T:** Ind, Ritual

The caster of this ritual stabs a dagger into the ground: from the wound a volcano rises, and lava and scalding gases erupt. Over a period of a day, the volcano erupts, darkening the sky with plumes of ash, and forming a large volcanic crater.

Obviously, the eruption of the volcano devastates villages, towns, monasteries, covenants, or other settlements built in its shadow. Once the spell has been cast, there is no active magical effect; the eruption is natural and does not need to Penetrate Magic Resistance, and consequent rivers of lava and falling ash can also pass unhindered through an *Aegis of the Hearth*. The caster of the ritual also needs some form of protection to avoid being killed in the eruption.

The volcano region can be up to 20 miles in diameter (though the crater will be a fraction of this size), and the peak can be up to 15,000 feet high (which would make it one of the taller mountains in Mythic Europe). (Base 3, +1 Touch, +13 Size)

Source: *Hermetic Projects*, 13

Intellego Terram Spells

LEVEL 4

PROBE FOR PURE SILVER

InTe 4

R: Per, **D:** Mom, **T:** Smell

You can smell silver, and follow the scent.

(Base 2, +2 Smell)

Source: *Ars Magica Fifth Edition*, 153

LEVEL 10

EYES OF THE EONS

InTe 10

R: Voice, **D:** Mom, **T:** Ind

Determines the age of any nonliving target to within 10% of its actual age.

(Base 4, +2 Voice)

Source: *Ars Magica Fifth Edition*, 153

LEVEL 15

EYES OF THE TREACHEROUS TERRAIN

InTe 15

R: Per, **D:** Conc, **T:** Vision

You can tell intuitively if any natural terrain you see is treacherous, such as if a rock field is prone to sliding.

(Base 2, +1 Concentration, +4 Vision)

Source: *Ars Magica Fifth Edition*, 153

SENSE THE TRUE PATH

InTe 15

R: Arc, **D:** Conc, **T:** Ind

Special: Requires Boosted and Tethered Magic or Mutantum Magic

You can sense the direction of any location to which you have an Arcane Connection. You feel an instinctive pull towards its relative position to you while you concentrate, though you must make simple Perception rolls of 6+ to stay on track when traveling on foot through woods or brush, and if your destination moves, the Ease Factor of this roll increases depending on its speed.

The spell is tethered, so that it may be controlled by another, and boosted so that it may be made to last longer if necessary.

(Base 2, +4 Arcane Connection, +1 Concentration; Boosted, Tethered)

Source: *Houses of Hermes – True Lineages*, 102

LEVEL 20

THE MINER'S KEEN EYE

InTe 20

R: Per, **D:** Conc, **T:** Vision

You can see any one type of mineral (gold, diamond, sand), specified at the time of casting, through up to 3 paces of intervening material. You have a good idea of how much is there and how pure it is, if appropriate.

(Base 2, +1 Concentration, +4 Vision, +1 see through intervening material)

Source: *Ars Magica Fifth Edition*, 153

TRAIL OF EMBER

InTe 20

R: Arc, **D:** Mom, **T:** Ind

The caster of this spell throws a piece of volcanic rock onto a map. The rock lands on the location of the volcano it was expelled from. If the volcano's location is not bounded by the map, then the rock rolls off in the direction that the volcano lies.

If the rock thrown onto the map is not volcanic, then it just lands somewhere at random. The caster can confirm this by casting the spell several times: a volcanic rock will always land on the same spot on the map.

Note that a volcanic rock created via *Creo Terram* magic will not reveal what volcano it came from when thrown onto the map with the *Trail of Ember* spell. This is because such a magically created volcanic rock did not in fact come from a volcano.

(Base 4, +4 Arcane Connection)

Source: *Hermetic Projects*, 13

LEVEL 25

LINKS OF STONE

InTe 25

R: Arc, **D:** Mom, **T:** Ind

The caster holds a piece of stone in her hands and receives a brief mental image of the surroundings of the object that this stone is an Arcane Connection to. This spell could be used to find the statue that a fragment came from, or the quarry that the blocks of a castle were chiseled from. If the stone is an Arcane Connection to several things, then the newest Arcane Connection, or the closest, is revealed.

(Base 4, +5 Arc)

Source: *Ancient Magic*, 36

THE WISDOM OF SLEEP

InTe(Vi) 25

R: Touch, **D:** Mom, **T:** Ind

Req: Vim

The caster sleeps with the target object beneath his pillow, and his dreams then inform him of all mundane properties of that object. The magic is of Momentary Duration, but the sleeping mind is more able to assimilate the huge amount of information that might be called up, weaving it into the caster's dreams throughout the night. Note that this spell does not allow the caster to actually talk with the object or divine any secrets that the object may store in whatever passes for its intelligence.

This spell uses Terram in its all-encompassing form referencing all solid objects, and requires casting requisites appropriate for the target object.

The Vim requisite allows the spell to inform the caster of any active or any recent magical effects on the object. This spell is restricted to effects originating from the Magic Realm. Enchantments inherent to the object are not learned beyond a knowledge that some form of enchantment exists.

Yestin's version of this spell sees him conversing with the object within his dreams, wherein the object adopts a persona (or rather, Yestin's dream ascribes a personality to the object). Multiple castings of this spell on multiple objects are possible, though the caster's pillow as well as his dreams may become a little crowded.

The quirkiness of the spell effect is due to experimentation. Yestin had intended for a more conventional spell, but he found towards the end of his experiments that the spell's incantation wasn't complete until the caster fell asleep. His Laboratory Text for this spell carries the same flaw. It's possible that practitioners and researchers of Dream Magic may be interested in Yestin's text for this spell, as it may further their own magical aims.

(Base 15, +1 Touch, +1 Vim Requisite)

Source: *Magi of Hermes*, 141

TRACKS OF THE FAERIE GLOW

InTe 25

R: Per, **D:** Conc, **T:** Vision

Causes even faintly perceptible tracks of a specific being to glow with a faint magic light, making them stand out when you are within 30 paces of them. The glow provides a bonus to Tracking rolls, which depends on the relationship between the target being tracked and the terrain. If the target is magically related to the terrain, +2; native to the terrain, +4; neutral to the terrain, +6; inimical to the terrain, +8. Tracking at night without a light source doubles the bonus. The more faint the tracks are, the more dimly they glow, so the storyguide may also modify the bonus based on the length of time since the target passed.

(Base 4, +1 Concentration, +4 Vision)

Source: *Ars Magica Fifth Edition*, 153

LEVEL 30

COMMUNE WITH THE FIRE SOUL

InTe 30

R: Touch, **D:** Conc, **T:** Ind

The caster plunges his hands into lava (which will cause damage if he is not protected) and communes with the spirit of the volcano. If the volcano's spirit is a creature with Might, then this spell needs to penetrate its Magic Resistance.

The length of time a conversation with a volcano spirit takes is highly variable, and depends on the activity of the volcano. The spell allows the caster to perceive and participate in the conversation at either great speed or very slowly, as appropriate. A conversation of a few simple sentences with a dormant volcano could take many days, and would therefore require either a spell with a different duration or magical effects similar to *Maintaining the Demanding Spell* (*Ars Magica Fifth Edition*, page 162) in order to maintain the Concentration duration. On the other hand, a long multi-faceted discourse with an active volcano can be conducted in a fraction of a round.

(Base 20, +1 Touch, +1 Concentration)

Source: *Hermetic Projects*, 25

LISTEN TO THE BELLS

InTe 30

R: Touch, **D:** Diam, **T:** Ind

The caster of spell holds a bell and he can sense whatever the bell can sense with its magical senses. Usually a bell has no magical senses, but this spell is useful if the bell has been enchanted with some, as is the *Assassin's Bell*.

In the case of the *Assassin's Bell*, using the bell's senses provides enough information to use or target tunnels that the bell can hear.

(Base 20, +1 Touch, +1 Diameter)

Source: *Hermetic Projects*, 83

STONE TELL OF THE MIND THAT SITS

InTe 30

R: Touch, **D:** Conc, **T:** Ind

Allows you to talk with natural stone. A stone's answers feel slow and ponderous, but do not actually take any longer than a normal conversation. Though a stone is usually willing to talk, its direction sense and awareness of quickly moving things (such as people) are limited.

(Base 20, +1 Touch, +1 Concentration)

Source: *Ars Magica Fifth Edition*, 153

SENSE THE FEET THAT TREAD THE EARTH

InTe 30

R: Touch, **D:** Conc, **T:** Part

You touch the earth and feel what is moving along the ground within a mile of where you stand. You can tell the direction, distance, weight, number, and manner of movement of moving things. For instance, you might sense "a single 50-stone creature slithering toward us, a hundred rods in that direction."

(Base 4, +1 Touch, +1 Concentration, +1 Part, +3 size)

Source: *Ars Magica Fifth Edition*, 154

LEVEL 35

LOVE'S UNFAITHFUL WITNESS

InTe 35

R: Touch, **D:** Conc, **T:** Ind

This spell is used to question jewelry about its wearer's activities. The sympathies of the largest gemstone determine the personality of a piece of jewelry. Rubies tend to be bloodthirsty, garnets sanguine and so on, as represented by the Materials Table in *Ars Magica* (page 110). Unadorned silver is treacherous and unadorned gold is pious, judgmental and accusatory.

(Base 25, +1 Touch, +1 Concentration)

Source: *Houses of Hermes – True Lineages*, 141

SPEECH OF THE WARDING RING

InTe 35

R: Touch, **D:** Sun, **T:** Ind

Stone Tell of the Mind that Sits (*Ars Magica Fifth Edition*, page 153), the most popular Hermetic spell for interrogating rocks, does not work on the stone jacket of the island solely because the spell's target is limited to a square pace cubic in size. Characters using this spell can speak with far larger stones.

(Base 20, +1 Touch, +2 Sun. This spell uses the wall, but a mind is an Individual target.)

Source: *Transforming Mythic Europe*, 77

LEVEL 45

DREAM OF THE MIND THAT SITS

InTe 45

R: Touch, **D:** Sun, **T:** Ind

Allows you to probe the memories of a spirit within a natural stone object. The spell also perfects those memories in the same way as *The Good Witness*. Probing the memories of such a spirit is extremely slow. A typical session lasts between six and twelve hours, during which the caster is oblivious to the outside world. The spell allows the caster to perceive the memories of the spirit. The spirit's senses are limited and slow, but its memory of them is very long. Using this spell the caster can relive events witnessed by the spirit, as it recalls them. Larger stone objects have more powerful spirits and so have better perceptions. Precisely what level of detail an individual spirit can perceive is up to the storyguide.

(Base 30, +1 Touch, +2 Sun)

Source: *Houses of Hermes – True Lineages*, 74

TELL OF THE FORGED

InTe 45

R: Touch, **D:** Sun, **T:** Ind

As *Stone Tell of the Mind that Sits*, but can be used on even metal objects. The spirit of the object will reflect its function and experience. It may have acquired traits of its owner. Precisely what level of cooperation and perceptual ability a spirit will demonstrate is up to the storyguide.

(Base 30, +1 Touch, +2 Sun)

Source: *Houses of Hermes – True Lineages*, 74

LEVEL 50

DREAM OF THE ARTIFICE

InTe 50

R: Touch, **D:** Sun, **T:** Ind

As *Dream of the Mind that Sits*, but can be used on artificial stone objects and the memories of older events will be faded. The cooperation of the spirit is not required, but as always the level of detail recalled is up to the storyguide.

(Base 35, +1 Touch, +2 Sun)

Source: *Houses of Hermes – True Lineages*, 74

LEVEL 55

DREAM OF THE FORGED

InTe 55

R: Touch, **D:** Sun, **T:** Ind, Ritual

As *Dream of the Mind that Sits*, but can be used on even metal objects. The cooperation of the spirit is not required, but as always the level of detail recalled is up to the storyguide.

(Base 40, +1 Touch, +2 Sun)

Source: *Houses of Hermes – True Lineages*, 74

Muto Terram Spells

LEVEL 10

A WINDOW OF SINGULAR DIRECTION

MuTe 10

R: Touch, **D:** Ring, **T:** Ind

This spell, created by the Architects of Tremere, makes a circle of wall transparent, from one side only. It was developed in the early years of the Order, to allow magi protected by temporary fortifications to target their foes.

(Base 3, +1 Touch, +2 Ring)

Note: A level 15 version can affect stone walls.

Source: *Houses of Hermes – True Lineages*, 141

BLUNTING THE IRON'S BITE

MuTe 10

R: Voice, **D:** Diam, **T:** Ind

Cast against any bladed weapon, this spell warps and blunts the blade hopelessly. The affected weapon has its total damage (including Attack Advantage) reduced to half (round up). The weapons return to their undamaged state once the Duration expires. While this could be invented as a Perdo Terram spell, Hugh prefers this version since it has the additional effect of making the affected weapons blocked by Magic Resistance. Hugh often casts this spell forcefully, against the most dangerous-looking of his foes.

(Base 1, +2 Voice, +1 Diameter, +2 affect metal)

Source: *Magi of Hermes*, 50

THE CRYSTAL DART

Mu(Re)Te 10

R: Voice, **D:** Mom, **T:** Ind

Req: Rego

A 10-inch crystal dart rises from the ground at your feet, floats into the air, and speeds off like an arrow at a target that is within Voice range. It does +10 damage, and always hits its target, although it must penetrate Magic Resistance to have any real effect.

(Base 3, +2 Voice, +1 Rego requisite)

Source: *Ars Magica Fifth Edition*, 154

SUPPLE IRON AND RIGID ROPE

MuTe 10

R: Touch, **D:** Sun, **T:** Ind

Makes a flexible object stiff or a stiff object flexible. Casting requisites of Forms appropriate to the materials affected are required.

(Base 3, +1 Touch, +2 Sun)

Source: *Ars Magica Fifth Edition*, 154

LEVEL 15

CONJURE THE OCEAN'S BREATH

MuTe 15

R: Touch, **D:** Moon, **T:** Part

Developed for the traveling magus who needs a quick, easily tradable resource. *Conjure the Ocean's Breath* turns a large patch of dirt into salt. It is best that the magus not be around when the spell's duration expires.

(Base 2, +3 Moon, +1 Part, +1 Touch)

Source: *Magi of Hermes*, 31

HIDING THE MYSTIC KEY

MuTe(He) 15

R: Touch, **D:** Conc, **T:** Part

Req: Herbam

This spell lets the caster soften a rock, pillar, menhir, tree, or other stone or wooden object so that he can mold a cavity, hide a small item, and then close it over as if it had never been changed. This enables him to embed an item under, but near the surface of, a natural feature of a grove — favored for disguising the location of a *Key to the Mystic Veil* item. (The cultist touches the pillar or tree just above the hiding place.)

(Base 3, +1 Concentration, +1 Part, +1 stone, +1 for requisite to change wood as well as stone)

Source: *The Mysteries*, 116

ROCK OF VISCID CLAY

MuTe 15

R: Touch, **D:** Sun, **T:** Part

Softens rock enough that it may be dug out, molded, and otherwise manipulated in the same way that hard river clay can be. The rock is slightly sticky. The spell affects rock in a roughly spherical shape with a three-foot diameter.

(Base 3, +1 Touch, +2 Sun, +1 Part)

Source: *Ars Magica Fifth Edition*, 154

LEVEL 20

ARMATURA VITREA

MuTe 20

R: Voice, **D:** Diam, **T:** Ind

Designed for those who fear the threat of armor-wearing assailants, *Armatura Vitrea* transforms one attacker's armor into glass. The armor now provides a protection of 2, and a load of 3. If struck with a weapon, the glass armor shatters sending razor-sharp shards everywhere, adding an additional simple die to the attack's damage. This, of course, destroys the armor.

(Base 2, +2 Voice, +2 Diam, +2 metal)

Source: *Magi of Hermes*, 31

EDGE OF THE RAZOR

MuTe 20

R: Touch, **D:** Sun, **T:** Ind

Sharpens any metal edge to a degree unequaled by manual methods. An edged or pointed weapon gains a +2 bonus to Damage. Good-natured magi reward grogs by enchanting their weapons in this way, although since the resulting sword is resisted by Magic Resistance they rarely do this for all their grogs.

(Base 3, +1 Touch, +2 Sun, +2 metal)

Source: *Ars Magica Fifth Edition*, 154

EARTH THAT BREAKS NO MORE

MuTe 20

R: Touch, **D:** Sun, **T:** Part

Turns a volume of packed dirt of up to ten cubic paces into stone.

(Base 3, +1 Touch, +2 Sun, +1 Part, +1 size)

Note: The original source said “Turns a volume of packed dirt up to one hundred cubic paces into stone.”

Source: *Ars Magica Fifth Edition*, 154

INK OF NOBLEST METALS

MuTe(Aq) 20

R: Voice, **D:** Diam, **T:** Ind

Req: Aquam

This spell transforms gold into a liquid that is applied as ink. When the spell expires, it turns back into solid metal, allowing magi to place it on a page without developing skill with gold leaf. By pouring the golden ink into molds, the magi can set it into shapes.

(Base 3, +2 metal, +2 Voice, +1 Diameter)

Source: *Covenants*, 97

OBJECT OF INCREASED SIZE

MuTe 20

R: Touch, **D:** Sun, **T:** Ind

This spell enlarges an inanimate object originally no bigger than a large chest. The object doubles in each dimension and increases its weight eight times. The size increase is based on the object’s original, natural size, so casting the spell more than once on an object has no effect. Noble elements like gold, silver, and gems, are not affected by this spell. If any part of the item resists growth, the item as a whole does not grow. Casting requisites are required for the appropriate Form for the target.

(Base 4, +1 Touch, +2 Sun, +1 stone)

Source: *Ars Magica Fifth Edition*, 154

THE WEIGHTLESS MENHIR

MuTe 20

R: Touch, **D:** Sun, **T:** Ind

This spell makes a stone as light as a feather. Muirgen created this spell to easily move the portal stones.

(Base 4, +1 Touch, +1 stone, +2 day — the base size is big enough without adding magnitudes for size)

Source: *Tales of Mythic Europe*, 12

LEVEL 25

HARDNESS OF ADAMANTINE

MuTe 25

R: Touch, **D:** Sun, **T:** Ind

This spell instills a metal object with supernatural strength and hardness. Even weak metals like gold or lead can be affected. The object becomes nearly unbreakable by mundane means.

If used on chain mail or metal scale armor, the Protection value of the armor is increased by +2. If used on an edged or pointed weapon, the weapon gains +1 to damage. This bonus can be combined with that from *Edge of the Razor* or other spells.

(Base 4, +1 Touch, +2 Sun, +2 affect metal)

Source: *Houses of Hermes – Societates*, 37

SHORT STEP OF THE GHOST

MuTe(Au) 25

R: Touch, **D:** Mom, **T:** Part

Req: Auram

The stone in a section of wall momentarily becomes as permeable as mist, allowing the caster to step through. The wall solidifies behind her. It affects an area as large as a door, but the wall cannot be more than one foot thick. The highly unnatural substance that the section of wall briefly becomes does not affect its structural integrity.

(Base 10, +1 Touch, +1 Part, +1 affect stone)

Source: *Magi of Hermes*, 93

LEVEL 30

RAPID EXCAVATIONS

MuTe(Aq) 30

R: Voice, **D:** Sun, **T:** Part

Req: Aquam

This spell allows Alexander to turn large volumes of sand into water, which rapidly dissipates in the desert heat. Alexander uses this spell to excavate sites that have become sand-bound, and to disorient foes by making the ground they are standing on into a deep waterhole. This spell can affect one hundred cubic yards of sand. Alexander can alter the shape of the space affected with a Finesse Roll.

(Base 3, +2 Voice, +2 Sun, +2 Part, +1 large target)

Source: *Magi of Hermes*, 14

SCATTERING LIKE LIGHT

MuTe(Im) 30

R: Voice, **D:** Mom, **T:** Ind

Req: Imaginem

This spell changes the metal in an object, a sword for example, into iconic species. Passing light carries off these species, which are absorbed when they strike a non-reflective surface. This spell disintegrates objects, so it has obvious combat advantages, but it was originally created by an artist seeking an efficient method of plating objects in metal. He placed the metal and the object he wanted to plate, levitating, in a supernaturally lit box, mirrored on the inside, and used this spell to turn the metal first into species, then back again. This created a smooth coat of metal around the object, and the interior of the box.

(Base 5, +2 Voice, +2 metal +1 Requisite)

Source: *Houses of Hermes – Societates*, 63

LEVEL 35

TEETH OF THE EARTH MOTHER

MuTe 35

R: Voice, **D:** Sun, **T:** Group

You cause twenty pointed pillars of white marble to spring up from the ground to a height of 12 feet, forming a circle 3 paces in diameter. At their tops, the pillars are thin and as sharp as spears. At the base, where they touch, they are 18 inches thick. When the pillars spring up, they can be used to cage people, to form a wall, or simply to skewer enemies. Climbing to the top of the pillars requires three Athletics stress rolls against an Ease Factor of 12, and the tops break away when the target reaches them, causing the victim to fall. Skewering a target does +25 damage, possibly more on following rounds if the victim struggles or is exceptionally heavy. When the spell ends, the pillars crumble to dust.

(Base 3, +2 Voice, +2 Sun, +2 Group, +2 fancy effect)

Source: *Ars Magica Fifth Edition*, 154

LEVEL 40

MINIATURIST OF VENICE

MuTe 40

R: Touch, **D:** Sun, **T:** Group

This spell reduces 100 cubic paces of glass into a small volume, about 1 cubic foot. The shrunken glass can be more easily transported.

When the spell ends, the glass bursts back into full size. Anybody within 9 paces of the shrunken glass takes +10 damage from flying shards of glass. Bursting back in this manner breaks any complex glass objects.

(Base 4, +1 Touch, +2 Sun, +2 Group, +1 Size, +1 affect glass, +1 increased shrinking effect)

Source: *Hermetic Projects*, 89

TRANSMUTATION OF FIRE

MuTe(He, Ig) 40

R: Voice, **D:** Sun, **T:** Part

Req: Herbam, Ignem

This spell transmutes an object of stone, wood, or soil, or part of some such object, into a fire. The fire is still essentially the original object and will not be extinguished for lack of fuel, but it can be doused or extinguished in other ways. The transmuted fire is no larger than 2 paces in size and it is hot enough to do +5 damage. Objects smaller than 2 paces in size will turn into fires of their own size when they are subjected to this spell.

(Base 5, +2 Voice, +2 Sun, +1 part, +1 to affect stone, +1 Herbam requisite)

Source: *Magi of Hermes*, 113

LEVEL 45

SOLIDITY OF STONE

MuTe 45

R: Touch, **D:** Moon, **T:** Ind

This spell changes a mass of stone so that it has the unnatural property that it does not melt, even when heated to tremendous temperatures. The purpose of this spell is to prevent a building created out of molten lava (like that created by *Tower of Lava*) from dissolving back into the bulk lava.

Obviously, this spell must be cast every month otherwise the tower will melt and collapse.

The stone will still be hot, even if it is solid. So, a building protected like this will need to be cooled (or inhabited by characters immune to heat).

(Base 4, +1 Touch, +3 Moon, +4 size, +1 affect stone)

Source: *Hermetic Projects*, 19

Herdo Terram Spells

LEVEL 5

SHATTERING TOUCH

PeTe 5

R: Touch, **D:** Mom, **T:** Ind

An object of stone or weaker earthy material up to a pace across breaks apart.

(Base 4, +1 Touch)

Source: *Apprentices*, 47

LEVEL 10

FIST OF SHATTERING

PeTe 10

R: Voice, **D:** Mom, **T:** Ind

An object of stone or weaker material up to a pace across breaks apart. The appropriate Form for the target is a casting requisite.

(Base 4, +2 Voice)

Source: *Ars Magica Fifth Edition*, 155

RUSTED DECAY OF TEN-SCORE YEARS

PeTe 10

R: Voice, **D:** Mom, **T:** Ind

After the spell is cast, the metal of the target becomes so thoroughly rusted that it breaks if used in any demanding way (for example, used to strike a blow with in combat or to pry open a door). It also loses any sharpness it might once have had.

(Base 4, +2 Voice)

Source: *Ars Magica Fifth Edition*, 155

SAVING THE APPRENTICE'S TIME

PeTe 10

R: Touch, **D:** Mom, **T:** Room

Realizing she could squeeze in a few more precious moments of lab time, Conscientia decided to “cheat” in her chores. With just a wave of the hand, she can have an hour’s worth of dusting completed in a minute.

(Base 3, +1 Touch, + 2 Room)

Source: *Magi of Hermes*, 31

LEVEL 15

PIT OF THE GAPING EARTH

PeTe 15

R: Voice, **D:** Mom, **T:** Part

The dirt in a circle 6 paces across recedes into the ground, leaving a pit 9 feet deep. If the target area contains material other than dirt, that material is not affected.

(Base 3, +2 Voice, +1 Part, +1 size)

Source: *Ars Magica Fifth Edition*, 155

UNDOING THE STONEMASON'S HANDIWORK

PeTe 15

R: Voice, **D:** Mom, **T:** Part

This spell smashes a piece of masonry or pavement into its component bricks or stones. It has no effect on solid stone. The affected volume is one pace wide, one pace high, and up to one pace deep (depending on the thickness of the masonry), and can be a part of a larger piece of stonework.

Followers of the School of Vilano sometimes use this spell to produce a large number of loose stones, which they can then use as ammunition. Magi with a knowledge of stonemasonry can use it to weaken or collapse stone structures by damaging load-bearing walls and arches, though solid pillars and the like are immune to its effects.

(Base 3, +2 Voice, +1 Part, +1 destroy stone)

Source: *Houses of Hermes – Societates*, 37

LEVEL 20

BROKEN WORD BROKEN SWORD

PeTe 20

R: Touch, **D:** Bargain/Mom, **T:** Ind

If the target breaks the bargain made when this spell is cast, then his sword (or other metal weapon) is catastrophically weakened, and when next the weapon strikes (or parries) a blow it shatters. The weapon must be named by the caster, and carried by the target, at the time that the bargain is made.

(Base 2, +1 Touch, +3 Bargain, +2 affect Metal)

Source: *Through the Aegis*, 78

CARVE DOMAIN

PeTe 20

R: Touch, **D:** Mom, **T:** Part

Carve Domain destroys a channel of up to 10,000 cubic feet of earth. This can be used, among other things, as a defensive emplacement, to channel a river, to expand irrigation, or to develop a makeshift moat. A Finesse roll is required for more-complex designs.

(Base 3, +1 Touch, +1 Part, +3 Size)

Source: *Magi of Hermes*, 31

OBLITERATION OF THE METALLIC BARRIER

Pe(Re)Te 20

R: Touch, **D:** Mom, **T:** Ind

Req: Rego

Shatters a barrier of metal or stone up to one foot thick. Those within one pace of the barrier, on the opposite side from you, take +10 Damage. Alchemically refined and magical metals may be able to withstand this spell.

(Base 5, +1 Touch, +1 size, +1 Rego to fling the fragments away)

Source: *Ars Magica Fifth Edition*, 155

STONE TO FALLING DUST

PeTe 20

R: Sight, **D:** Mom, **T:** Ind

One solid non-living object turns to a pile of dust. The object must be a base Individual or smaller, so a stone item can be a pace across while a metal item can only be one tenth that size in total. A casting requisite may be required, of the Form appropriate to the target.

(Base 5, +3 Sight)

Source: *Ars Magica Fifth Edition*, 155

LEVEL 25

A MIGHTIER CHANNEL

PeTe 25

R: Touch, **D:** Mom, **T:** Part

On casting this spell while touching the river bank, the river is dredged, deepening and widening it as required by the casting magus. A single casting is enough to prepare a small waterway to take a large river barge, or a larger waterway to take a buss or cog.

(Base 3, +1 Touch, +1 Part; +3 size, +1 to affect stone)

Source: *Hermetic Projects*, 57

END OF THE MIGHTY CASTLE

PeTe 25

R: Voice, **D:** Mom, **T:** Str

A single stone structure, such as a castle keep or manor house, crumbles to dust and small pebbles. Anyone inside at the time takes +10 damage from falling and having stones land on them, possibly more if the structure is particularly large.

(Base 4, +2 Voice, +3 Str)

Source: *Ars Magica Fifth Edition*, 155

GLEAM OF THE FRESHLY-POLISHED GLASS

PeTe 25

R: Touch, **D:** Moon, **T:** Room

This spell maintains the equipment and tools of a lab in a constant state of immaculate cleanliness. Dirt, dust, and grime are all removed, leaving the outfittings positively gleaming, as if they had been freshly dusted and polished. This grants the Spotless Virtue to the lab, provided that the spell is cast every lunar month. If the spell ceases, the magus must maintain this pristine condition through more mundane means, otherwise the Virtue is lost. There is just one small drawback to this spell — the lab's Warping score increases by one point (giving a Personality Trait Spotless +1) due to the unnatural nature of this cleaning, for as long as it is active.

(Base 3, +1 Touch, +3 Moon, +2 Room)

Source: *Covenants*, 122

LEVEL 30

FLAWS OF THE WEAPONSMITH

PeTe 30

R: Voice, **D:** Mom, **T:** Group

Affects up to 100 base metal objects (or equivalent), causing them to rust away to nothingness. This is the arms and armor of up to 30 men.

(Base 5, +2 Voice, +2 Group, +1 number)

Source: *Guardians of the Forest*, 60

HAUBERK OF SUBLIME LIGHTNESS

PeTe 30

R: Touch, **D:** Sun, **T:** Ind

Render a suit of metal armor nearly weightless. Armor made from metal-reinforced leather, metal scale, or chain mail has its Load reduced to 1 for a partial suit or 2 for a full suit. The spell eliminates the weight of the armor, but not its bulk.

(Base 5, +1 Touch, +2 Sun, +2 affect metal)

Source: *Houses of Hermes – Societates*, 38

SUDDEN WELL

PeTe 30

R: Voice, **D:** Mom, **T:** Part

This spell creates a shaft 10 feet square and 100 feet deep. The shaft is not reinforced, so it collapses swiftly after it is created.

(Base 3, +2 Voice, +1 Part, +4 size)

Source: *Against the Dark*, 31

LEVEL 40

CASCADE OF ROCKS

PeTe 40

R: Sight, **D:** Mom, **T:** Part

Makes a cliff collapse, causing an avalanche. The effects depend on the size of the cliff and what lies below it.

(Base 4, +3 Sight, +1 Part, +4 size)

Source: *Ars Magica Fifth Edition*, 155

THE HIDDEN WARREN

PeTe 40

R: Touch, **D:** Mom, **T:** Part

This spell carves out 2,500 linear paces of passageway that is two paces by two paces, for a total of 10,000 cubic paces of stone or mixed stone and dirt destroyed. This space may be adjusted to create doorways, rooms, and stairs with a Finesse roll against an Ease Factor of 12. An Ease Factor of 15 allows for more intricate details like chairs, tables, and shelves. This spell carves through dirt and stone alike, but a structure cut primarily out of dirt requires wooden supports added afterwards. This spell easily creates a space 6 paces underground, with twenty 5-by-5-by-3 pace rooms joined to a 2-by-2-by-60 paces corridor, for approximately 1,775 cubic paces, and allows for 5 such levels, each joined by a 2-by-2 pace stairwell 6 paces deep. The form of the excavation can be modified by the caster, however.

(Base 3, +1 Touch, +1 Part, +4 Size, +1 for Stone, +2 for complexity)

Source: *Dies Irae*, 69

LEVEL 45

THE FATE OF CARTHAGE

PeTe 45

R: Arc, **D:** Mom, **T:** Bound, Ritual

Over the course of a season, any crops or livestock farmed on the affected land suffer as though being starved. Deprivation checks at three-day intervals may be unwieldy for use across the season, so it is reasonable to assume that harvests fail and livestock dies unless food is brought in from outside the affected area. As a rule of thumb, assume that the income from the affected land halves each season, with the effect being noticed after the first week. The effect is permanent and the soil cannot support life until healed in some way.

The base level of 5 is used as the spell is destroying only a single aspect of the soil, namely the ability to nourish crops and animals. The high vis cost of this ritual is compensated by the ability to strike unseen from afar.

(Base 5, +4 Arcane Connection, +4 Boundary, Ritual)

Source: *Tales of Power*, 126

Rego Terram Spells

GENERAL

WARD AGAINST FAERIES OF THE MOUNTAIN

ReTe Gen

R: Touch, **D:** Ring, **T:** Circle

As *Ward Against Faeries of the Waters* (ReAq Gen), but for faeries of earth and stone. At some angles at night, the ring may be seen as a dark brown dome.

(Base effect)

Source: *Ars Magica Fifth Edition*, 155

LEVEL 4

THE REWARD DELIVERED

ReTe 4

R: Touch, **D:** Mom, **T:** Ind

This spell is a counterpart to *The Poor Performer's Reward*. It hurls the ball of mud at a target.

(Base 3, +1 Touch)

Source: *Apprentices*, 47

SCRIBE THE PERFECT CIRCLE

Re(Cr)Te 4

R: Touch, **D:** Mom, **T:** Ind

Req: Creo

The spell scribes a mathematically perfect shape on the ground. Most commonly this is a circle, but any perfect, regular shape can be scribed: triangle, square, pentagon, hexagon, etc.

A magus wishing to scribe a perfect circle for a circle spell may trace the circle drawn by this spell.

(Base: 2, +1 stone, +1 Touch)

Source: *The Mysteries*, 96

SCRIBE THE PERFECT CIRCLE

Re(Cr)Te 4

R: Touch, **D:** Mom, **T:** Ind

Req: Creo

As the spell described in *The Mysteries Revised Edition*, page 96.

Source: *Magi of Hermes*, 102

THE INVISIBLE GLASS-WORKER

ReTe 4

R: Touch, **D:** Mom, **T:** Ind

The magus may transform a piece of glass into a finished form, as if a glassworker had shaped and formed it. The magus must succeed with a Perception + Finesse roll substituting for Craft: Glassworker against an Ease Factor at least 3 higher than the mundane Ease Factor. Failure reduces the glass to a slumped lump as if an incompetent beginner had worked on it.

Note that in the thirteenth century, most glass is not particularly clear — making clear glass is an alchemical process, beyond a craft-spell. Glass often has bubbles and distortions unless a real expert works on it, with a proportionately high Ease Factor.

(Base 2, +1 Glass, +1 Touch)

Source: *Covenants*, 51

LEVEL 5

THE POET'S BUST

ReTe 5

R: Touch, **D:** Mom, **T:** Ind

This spell changes a block of stone into a carved bust. The caster must touch both the targeted stone block and the person who is the subject of the bust.

(Base 3, +1 for stone, +1 Touch)

Source: *Art & Academe*, 133

THE UNSEEN ARM

ReTe 5

R: Voice, **D:** Conc, **T:** Ind

As the spell listed in *Ars Magica Fifth Edition*, page 155.

Source: *Magi of Hermes*, 102

UNSEEN ARM

ReTe 5

R: Voice, **D:** Conc, **T:** Ind

Slowly moves a nonliving thing, like a mug, instrument, or small pouch of coins; it cannot oppose intentional resistance. Magi use this spell to manipulate things at a distance, but the spell cannot be used to pull something from a person's hand or to move something that is held. Casting requisites of an appropriate Form for the target are required.

(Base 2, +2 Voice, +1 Concentration)

Source: *Ars Magica Fifth Edition*, 155

THE WIZARD'S PARRY

ReTe 5

R: Touch, **D:** Mom, **T:** Ind

The caster deflects one blow from a melee weapon of which he is aware. Since the magus actually touches the weapon, any additional effects of the blade — for example, a coating of poison, or a *Blade of Virulent Flame* — still affect him. A casting requisite of Herbam is needed if the weapon is primarily wooden, such as a spear or staff. Hugh has mastered this spell, and uses it as a fast-cast defense.

(Base 2, +1 Touch, +2 affect metal)

Source: *Magi of Hermes*, 50

LEVEL 10

DISARM THE WARRIOR

ReTe 10

R: Voice, **D:** Mom, **T:** Ind

Causes a single object within range to fly towards Hugh; he may attempt to catch it if he wishes by succeeding on a Dexterity + Athletics roll against an Ease Factor of 9. If he chooses not to attempt to catch the item, it falls to the ground by his feet. The spell is very forceful, and has an equivalent Strength of +5; if the object is being held by someone else, then make an opposed Strength roll. If the caster rolls higher than the item is lost to its holder. Hugh usually uses this effect to disarm his opponents, or to retrieve his weapons should they not be to hand.

(Base 3, +2 Voice, +1 sudden and forceful)

Source: *Magi of Hermes*, 50

INVISIBLE SLING OF VILANO

ReTe 10

R: Touch, **D:** Mom, **T:** Ind

Hurl a stone (of a size that could be thrown with a mundane sling) at a target within range. Unlike the standard version of *Wielding the Invisible Sling* (*Ars Magica Fifth Edition*, page 155), this spell hurls the stone as a projectile. An aiming roll is required to hit the intended target, but if it succeeds, Magic Resistance offers no protection. The stone inflicts +5 damage on impact and has a range increment of 20 paces.

(Base 5, +1 Touch)

Source: *Houses of Hermes – Societates*, 38

THE KEY OF THEODORUS

ReTe 10

R: Touch, **D:** Mom, **T:** Part

This spell magically opens any single lock. Regardless of the lock's complexity or quality, it falls open at the end of this spell. Since the locking mechanism is designed to naturally move in a single direction to lock and unlock it, this is a base 1 effect. The sixth century Greek inventor, Theodorus of Samos, is credited with creating the first locks in Mythic Europe.

(Base 1, +1 Touch, +2 Part, +2 for metal)

Source: *City & Guild*, 78

TRACKLESS STEP

ReTe 10

R: Touch, **D:** Special, **T:** Part

You leave no tracks in the earth until you come to a stop, such as to rest or fight. This spell draws on pre-Hermetic traditions, and does not perfectly fit the categories of Hermetic magic.

(Base 2, +1 Touch, +2 Special (equivalent to Sun), +1 Part)

Source: *Ars Magica Fifth Edition*, 155

WIELDING THE INVISIBLE SLING

ReTe 10

R: Voice, **D:** Mom, **T:** Ind

Hurls any nearby object that could normally be thrown by a person at any target within range. The object must not be held down or otherwise restrained. Damage depends on the object thrown, up to +5 for a fist-sized stone. Casting requisites of an appropriate Form for the target are required.

(Base 4, +2 Voice)

Source: *Ars Magica Fifth Edition*, 155

THE SWORDSMITH'S ART

ReTe 10

R: Touch, **D:** Mom, **T:** Ind

Turns a single piece of prepared iron into a blade, the quality determined by the caster's Perception + Finesse roll. A standard quality sword requires an Ease Factor of 15.

(Base 2, +1 Touch, +2 metal, +1 complexity)

Source: *Tales of Power*, 120

THE UNSEEN PORTER

ReTe 10

R: Voice, **D:** Conc, **T:** Ind

Like *Unseen Arm* (ReTe 5), but it can carry large objects such as crates. Roughly speaking, it has the capabilities of a very strong person (Str +5). The heavier the object is, the slower the unseen porter moves. If delicacy is required, high Finesse stress rolls (12+ or so) are needed. The spell can only carry inanimate objects, and cannot carry you. It also cannot lift things more than 6 feet above the ground. Casting requisites of an appropriate Form for the target are required.

(Base 3, +2 Voice, +1 Concentration)

Source: *Ars Magica Fifth Edition*, 156

THE WELL-TRODDEN PATH

ReTe 10

R: Touch, **D:** Conc, **T:** Part

As the caster walks, this spell shifts the earth underfoot allowing him to travel over rutted paths and uneven roads as though they were flat and even. The earth returns to its prior position after the target of the spell has passed. The spell ends when the caster comes to a stop, such as to rest, or crosses terrain unaffected by this spell, such as a wooden bridge or a ford.

This spell has little effect on soft or muddy paths, as the earth must still be able to bear the target's weight. The spell is potent enough to move stones and cobbles in the road.

A traveler using this spell does not suffer undue delay for traveling over poor roads. Traveling at speed to cover more ground in the day still costs the stated Long-Term Fatigue level. *City & Guild*, page 85, provides more detail on travel speeds. Targets affected by this spell use speeds close to the top end of the applicable travel speeds.

(Base 2, +1 Touch, +1 Concentration, +1 Part, +1 stone)

Source: *Magi of Hermes*, 141

LEVEL 15

AUTODICTIONATION

ReTe15

R: Voice, **D:** Ring, **T:** Ind

This spell allows the magus to write by talking. Before casting this spell, the magus prepares a metal stylus and series of wax boards, which are inscribed as the magus speaks. At the end of each day's declamation, the wax boards go to notaries, who make temporary copies. These are then sent to scribes. This spell does not allow a magus to write faster than the core rules permit, but does allow impaired magi to write when they would otherwise require a notary. A Finesse roll makes the writing particularly precise and neat, which is usually unimportant.

(Base 1, +2 metal, +2 Voice, +2 Ring)

Source: *Covenants*, 96

FORAS VIM

ReTe 15

R: Voice, **D:** Mom, **T:** Group

An easily fast-cast defense against other magi, this spell shoots a choking cloud of dust and gravel at its targets. Those within the cloud are blinded by the dust and grit, and find it difficult to breathe. Casting a spell while in the cloud requires a Stamina + Concentration roll against an Ease Factor of 12. This spell also has uses in detecting invisible opponents. Conscientia has been meaning to get around to mastering this spell so that she *can* fast cast it ever since she created it. Maybe next season ...

(Base 3, +2 Voice, +2 Group)

Source: *Magi of Hermes*, 31

GIFT OF THE ONEIROPOMP

Re(Mu)Te(Me) 15

R: Touch, **D:** Mom, **T:** Dream, Mystery

Req: Muto, Mentem

Sends a non-magical stone or metal object through a portal into a dream. The caster must be touching both object and dreamer. The caster can designate where in the dream the object appears, if such a place has been prepared magically — otherwise the object must be searched for in dream.

The caster may use cast this spell while awake to send objects into his own dream, provided he lies down to sleep directly after casting the spell.

(Base 15)

Source: *The Mysteries*, 109

HAND OF THE ANTIQUARIAN

ReTe 15

R: Touch, **D:** Sun, **T:** Ind

The magus traces around a section of stone up to one pace in diameter. That section, to a depth of up to an inch thick, floats out of the wall. While the magus touches the stone, it is effectively weightless.

(Base 3, +1 Touch, +2 Sun, +1 Stone)

Source: *Ancient Magic*, 60

HANDS OF THE GRASPING EARTH

Re(Mu)Te 15

R: Voice, **D:** Diam, **T:** Part

Req: Muto

Earthen hands from beneath the target rise out of the ground, and grasp the target's ankles. To break free requires a Strength stress roll of 15+. (One attempt is allowed per round, and each requires a Fatigue roll.) Each hand can be destroyed by beating its +25 Soak roll (hacking weapons do double normal damage) and inflicting a Light Wound.

(Base 3, +2 Voice, +1 Diameter, +1 Part, requisite free)

Source: *Ars Magica Fifth Edition*, 156

OMINOUS EVITATION OF THE WEIGHTY STONE

ReTe 15

R: Voice, **D:** Conc, **T:** Ind

Move a stone through the air as fast as a bird flies. When the caster stops concentrating, the stone immediately falls to the ground.

The spell's name suggests one of its common applications: dropping a heavy rock onto someone. Because the stone falls naturally, such an attack is not subject to Magic Resistance. Instead, an aiming roll is required to hit the intended target (see *Ars Magica Fifth Edition*, page 86). Attacking with this spell normally takes two rounds: one to move the stone over the target, and another to aim and release it.

Damage inflicted depends mainly on the size of the stone: +5 for a stone the size of a man's fist, +10 for a typical building- stone, up to +21 for a large boulder (see also the Impact Table on page 181 of *Ars Magica Fifth Edition*). Particularly large stones can damage structures as well as creatures.

The main limitation on this spell's combat effectiveness is the availability of large stones. Vilano himself once lamented that there was never a good rock around when he needed one!

(Base 3, +2 Voice, +1 Concentration, +1 affect stone)

Source: *Houses of Hermes – Societates*, 38

RETRIEVE THE BLOODED ARROW

ReTe 15

R: Voice, **D:** Mom, **T:** Ind

This spell causes a small object to be transported from any point within 50 paces (and within Voice Range) to the magus' hand. Casting requisites may be needed if the object is not mostly part of the Terram Form. The spell's name derives from its use by the School of Raghallach to retrieve a missile or thrown weapon that has wounded an opponent, even if it is still piercing the victim. By retrieving the weapon the magus has a sample of the opponent's blood, which is an Arcane Connection that lasts years (+3 bonus to Penetration Multiplier). This spell uses a guideline first published in *Magi of Hermes*, page 92.

(Base 4, +2 Voice, +1 transport 50 paces)

Source: *The Contested Isle – The Hibernian Tribunal*, 62

THE ARMORER'S ART

ReTe 15

R: Touch, **D:** Mom, **T:** Ind

Turns a single piece of prepared iron into a suit of mail, the quality determined by the caster's Perception + Finesse roll. A standard quality item requires an Ease Factor of 21.

(Base 2, +1 Touch, +2 metal, +2 complexity)

Source: *Tales of Power*, 120

THE EARTH'S CARBUNCLE

Re(Mu)Te 15

R: Voice, **D:** Mom, **T:** Part

Req: Muto

Causes a 1-pace circle of ground to become jagged stone, just under the surface, and those fragments burst into the air. Anyone standing on the circle is thrown into the air and hit with flying debris. Damage is +10.

(Base 3, +2 Voice, +1 Part, +1 Muto requisite)

Source: *Ars Magica Fifth Edition*, 156

THE INSTANT RING FORT

ReTe 15

R: Touch, **D:** Mom, **T:** Part

Earth and stone is excavated from a circular ditch around the caster to create a circle of packed earth and rock four paces in diameter, two paces thick, and eight feet high. The spell does not break stone, so any boulders that extend beyond the target are left in place. The ring fort provides an excellent defensive position for holding off a superior enemy, or providing cover for or from archers.

(Base 3, +1 Touch, +1 Part, +1 Size, +1 affect stone)

Source: *Magi of Hermes*, 50

THE SPELL OF WROUGHT IRON

ReTe 15

R: Touch, **D:** Mom, **T:** Group

The spell transforms raw pig-iron from a furnace into plain bars of wrought iron, as if a blacksmith had worked the iron in his forge. The magus must succeed in a Perception + Finesse roll to work the bars and separate out the slag. The task is normally Easy (6) for a blacksmith, so the base Ease Factor is 9. Failure means the iron and inclusions do not separate; a botch means that the inclusions go unnoticed, and the iron will be flawed and crack under strain.

(Base 2, +2 Metal, +1 Touch, +2 Group)

Source: *Covenants*, 51

THE SPELL OF WROUGHT IRON

ReTe 15

R: Touch, **D:** Mom, **T:** Group

The spell transforms raw pig-iron from a furnace into plain bars of wrought iron, as if a blacksmith had worked the iron in his forge. The magus must succeed in a Perception + Finesse roll to work the bars and separate out the slag. The task is normally Easy (6) for a blacksmith, so the base Ease Factor is 9. Failure means the iron and inclusions do not separate; a botch means that the inclusions go unnoticed, and the iron is flawed and cracks under strain.

As the spell presented in *Covenants*, page 51.

(Base 2, +1 Touch, +2 Group, +2 metal)

Source: *Tales of Power*, 120

TILLED SOIL

ReTe 15

R: Voice, **D:** Mom, **T:** Part

This spell instantly tills an amount of soil equal to that of 1000 cubic paces, making it perfect for planting crops or just soft enough to lie down upon comfortably.

(Base 2, +2 Voice, +1 Part, +2 Size)

Source: *Magi of Hermes*, 40

LEVEL 20

COERCE THE SPIRIT OF EARTH

ReTe 20

R: Voice, **D:** Diam, **T:** Ind

Make a disembodied spirit of Terram obey the caster so long as she can coerce it with threats.

(Base 5, +2 Voice, +1 Diam)

Source: *Legends of Hermes*, 65

CREST OF THE EARTH WAVE

ReTe 20

R: Voice, **D:** Mom, **T:** Part

Creates a wave in the earth that starts at your feet and travels out to the range of your Voice in a designated direction. It starts as a narrow ripple and within 5 paces reaches its full size of 5 feet high and 30 paces wide. It moves about 50 paces per round. Those caught in its path must make Dexterity stress rolls of 12+ to leap over the wave, or they are tossed aside and take +10 Damage. The wave overturns trees and damages buildings in its path.

(Base 3, +2 Voice, +1 Part, +2 size)

Source: *Ars Magica Fifth Edition*, 156

INVISIBLE HAND OF THE THIEF

ReTe 20

R: Voice, **D:** Mom, **T:** Ind

Instantly transports any single object to the hand of the caster. The object must be within range and be visible to the caster. Objects that are being held or worn can be affected by this spell, and may need casting requisites for material other than that covered by the Form of Terram — for example, Animal for wool, leather, bone, or ivory; and Herbam for wood, rope, or linen. If the target object is protected by Magic Resistance (such as an item worn by a magus), then the spell must have sufficient Penetration.

The base level for this effect is that for a very unnatural motion. However, for instant transportation the Rego Corpus guidelines are consulted, which adds one magnitude for instant transportation over 5 paces, two magnitudes over 50 paces, and so forth.

(Base 4, +2 Voice, +1 affect restrained objects, +1 for 50 paces transportation)

Source: *Magi of Hermes*, 93

PERFECTION OF THE WELL-DESIGNED CHAMBER

Re(Cr)Te(He) 20

R: Touch, **D:** Mom, **T:** Str

Req: Creo, Herbam

An irregular building is reshaped so that a single room in a building becomes perfectly regular. The spell fails unless this can be accommodated by small adjustments to the rest of the building.

A room so perfected counts for the Ceremonial bonus options of Hermetic Geometry. The magical perfection is momentary, and then slowly fades as the building structure decays naturally over time; for Ceremonial purposes most buildings remain perfected for a day or so before they settle slightly and lapse.

The specified room becomes regular: right-angled with straight sides, or perfectly circular (most real buildings are not particularly straight). If this is not possible because the room is highly irregular, then the spell fails. If there is any doubt, a Perception + Artes Liberales (geometry) roll against an Ease Factor of 12 or higher resolves the issue. (Difficulty depends upon the irregularities that need perfecting, however, if the Ease Factor would be less than 12 (Hard) the spell will perfect the target without guidance.)

The Structure Target is needed to effect small adjustments to neighboring parts of the building to fit around the new room. (If they were not included in the spell, the structure would fall apart as the room pulled away from the rest.) The remainder of the building need not be regular — indeed may be decidedly imperfect given medieval building practices.

(Base 2, +1 stone, +1 Touch, +3 Structure, +1 Herbam req.)

Source: *The Mysteries*, 96

SWORD WARD

ReTe 20

R: Personal, **D:** Diam, **T:** Ind

Wards the caster against metal weapons.

(Base 5, +1 Diameter, +2 affect Metal)

Source: *Through the Aegis*, 78

THE FORGIVING EARTH

ReTe 20

R: Voice, **D:** Sun, **T:** Part

Weakens earth in a 15-pace-by-15-pace area, making packed dirt as loose as plowed ground.

(Base 2, +2 Voice, +2 Sun, +1 Part, +1 size)

Source: *Ars Magica Fifth Edition*, 156

THE PERFECTED STRUCTURE

Re(Cr)Te(He) 20

R: Touch, **D:** Mom, **T:** Str

Req: Creo, Herbam

An entire building is reshaped to be perfect, if this can be accommodated by small adjustments to the whole and to the rooms within. Both the exterior and the rooms within become regular: rightangled and with straight sides, or perfectly circular. Irregularities in workmanship are easily perfected, but the building is not redesigned.

Normal medieval building design often prevents this spell from working: most medieval buildings have irregular extensions and out-buildings requiring redesign to count as regular — although demolition of the extensions is an easy corrective option. If the whole structure cannot be perfected, the magus can usually perfect individual rooms using *Perfection of the Well-Designed Chamber*.

A building so perfected counts for the Ceremonial bonus options of Hermetic Geometry. It is also stronger and more stable against tremors and storms, and has a pleasing air to those beholding it, or living and working within. The magical perfection is momentary, and then slowly fades as the building structure decays naturally over time; for Ceremonial purposes most buildings remain perfected for a day or so before they settle slightly and lapse.

If there is doubt about the limits of perfection, a Perception + Artes Liberales (geometry) roll against an Ease Factor of 12 or higher resolves the issue. (Difficulty depends upon the irregularities that need perfecting, however, if the Ease Factor would be less than 12 (Hard) the spell will perfect the target without guidance.)

The Mystery of Hermetic Architecture teaches how to enchant this effect into a building so that the enchantment sustains the perfection indefinitely.

(Base 2, +1 stone, +1 Touch, +3 Structure, +1 Herbam req.)

Source: *The Mysteries*, 96

THE PHANTOM BLACKSMITH

ReTe 20

R: Touch, **D:** Mom, **T:** Group

The magus transforms iron bars (or other ready iron) into a crafted and formed result, as if a blacksmith had worked to the magus's instructions. The magus must succeed in a Perception + Finesse roll substituting for the smith's Craft: Blacksmith roll, with +3 to any Ease Factor. Failure means that the device also fails to function; a botch means it has hidden flaws.

(Base 2, +2 Metal, +1 Touch, +2 Group, +1 flexibility)

Source: *Covenants*, 51

THE TREMERE TRENCH

ReTe 20

R: Voice, **D:** Mom, **T:** Part

Digs a trench and piles the earth as a rampart on the other side, creating instantaneous earthworks.

The trench can be any depth, width and length equivalent to not more than 1,000 cubic paces of earth, and the rampart created is an equivalent size. The lines of any earthworks created zig zag sharply owing to Aheronbarbus' sigil.

(Base 3, +1 part, +2 voice, +2 size for 1,000 cubic paces of earth displaced)

Source: *Through the Aegis*, 49

THE UNERRING LANCE

ReTe 20

R: Touch, **D:** Diam, **T:** Ind

Cast upon a thrusting weapon such as a lance or spear, this spell will allow it to move in precisely one direction only, directly forward, without any perpendicular deviation. A Rego Terram spell of higher level is needed to deflect it, otherwise it can only be dodged, not parried.

(Base 5, +1 Touch, +1 Diameter, +1 complexity)

Source: *The Lion and The Lily – The Normandy Tribunal*, 60

UNYIELDING EARTH

ReTe 20

R: Voice, **D:** Sun, **T:** Part

Makes the surface of the ground in a 15-pace-by-15-pace area become more solid. Mud becomes as soft earth, and soft earth becomes as packed dirt.

(Base 2, +2 Voice, +2 Sun, +1 Part, +1 size)

Source: *Ars Magica Fifth Edition*, 156

LEVEL 25

A SEASON'S INNING

ReTe(Aq) 25

R: Touch, **D:** Mom, **T:** Bound, Ritual

Req: Aquam

Some waterways, especially those near estuaries, are surrounded by marshland. However, there are techniques for building up and draining the land. This can take many seasons of work, with a large team of laborers working in very difficult conditions. The draining of marshland through the digging of drainage channels and the building of dykes is known as inning. This ritual allows the magus to drain an area 300 by 300 paces to the point that it is dry and stable, as though a season had been spent inning the land. The Aquam requisite is used to move the standing water outside the spell boundary, which makes the inning work easier than normal.

This spell uses the rules for Rego Craft Magic (*Covenants*, page 49) and as such the magus must make a Perception + Finesse roll to determine the success and quality of his work. In this case, the Ease Factor is 15 (base 9 + 6 for a season's work). Failure means that, while the drainage ditches may have been dug, they are either too shallow or too few to drain the land. If left, the land is likely to remain waterlogged and building on it is impossible.

(Base 2, +1 Touch, +4 Boundary, +1 Size, +1 Aquam requisite)

Source: *Hermetic Projects*, 56

ABRADING STONES

ReTe 25

R: Voice, **D:** Diam, **T:** Part

This spell lifts all loose rocks and pebbles in a 15-pace radius about the target, and grinds them against the victim. Damage is +5 per round.

(Base 4, +2 Voice, +1 Diameter, +1 Part, +1 size)

Source: *Against the Dark*, 31

CREEPING EARTH

ReTe 25

R: Touch, **D:** Moon, **T:** Part

The caster of this spell stamps his foot on the ground and a patch of earth, centered on his position and 35 paces across, slowly but inexorably rises up for the duration of the spell. The earth rises at a rate of about one inch per day (up to three feet over the spell duration).

This is fast enough for people to observe if they watch the earth for more than a Diameter, and the movement can destroy buildings and other structures – even the strongest castle walls run the risk of collapse.

This spell only works when cast within a league of a volcano (three miles). This is because this movement is only a slightly unnatural property of the earth in such regions, whereas it is a grossly unnatural property of earth elsewhere.

(Base 2, +1 Touch, +3 Moon, +1 Part, +2 Size)

Source: *Hermetic Projects*, 16

FOLLOW THE ROUTE I COMMAND

ReTe 25

R: Touch, **D:** Mom, **T:** Part

This spell carves a new channel in the ground with both ends connected to an existing waterway. As the spell completes, the water flushes into this new section and the spoil from the work starts to fill the old channel. The magus must be touching the ground that he wants the new channel to pass through.

The movement of a large amount of earth, while time-consuming, requires little skill. A Perception + Finesse roll against Ease Factor 12 is needed. Failure means that the channel is incomplete, or the old route is still flooded. If the Finesse roll botches, the work appears complete but the land is now liable to flooding, causing damage to crops and homes alike.

(Base 3, +1 Touch, +1 Part, +3 size, +1 to affect stone)

Source: *Hermetic Projects*, 57

MOLD THE EARTH WITHIN SIGHT

ReTe 25

R: Sight, **D:** Mom, **T:** Part

Using this spell, the magus can shape an amount of earth equal to the mass of a hundred men into any form that he likes, although truly complicated forms may require a Finesse check. This spell was originally invented to help build quick walls or boundaries (even hasty circles), but its applications could be broader. This spell only works on dirt, rock, and stone; other more-exotic forms of Terram (metal, diamonds, gemstones, etc.) are unaffected.

(Base 2, +3 Sight, +1 Part, +1 Size, +1 Elaborate, +1 stone)

Source: *Magi of Hermes*, 40

NATURE'S KINDEST SEAT

ReTe 25

R: Touch, **D:** Sun, **T:** Group

This spell conjures a group of seats from the ground, centered on the point the user touches. The number of chairs the spell produces can be controlled by the caster, summoning up to ten.

The chairs rise from the ground and each molds itself to the nearest person as he sits back. Each chair is always at least passably comfortable, but notably more so when cast in a meadow with lush grass. Each chair sinks slowly back into the ground, leaving no trace, as the spell nears the end of its duration. The spell only works on sand or soil, a limitation Yestin aims to fix some time in the future.

Yestin decided that, to better capture an audience and draw them into the music, there was nothing like a little peripheral magic to increase anticipation. Yestin has never been shy about using his magic.

Yestin's sigil manifesting in this spell can occasionally take his audience by surprise, as at first nothing seems to happen ... and then the chairs spring from the ground.

(Base 3, +1 Touch, +2 Sun, +2 Group, +1 Complexity)

Source: *Magi of Hermes*, 142

THE HEART THAT COULD MOVE STONE

ReTe 25

R: Touch, **D:** Diam, **T:** Str

The caster can move stone buildings with incredible force. This usually causes the stone building to collapse, as it is torn from its foundations. Anyone inside takes +10 damage from the falling structure.

However, if the building is floating (through the *Repulsion of Earth* effect, for example), then the character can push the building to a new location. Characters inside the building when it is being moved must make Dexterity rolls against an Ease Factor of 6, each round, or lose their footing. Unless special precautions are taken, laboratories inside the building are disrupted by the movement, which ruins any laboratory activities being conducted that season. It takes a season to reorganize a laboratory disrupted in this way.

(Base 3, +1 Touch, +1 Diameter, +3 Structure, +1 affect stone)

Source: *Hermetic Projects*, 18

THE PRODIGAL RETURNS

ReTe 25

R: Sight, **D:** Conc, **T:** Ind

This spell causes a metal weapon (such as a sword or dagger) to fly through the air, safely returning to the outstretched hand of the caster.

(Base 3, +3 Sight, +1 Concentration +2 affect metal)

Source: *Hermetic Projects*, 90

LEVEL 30

CIRCULAR WALL OF SHIELDS

ReTe 30

R: Touch, **D:** Sun, **T:** Group

Up to twenty shields rise into the air and form a circle around the caster or anyone he designates. Up to ten people can stand within the circle, if they crowd together, but two shields are needed to give adequate defense to each person. The shields slowly rotate around the circle, providing total cover against missile weapons, and limited cover against melee attacks. The shields provide a Defense Total against melee attacks equal to the caster's Perception + Finesse plus the Defense modifier of the shield in question. If a shield successfully defends against an attack, the base weapon damage is still inflicted directly on the shield. Each shield has a Soak of 3, and if it takes more than 10 points of damage in a single blow, the shield is destroyed and drops to the ground. Destroying shields leaves some individuals in the ring unprotected; but because the shields move, the undefended individuals change each round. If a person is protected by just one shield, then apply the Defense Total to missile attacks as well as melee attacks. From inside the ring, the

shields can be plucked from the air; but once this is done, they cannot be replaced.

(Base 3, +1 Touch, +2 Sun, +2 Group, +2 affect metal)

Source: *Magi of Hermes*, 50

CRYSTAL RAIN

ReTe 30

R: Sight, **D:** Mom, **T:** Group

This spell causes a vast cloud of sharp shards of glass fly to a point in the sky, and then fall to the earth. From a distance, as the light refracts through the plunging glass, it looks like a curious sort of localized rain. The area covered by the falling glass is about 10 paces across, and anyone in (or passing through) the area takes +10 damage. If a wound is caused, blood from the victim falls onto the earth.

This is an Aimed spell that consequently bypasses Magic Resistance, and there is a +12 bonus to the Aiming roll to hit due to the number of glass shards (see *Ars Magica Fifth Edition*, page 86). This Aiming bonus is for a cloud of shards that contains 100 cubic paces of glass. If the cloud of shards contains only 10 cubic paces of glass, the Aiming bonus is reduced to only +6. Remember to count Defense bonuses because of shields.

This spell requires that the caster has large collection of sharp glass shards, which need to be mundane in order to bypass Magic Resistance in this way. The shards could be created using a momentary Creo Terram ritual (such as *The Shattered Goblet*), or they could be acquired from a mundane craftsman, although this is probably more expensive and inconvenient for most magi. As long as the fallen glass shards remain within Sight range of the caster, the same shards can be used to cast the effect again in a subsequent round.

(Base 3, +3 Sight, +2 Group, +1 Size, +1 affect glass)

Source: *Hermetic Projects*, 89

DENY THEM THE BRIDGE

ReTe 30

R: Touch, **D:** Conc, **T:** Str

This spell lifts a stone bridge, including its foundations, clear of the river and places it in some spot that the magus can see.

A Perception + Finesse Stress roll is required against a base Ease Factor of 9. Larger bridges, up to the maximum size manageable with this variant, increase the Ease Factor by +3. Failing the roll means one check for damage as per *City & Guild*, page 77, for each point by which the casting roll failed.

Use of this spell allows the magus to withdraw major bridges from the enemy, controlling their ability to cross rivers in numbers.

(Base 3, +1 Touch, +1 Concentration, +3 Structure, +1 Stone, +1 size)

Source: *Transforming Mythic Europe*, 45

EARTH SHOCK

ReTe 30

R: Voice, **D:** Mom, **T:** Part

Shakes the ground in a 100 pace radius. All affected by this spell must make a Quickness – Encumbrance stress roll of 10+ or fall. Apply these modifiers: standing still, +2; on solid stone, +2; moving slowly, +0; on earth, +0; running, –2; standing on a narrow bridge, –6.

(Base 3, +2 Voice, +1 Part, +4 size)

Source: *Ars Magica Fifth Edition*, 156

GLASS BROOM

ReTe 30

R: Sight, **D:** Conc, **T:** Group

This spell moves a lot of glass objects around. The spell can be used to move around glass created by *The Shattered Goblet*. It can also be used to move other glass around.

If a Finesse Roll against an Ease Factor of 9 is failed, then the glass is broken during transit (which is not a problem if the glass is just glass shards).

(Base 3, +3 Sight, +1 Concentration, +2 Group, +1 affect glass)

Source: *Hermetic Projects*, 89

MASTER THE AIRY SPIRIT OF EARTH

ReTe 30

R: Voice, **D:** Moon, **T:** Ind

Commands an airy spirit associated with the elemental form of Terram to serve the magus for Moon duration. If the spell penetrates the spirit's Magic Resistance, make a stress roll of Com + Leadership to judge how fully-controlled the spirit is.

(Base: 5, +2 Voice, +3 Moon)

Source: *Through the Aegis*, 105

THE EARTH SPLIT ASUNDER

ReTe 30

R: Voice, **D:** Spec, **T:** Part

Creates a 5-foot-wide, 60-foot-long, 10-foot-deep crack in the ground. It opens on one round, stays open for another round, and closes at the start of a third round, crushing all within it for +25 damage. You must maintain concentration for all three rounds, or the pit slowly closes, over an hour's time, rather than shutting quickly and violently. To avoid the pit, those in its vicinity other than the caster must make a Quickness stress roll of 9+. Falling in incurs +10 damage. To escape, another such roll is made. Unless outside help is provided, people in the pit only get one chance to escape.

(Base 3, +2 Voice, +1 Mom, +1 Part, +2 size, +1 fancy effect)

Source: *Ars Magica Fifth Edition*, 156

LEVEL 35

A CAREFUL REMOVAL OF A PERFECT LANDSCAPE

ReTe 35

R: Touch, **D:** Moon, **T:** Bound*, Ritual

This spell slices off a piece of the countryside, and allows the magus to float it through the air, at the speed of a running horse. The magus can ride on the piece of land, if he wishes.

(Base 3, +1 Touch, +3 Moon, +4 Boundary, *remember to add further magnitudes to increase Boundary size.)

Source: *Transforming Mythic Europe*, 63

CREEPING CHASM

ReTe 35

R: Voice, **D:** Mom, **T:** Part

Creates a chasm that runs from the ground in front of your feet towards some target within range that you designate. The chasm travels about 4 paces per round, growing slowly wider as it travels, reaching a maximum width of 20 feet at a distance of 30 paces. The chasm is 20 to 30 feet deep, and the sides are likely to collapse, so any caught in it are in a bit of a bind. To avoid the growing chasm, a target must make a Quickness stress roll of 9+. The chasm closes naturally in a week.

(Base 3, +2 Voice, +1 Part, +4 size, +1 fancy effect)

Source: *Ars Magica Fifth Edition*, 156

RAPACIOUS HAND OF THE HIGHWAYMAN

ReTe 35

R: Voice, **D:** Mom, **T:** Ind

Transports a wagon and its contents from within range to a location three miles away. An Intelligence + Finesse stress roll against an Ease Factor of 9 ensures that the wagon is deposited on all four wheels, otherwise it tips over upon landing and may spill its contents. Note that since this uses the Terram guidelines to transport non-living objects, anyone riding in the wagon is left behind. Without requisites, substantial amounts of liquid or animals are also left behind.

This spell has become commonly used in the Normandy Tribunal, where stealing the supplies of another covenant is not forbidden by the Peripheral Code and there is a culture of raiding the supply lines of one's rivals.

(Base 4, +2 Voice, +2 Size, +3 transport 1 league)

Source: *Transforming Mythic Europe*, 109

SUMMON THE AIRY SPIRIT OF EARTH

ReTe 35

R: Arc, **D:** Mom, **T:** Ind

Summons the target airy spirit associated with Terram into the caster's presence. There is nothing to compel the spirit to stay once summoned.

(Base: 15, +4 Arcane Connection)

Source: *Through the Aegis*, 105

THE SECOND REMOVE OF THE GIANT'S DANCE

ReTe 35

R: Touch, **D:** Moon, **T:** Str, Ritual

This spell allows the magus to uproot a structure and float it through the air, at the speed of a running horse. The magus can ride the structure, if it is sufficiently strong to take his weight.

(Base 3, +1 stone, +1 Touch, +3 Moon, +3 Structure)

Source: *Transforming Mythic Europe*, 63

LEVEL 40

STEERING A VAST STONE DISH

ReTe 40

R: Touch, **D:** Ring, **T:** Circle

This spell allows the player characters to direct the voyage of a small floating island whose wall has been created with a level 30 spell. The island travels at the speed of a running horse, which is about 50 land miles per hour. An island with a wall created using a level 35 spell requires a level 45 spell to steer, and one created by a level 40 spell requires one of level 50. Larger islands, if steered by a single spell, can only be maneuvered with rituals.

This spell does demonstrate the difficulty of steering with simple spells, however: a Ring 800 paces across requires over 250 concentration rolls to draw. Wise player characters would, instead, invest this spell in an invested device that maintained Concentration for them.

(Base 2, +1 Touch, +2 Ring, +1 Circle, +6 Size)

Source: *Transforming Mythic Europe*, 91

SUMMON THE SPIRIT OF EARTH

ReTe 40

R: Arc, **D:** Conc, **T:** Ind

Calls a disembodied Terram spirit if the magus has an Arcane Connection or knows the non-magical name of the spirit. Elemental material of the type associated with the spirit serves as an Arcane Connection to any Terram spirit which resides in the area.

(Base 15, +4 Arcane Connection, +1 Concentration)

Source: *Legends of Hermes*, 65

THE FIELD OF MILLSTONES

ReTe 40

R: Voice, **D:** Diam, **T:** Part

As *Abrading Stones*, but affects everything in a circle 200 paces across.

(Base 4, +2 Voice, +1 Part, +4 size, +1 Diameter)

Source: *Against the Dark*, 31

LEVEL 45

AWAKEN SLEEPING GIANT!

ReTe(Ig) 45

R: Touch, **D:** Mom, **T:** Part, Ritual

Req: Ignem

This spell is cast in the crater of a dormant volcano, and causes the volcano to erupt into life again. The volcanic crater can be up to two miles across, and the spell has no effect if cast in a location other than a volcanic crater. Obviously, the caster will be caught in the eruption, which may be a problem if he is not protected by appropriate wards.

Once the spell has been cast there is no active magical effect; the eruption is natural and does not need to Penetrate Magic Resistance. The effect is considered “slightly unnatural,” as it is natural for a volcano to erupt, but the spell artificially triggered the eruption. (Base 2, +1 Touch, +1 Part, +8 Size, +1 affect Volcano (same as stone))

Source: *Hermetic Projects*, 13

CARGO OF ANGEL’S WINGS

ReTe(He) 45

R: Arc, **D:** Mom, **T:** Ind

Req: Herbam

The caster transports the target object to the location of an Arcane Connection. Hermanus used this spell to obtain vis and Arcane Connections from the location of the Wooden Mannequin that he used to explore the world without leaving his laboratory. In order to use this spell from a distance, Hermanus employed a spell similar to *Opening the Intangible Tunnel* (*Ars Magica Fifth Edition* page 162) in conjunction with the casting tablet.

(Base 35, +1 requisite, +1 Touch)

Source: *Legends of Hermes*, 119

PORTAGE OF THE EAGLES

ReTe 45

R: Touch, **D:** Mom, **T:** Group

Transports up to one small hundred crates or equivalent volume of goods (100 cubic paces) to a place to which the caster has an Arcane Connection. Requisites are needed if the crates contain live animals or liquids.

(Base 4, +1 Touch, +2 Group, +1 Size, +5 transport to an Arcane Connection)

Source: *Transforming Mythic Europe*, 109

LEVEL 50

DIVERTING THE RIVER

ReTe 50

R: Voice, **D:** Diam, **T:** Part

This spell creates a chasm 30 feet wide, 30 to 40 feet deep, and 10,000 paces long (which is just over 5.5 miles). Monica can use this spell to divert rivers with the aid of her *Necessary Monolith* spell, which dams the original watercourse. She can also create defensive circles, up to a mile and three quarters across, with each casting of the spell. The channel is not stable, and begins to collapse over the next few days, but if has been used to divert a river, the scouring action of the water may keep it clear.

(Base 3, +2 voice, +1 Diameter, +1 part, +7 size)

Source: *Against the Dark*, 31

PITSDIM’S DOWNFALL

ReTe 50

R: Arc, **D:** Diam, **T:** Part

Shakes and collapses the ceiling of an entire level of caves to which you have an Arcane Connection, causing damage to other levels as well.

(Base 3, +4 Arcane Connection, +1 Diameter, +1 Part, +5 size)

Source: *Calebais – The Broken Covenant*, 75

THE AMBULATORY LABORATORY

ReTe 50

R: Touch, **D:** Mom, **T:** Room

This spell precisely transports all the movable contents of a chamber into another room to which the caster has an Arcane Connection, leaving their configuration and relative positions intact. Some casting requisites are usually required, depending on the composition of the lab's outfittings; a Herbam requisite is required to move wooden furniture, an Aquam requisite is required to move liquids, and so on. The destination room must be at least as large as the occupied part of the current room, although it can be a different shape. Magi quite often utilize this effect in order to avoid the tiresome (and expensive) practicalities of moving their sanctum by more mundane means. When this spell is cast on a lab, make a Perception + Finesse roll to determine the precision with which the contents are rearranged in the new chamber. The base Ease Factor is $9 + (3 \times \text{Refinement})$. Add three if the lab is Highly Organized; subtract three if it is Disorganized. Also add three if the shapes of the old and new chambers do not match, or six if they are radically different. If this roll fails, the Disorganized Flaw is gained, or the Highly Organized Virtue is lost. If the roll botches, the Hidden Defect Flaw is gained instead.

A version of this spell with Arcane Connection Range is also believed to exist; with this more powerful variant a magus may summon the contents of a remote lab into the chamber he occupies. It is not unheard of for a nefarious magus to steal an entire lab in this fashion!

(Base 25, +1 Touch, +2 Room, +2 complexity)

Source: *Covenants*, 122

LEVEL 70

SCORN OF APHRODITE'S TEARS

ReTe(Ig) 70

R: Touch, **D:** Mom, **T:** Ind, Ritual

Req: Ignem

This ritual is cast when the eruption of a volcano is imminent, and it climaxes with a vial of pure water being poured into the crater mouth. The ritual prevents the volcano from erupting.

The volcano region can be up to 20 miles in diameter (although the crater will be only a fraction of this size), and the peak can be up to 15,000 feet high.

(Base 3, +1 Touch, +13 Size, +1 affect a volcano (equivalent to affecting stone))

Source: *Hermetic Projects*, 16

LEVEL 75

HERMES' PORTAL

ReTe 75

R: Arc, **D:** Year, **T:** Ind, Ritual

Creates a magical portal through which people, animals, and objects can travel almost instantaneously. The ritual must be cast twice, simultaneously at two different locations, and after the rituals are performed, there is a magical connection between them. The magi conducting each ritual must have an Arcane Connection (such as a clod of dirt) to the other location when they are conducting the ritual. The portal is activated by some command word or ritual determined when the portal is enchanted. Inanimate things and unwilling creatures may be transmitted if someone else says the command word, and pushes the subject through.

(Mercurian Ritual)

Source: *Ars Magica Fifth Edition*, 156

The Art of Vim

Creo Vim Spells

GENERAL

FAERIE CHAINS OF THE FAMILIAR SLAVE

CrVi Gen

R: Touch, **D:** Until, **T:** Ind, Ritual

Requisites: see below

This ritual binds a supernatural creature to the caster as her familiar, until a condition incorporated into the spell comes to pass. The level of the ritual must be no less than (the creature's Might + 15), though she may also need to penetrate its Magic Resistance if casting on an unwilling target. It has no effect if the target is already bound as a familiar to another.

Casting requisites of a Technique and Form appropriate to the creature's nature and physical form may be included. These two Arts are used to determine the Lab Total for any subsequent improvements to the bond. The cords connecting maga and familiar have initial values of 0, and the vis cost of this ritual does not apply towards these improvements. The maga can strengthen the bond in the lab, but the effect is still inherently temporary. If she casts this on a faerie, she gains the three special powers (Shared Powers, Shared Senses, and Shared Fatigue) associated with a faerie familiar, but the cords will decay as normal, though the bond is never completely broken so long as the spell's duration remains in effect.

Because the bond is often made under duress, the familiar is much more wild and independent than normal familiars, and typically must be subdued or guarded to ensure it does not try to escape. The two are probably at odds most of the time, and the faerie is likely to bear a grudge against the maga afterward if it is taken advantage of or treated badly.

(Base effect, +1 Touch, +4 Until)

Source: *Houses of Hermes – Mystery Cults*, 90

FANNING THE INFERNAL FLAMES

CrVi Gen

R: Voice, **D:** Sun, **T:** Ind

This spell magically restores some of a demon's Infernal Might, adding (the spell's level – 10) to the demon's Might Pool as long as the effect penetrates the demon's Magic Resistance. These additional Might Points cannot exceed the demon's Might Score. This spell is known to exist among infernalist magi, and is only mentioned to students of the Infernal so that they may know what to expect.

(Base effect, +2 Voice, +2 Sun)

Source: *Realms of Power – The Infernal*, 121

FEEDING THE FONT OF THE COVENANT

CrVi Gen

R: Touch, **D:** Mom, **T:** Bound, Ritual

Causes an immediate roll on the Aura Strengthening Table for the Magic aura in which it is cast, with a modifier equal to the spell's magnitude minus five, adding one to the number of botch dice for this roll and for subsequent yearly rolls. The modifier must be 0 or greater, thus the minimum possible spell level is 25. The yearly aura modifier (including the +1 bonus from the casting of this spell) does not add to the roll. If the casting of this spell is botched, a suitable outcome might be either to roll as above, but on the Aura Weakening Table instead, or to make the roll an automatic botch, resulting in the regio outcome.

(Base effect, +1 Touch, +4 Boundary)

Source: *Realms of Power – Magic*, 14

RESTORE THE FADED THREADS

CrVi Gen

R: Touch, **D:** Diam, **T:** Circle

Once a trace has been found or suspected, this spell is used to make it examinable. This spell temporarily restores spell traces to a fresh state (as if they had just expired). The spell will restore spell traces of negative magnitude up to the magnitude of this spell –3. The trace must still be existent to be affected (magnitude –9 or greater). Thus the maximum effective level of this spell is 50.

Versions of this spell also exist for all standard Targets. Diameter duration is normally long enough to conduct Intellego Vim investigations of the spell traces.

(Base, +1 Touch, +1 Diameter)

Source: *Houses of Hermes – True Lineages*, 74

SHELL OF FALSE DETERMINATIONS

CrVi Gen

R: Touch, **D:** Mom, **T:** Ind, Ritual

Creates a “shell” of magic on an item, helping to shield it from investigation by other magi. All attempts to investigate the magic item give false information about its powers unless half of the level of the shell is exceeded

by the magus’s Investigation roll.

(Base effect, +1 Touch)

Source: *Ars Magica Fifth Edition*, 157

SHELL OF OPAQUE MYSTERIES

CrVi Gen

R: Touch, **D:** Mom, **T:** Ind, Ritual

This spell is similar to *Shell of False Determinations* (above), but it causes all attempts to investigate the magic item to utterly fail, unless the level of the ritual is exceeded by the magus’s Investigation roll. Once a magus determines the presence of a particular shell (that is, by overcoming it), it has no more power against him or her.

(Base effect, +1 Touch)

Source: *Ars Magica Fifth Edition*, 157

STRATIFYING THE SUBTLE REALITIES

Cr(Mu)Vi Gen

R: Touch, **D:** Mom, **T:** Bound, Ritual

Req: Muto

A variant of *Feeding the Font of the Covenant*, this spell likewise causes an immediate roll on the Aura Strengthening Table for the Magic aura in which it is cast, with a modifier equal to the spell’s magnitude minus 6, but treating a roll of 2 as a 0 and adding five to the number of botch dice for this roll and for subsequent yearly rolls, meaning that a regio (or new regio levels) is somewhat more likely to result. The modifier must be 0 or greater, thus the minimum possible spell level is 30.

(Base effect, +1 Touch, +4 Boundary, +1 Muto requisite)

Source: *Realms of Power – Magic*, 14

LEVEL 5

THE HEADY RUSH OF MAGIC

CrVi 5

R: Per, **D:** Mom, **T:** Ind

Patronus has used this spell over many years to warp himself. Each casting inflicts a single Warping Point on the caster, usually not enough to risk Twilight, but enough to produce a steadily increasing Warping Score, which he needs in order to finally achieve transforming himself into a faerie.

(Base 5)

Source: *Tales of Power*, 123

LEVEL 15

FADING STAR OF EVENING

CrVi 15

R: Touch, **D:** Mom, **T:** Ind

This spell causes wild, uncontrolled magic to course through the target. He gains two Warping Points, and if he is a magus, he must check to see whether he enters Twilight.

(Base 10, +1 Touch)

Source: *Hermetic Projects*, 86

KISS OF THE ENIGMA

CrVi 15

R: Touch, **D:** Mom, **T:** Ind

The target acquires two Warping Points, and, if a Hermetic magus, must check to see whether he enters Twilight in the normal way. Marcus invented this spell primarily to use on caged animals, to see if he could induce monstrous characteristics by infusing their bodies with pure magical energies, but the results were disappointingly random. He had to invent this spell three times before it yielded a breakthrough. The two prior versions both had Side Effects due to experimentation: the first spell changed the color of the target’s hair, while the other made the target’s skin transparent.

(Base 10, +1 Touch)

Source: *Magi of Hermes*, 84

THE PHANTOM GIFT

CrVi 15

R: Voice, **D:** Sun, **T:** Ind

The target of the spell becomes tainted with magic as most magi are. Beasts and people react to the target as though he were a magus. Those who normally associate with the victim do not become hostile, but do give him or her a wider berth. The spell has no effect on those who already have The Gift, including those blessed with the Gentle Gift.

(Base 3, +2 Voice, +2 Sun)

Source: *Ars Magica Fifth Edition*, 157

LEVEL 20

PLUCKING THE HAIR FROM THE BILLY GOAT'S CHIN

CrVi 20

R: Voice, **D:** Sun, **T:** Ind

This spell creates a temporary Arcane Connection to a specific demon within range of the caster's voice, allowing him to penetrate its Magic Resistance more easily with additional spells. This connection is intangible, a sort of conduit rather than a physical object, and so it cannot be fixed in the laboratory and does

not itself convey any Penetration bonus. Thus, forcing a demon to teach the magus its True Name is even better.

(Base 4, +2 Voice, +2 Sun)

Source: *Realms of Power – The Infernal*, 121

LEVEL 25

MERCURY'S BLESSING

CrVi 25

R: Touch, **D:** Year, **T:** Ind, Ritual

This ritual imbues the target with a kind of supernatural aura, similar to Might, which improves the chances that children conceived and born during its duration will have The Gift or heroic qualities. It is said that this magic is a sign the gods are watching over the subject, and it is often incorporated into wedding and fertility ceremonies of those within the Cult of Heroes.

(Mercurian Ritual)

Source: *Houses of Hermes – True Lineages*, 103

PENETRATE THE REGIO SKIN

Cr(Re)Vi 25

R: Touch, **D:** Mom, **T:** Ind, Ritual

Req: Rego

This ritual creates a new entrance through a Magic regio boundary. The entrance is up to one pace in diameter, and a successful Dex + Finesse roll against an Ease Factor of 6 is required to precisely control where the entrance physically is. The caster must be able to sense the regio boundary in order to cast this ritual and the storyguide may rule that some regio boundaries are impervious to this ritual.

It seems that this ritual was used create the Aqueduct entrance.

Note that this ritual only penetrates Magic regiones; different versions may be discovered for other sorts of regio.

(Base Effect, non-Hermetic)

Source: *Mythic Locations*, 99

LEVEL 30

BLESSING OF MERCURY

CrVi 30

R: Touch, **D:** Year, **T:** Ind, Ritual

This ritual may only be cast in a consecrated temple dedicated to Mercury (see *Consecration of Mercury's House*).

The target gains +3 to all Casting and Laboratory totals for the duration of the spell. If a character is already affected by this ritual, successive casting have no effect except to reset the duration.

(Base Effect, non-Hermetic)

Source: *Mythic Locations*, 99

THE ENIGMA'S GIFT

CrVi 30

R: Voice, **D:** Mom, **T:** Ind

The target of the spell gains four Warping Points and, if a Hermetic magus, must check to see whether he enters Twilight in the normal way. Although the burst of magic that causes the Warping lasts but a moment, the resulting Warping is permanent.

(Base 20, +2 Voice)

Source: *Ars Magica Fifth Edition*, 157

LEVEL 35

ENDURANCE OF THE WITCH MOON

Cr(Mu)Vi 35

R: Voice, **D:** Mom, **T:** Ind

Req: Muto

Similar to the common spell *The Enigma's Gift* (*Ars Magica Fifth Edition*, page 157), this spell causes the target to gain four Warping Points. However, in the case of characters with a specific response to Warping, the effect of these points is to force the target to undergo the Witch Moon just as if the affected target were a member of the Folk Witch hedge tradition, as described in *Hedge Magic: Revised Edition*, page 42. Enduring the Witch Moon is automatic. This replaces the normal effects of gaining two or more Warping Points, which for Hermetic magi is a roll for Twilight. This effect is inspired by observing the Witch Moon endured by a subject Folk Witch.

If you are not using the *Hedge Magic: Revised Edition* rules, then the following should suffice:

The target immediately develops a fever, treated as a Medium Wound. For the period of a month, the target is unable to draw upon their Gift either to use Supernatural Abilities or to cast spells. This potentially disrupts laboratory work, although the use of enchanted devices is unaffected. At the end of the month, make a roll to see if the Witch Moon has passed:

**To End Witch Moon:
Stamina – Warping Score + stress die vs
Ease Factor 6**

If this roll fails, then the target gains another Warping Point and the Witch Moon lasts for another month, inflicting another Medium Wound on the due to fever. Roll again at the end of the second month and so forth, until the target recovers. If the roll to end the Witch Moon is botched, the target gains an additional number of Warping Points equal to the number of 0s of the botch die. Note that the penalties due to wounds do not affect this roll.

(Base 20, +2 Voice, +1 special)

Source: *Dies Irae*, 40

LEVEL 45

SUTURE GAIA'S WOUND

CrVi(He) 45

R: Touch, **D:** Mom, **T:** Bound, Ritual

Req: Herbam

This spell repairs the damage done by the Great Pestilence to the aura and the Herbam Form in a specific area. It does not prevent future impairments from the sentient fungus.

(Base 20, +1 Touch, +4 Boundary)

Source: *Dies Irae*, 102

LEVEL 55

CONSECRATION OF MERCURY'S HOUSE

CrVi 55

R: Touch, **D:** Mom, **T:** Str, Ritual

This momentary ritual opens a temple shell to habitation by Mercury. This creates a level 1 Magic aura within the temple precinct (which may be then swamped by a larger aura of a different sort). As this is a momentary Creo ritual, once the ritual has been cast the aura remains and cannot be dispelled. If the temple already has a Magic aura the existing aura is not increased by the casting of this spell.

Another effect of this spell is that the temple has the magical property that it is consecrated to Mercury, which is important for some of the other recovered Mercurian rituals. The consecration can be detected by Hermetic Intellego Vim magic (as an effect of eleventh magnitude) and this effect can also be dispelled with Hermetic Perdo Vim (even though the aura itself cannot be dispelled). If the consecration is dispelled the ritual can be cast again to restore this property.

The final effect of this spell is that any characters with Faith Points whom are within the Structure at the time of casting (including the caster) lose 1 Faith Point. This Faith Point may be regained in the usual ways.

The temple shell must be built to the same plan as the ruined temple (just the temple itself, in the center of the town). The temple can be a different size to this exemplar temple, however. The ruined temple is not currently consecrated.

(Base Effect, non-Hermetic)

Source: *Mythic Locations*, 99

THE GREAT DISCORD

CrVi 55

R: Touch, **D:** Moon, **T:** Bound, Ritual

The whole parish is tainted by magic, and for the spell duration everyone in the parish suffers from the social penalties of The Gift: husbands and wives bicker and feud, brawls erupt in the fields, and animals flee from their masters. The parish is paralyzed by the social breakdown, and by the end of the spell several parishioners may have been murdered. The parish immediately gains a reputation for being cursed, and it can take years for harmony to be restored. Also, as the parish animals have fled and the fields have been only erratically tended, it is likely that the parish will suffer from famine and starvation in the following year.

(Base 3, +1 Touch, +3 Moon, +4 Boundary, +4 size)

Source: *The Church*, 42

LEVEL 60

TRANSFORMATION OF FLESH TO SPIRIT

CrVi(Co) 60

R: Touch, **D:** Mom, **T:** Str, Ritual

Req: Corpus

At the climax of this ritual, which must be cast within a consecrated temple of Mercury, the caster kills herself and if she is powerful enough the aura permanently increases by 1 (to a maximum of 10).

To determine whether the aura increases two criteria must be met: the caster must have no Art Score with a value less than twice the current aura level, and the Penetration of the ritual must exceed five times the current aura value.

If this ritual is cast using *Wizard's Communion* then only the leader of the ritual must kill herself, and only the values of her Art Scores are significant.

If a character learns of this ritual it may occur to her (Intelligence + Order of Hermes Lore roll against an Ease Factor of 3) that the reputed sacrifice of Trianoma to increase the aura of Durenmar may have been a version of this ritual (see *Houses of Hermes: True Lineages*, page 8).

(Base Effect, non-Hermetic)

Source: *Mythic Locations*, 99

LEVEL 65

THE NERIUSIAN PORTAL

CrVi 65

R: Touch, **D:** Sun, **T:** Circle, Ritual

This holy rite creates a minor level 1 single-layer terrestrial regio around the holy character who performs it, effectively hiding him from the mundane world. It “lifts” the area inscribed by a circle out of the mundane realm for the duration of the spell. The area within the circle can only be accessed using the rules for regiones (*Ars Magica Fifth Edition*, p. 189-190), although the character who uses this power may enter or leave at will. In the mundane realm, only the inscribed circle is visible, but it otherwise appears empty.

This spell uses Purity and Intervention for ceremonial casting. Legends tell of the effect being used during the Diocletian persecutions in the third century to hide Christians from Roman soldiers, and it is said that Nerius developed a greater variation on this spell that allowed him to travel through his regio into the Emyrean realm and return to earth in a different place. (Base 50, +1 Touch, +2 Sun)

Source: *Realms of Power – The Divine*, 94

LEVEL 75

WIZARD'S INITIATION

CrVi(Co) 75

R: Touch, **D:** Mom, **T:** Ind, Ritual

Req: Corpus

This ritual may only be cast in a consecrated temple dedicated to Mercury (see *Consecration of Mercury's House*).

The target of this ritual gains The Gift.

Unfortunately, this ritual does not work (see insert in *Mythic Locations* for details). If a character attempts to cast the ritual, then regardless of Casting Score the ritual does not work. In addition, roll an extra botch die in the case of a possible botch.

There is no way of discerning that the ritual does not work, other than by reading (and trusting), the Mercurian literature on the subject (see insert) or attempting to cast and failing.

(Base Effect, non-Hermetic)

Source: *Mythic Locations*, 99

Intellego Vim Spells

GENERAL

THE INVISIBLE EYE REVEALED

InVi Gen

R: Per, **D:** Conc, **T:** Touch

The caster can feel any magical means currently being used to spy on him. The representation varies in a way that depends on the spell, but it often feels like something touching the magus's back. For example, a magus being spied upon with *Enchantment of the Scrying Pool* might feel wet fingers, while a magus who is being tracked by *The Inexorable Search* might feel a finger running over his skin. This spell detects the use of Intellego spells of up to double the level of this spell. A special spell is required because most Intellego spells are designed to be subtle, and they are more subtle at higher levels.

(Base effect)

Source: *Ars Magica Fifth Edition*, 157

LEVEL 2

SENSE OF MAGICAL POWER

InVi 2

R: Touch, **D:** Mom, **T:** Ind

This spell tells the caster whether he is currently in a magic aura. It does not give any further information. Other spells do the same for other kinds of aura.

(Base 1, +1 Touch)

Source: *Ars Magica Fifth Edition*, 157

LEVEL 3

SENSE THE WEIGHT OF DIVINE POWER

InVi 3

R: Touch, **D:** Mom, **T:** Ind

This rote (designed using the Hermetic Numerology Mystery Virtue) is a simple effect to tell the caster what strength of Divine aura he is currently standing in. Petalichus has three other rites that each perform the same effect for one of the other three Realms.

(Base 2, +1 Touch)

Source: *Magi of Hermes*, 102

LEVEL 5

SCALES OF THE MAGICAL WEIGHT

InVi 5

R: Touch, **D:** Mom, **T:** Ind

When casting this spell, you typically hold your hands straight out from your body, place a known amount of Vim vis in your left hand (usually one pawn), and then place an unknown amount of vis in your right hand. After casting the spell, you may sense how heavy the unknown vis is in relation to the known, determining the number of pawns present. If you cast the spell without anything to measure the unknown vis against, you only have a very general idea of how valuable it is. The spell cannot be used to determine the amount of raw vis invested in an enchanted item.

(Base 4, +1 Touch)

Source: *Ars Magica Fifth Edition*, 158

SENSE THE NATURE OF VIS

InVi 5

R: Touch, **D:** Mom, **T:** Ind

You can tell what Art a supply of raw vis is connected to. To you, the vis appears to glow with an aura that is appropriate to the Technique or Form that the vis is associated with. Creo is white, Intellego gold, Muto constantly fluctuating, Perdo black, Rego purple, Animal brown, Aquam blue, Auram violet, Corpus dark red, Herbam green, Imaginem pearly blue, Ignem bright red, Mentem orange, Terram dark brown, and Vim silver. Some of the colors are very similar, but are easy to distinguish if the item is held steadily and studied for a few seconds.

(Base 4, +1 Touch)

Source: *Ars Magica Fifth Edition*, 158

LEVEL 10

SENSE THE HOUR

InVi 10

R: Touch, **D:** Mom, **T:** Ind

Measures the astrological time in the area around the magus. Knowing the hour exactly subtracts 3 from the Ease Factor of the Astronomy roll for an Astrological Duration spell.

Measuring the conditions at a single point is sufficient, as identical conditions (suitable for Astrological Durations) extend for some 500 paces away from the point (standard Boundary area x 100). Increasing the size of the spell Target serves no purpose, as the measurement area is limited by changes in the astrological conditions, rather than by the magus's spell.

(Base 5, +1 Touch)

Source: *The Mysteries*, 51

LEVEL 15

A COMPARISON OF THE POSITIONS OF THE FIXED STARS

InVi 15

R: Touch, **D:** Mom, **T:** Ind

Special: Requires Celestial Magic

This spell charts the course of the light emanating from the fixed stars. It then compares the angles between these lines, to provide a unique pair of numbers, representing the array. This is the Ptolemaic coordinate for the caster's position, provided that the caster knows the array at origin. A magus is unable to hold coordinates in her mind with sufficient precision to represent a circle less than 1000 paces across. Notebooks or devices with coordinates in them allow greater precision.

(Base 10 given in *The Mysteries Revised Edition*, +3 Sight)

Source: *Ancient Magic*, 91

BITTER TASTE OF BETRAYAL

InVi 15

R: Per, **D:** Sun, **T:** Taste

If the caster comes under the affect of any active magic he will experience a bitter taste in his mouth. Ongoing affects like *Aegis of the Hearth* can be ignored, new affects will be noticed. This spell allows Quaesitors to detect that their Parma has been penetrated. The spell provides no other information.

(Base 5, +2 Sun)

Source: *Houses of Hermes – True Lineages*, 75

EYES FOR THE PRINCE

InVi 15

R: Per, **D:** Conc, **T:** Vision

The caster can detect Faerie creatures with a Might of 40 or higher. The effect allows the caster to recognize the creature even if it is disguised or invisible, and does not need to penetrate the creature's Magic Resistance. The effect does not allow the caster to see through intervening objects, however.

Note: This spell is listed as a possible laboratory project that may be produced from Insights gained from researching Folk Witch magic.

Source: *Hedge Magic*, 53

LEVEL 20

COMMUNE WITH MERCURY

InVi 20

R: Per, **D:** Conc, **T:** Ind, Ritual

This ritual, cast within a consecrated temple of Mercury, allows the character to communicate in their mind with the god Mercury; or at least someone claiming that he is. Whether the god has anything useful to say is up to the troupe.

The god exists somewhere in the Magic realm and seemingly has no knowledge of Mythic Europe since the adoption of Christianity by the Emperor Constantine in 313 AD, and has only a hazy understanding of Mythic Europe under the pagan Roman Empire. The god is conscious and if contacted several times he remembers the earlier contacts, although he seems to experience the passage of time differently from the characters. Depending on the needs of your saga, the god could have an agenda, such as the re-establishment of a pagan empire or the recovery of artifacts. Alternatively, the god may not care much at all about the world and activities of the player characters.

Note that this ritual does not need to Penetrate to have an effect.

(Base Effect, non-Hermetic)

Source: *Mythic Locations*, 100

DETECT THE GIFT

InVi 20

R: Per, **D:** Conc, **T:** Touch

Joia found the process of locating a suitable apprentice difficult, and after several near disasters when children she was hopeful of turned out to bewitched, faerie struck, influenced by demons, or in one case simply unbearably mad, she returned to the laboratory to create a spell that would confirm if a potential apprentice possessed The Gift. The child's hair, Gifted or not, develops a subtle fragrance of flowers for a few hours after being touched.

(Base 10, +1 Concentration, +1 Touch)

Source: *Through the Aegis*, 40

NUMBNESS OF THE GIFT

InVi 20

R: Per, **D:** Conc, **T:** Touch

When the caster places his hand on another character who has The Gift, his hand feels numb. This effect must penetrate the Magic Resistance (if any) of the character whose Gift is being sensed, and if that character is a member of the Order of Hermes, casting this spell normally counts as scrying (which is prohibited by the Code). This spell is based on the "detect the traces of powerful magic" guideline. If the target has the Blatant or Gentle Gift, the spell still works.

(Base 10, +1 Concentration, +1 Touch)

Source: *Hedge Magic*, 6

NUMBNESS OF THE GIFT

InVi 20

R: Per, **D:** Conc, **T:** Touch

When the caster places his hand on another character who has The Gift, his hand feels numb. This spell was initially invented to detect Gifted hedge wizards, and was first described in *Hedge Magic*, page 6.

Source: *Apprentices*, 33

NUMBNESS OF THE GIFT

InVi 20

R: Per, **D:** Conc, **T:** Touch

When the caster places his hand on another character who has The Gift his hand feels numb. This effect must penetrate the magic resistance (if any) of the target, and if the target is a member of the Order of Hermes casting this spell normally counts as scrying (which is prohibited by the Code). This spell is based on the "detect the traces of powerful magic" guideline. If the target has the Blatant or Gentle Gift the spell still works.

(Base 10, +1 Concentration, +1 Touch)

Source: *Through the Aegis*, 75

PIERCING THE FAERIE VEIL

InVi 20

R: Per, **D:** Conc, **T:** Vision.

This spell allows the caster to see through the boundaries of regiones, and therefore divine the path to the next level (more details about regiones are given on page 189). There are separate but related spells for Divine, Magical and Infernal regiones.

(Base 3, +1 Concentration, +4 Vision)

Source: *Ars Magica Fifth Edition*, 158

SEEKING THE THREAD OF POWER

InVi 20

R: Touch, **D:** Conc, **T:** Ind

This spell indicates the Arcane Connection between two objects, allowing the magus to sense the mystical link that connects the smaller to the larger.

(Base 10, +1 Touch, +1 Concentration)

Source: *Dies Irae*, 102

SIGHT OF THE ASTROLOGICAL HOUR

InVi 20

R: Sight, **D:** Mom, **T:** Ind

Measures the astrological time in the area around a point the caster can see.

(Base 5, +3 Sight)

Source: *The Mysteries*, 51

THIS HEART OF DARKNESS

InVi 20

R: Touch, **D:** Mom, **T:** Room

Cast within an Infernal aura, this spell reveals whether actions taken within this room were responsible for drawing in the Infernal. This could be through a personal evil or sin, or an Infernal ritual. Any event that induces a corruption roll (*Realms of Power: The Infernal*,

page 11) taints the location and is equivalent to a tether. This spell cannot provide information about the evil that took place, nor even how long ago it was committed.

(Base 5, +1 Touch, +2 Room)

Source: *Legends of Hermes*, 17

VIEWING THE HERBAM MIASMA

InVi(He) 20

R: Per, **D:** Conc, **T:** Vision

Req: Herbam

This spell allows the caster to see any Herbam miasmas in the area.

(Base 3, +1 Concentration, +4 Vision)

Source: *Dies Irae*, 101

LEVEL 25

A SONG OF ALL THESE FAERIE PLACES

In(Cr)Vi(Im) 25

R: Touch, **D:** Conc, **T:** Group

Req: Creo, Imaginem

When the caster stands at a place where the boundary between levels of a faerie regio can be crossed easily, he is able to sing a song or play music that describes the scene on the other side of the regio boundary.

As the song sings of each feature on the other side of the boundary, they become clearer in the visual illusion. They then fade slightly as the song moves onto the next feature. For example, where the first line of the song describes the lush grass, in the higher level the grass becomes visible through the boundary, bright and clear. As the next line describes the dry stone wall surrounding the meadow, the wall appears in the illusion but the grass becomes more misty and distant. Those able to see the illusion are also able to pass through from one regio level to the next, as they can see the necessary method. If crossing the regio boundary requires other conditions (help from a resident or a particular date, for example), the spell does not work.

As the caster must be standing exactly at the point where the regio layers meet and form a boundary, this spell can rarely be used to actually discern the location of that boundary.

(Base 3, +1 Touch, +1 Concentration, +2 Group, +1 Creo requisite, +1 Imaginem requisite)

Source: *Magi of Hermes*, 142

A SONG OF ALL THESE INFERNAL PLACES

In(Cr)Vi(Im) 25

R: Touch, **D:** Conc, **T:** Group

Req: Creo, Imaginem

As *A Song of All These Faerie Places* but affecting Infernal regio boundaries.

(Base 3, +1 Touch, +1 Concentration, +2 Group, +1 Creo requisite, +1 Imaginem requisite)

Source: *Magi of Hermes*, 142

A SONG OF ALL THESE MAGICAL PLACES

In(Cr)Vi(Im) 25

R: Touch, **D:** Conc, **T:** Group

Req: Creo, Imaginem

As *A Song of All These Faerie Places* but affecting Magic regio boundaries.

(Base 3, +1 Touch, +1 Concentration, +2 Group, +1 Creo requisite, +1 Imaginem requisite)

Source: *Magi of Hermes*, 142

REVEAL THE MAGICAL DECEPTION

InVi 25

R: Per, **D:** Conc, **T:** Touch

This spell is specifically designed to overcome spells used to hide the traces of magic, such as *Masking the Odor of Magic*. Such magics of concealment are detected if the Penetration total matches the level of the deceptive spell divided by two.

(Base 4, +1 Concentration, +2 to determine Technique or Form, +1 complexity)

Source: *Guardians of the Forest*, 21

SCENT OF THE GIFT

InVi 25

R: Per, **D:** Conc, **T:** Smell

The spell allows the caster to smell any person within range who has The Gift, Gentle Gift, or Blatant Gift. It needs to Penetrate, and constitutes scrying if a magus is within range, unless cast forcefully.

(Base 10, +1 Concentration +2 Smell)

Source: *Through the Aegis*, 140

STENCH OF MAGIC

InVi 25

R: Per, **D:** Conc, **T:** Smell

The caster can smell the presence of spell traces down to magnitude zero. See Detecting Spell Traces insert in *Hooks*, page 83.

(Base 10, +1 Concentration, +2 Smell)

Source: *Hooks*, 82

LEVEL 30

DIVINE HEAVEN'S ASPECT

InVi 30

R: Arc, **D:** Mom, **T:** Ind

Reports all aspects of the astrological conditions (minute, hour, day, sign, planets) at a point that the caster can see, or to which he has an Arcane Connection. Identical conditions extend for some 500 paces away from this point (100 standard Boundaries).

(Base 10, +4 Arcane Connection)

Source: *The Mysteries*, 51

FLESH CRAWLS AT THE INTANGIBLE TOUCH

InVi 30

R: Per, **D:** Diam, **T:** Touch

The caster feels his skin crawling when he is the target of an *Intangible Tunnel*-style tunnel. This provides sufficient information to use the tunnel or target the tunnel itself with spells.

However, note that this only works if the caster is himself the target of the tunnel. It does not work on tunnels that are cast on other characters. As with *Eyes for the Lurking Assassin*, a general detection spell might be useful too, but would perhaps make it more difficult to rapidly identify the tunnel in an emergency situation.

(Base 5, +1 Diameter, +1 Touch, +3 detailed information)

Source: *Hermetic Projects*, 83

IMPRESSION OF THE FADED SIGIL

InVi 30

R: Per, **D:** Mom, **T:** Touch

This spell allows the magus to examine magic of positive magnitude. If more than one effect trace is present on the touched object, the magus can identify one per casting. In the case of Hermetic effects, this spell gives the Technique and Form, the rough details of the effect and the casting sigil of wizard responsible. It can also detect if a Hermetic effect was generated by a spell or invested device. If the effect was non-Hermetic, similar information is provided, but a Quaesitor without knowledge of that sort of magic may not be able to interpret it.

This spell is commonly mastered and combined with Quaesitorial training gives a good chance to detect magical deceptions.

(Base 10, +1 Touch, +3 Details)

Source: *Houses of Hermes – True Lineages*, 75

ODOR OF LINGERING MAGIC

InVi 30

R: Per, **D:** Conc, **T:** Smell

This spell allows the magus to smell active magic or traces of –1 magnitude or more. With time and patience, all active spells and fresh traces can be located. Once located other magics can be used to refresh and investigate them.

Increasing the magnitude of this basic design allows negative magnitude traces to be seen. The highest nonritual version (Level 50) allows traces of –5 magnitude to be discovered. However, to detect a –9 magnitude trace requires a Level 70 ritual.

(Base 15, +1 Concentration, +2 Smell)

Source: *Houses of Hermes – True Lineages*, 75

REVEAL THE LURKING WATCHERS

InVi 30

R: Per, **D:** Conc, **T:** Vision

This spell allows the caster to see any creatures of the Magic realm within his field of view and identify them as possessing Magic Might. The spell does not distinguish between what is spiritual and what is not, so if a spirit has an animal form, the caster may mistake it for a magical animal. The caster receives no information about the type of creature except that which can be deduced from its appearance. This spell must penetrate the Magic Resistance of the creature; if it fails to penetrate a spirit's Might, then the spirit cannot be seen by the caster.

(Base 5, +1 Concentration, +4 Vision)

Source: *Houses of Hermes – Societates*, 99

SEE THE LIGHT OF MAGIC

InVi 30

R: Per, **D:** Diam, **T:** Vision

The caster can detect all active magical effects. Spells appear as glowing lights with a brightness proportional to their magnitude. This spell provides sufficient information to target the sensed magical effects, but the magus does not receive any information about the magical effects, and therefore he does not know which effect is which, if he is looking for a particular one. However, if the caster has used this spell previously, he can identify the presence of a new effect. If there is a large number of effects present, the troupe may rule that a Perception + Awareness roll is required to notice this detail – the Ease Factor should be modified by the total number of effects the caster can perceive and the magnitude of the new effect (relative to the other effects).

There may be a large number of magical effects active within the vicinity of the magus – Parma Magica, longevity rituals, *Aegis of the Hearth*, familiar bonds, enchanted items, and of course, any active spells will all be detected. Active, non-Hermetic, but magical, effects are also detected.

(Base 5, +1 Diameter, +4 Vision)

Source: *Hermetic Projects*, 83

SENSE OF THE LINGERING MAGIC

InVi 30

R: Per, **D:** Conc, **T:** Hearing

This spell can detect the presence of many magical residues, even from weak spells, as well as giving the presence and power of active spells. It does not grant any information apart from the power, however.

(Base 10, +1 Concentration, +3 Hearing)

Source: *Ars Magica Fifth Edition*, 158

SULFUROUS WHISPERS

InVi 30

R: Arc, **D:** Conc, **T:** Ind

The caster may speak with any demon to which he has an Arcane Connection. For the duration of the spell, it may see and hear him as if he were standing before it, just as he can see and hear it. Nothing about the demon's surroundings, or the caster's, are transmitted, and each must speak aloud to be heard by the other.

(Base 5, +4 Arcane Connection, +1 Concentration)

Source: *Realms of Power – The Infernal*, 121

TO SEE WHAT BINDS THIS MAGICAL PLACE

InVi 30

R: Per, **D:** Diam, **T:** Vision

On casting this spell within a Magic aura, the maga sees a light emanating from any natural or supernatural tether currently feeding and binding the aura. The light is brighter the stronger the tether is, allowing the maga to estimate the relative importance of that tether to the aura.

(Base 5, +1 Diameter, +4 Vision)

Source: *Legends of Hermes*, 17

LEVEL 40

SIGHT OF THE ACTIVE MAGICS

InVi 40

R: Per, **D:** Conc, **T:** Vision

You can see spells as “auras” around things and people. The color of the aura indicates the Form of the spell working on a subject, the color matching the appropriate one described in *Sense the Nature of Vis*. The Technique of a spell working on the subject is recognized by the aura's shape, not color. Creo and Rego are both very orderly auras. Muto is constantly shifting, and Intellego usually is as well, but more slowly. A Perdo aura is usually in fragments. Thus, a magus with both *Endurance of the Berserkers* and *The Invisible Eye Revealed* upon him has a very controlled, orderly aura of deep red around his or her entire body, and the magus's eyes are surrounded with slowly shifting auras of a silvery hue. You should be warned: Imaginem or Vim spells may be used to disguise auras. Also note that this spell will detect the residues of some spells.

(Base 5, +1 Concentration, +4 Vision, +2 Techniques and Forms)

Source: *Ars Magica Fifth Edition*, 159

SIGHT OF THE LAZY PARENS

InVi 40

R: Per, **D:** Sun, **T:** Vision

The caster's eyes become magically sensitive to Gifted individuals, who appear to be surrounded by a magenta aura. This spell does not cause a Warping point if it is used sparingly or personally designed (invented) by the caster. If used continually the caster receives a Warping point.

(Base 10, +2 Sun, +4 Vision)

Source: *Apprentices*, 33

LEVEL 45

EYES FOR THE LURKING ASSASSIN

InVi 45

R: Per, **D:** Diam, **T:** Vision

This spell detects the presence of an *Intangible Tunnel*-style tunnel, and reveals its sigil. This is sufficient information to use the tunnel or target the tunnel itself with spells.

Note that a general Intellego Vim spell to detect magic might be used to provide similar information. This spell, however, specifically detects only *Intangible Tunnel* effects. This is useful because, as a magus is likely to be often among a lot of magical effects, he does not want to take time to scan his surroundings individually identifying specific effects as he searches for an *Intangible Tunnel* (see *See the Light of Magic*). This is important because, if the magus suspects he is under attack by an *Intangible Tunnel*, he may only have moments to react.

(Base 5, +1 Diameter, +4 Vision, +3 detailed information)

Source: *Hermetic Projects*, 83

LEVEL 50

SIGHT OF THE SIGIL

InVi 50

R: Per, **D:** Conc, **T:** Vision

Used by the most experienced Quaesitors, this spell allows the magus to spot active magic or traces of positive magnitude. In the case of Hermetic effects, this spell gives the Technique and Form, the rough details of the effect and the casting sigil of wizard responsible. It can also detect if a Hermetic effect was generated by a spell or invested device. If the effect was non-Hermetic, similar information is provided, but a Quaesitor without knowledge of that sort of magic may not be able to interpret it.

(Base 10, +1 Concentration, +4 Vision, +3 Details)

Source: *Houses of Hermes – True Lineages*, 75

Muto Vim Spells

GENERAL

DAY OF COMMUNION

MuVi Gen

R: Voice, **D:** Sun, **T:** Group.

This spell is a *Wizard's Communion* as found in *Ars Magica Fifth Edition*, page 160, but with a longer duration. In accordance with the errata for Muto Vim such spells need a duration at least as long as the casting of the target spell. As Rituals as minimum are level 20 and take 15 minutes per magnitude to cast, a Muto Vim spell needs to last one hour or more, making Duration: Concentration impractical. All the magi in the group must add together the (level-2 magnitudes) of the *Day of Communion* they are casting. This number must exceed twice the level of the specified ritual being cast. As no more than one magus may join the group for each magnitude of the ritual being cast, this means that this spell is largely useless below level 20. It is highly useful for casting an efficient *Aegis of the Hearth*, which is no exception to the rule that all spells directly affecting targets must Penetrate. (Base effect, with two magnitudes devoted to the Duration.)

Source: *Through the Aegis*, 137

FACILITATE THE STIFLED (FORM) SPELL

MuVi Gen

R: Touch, **D:** Mom, **T:** Ind

This spell is cast at the same time as another formulaic spell (see *Ars Magica Fifth Edition*, page 159) whose level must be less than twice the level of this spell. If successfully cast, the targeted spell may be cast with no penalty to the casting total due to reduced or absent gestures and/or voice. While this Muto Vim spell requires gestures and voice as normal, the casting total of the follow-up spell is not penalized, and thus difficult spells at the limit of a magus's ability have a greater chance of success when in restricted circumstances, without incurring fatigue loss. If the targeted spell has Range Voice, the volume used to cast this spell determines the actual range. There are ten versions of this spell, each affecting spells of one of the Hermetic Forms. This spell is particularly useful to Bjornaer magi who wish to maintain the appearance of mundane animals yet still cast spells.

(Base effect, +1 Touch)

Source: *Houses of Hermes – Mystery Cults*, 36

GROUP WIZARD'S BOOST (FORM)

MuVi Gen

R: Touch, **D:** Mom, **T:** Group

The magus casts this spell as another spell of a level 10 or more levels less than the *Group Wizard's Boost* is being multi-cast. The effect of each of the targeted spells increases five levels in power. The effects of the extra five levels of power are for the Storyguide to determine. A *Wizard's Boost* spell may not affect a spell more than once.

(Base General, +1 Touch, +2 Group)

Source: *Magi of Hermes*, 113

HARNESSING THE ESSENTIAL POWER OF (FORM)

MuVi Gen

R: Touch, **D:** Mom, **T:** Ind

You cast this spell as another spell of a level less than this one is cast. The targeted spell, which would normally use vis of any other type, may instead use vis of the specified Form. There are ten versions of *Harnessing The Essential Power*, one for each Hermetic Form. This spell never requires vis, even if its level would normally require it to be cast as a Ritual.

(Base effect, +1 Touch)

Note: This spell is listed as a possible laboratory project that may be produced from Insights gained from researching Grigori Magic.

Source: *Ancient Magic*, 67

MIRROR OF OPPOSITION (FORM)

MuVi Gen

R: Voice, **D:** Mom, **T:** Ind

Cast on another spell while the other spell is being cast, this causes the targeted spell to have the exact opposite of its normal effects. This effect works on spells up to half the (level-5) of the *Mirror of Opposition* spell. The effects of the inversion are up to the storyguide to determine, but the target of the inverted spell usually remains the same as that of the original spell. The inverted spell cannot overcome any limitations of Hermetic magic. For example, if a Momentary Perdo Corpus spell is cast, the inversion is probably a Creo Corpus spell of Sun duration. There are ten versions of this spell, each affecting spells of one of the Hermetic forms.

(Base effect, +2 Voice)

Source: *Ars Magica Fifth Edition*, 159

PASSING THE REINS OF CORPUS

MuVi Gen

R: Touch, **D:** Mom, **T:** Ind

Cast at the same time as another spell, this spell lets the caster pass control of the first spell to another person. The level of the affected spell must be less than the level +1 magnitude of *Passing the Reins of (Form)*, and it only works on spells with Duration longer than Momentary. The spell does not change the target of the affected spell. As with other Muto Vim spells, the caster must succeed at an Intelligence + Concentration roll against an Ease Factor of 9 (*Ars Magica Fifth Edition*, page 159).

(Base effect, +1 Touch)

Source: *Hermetic Projects*, 97

SHROUD MAGIC

MuVi Gen

R: Touch, **D:** Mom, **T:** Ind

This spell allows a magus to suppress or alter the sigil in a spell that is currently being cast. The spell to be shrouded can be up to double the Shroud's level.

(Base effect, +1 Touch)

Source: *Ars Magica Fifth Edition*, 159

SYNTHEMATA OF (X)

MuVi Gen

R: Per, **D:** Mom, **T:** Ind, Mystery

The spell is unique to one named being, and the spell level must equal or exceed its Might. The synthemata spell affects the caster so that the caster adds the synthemata level to the Penetration Total of any spell cast (or begun) immediately after the synthemata spell. (Base named being's Might)

Source: *The Mysteries*, 86

THE LASTING SYNTHEMATA OF (X)

MuVi Gen

R: Per, **D:** Diam, **T:** Ind, Mystery

The spell is unique to one named being, and the (spell level - 5) must equal or exceed its Might. The synthemata spell affects the caster so that the caster adds the synthemata (level - 5) to the Penetration Total of any spell cast (or begun) after the synthemata, until the end of the synthemata spell.

Diameter duration synthemata are especially popular, as the synthemata can be used several times without concentration. In addition, while the synthemata spell is in effect, the being is aware of the spell and its threat, and usually very much inclined to negotiate if the caster allows it to.

(Base named being's Magic Resistance, +1 Diameter)

Source: *The Mysteries*, 86

THE SORCERER'S FORK

MuVi Gen

R: Touch, **D:** Mom, **T:** Ind

This spell splits another spell (whose level must not exceed the level of this spell) into two or more identical spells of reduced power, which may be cast against two or more separate targets. Each resulting spell has the same Range and Target (target category, that is, the actual target may be different) as the original spell, but the power of the effect is divided by the number of resulting split spells. *If Sorcerer's Fork expires before the main spell does, the full effect of the spell moves to one of the targets, chosen at random.* The precise effect is at storyguide discretion. One casting die is rolled, and the Penetration total is split between the spells. *The Sorcerer's Fork* must be equal to or greater than the level of the spell that is to be split. The split spell has a targeting penalty as for multiple casting (see page 87). If the casting strike the original target.

(Base effect, +1 Touch)

Note: The line in italics above was removed in the errata.

Source: *Ars Magica Fifth Edition*, 159

THE WICKED JAR

MuVi Gen

R: Voice, **D:** Sun, **T:** Ind

This spell changes a demon with Might no greater than (the level of this spell – 10) so that it is bound to a physical object, usually a hollowed jar or pot made of clay and sealed. The effect is similar to the Goetic Art of Binding: the demon becomes part of the object for as long as the spell is active, and is only released if the object is broken or the effect ends.

This effect is usually imbued into a device with a lesser enchantment, designed to operate constantly, so that the effect can theoretically last forever. It is often made with many uses per day, which allows multiple demons to be held at once.

(Base effect, +2 Voice, +2 Sun)

Source: *Realms of Power – The Infernal*, 122

WIZARD'S BOOST (FORM)

MuVi Gen

R: Touch, **D:** Mom, **T:** Ind

You cast this spell as another spell of a level less than this one is cast. The effect of the other spell increases 5 levels in power, but not past the level of the *Wizard's Boost*. The effects of the extra 5 levels of power are for the storyguide to determine. A *Wizard's Boost* may never affect a single spell more than once. *There are ten versions of this spell, one for each Hermetic Form. There are other versions of this spell, each of which affects one of range, duration, and target, for any Form.* This does not allow spontaneous or formulaic spells to reach Year duration or Boundary Target, unless the *Wizard's Boost* is a ritual.

(Base effect, +1 Touch)

Note: The line in italics above was removed in the errata.

Source: *Ars Magica Fifth Edition*, 160

WIZARD'S COMMUNION

MuVi Gen

R: Voice, **D:** Mom, **T:** Group

This spell lets magi combine their power to cast spells. The group of magi work together to cast a specified spell through the unified power of the *Communion*. Only one extra magus may join the *Communion* for each 5 levels of the specified spell being cast. One of the magi in the group must also know the specified spell, or cast it from a Casting Tablet. Only one magus in the group needs to cast the spell. The magus who casts the *Wizard's Communion* need not be the one who casts the main spell, and normally it is better for them to be different. More than one magus in the group may cast the spell. In this case, add the total levels of successfully cast *Wizard's Communion* to get the effective level of the *Wizard's Communion* for this casting. This combined total must be at least twice the level of the specified spell being cast. One magus must

roll for success as if casting the specified spell himself. However, the target number for the spellcasting roll is the spell's level divided by the number of magi participating in the *Communion*. So if five magi participate to cast a 50th level spell, the caster would have to successfully cast a 10th level spell — with all the relevant requisites, of course. This method of casting adds one botch die per magus participating. If the spell botches, all participants gain Warping Points and thus must check for Twilight. *Communion* is a remnant of Mercurian rituals, so spontaneous spells may not be cast by this means, and it does not perfectly fit into the guidelines of Hermetic theory.

(Base effect)

Source: *Ars Magica Fifth Edition*, 160

WIZARD'S EXPANSION (FORM)

MuVi Gen

R: Voice, **D:** Mom, **T:** Ind

The Target of the targeted spell increases by one category; all targets affected by the expanded spell must be legal targets for the original spell. There are ten versions of *Wizard's Expansion*, one for each form. The targeted spell must be at least one magnitude lower than this spell. A single spell may not be affected more than once with this spell, but when two magi cooperate, a spell can be the target of both *Wizard's Expansion* and *Wizard's Reach*, providing that one of the two Muto Vim spells is at least two magnitudes higher than the target spell.

(Base effect, +2 Voice)

Source: *Magi of Hermes*, 113

WIZARD'S REACH (FORM)

MuVi Gen

R: Voice, **D:** Mom, **T:** Ind

The range of the targeted spell increases by one category. You may not affect a single spell more than once with this spell, and the targeted spell must be at least one magnitude lower in level than this spell. There are ten versions of *Wizard's Reach*, one for each Form.

(Base effect, +2 Voice)

Source: *Ars Magica Fifth Edition*, 160

WIZARD'S VIGIL

MuVi Gen

R: Voice, **D:** Sun, **T:** Group

This spell functions as *Wizard's Communion*, except that the longer duration allows it to be used with Ritual spells. For the purposes of its effect, treat it as a *Wizard's Communion* of two magnitudes lower.

(Base Effect, +2 Sun)

Source: atlas-games.com/arsmagica/arm5errata

LEVEL 5

WIZARD'S COMMUNION

MuVi 5

R: Voice, **D:** Mom, **T:** Group

These Mercurian "rituals" translate to *Wizard's Communion* (*Ars Magica Fifth Edition*, page 160). There are first magnitude, second magnitude, and fourth magnitude versions. Note that these are not actually rituals.

Obviously, as *Wizard's Communion* already exists in the Hermetic repertoire there is little point translating this text. The fact that there are already existing Hermetic versions suggests that another magus has translated similar rituals gathered from another site. Perhaps this was some of the work that Bonisagus did at Aventine Hill.

(Base Effect, non-Hermetic)

Source: *Mythic Locations*, 100

LEVEL 10

WIZARD'S COMMUNION

MuVi 10

R: Voice, **D:** Mom, **T:** Group

These Mercurian "rituals" translate to *Wizard's Communion* (*Ars Magica Fifth Edition*, page 160). There are first magnitude, second magnitude, and fourth magnitude versions. Note that these are not actually rituals.

Obviously, as *Wizard's Communion* already exists in the Hermetic repertoire there is little point translating this text. The fact that there are already existing Hermetic versions suggests that another magus has translated similar rituals gathered from another site. Perhaps this was some of the work that Bonisagus did at Aventine Hill.

(Base Effect, non-Hermetic)

Source: *Mythic Locations*, 100

LEVEL 20

CLEAR BREATH OF THE CONSUMMATE LIAR

MuVi(Me) 20

R: Per, **D:** Conc, **T:** Ind

Req: Mentem

Allows the caster to manipulate the workings of a *Frosty Breath of the Spoken Lie* cast on himself. He can make himself appear to be lying or telling the truth, as desired.

Casting without words or gestures is obviously advisable, and casting under *Masking the Odor of Magic* is also advantageous.

(Base effect, +1 Concentration, Mentem requisite)

Source: *Guardians of the Forest*, 73

WIZARD'S COMMUNION

MuVi 20

R: Voice, **D:** Mom, **T:** Group

These Mercurian "rituals" translate to *Wizard's Communion* (*Ars Magica Fifth Edition*, page 160). There are first magnitude, second magnitude, and fourth magnitude versions. Note that these are not actually rituals.

Obviously, as *Wizard's Communion* already exists in the Hermetic repertoire there is little point translating this text. The fact that there are already existing Hermetic versions suggests that another magus has translated similar rituals gathered from another site. Perhaps this was some of the work that Bonisagus did at Aventine Hill.

(Base Effect, non-Hermetic)

Source: *Mythic Locations*, 100

LEVEL 40

WIZARD'S VIGIL

MuVi 40

R: Voice, **D:** Sun, **T:** Group

When *Wizard's Communion* (*Ars Magica Fifth Edition*, page 160) is used to assist casting, the *Wizard's Communion* effect must last for the whole casting time of the effected spell. *Wizard's Vigil* is a version of *Wizard's Communion* with Sun Duration for use with Ritual spells, as for rituals the casting time is 15 minutes per magnitude. For the purposes of calculating the effect *Wizard's Vigil* is treated as a *Wizard's Communion* two magnitudes lower. The version known by Alexander is therefore treated as a level 30 *Wizard's Communion*. Some of the other magi know versions of a different level.

(Base 30, +2 Sun)

Source: *Through the Aegis*, 75

Herdo Vim Spells

GENERAL

BIND THE DEVIL'S HANDS

PeVi Gen

R: Touch, **D:** Sun, **T:** Room

This spell hinders the operation of Infernal Powers in the room it affects. All Casting Totals of maleficia are reduced by (the level of this spell – 15). Other Infernal Powers which rely on a Supernatural Ability are similarly reduced. A demon is required to spend (the magnitude of this spell – 3) extra Might Points to activate any of its Powers, although Powers which normally have no cost are unaffected. This spell is often used to imprison demons or infernalists.

(Base effect, +1 Touch, +2 Sun, +2 Room)

Source: *Realms of Power – The Infernal*, 122

CIRCLE OF CLARITY

PeVi Gen

R: Touch, **D:** Mom, **T:** Circle

This spell will dispel any active Vim effect within the circle whose Casting Total was less than or equal to the spell level + 15 + stress die (no botch).

(Base, +1 Touch)

Source: *Houses of Hermes – True Lineages*, 75

CUTTING THE CORDS

PeVi Gen

R: Touch, **D:** Mom, **T:** Ind, Ritual

Used as a Tribunal punishment, this spell requires the active cooperation of the convicted magus. The cords connecting magus and familiar are cut permanently if double the level of this spell + a stress die (no botch), exceeds the highest enchantment given the familiar (this may be the Familiar Bond Enchantment). This is an extremely painful and emotionally scarring experience for both parties. After the cords have been cut, both magus and former familiar find each other's presence too much to bear. A familiar normally flees into the wilderness and avoids all future contact with magi. The former familiar cannot normally be rebound.

(Base, +1 Touch)

Source: *Houses of Hermes – True Lineages*, 75

DEMON'S ETERNAL OBLIVION

PeVi Gen

R: Voice, **D:** Mom, **T:** Ind

Weakens and possibly destroys a demon. If the spell penetrates the demon's Magic Resistance, the demon loses Might Score equal to the spell's level.

(Base effect, +2 Voice)

Source: *Ars Magica Fifth Edition*, 160

DISENCANT

PeVi Gen

R: Touch, **D:** Mom, **T:** Ind, Ritual

You make a Hermetic magic item lose all its powers permanently if the level of this spell + a stress die (no botch) equals or exceeds the highest level of the enchantments in the item. The enchantment is utterly destroyed, as is all of the vis that was used in the magic item. The object left is in all ways a mundane item, but could be invested with enchantments again at a later time.

(Base effect, +1 Touch)

Source: *Ars Magica Fifth Edition*, 160

DREADFUL BANE OF THE FAE

PeVi Gen

R: Voice, **D:** Mom, **T:** Ind

Like *Demon's Eternal Oblivion*, but works on creatures with Faerie Might.

(Base effect, +2 Voice)

Source: *Guardians of the Forest*, 60

EARLY PUNISHMENT FOR THE SINFUL WITCH

Pe(Mu)Vi(Ig) Gen

R: Voice, **D:** Mom, **T:** Ind

Req: Ignem

This spell destroys an Infernal effect upon an infernalist's person in a brief flash of white flame, as long as the effect has a level equal to or lower than half this spell's level + 5 + a stress die (no botch). The flames inflict points of damage equal to half the level of the destroyed effect. If the Infernal Power does not have a level, then its effective level is (5 x Supernatural Ability score) or (5 x Might Points expended) instead. Infernal Powers with a constant effect that require no Might expenditure cannot be affected by this spell. This is primarily used against infernalists who have woven protective enchantments around themselves with their evil Powers.

(Base effect, +2 Voice, +1 requisite)

Source: *Realms of Power – The Infernal*, 122

EXORCISE THE FILTHY SPIRIT

PeVi Gen

R: Voice, **D:** Mom, **T:** Ind

This spell operates against a demon that is currently possessing a human (see Chapter 4: Infernal Legions, Common Powers). If the spell penetrates the Infernal Might of the demon, it loses a number of points from its Possession Might Pool equal to the level of this spell minus the demon's Might. If this reduces the Possession Might Pool to zero, the demon abandons its host and the possession ends. If the energumen has its own Magic Resistance, then both resistances must be penetrated for the spell to be effective.

(Base effect +2 Voice)

Source: *Realms of Power – The Infernal*, 122

FUMIGANT OF MINOR DEMONS

PeVi Gen

R: Touch, **D:** Mom, **T:** Bound*, Ritual

A variant of *Demon's Eternal Oblivion* (*Ars Magica Fifth Edition*, page 160) designed to destroy all of the minor infernal spirits on the island. The demons affected have a Might equal to the spell's level -25, lower if the Boundary is larger.

* Remember to add further magnitudes to increase Boundary size.

(Base effect (Gen), +1 Touch, +4 Bound)

Source: *Transforming Mythic Europe*, 74

IMPEDE THE IMPERTINENT INTERLOPER

PeVi Gen

R: Touch, **D:** Ring, **T:** Circle

This spell cancels the casting of any spell of instant transportation within a circle drawn at the time of casting, or to a person within the circle. It also prevents the area within the circle from being the destination of such a spell. The spell fails and the intended target does not move. The spell can only cancel spells of a level less than the (level of this spell + 5 + stress die (no botch)). Thus a 25th level version of this spell is always sufficient to block a *Seven-League Stride*, and might block *The Leap of Homecoming* if the stress die result is 5 or more. If the transport spell is of non-Hermetic origin then you should estimate its level based on Hermetic guidelines. If the caster of the affected spell is within the circle, then this spell must Penetrate Magic Resistance to have the desired effect.

(Base effect, +1 Touch, +2 Ring)

Source: *Transforming Mythic Europe*, 109

MASKING THE ODOR OF MAGIC

PeVi Gen

R: Touch, **D:** Sun, **T:** Ind

Prevents the detection of a magic spell, or of a magic power in an item or being, by InVi magic, unless the level of the InVi spell exceeds twice the level of this spell – 5 (for example, exceeds 20 for a level 15 version).

(Base effect, +1 Touch, +2 Sun)

Source: *Ars Magica Fifth Edition*, 160

REMOVING THE HEARTH'S KEYSTONE

PeVi Gen

R: Touch, **D:** Mom, **T:** Ind

The caster dispels an *Aegis of the Hearth* effect. There is no other evidence that the *Aegis* is absent, but alert magi crossing the supposed boundary of the *Aegis* may notice that they do not feel the characteristic tingle which indicates the presence of an *Aegis*.

The *Aegis of the Hearth* effect must be less than the level of the *Removing the Keystone* spell + 3 magnitudes + stress die. This spell must penetrate the *Aegis of the Hearth* effect, of course.

Note that if the *Aegis of the Hearth* is of a high level, then this spell may need to be a ritual.

(Base effect, +1 Touch)

Source: *Hermetic Projects*, 94

REVOKE THE PROTECTION OF BONISAGUS

PeVi Gen

R: Voice, **D:** Mom, **T:** Ind

This spell disrupts the Parma Magica, a specific type of Hermetic magic. This spell must Penetrate the target's Vim-based Magic Resistance, and it must have a total of (level + 10 + stress die) that is greater than the target's Parma Magica x 5. The affected magus is still protected by the Magic Resistance provided by his Forms, but must repeat the Parma Magica ritual to restore his full Magic Resistance. The School of Raghallach uses this spell in Wizard War or during a Wizard's March. Outside of these situations, using this spell against a conscious magus could be construed as the prelude to an attempt to slay a magus; some Tribunals have ruled that the caster forfeits immunity by doing so. Many Tribunals (including Hibernia) have forbidden the creation of enchantments containing this effect that have neither restricted users nor effect expiry, for fear of it getting into the wrong hands.

(Base effect, +2 Voice)

Source: *The Contested Isle – The Hibernian Tribunal*, 62

REVOKE THE PROTECTION OF (FORM)

PeVi Gen

R: Voice, **D:** Diam, **T:** Ind

There are ten versions of this spell, one for each Hermetic Form (see New Guidelines). If the target has Form Resistance aligned to the appropriate Form that is less than or equal to (spell level – 5 + stress die), then the Form Resistance is canceled for the spell's Duration. Form Resistance automatically reasserts itself once the spell ends. This spell must Penetrate the Vim-based Magic Resistance of the target to take effect. This spell carries similar legal implications to *Revoke the Protection of Bonisagus*.

(Base effect, +2 Voice, +1 Diam)

Source: *The Contested Isle – The Hibernian Tribunal*, 62

REVOKE THE PROTECTION OF (REALM)

PeVi Gen

R: Voice, **D:** Diam, **T:** Ind

There are four versions of this spell, one for each supernatural Realm (see New Guidelines). If the target has a Might Score from that Realm that is less than or equal to (spell level + 5 + stress die), then its Magic Resistance is canceled for the spell's Duration, reasserting itself when the spell expires. Might Score is otherwise unaffected. This spell must Penetrate the Vim-based Magic Resistance of the target to take effect. This spell is typically used when the caster wants to affect a supernatural creature with a beneficial spell, or subdue but not harm it.

(Base effect, +2 Voice, +1 Diam)

Source: *The Contested Isle – The Hibernian Tribunal*, 62

SAP THE GRIFFON'S STRENGTH

PeVi Gen

R: Voice, **D:** Mom, **T:** Ind

Like *Demon's Eternal Oblivion*, but works on creatures with Magic Might.

(Base effect, +2 Voice)

Source: *Guardians of the Forest*, 60

SHATTERING THE MALICIOUS (RUNE)

PeVi Gen

R: Voice, **D:** Mom, **T:** Ind

Like *Unraveling the Fabric of (Form)*, but targeted specifically at one rune (for example, Kauno or Laguz).

(Base effect, +2 Voice)

Note: The original description was, "Like *Unraveling the Fabric of (Form)*, but targeted specifically at rune-magic."

Source: *Guardians of the Forest*, 60

SULEIMAN'S WRATH ON THE OATH-FORSAKEN JINNI

PeVi Gen

R: Voice, **D:** Mom, **T:** Ind

This spell weakens and possibly destroys a creature with Magic Might. If the spell penetrates the creature's Magic Resistance, the creature loses Might equal to the spell's level. A creature with zero Might is permanently destroyed. The creature must be sensed by the caster to be a valid target; the caster may have to employ other magic to perceive a spirit before using this spell.

(Base effect, +2 Voice)

Source: *Houses of Hermes – Societates*, 137

THE HEATHEN WITCH REBORN

PeVi Gen

R: Voice, **D:** Mom, **T:** Ind

Reverses the effects of the Shapeshifter and Skinchanger Supernatural Abilities, if the spell level is +10 greater than or equal to the Ability x 5.

(Base effect, +2 Voice)

Note: The description was originally, "Reverses any shapechanging spell or supernatural Ability, if the spell level +10 beats the level of the shapechange spell (or the shapechange Ability x 5)."

Source: *Guardians of the Forest*, 60

THE HEATHEN WITCH REBORN

PeVi Gen

R: Voice, **D:** Mom, **T:** Ind

This spell cancels the effect of any shapechanging spell or Supernatural Ability if (spell level + 10 + stress die [no botch]) beats the level of the shapechanging spell (or the Shapeshifter Ability x 5). It does not affect characters with the Heartbeast Ability. This spell can be used as a template for spells that affect other types of exotic magic.

(Base effect, +2 Voice)

Source: *Houses of Hermes – Societates*, 129

THE ROOSTER'S CROW

PeVi Gen

R: Per, **D:** Mom, **T:** Sound

Special: Sensory Magic

Any demons who hear the caster's shout lose Might equal to the spell's (level – 5) if the spell penetrates their Magic Resistance.

(Base effect, +3 Sound)

Source: *Houses of Hermes – Mystery Cults*, 29

UNRAVELLING THE FABRIC OF (FORM)

PeVi Gen

R: Voice, **D:** Mom, **T:** Ind

This spell will cancel the effects of any one spell of a specified Form whose level is less than or equal to (spell level + 10 + stress die (no botch)). There are 10 variants that cover each Hermetic Form, and a number of much rarer variants for different kinds of non-Hermetic magic.

(Base effect, +2 Voice)

Source: *Ars Magica Fifth Edition*, 161

WIND OF MUNDANE SILENCE

PeVi Gen

R: Voice, **D:** Mom, **T:** Room

You raise a metaphorical “breeze” that blows the magic away from an area, canceling the effects of any spell there. You can cancel the effects of any spell if, with this spell, you can double the level of the spell on a stress die + the level of your spell. The spell must penetrate to affect effects on a creature with Magic Resistance, including Parma Magica. If the spell penetrates, and its level + the stress die is double Parma Magica x 5, then this spell dispels the Parma Magica. *Wind of Mundane Silence* does not affect spells of Momentary duration. Magical things near the area of the Wind wave slightly from the “breeze.”

(Base effect, +2 Voice, +2 Room)

Source: *Ars Magica Fifth Edition*, 161

LEVEL 5

LASH OF THE CHASTENED SERVANT

PeVi 5

R: Voice, **D:** Sun, **T:** Ind

This spell, if it penetrates Magic Resistance, removes 5 Might Points from a demon. This is a painful experience, and can be used to force compliance much as one would when whipping a recalcitrant animal. It is therefore one of the more dangerous spells to be known by a member of the Order, and incurs heavy suspicion of diabolism.

(Base effect, +2 Voice)

Source: *Realms of Power – The Infernal*, 122

NAILS OF IRON

PeVi 5

R: Touch, **D:** Mom, **T:** Ind

The touch of the caster tears at the fabric of stories. The target faerie is weakened and loses 10 Might Score. This must Penetrate the faerie’s Magic Resistance. If the faerie is reduced to 0 Might it is destroyed.

Note that this spell is of little use in a Wizard’s War. However, it is a good way to attack a faerie if the magus has discovered an Arcane Connection to it (and can therefore open an *Intangible Tunnel* to the faerie). Similar spells can be used to attack creatures of other realms.

(Base 4, +1 Touch)

Source: *Hermetic Projects*, 84

LEVEL 10

BREAK THE SHIELD

PeVi 10

R: Touch, **D:** Mom, **T:** Ind

This spell dispels the Parma Magica of the target. The target’s Parma Magica Score must be less than (25 + stress die) divided by 5. The target can, of course, recast his Parma Magica in subsequent rounds, but the target may not notice that his Parma Magic has been dispelled until it is too late.

Obviously, this spell is only really useful for attacking other magi. Thus, some tribunals may view magi who are known to have invented this spell with suspicion. On the other hand, there are legitimate reasons for knowing this spell – prosecuting Wizard’s War and hunting Marched magi are entirely legal and uncontroversial pursuits.

Like all spells, this spell must Penetrate to be effective. Higher-level versions of this are possible for attacking targets with greater Parma Magica scores.

Note that this spell uses the Perdo Vim guideline, which dispels magic effects of a specific type (*Ars Magica Fifth Edition*, page 160). Parma Magica is an example of a magical effect of a specific type, which all Hermetic magi are familiar with. This is why *Wind of Mundane Silence* (*Ars Magica Fifth Edition*, page 161), which dispels *all* magical effects is effective against Parma Magica. This spell does not dispel Magic Resistance generated via other sources, nor is this spell effective against any other sorts of magic.

(Base 5, +1 Touch)

Source: *Hermetic Projects*, 85

CHASTISE THE UNRULY FIEND

PeVi 10

R: Voice, **D:** Mom, **T:** Ind

The effect of this reinvented spell is practically equivalent to *The Demon's Eternal Oblivion*, though its cosmetic component makes it appear somewhat differently.

A black tentacle, similar to a writhing whip, lashes out from the caster's palm to hit the targeted Infernal creature, reducing its Infernal Might score by 10 points. Brought close to destruction, a demon can be punished, and forced to obey, or at least to take the caster seriously. Note that the caster must be able to perceive or sense a demon to target it, and the spell must penetrate its Magic Resistance to take effect.

(Base effect, +2 Voice, free cosmetic effect)

Source: *Magi of Hermes*, 133

DREADFUL BANE OF THE FAE

PeVi 10

R: Voice, **D:** Mom, **T:** Ind

As per *Demon's Eternal Oblivion* (*Ars Magica Fifth Edition*, page 160), but affects faeries. This version strips 10 from the Might Score if it penetrates Magic Resistance.

(Base effect, +2 Voice)

Source: *Tales of Power*, 123

LASH THE WAYWARD SPIRIT

PeVi 10

R: Voice, **D:** Mom, **T:** Ind

As per *Demon's Eternal Oblivion*, described in *Ars Magica Fifth Edition*, page 160, but for magical spirits.

(Base, +2 Voice)

Source: *Through the Aegis*, 109

LEVEL 20

BELITTLE THE FEROCIOUS WARLOCK

PeVi 20

R: Sight, **D:** Diam, **T:** Ind

Upon penetrating the Magic Resistance of the target, the spell reduces the casting total of the affected victim by 5 levels. The evocation does not hinder the movement or senses of the target in any way, but merely affects all magic that is cast. Note that this spell must be fast cast if it is supposed to take effect before the opponent can act in the first round. (See *Ars Magica Fifth Edition*, pages 83 and 87.)

In Tolides' version of the spell, it appears as if the target is trapped in a dark cocoon of semi-transparent, wildly writhing vapor.

(Base effect (4), +3 Sight, +1 Diam)

Source: *Magi of Hermes*, 134

PARALYSIS OF THE GIFT

PeVi 20

R: Touch, **D:** Diam, **T:** Ind

The target feels The Gift becoming dull and moribund. Reduce all the Casting Totals of the target by 10.

(Base effect, +1 Touch, +1 Diameter)

Source: *Hermetic Projects*, 86

REVOKE THE PROTECTION OF BONISAGUS

PeVi 20

R: Voice, **D:** Mom, **T:** Ind

Destroys the Parma Magica of the target if 30 + stress die exceeds the targets Ability score x5. The spell must Penetrate to take effect.

(Base 10 (Dispel effects of a specific type, level +4 Magnitudes), +2 Voice)

Source: *Faith & Flame – The Provençal Tribunal*, 71

SEVER THE CONNECTION

PeVi 20

R: Touch, **D:** Mom, **T:** Ind

The targeted Arcane Connection has its duration reduced by three magnitudes. This is sufficient to reduce an Arcane Connection of a duration of years to a duration of days. The affected item can then be stored for a couple of weeks before being passed on.

(Base 15, +1 Touch)

Source: *Transforming Mythic Europe*, 129

LEVEL 25

BREAKING THE SHIELD

PeVi 25

R: Sight, **D:** Mom, **T:** Ind

This spell is designed to permanently cancel an existing *Aegis of the Hearth* ritual with a level less than 30 (i.e. the level of this spell +1 magnitude) + a Stress Die, bringing its magical protection to an abrupt end.

As this spell is cast against an Aegis, the effect must first penetrate the level of that Aegis. This version of the spell has been designed to tear down at least a sixth magnitude Aegis, and so must penetrate a resistance of at least 30. To help with this feat, Al-'Aqrab has taught versions of the *Wizards Communion* spell to the other magi in his new covenant, which helps them to cast their spells and Rituals at sufficiently high level and penetration.

Casting this spell requires that Al-'Aqrab be within sight of the target's boundary, though of course the Aegis itself does not need to be made visible.

(Base effect, +3 Sight)

Source: *Tales of Power*, 126

LEVEL 30

STRIPPING THE SUPERFLUOUS REALITIES

Pe(Mu)Vi 30

R: Touch, **D:** Mom, **T:** Bound, Ritual

Req: Muto

An inverse variant of *Stratifying the Subtle Realities*, this spell causes an immediate roll on the Aura Weakening Table for the Magic regio in which it is cast, with a modifier equal to 0, but treating a roll of 2 as a 0 and adding five to the number of botch dice for this roll and for subsequent yearly rolls. If a botch results then the desired effect occurs, which is that the regio level in which it is cast is destroyed. Even if this spell does not immediately remove the targeted regio level, the extra botch dice for subsequent rolls in following years might cause it to later vanish. Depending on the outcome of the roll, this spell might have the (probably) unwanted side effect of weakening the aura instead. If the casting of this spell is botched, suitable outcomes might be to roll as above, but on the Aura Strengthening Table instead, to inadvertently destroy the wrong regio level, or to otherwise corrupt the structure of the regio.

(Base 4, +1 Touch, +4 Boundary, +1 Muto requisite)

Source: *Realms of Power – Magic*, 14

LEVEL 35

SNIPPING THE THREAD OF POWER

PeVi 35

R: Touch, **D:** Mom, **T:** Ind

This spell destroys the Arcane Connection between two items.

(Base 30, +1 Touch)

Source: *Dies Irae*, 103

Rego Vim Spells

GENERAL

ADJURATION OF THE HELL-SWORN SPIRIT

ReVi Gen

R: Arc, **D:** Mom, **T:** Ind

This spell summons a demon with Might no greater than the spell's level. It creates a magical conduit between the magus and the demon using the demon's True Name (which is essential for this spell), and the demon is compelled to travel almost instantly to the magus's location through that conduit. If the magus has prepared an arcane circle, such as in the spell *Ward Against Demons*, he can force the demon to appear within it.

(Base effect, +4 Arcane Connection)

Source: *Realms of Power – The Infernal*, 122

AEGIS OF THE HEARTH

ReVi Gen

R: Touch, **D:** Year, **T:** Bound, Ritual

This ritual protects a covenant in the way a Parma Magica protects a magus.

If any spell is cast toward the *Aegis* (originating from outside it) by any magus who was not involved in the *Aegis* ritual, the *Aegis* resists the spell. Furthermore, spells that bring objects into the *Aegis*, including teleportation spells such as *The Seven-League Stride*, are also resisted unless the caster was involved in the ritual. If the foreign spell cannot penetrate a resistance equal to the level of the *Aegis*, it fizzles out. The *Aegis* is also able to block foreign Intellego spells, even if they cannot normally be blocked by a Parma Magica, and spells that were cast before they entered the *Aegis*, such as an invisibility spell cast on a magus outside the *Aegis*.

Magi who were not involved in the ritual and who cast spells within the *Aegis* must subtract half the level of the *Aegis* from all their Casting Totals. Spells successfully cast have otherwise normal effects (e.g. Ignem spells still do full damage). Penetration totals for magical creatures are reduced by the same amount. Effects from enchanted devices are resisted by the *Aegis* unless the item was within the *Aegis* at the time of casting, or was created within the *Aegis* by someone who was part of the ritual or in possession of a token. Creatures with a Might score cannot enter the area protected by the *Aegis* unless they have a higher Might than the *Aegis*'s level. When approaching the border of an *Aegis*, a magical person (including a Hermetic magus) feels a slight tingle in the extremities. Magical, Infernal, Faerie, and Divine creatures and persons may be brought within the *Aegis*, if they are formally invited by one who participated in its casting and given a token to represent the invitation. (The tokens are

used during the casting of the ritual, and thus conform to the Law of Sympathy.) Such a person is also not affected by the penalty to casting within the *Aegis*. The invitation may be withdrawn at any time. This does not require retrieving the token or even notifying the individual who is no longer welcome. Withdrawing an invitation will not expel the person beyond the *Aegis*, but will prevent them from re-entering after they leave (unless their Might is high enough), and subject them to the Casting Total penalty while they are within the *Aegis*. The invitation and expulsion must both be issued by magi who participated in the ritual, but not necessarily by the same magus. A magus may only invite or expel specific, known, individuals. He may not expel someone he does not know has been invited in.

The *Aegis* is typically cast on the winter solstice, since magical auras can be slightly higher at that time, and the *Aegis* then lasts for the entire next year. The entire covenant usually participates in the *Aegis* ritual, which often ends with the participants walking around the perimeter of the protected area in order to define it. Quite often, the covenant holds a major council meeting, or perhaps a large feast, after the ritual of the *Aegis*. Magi do not need to be able to cast the spell to participate in the ritual, and, indeed, non-Hermetic wizards can participate as well. Only one magus needs to actually cast the spell.

Aegis of the Hearth was invented by Notatus, the first Primus of House Bonisagus. It was a major breakthrough, incorporating Mercurian rituals as well as Hermetic theory, and was the reason Notatus was chosen to succeed Bonisagus. As a result, the spell is more powerful than it ought to be, and has no Perdo requisite. By 1220 Notatus's discoveries have spread, and any magus trained in the Order is capable of inventing versions of the *Aegis* with the above parameters, but at different levels. Inventing a version with different parameters, however, would require a similar breakthrough, and years of research.

(Base effect)

Source: *Ars Magica Fifth Edition*, 161

ARCANE SEAL

ReVi Gen

R: Touch, **D:** Sun, **T:** Ind

This spell can be cast on a magical tunnel created by an *Intangible Tunnel*-style of effect, but it may only be cast by the magus who originally cast the *Intangible Tunnel* effect, because this spell uses the “suppress own spell” guideline (see *Ars Magica Fifth Edition*, page 161).

The tunnel is sealed for the duration of this spell, and spells can no longer be cast through the tunnel in either direction.

When this spell expires, or it is ended some other way, the tunnel may be used again (if it has not expired in the meantime). This spell may be used to seal *Intangible Tunnel* type effects of a level up to one magnitude less than this spell. The seal itself appears as a Hermetic sigil emblazoned in the air.

Note that the seal itself is a spell, and so can be dispelled. However, the seal is only present at the caster’s end of the *Intangible Tunnel*. There is nothing to dispel at the other end.

(Base effect, +1 Touch, + 2 Sun)

Source: *Hermetic Projects*, 81

BREAK THE SIEGE

ReVi Gen

R: Voice, **D:** Sun, **T:** Ind

This spell suppresses a magical tunnel created by Hermetic Vim magic, if the level of the magical tunnel creating spell is less than or equal to half the level of this spell + 1 magnitude. For the duration of this spell, spells can no longer be cast through the tunnel, in either direction. When this spell expires, or it is ended some other way, the tunnel may be used again (if it has not expired in the meantime).

It is a good idea to master this spell taking the Fast Casting mastery (*Ars Magica Fifth Edition*, page 87).

This spell can be cast at either end of the magical tunnel. However, note that, without the aid of magical senses, only the original caster of the magical tunnel can target it. Of course, the *Break the Siege* effect is a spell, and can be dispelled itself. However, the *Break the Siege* spell is only present at the end which it was cast at. There is nothing to dispel at the other end.

(Base effect, +2 Voice, +2 Sun)

Source: *Hermetic Projects*, 81

CIRCULAR WARD AGAINST DEMONS

ReVi Gen

R: Touch, **D:** Ring, **T:** Circle

All creatures with Infernal Might equal to or less than the level of the spell are unable to enter the circle or harm those within it. If you cast the spell again, the stronger ring dispels the weaker, regardless of the order of casting. Some magi cast this spell before going to sleep at night. At night, from certain angles, the ring may be seen as a silver-hued dome.

(Base spell)

Source: *Ars Magica Fifth Edition*, 162

CIRCULAR WARD AGAINST FAERIE SPIRITS

ReVi Gen

R Touch, D Ring, T Circle

All creatures with Faerie Might equal to or less than the level of the spell are unable to enter the circle or harm those within it. Note that, since the spell on the laboratory was cast with a Penetration of 35, only faeries with a Might of 34 or lower are actually stopped, even though it is level 40, as the ward fails to penetrate the Magic Resistance of more powerful fae.

(Base Spell)

Source: *Legends of Hermes*, 108

CIRCULAR WARD AGAINST MAGICAL SPIRITS

ReVi Gen

R: Touch, **D:** Ring, **T:** Circle

All creatures with Magical Might equal to or less than the level of the spell are unable to enter the circle or harm those within it.

(Base Spell)

Source: *Legends of Hermes*, 119

DOMINANCE OVER THE INFERNAL

ReVi Gen

R: Touch, **D:** Year, **T:** Bound, Ritual

Causes the apparent Infernal aura of strength equal to (ritual magnitude - 9) to abate. The Infernal aura, though still present, is held at bay and its effects are not felt. Other auras present that may have been suppressed are now expressed.

(Base, +1 Touch, +4 Year, +4 Boundary)

Source: *Legends of Hermes*, 18

GUTTERING OF THE HOME-FIRES

ReVi Gen

R: Touch, **D:** Diam, **T:** Ind

This spell temporarily suppresses an *Aegis of the Hearth* effect. The *Aegis of the Hearth* effect must be less than half the level of this spell + 3 magnitudes. The known Lab Texts of this spell incorporate a side effect: while the *Aegis of the Hearth* is lowered, the temperature within the affected boundary is lowered slightly, which sensitive characters might notice.

This spell must penetrate the *Aegis of the Hearth* effect, of course.

Note that if the *Aegis of the Hearth* is of a high level, then this spell may need to be a ritual.

(Base effect, +1 Touch, +1 Diameter)

Source: *Hermetic Projects*, 94

INVOKE THE PACT OF ZELOS

ReVi Gen

R: Arc, **D:** Mom, **T:** Ind, Ritual

This spell represents the formation of a pact with Zelos, the Daimon of rivalry and contention. It targets a duplicate (called an Aspect) of Zelos, rather than the spirit itself, and if the spell penetrates the Aspect's Might (see insert), that Aspect appears before the caster to perform a specific service. This spell does not exert any control over this spirit.

Without the Mystery Virtue of Hermetic Theurgy, this spell must have a level of at least 40 (twice the Might of the Daimon's Aspect), and it usually needs to be cast using *Wizard's Communion*, to achieve sufficient Penetration. As a spell adapted from non-Hermetic theurgic practices, it requires knowledge of a Mystery, or a Hermetic Breakthrough, to invent, although nontheurgist Hermetic magi can learn the spell from a Lab Text or from a teacher. Acquiring an Arcane Connection to a Daimon such as Zelos is no simple task, and may be the focus of a story in its own right.

(General effect, +4 Arcane Connection, see *The Mysteries Revised Edition*, Chapter 9: Hermetic Theurgy for more details)

Source: *Houses of Hermes – Societates*, 100

MAINTAINING THE DEMANDING SPELL

ReVi Gen

R: Touch, **D:** Diam, **T:** Ind

You cast this spell on a spell that you have already cast and are maintaining through concentration. The spell that requires concentration is then automatically maintained for the duration of this spell, whether you concentrate or not. You cannot change the effects of the first spell without concentrating on it again. For instance, you can use *The Unseen Arm* (ReTe 5) to hold an object in the air without concentrating, but to move the object still requires concentration. A Stamina + Concentration stress roll of 6+ must be made in order to cast this spell while keeping the first

one going (a lower roll than normal because this is what the spell is designed for). This spell only works on spells of equal or lower level.

(Base effect, +1 Touch, +1 Diam)

Source: *Ars Magica Fifth Edition*, 162

OPENING THE INTANGIBLE TUNNEL

ReVi Gen

R: Arc, **D:** Conc, **T:** Ind

You can open a magical channel from yourself to some target, allowing you to cast any spell with a range greater than Personal on that target. The tunnel does not, of itself, grant any sense impressions of the target — you must cast appropriate spells through it if you wish to see. Spells cast through the tunnel cannot be of higher level than that of this spell. You must make standard Concentration rolls to maintain concentration on the Opening spell as you cast other spells.

A magus who magically recognizes the tunnel (through *The Invisible Eye Revealed* or a similar spell) may cast spells through the tunnel back at you, and he need not concentrate on keeping the tunnel open. If this magus is the target of the spell, he is considered to be touching you. Otherwise, his effective range to you is his range to the target of the tunneling spell.

If the target of the spell has Magic Resistance, you must penetrate that resistance to open the tunnel. Spells cast through the tunnel must also penetrate Magic Resistance normally.

(Base effect, +4 Arcane Connection, +1 Concentration)

Source: *Ars Magica Fifth Edition*, 162

QUIET THE CURSING TONGUE

ReVi Gen

R: Voice, **D:** Sun, **T:** Ind

The target of this spell cannot use any curse magic with a level less than or equal to (spell level – 10). If the curse magic is controlled by a Supernatural Ability, then its level is equivalent to (Score x 5). This spell can be used as a template for spells that affect other types of exotic magic.

(Base effect, +2 Voice, +2 Sun)

Source: *Houses of Hermes – Societates*, 129

SUPPRESSING THE WIZARD'S HANDIWORK

ReVi Gen

R: Touch, **D:** Conc, **T:** Ind

Cancels one spell that you have cast, but only as long as you concentrate. When concentration is broken the effects of the spell return. The level of the spell to be suppressed must not exceed the level of this spell. The effects of the spell being suppressed take about one round to fade out, and then another round to return after concentration is broken. The spell to be affected must be active to be suppressed — in particular, it may not be of Momentary duration.

Common uses of this spell include providing access to some place normally blocked by magic (for example, having a MuTe blocking the door to your lab, and then suppressing it to enter), and avoiding traps (such as suppressing a *Watching Ward* [ReVi Gen] on your rear door). This spell is designed to be held while you do something else, so the magus gets a +3 bonus to all Concentration rolls.

(Base, +1 Touch, +1 Concentration)

Source: *Ars Magica Fifth Edition*, 162

SUSTAIN A SPELL OF (FORM)

ReVi(Form) Gen

R: Touch, **D:** Mom, **T:** Ind, Ritual, Mystery (Spell Binding)

Req: (Form)

Cast on a container, the ritual spell binds to another spell (of the requisite Form) cast in the next round, allowing a (Form) spirit to be forced into the container where it must sustain the second spell indefinitely (See *Legends of Hermes*, Initiation of Spell Binding)

(Base effect)

Source: *Legends of Hermes*, 65

THE CURSÈD DAY

ReVi Gen

R: Arc, **D:** Sun, **T:** Ind

This spells opens a magical tunnel between the caster and the target. Spells cast through this tunnel must be at least one magnitude less than the level of this spell.

This spell has duration of Sun.

(Base effect, +4 Arcane Connection, +2 Sun)

Source: *Hermetic Projects*, 80

THE EVIL EYE

ReVi Gen

R: Sight, **D:** Diam, **T:** Ind

Sometimes a magus cannot acquire an Arcane Connection to his quarry. This spell opens a tunnel between the magus and any target within Sight Range. The advantage of this is that it lowers the effective range between the magus and the target — which means that lower magnitude effects can be used on the target, which should increase the effective Penetration Total. Effects cast through *The Evil Eye* tunnel can be up to one magnitude greater than the magnitude of *The Evil Eye* spell.

(Base effect, +3 Sight, +1 Diameter)

Source: *Hermetic Projects*, 80

THE MASTER'S MESSAGE

ReVi Gen

R: Touch, **D:** Moon, **T:** Ind

This spell opens a tunnel between the magus and a character that he touches.

Once it is cast, the tunnel remains in place, even if the characters break contact. The purpose of this spell is to enable the magus to open a tunnel between himself and a grog. The grog can then depart on a mission, and the magus is able to monitor his progress and cast spells through the tunnel as required.

Even if the grog character has no Magic Resistance, it is a good idea to record the Penetration of this spell, as the grog may try to pass through a hostile *Aegis*.

Effects cast through *The Master's Message* tunnel can be up to one magnitude greater than the magnitude of *The Master's Message* spell.

(Base effect, +1 Touch, +3 Moon)

Source: *Hermetic Projects*, 81

THE MINUTE OF RECKONING

ReVi Gen

R: Arc, **D:** Diam, **T:** Ind

This spells opens a magical tunnel between the caster and the target. Spells cast through this tunnel can be up to the level of this spell.

Unlike the *Opening the Intangible Tunnel* spell, the caster does not need to maintain concentration on this spell; this spell has duration of Diameter. This has advantages (the caster doesn't need to maintain concentration) and disadvantages (the tunnel cannot be swiftly closed by ceasing to concentrate).

Note that, despite the name of this spell, a Diameter duration spell actually lasts for two minutes.

(Base effect, +4 Arcane Connection, +1 Diameter)

Source: *Hermetic Projects*, 80

THE PATIENT SPELL

ReVi Gen

R: Touch, **D:** Conc, **T:** Ind

When this spell is cast in conjunction with a second spell (requiring an Intelligence + Concentration roll against an Ease Factor of 9), the other spell is delayed in taking effect until the caster ceases concentration on *The Patient Spell*. The target spell can be no higher than the level +15 of *The Patient Spell*. A spell held using *The Patient Spell* may be released to interrupt an action in the same manner as a fast cast spell, requiring the same “fast casting” roll of Quickness + Finesse (*Ars Magica Fifth Edition* page 83).

Ranulf uses *The Patient Spell* to provide himself with an opportunity to cast *Boreal Flames* with *Pilum of Fire*. Maintaining concentration on *The Patient Spell* while casting another spell requires an Intelligence + Concentration roll against an Ease Factor of 9 to perform successfully; this is easier than normal, because the spell is designed for this use.

(Base effect, +1 Touch, +1 Concentration)

Source: *Magi of Hermes*, 113

TIE THE THREADS THAT BIND

ReVi Gen

R: Touch, **D:** Mom, **T:** Group, Ritual

This spell is uniquely used for the construction of automata. The base effect level of the spell level must equal or exceed the construct’s Magic Might to be successful, meaning the final spell level must equal or exceed the automaton’s Magic Might + 15.

(Base Effect, +1 Touch, +2 Group)

Source: *Houses of Hermes – Mystery Cults*, 130

WATCHING WARD

ReVi Gen

R: Touch, **D:** Spec, **T:** Ind, Ritual

Watching Ward puts another spell on a given target on hold until that spell is triggered by a simple condition, which is determined when this ritual is cast. The target of the *Watching Ward* must be present for the entire casting ritual. When the conditions you specify come to pass, the suspended spell takes effect.

Only one *Watching Ward* can be placed on any one person or object. The level of the *Watching Ward* must at least equal the level of the spell held in suspension. You can put multiple spells in the Ward, provided that its level at least equals the sum of the levels of the contained spells. If Intellego spells are included in a *Watching Ward*, they may be used to trigger the other spells. Thus, if you put *Frosty Breath of the Spoken Lie* (InMe 20) into the *Watching Ward*, you can also put in a spell that is cast when someone lies. An Intellego spell in the *Watching Ward* has no effect other than to cast other spells when the proper condition is detected. Thus, in the example, one’s breath is not frosty when he or she is caught in a lie.

If someone tries to dispel the *Watching Ward* and fails, the suspended spell is cast. Flambeau and Tytalus magi commonly put highly destructive spells upon their persons, to be cast if they die so they may have vengeance upon their killers. The Ritual nature of this spell supports the potentially indefinite duration.

The *Watching Ward* is dispelled when it releases its spell. A version of this spell with target Room, known as *Waiting Spell*, is also well known in the Order. It can contain spells up to the level of the *Waiting Spell* – 10, and is also a Ritual.

(Base effect, +1 Touch, Duration is nonstandard)

Source: *Ars Magica Fifth Edition*, 162

WIZARD’S SIEGE

ReVi Gen

R: Arc, **D:** Moon, **T:** Ind

This spells opens a magical tunnel between the caster and the target. Spells cast through this tunnel must be at least two magnitudes less than the level of this spell. This spell has a duration of Moon. A confident magus might cast this spell immediately after the Wizard’s War begins.

(Base effect, +4 Arcane Connection, +3 Moon)

Source: *Hermetic Projects*, 80

WRAPPINGS OF METAPHYSICAL IRON

ReVi Gen

R: Touch, **D:** Sun, **T:** Ind

This spell wards an object from being touched or manipulated by faeries or faerie magic. Faeries with Might greater than the spell's level are not restrained by this spell, nor are faeries that resist the spell's Penetration.

Lambert's version of this spell was developed from laboratory notes made by a Merinita magus with the virtue of Spell Potency (*The Mysteries Revised Edition* page 31 or *Houses of Hermes: Mystery Cults* page 6) concerning faeries. Lambert is unable to cast this spell unless he wraps an iron chain around the protected item at the time of the casting. Due to the influence of the iron chain, this spell is cast with a Potency Bonus of +7.

Lambert finds that faeries rarely confront him about his use of this spell when he casts it on goods that he brings into their lands, but they become exceedingly displeased by the spell when it is used upon any item that is native to their home.

(Base Effect, no modifier Ring to Sun)

Source: *Magi of Hermes*, 68

LEVEL 15

CLEANSE THE VERMINOUS VIS

ReVi 15

R: Touch, **D:** Mom, **T:** Ind

This spell is used to make vis of Infernal provenance safe for use by a Hermetic magus. It transfers the vis from its original physical form into a item of the magus's choosing, which is touched to the original vis. This item must be of sufficient shape and material (*Ars Magica Fifth Edition*, page 97) to be able to contain the vis transferred into it. However, this spell does not operate quite how the Venatores think that it does: vis which is heavily corrupted by the Infernal still contains a measure of its taint. Vis prava becomes vis sordida, vis sordida becomes vis infesta, and only vis infesta becomes normal vis (see Chapter 1: The Infernal Realm, Infernal Vis in *Realms of Power – The Infernal*). Note that casting this spell also incurs the extra botch dice inherent in handling Infernal vis, even though the Infernal vis is not consumed in its casting.

(Base 10, +1 Touch)
Source: *Realms of Power – The Infernal*, 122

DISTILLATION OF THE PUREST STREAM

ReVi 15

R: Touch, **D:** Mom, **T:** Ind

Concentrates the essence of a stream of exceptionally pure water into a pawn of Aquam vis. The purity of the stream determines how often the spell may be cast successfully upon it.

(Base 10, +1 Touch)

Source: *Covenants*, 77

GATHER THE ESSENCE OF THE BEAST

ReVi 15

R: Touch, **D:** Mom, **T:** Ind

Concentrates the raw vis in a corpse into one part of that corpse, which can then be removed. This spell lets you gather all the raw vis you find without lugging around entire corpses of beasts. Note that the vis in many magical creatures is already concentrated in this manner in some specific organ, though this spell will allow you to relocate that vis if you wish.

(Base 10, +1 Touch)

Source: *Ars Magica Fifth Edition*, 162

LEVEL 20

COMMAND THE VILE SPIRIT

ReVi 20

R: Voice, **D:** Conc, **T:** Ind

The caster may force a demon to obey his commands, through intimidation and the power of his will. If the spell penetrates the creature's Magic Resistance, make a Communication + Leadership roll, adding the caster's Hierarchy Score as a bonus. The storyguide subtracts the demon's Hierarchy Score and uses the total to determine the strength of the effect, though anything other than a botch always produces at least minimal results.

(Base 5, +2 Voice, +1 Concentration)

Source: *Realms of Power – The Infernal*, 122

SWIFT WINGS OF TIMELESS DAYS

ReVi 20

R: Per, **D:** Mom, **T:** Ind

The length of the caster's journey through the Twilight Void is reduced by three steps from his initial Speed Level. With a Speed Level of 6 the caster would return to the Magic Realm after a year, and this spell would increase his Speed Level to 18, meaning that he emerges after only a day.

(Base 20)

Source: *Realms of Power – Magic*, 28

LEVEL 25

DIVIDE THE GATHERED ESSENCE

ReVi 25

R: Touch, **D:** Mom, **T:** Group

Transfers the raw vis from an item into one or more containers. The maga may freely choose how the vis is to be divided.

(Base 10, +1 Touch, +2 Group)

Source: *The Mysteries*, 40

LEVEL 30

A DAY'S GRACE

ReVi 30

R: Touch **D:** Hours **T:** Ind

Using this spell, the caster is able to suppress one other spell he casts at the same time as this spell for a Duration counted in Celestial Hours (see *The Mysteries Revised Edition*, page 49).

The suppressed spell can have a level up to 25 and may be Spontaneous, Ceremonial or Formulaic. Ritual spells are too complex to be suppressed by this spell although should a version of this spell be designed as a Ritual that should be possible.

Spells with Circle and/or Ring Duration (including Arcane Circle and Arcane Ring) are also suppressed but fail if the circle inscribed during casting is broken before the spell is released (Arcane Circles and Rings are still visible to those with Second Sight, and may be broken by them before the spell is released).

Sight-Ranged spells must be targeted during the initial casting. Once the spell has been cast, the target will still be affected by it whether or not that target is still visible to the caster or not, though only where that target remains in the same location until the spell is triggered.

(Base 15, +1 Touch, +2 Hours - equivalent of Sun)

Source: *Magi of Hermes*, 102

LEVEL 50

SUBSUME THE APPARENT DOMINION

ReVi 50

R: Touch, **D:** Year, **T:** Room, Ritual

This spell allows a subsumed aura to manifest by temporarily suppressing an apparent Dominion aura of strength less than or equal to three. It has a Room Target and so produces a localized effect, ideal for mimicking a weak lacuna. If there are any other auras present, the strongest of these manifests.

Casting this ritual creates a preternatural tether of level one and provides a +1 yearly aura modifier, both as described in *Realms of Power: Magic*, page 10.

This laboratory text is for a level 50 ritual but the effect is general. By re-creating the spell from this laboratory text, the maga accumulates 10 points towards researching Confluence of the Realms (see *Legends of Hermes*). To do this, Conciatta's own code must first be broken (*Ars Magica Fifth Edition*, page 102), which requires at least a season working with the text to decode it. The only available casting tablet for this spell is the one written into the cellar fresco.

(Base 15, +1 Touch, +4 Year, +2 Room)

Source: *Legends of Hermes*, 26

LEVEL 95

MAGNA CLAUSTRA

ReVi 95

R: Touch, **D:** Year, **T:** Bound, Ritual

The *Magna Claustra* (Latin: Great Barrier) protects an area from the Great Pestilence, providing the Penetration Total of the spell exceeds 60.

(Base 50, +1 Touch, +4 Year, +4 Boundary)

Source: *Dies Irae*, 103

The Art of Aethera

Creo Aethera

LEVEL 20

THE EDGE OF REASON

CrAe(Co) 20

R: Sight, **D:** Moon, **T:** Ind

Req: Corpus

Creates an amount of intangible aether within a target person. This influences the individual's most prominent humor, which increases the individual's strongest Personality Trait by 3 points and grants a new +3 Personality Trait for the spell's duration according to the character's dominant humor.

Sanguine	Hysteric
Choleric	Psychotic
Melancholic	Neurotic
Phlegmatic	Fearful

(Base 1, +3 Sight, +3 Moon, +1 Corpus Requisite)

Source: *Dies Irae*, 40

LEVEL 35

THE FALL

CrAe 35

R: Voice, **D:** Mom, **T:** Ind

Creates an amount of aether with the density of earth that travels 50 paces in an arc during the round in which the spell is cast. If this aether is aimed at an individual, a Perception + Finesse roll is made against the target's Defense roll. If successful, the target takes +30 damage.

(Base 5, +4 for density of stone, +2 Voice)

Source: *Dies Irae*, 40

THE UNSEEN BARRIER

CrAe 35

R: Touch, **D:** Conc, **T:** Individual

This spell creates a wall of aether, anchored to the ground, in an arc described by the caster. The wall has the density of tightly-packed earth and is four paces wide, by two paces tall, and about one pace thick, enough to arrest the charge of any assailants or projectiles. Like all aether, the wall itself is invisible, but it does give off a glow.

(Base 25, +1 Touch, +1 Concentration)

Source: *Dies Irae*, 40

Intellego Aethera

LEVEL 20

THE INVISIBLE REVEALED

InAe 20

R: Per, **D:** Conc, **T:** Vision

Allows the caster to see all aether in his presence, whether that aether is unbounded, intangible or dense, or manifest within another object or individual. This is sufficient to allow the caster to then affect that aether with further spells.

(Base 3, +1, +4 Vision)

Source: *Dies Irae*, 40

SENSE OF THE MOON'S PRESENCE

InAe 20

R: Per, **D:** Sun, **T:** Vision

Aether is intangible and invisible, which makes it hard for Hermetic magic to affect. This effect gives the caster the ability to see aether, which is sufficient then to target that aether with further spells and effects.

(Base 1, +1 Touch, +2 Sun, +4 Vision)

Source: *Dies Irae*, 31

Muto Aethera

LEVEL 35

AETHERIC FIRE

MuAe(Ig) 35

R: Sight, **D:** Conc, **T:** Ind

Req: Ignem

This spell gives the target intangible aether the unnatural quality of heat. The default quality makes the aether noticeably warm, but does no damage. However, this effect increases the intensity of the heat such that it does +10 damage to those within the area of effect.

This effect has a number of advantages over the much lower level equivalent CrIg effect. First, the aetheric fire cannot itself be affected by non-aetheric effects, second if the aether is intangible it can pass through physical barriers in its way, and third those caught in the fire do not benefit from any Ignem Form bonus they might possess.

(Base 10, +3 Sight, +1 Concentration, +1 intensity)

Source: *Dies Irae*, 42

Perdo Aethera

LEVEL 145

HOLD THE SKY IN THRALL

PeAe 145

R: Sight, **D:** Mom, **T:** Ind, Ritual

This ritual destroys the target aether's fundamental property of movement. Upon completion of the ritual, the effect is instant and irrevocable.

This ritual, given the nature of the power concerned, is unique. It has been designed to target the moon, or rather the aether behind what those below the Lunar Sphere perceive as the moon. Once cast, there is no other target that this ritual can then target.

(Base 5, +3 Sight, +5 density, +20 size)

Source: *Dies Irae*, 31

Rego Aethera

LEVEL 5

HEDGE OUT THE CREATURES OF LUNAR FIRE

ReAe 5

R: Touch, **D:** Ring, **T:** Circle

The caster inscribes a circle that no creature with the Animal Quality of Lunar can cross. Creatures with Might are not affected by this spell.

(Base 2, +1 Touch, +2 Ring)

Source: *Dies Irae*, 42

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Ars Magica

Fifth Edition



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