

CRIPPLE THE HOWLING WOLF

PeAn25, Casting Total: +27,

Penetration: +9

R: Voice, D: Mom, T: Ind

Spell Mastery: 1 (0)

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)

PARCHING WIND

PeAq20, Casting Total: +28,

Penetration: +15

R: Voice, D: Mom, T: Part

Spell Mastery: 1 (0)

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)

CURSE OF THE DESERT

PeAq25, Casting Total: +29,

Penetration: +11

R: Voice, D: Mom, T: Part

Spell Mastery: 2 (10)

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)

THE CHIRURGEON'S HEALING TOUCH

CrCo20, Casting Total: +32,

Penetration: +18

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

Spell Mastery: 1 (0)

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)

WHISPERS THROUGH THE BLACK GATE

InCo15, Casting Total: +13,

Penetration: +4

R: Touch, D: Conc, T: Ind

Spell Mastery: 1 (0)

Requisite: 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 Conc, no cost for requisite)

THE INEXORABLE SEARCH

InCo20, Casting Total: +22,

Penetration: +8

R: Arc, D: Conc, T: Ind

Spell Mastery: 1 (0)

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 Arc, +1 Conc)

DUST TO DUST

PeCo15, Casting Total: +37,

Penetration: +29

R: Voice, D: Mom, T: Ind

Spell Mastery: 1 (0)

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)

THE WOUND THAT WEEPS

PeCo15, Casting Total: +37,

Penetration: +29

R: Voice, D: Mom, T: Ind

Spell Mastery: 1 (0)

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)

INCANTATION OF THE MILKY EYES

PeCo30, Casting Total: +37,

Penetration: +14

R: Voice, D: Mom, T: Ind

Spell Mastery: 1 (0)

Blinds a target, leaving the eyes milky with cataracts. This heals as a Heavy Wound.

(Base 20, +2 Voice)

TWIST OF THE TONGUE

PeCo30, Casting Total: +37,

Penetration: +14

R: Voice, D: Mom, T: Part

Spell Mastery: 1 (0)

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)

CLENCHING GRASP OF THE CRUSHED HEART

PeCo40, Casting Total: +38,

Penetration: +5

R: Voice, D: Mom, T: Ind

Spell Mastery: 2 (10)

When casting this spell, you make a clenching motion with your hand. The victim doubles over and dies at once.

(Base 30, +2 Voice)

GIFT OF THE BEAR'S FORTITUDE

MuCo25, Casting Total: +20,

Penetration: +1

R: Per, D: Sun, T: Ind

Spell Mastery: 1 (0)

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)

ENDURANCE OF THE BERSERKERS

ReCo15, Casting Total: +25,

Penetration: +16

R: Per, D: Conc, T: Ind

Spell Mastery: 1 (0)

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

Casting Total: (Technique + Form + Sta + mastery + focus - no hands - mute + spellcasting bonus + [Art. Lib. + Phil. (ritual only)]) / deficiencies
 Penetration: CT + Penetration - level + Penetration Specialization

"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.

Consecutive castings delay the end of the spell—that is, put off the time when accumulated wounds take effect—but a body can only take a number of consecutive castings equal to its Size + 2. Further castings have no effect.

(Base 10, +1 Conc)

LIFTING THE DANGLING PUPPET

ReCo15, Casting Total: +25,
Penetration: +16

R: Voice, D: Conc, T: Ind

Spell Mastery: 1 (0)

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 Conc)

SEVEN-LEAGUE STRIDE

ReCo30, Casting Total: +25,
Penetration: +1

R: Per, D: Mom, T: Ind

Spell Mastery: 1 (0)

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)

THE LEAP OF HOMECOMING

ReCo35, Casting Total: +25,
Penetration: -4

R: Per, D: Mom, T: Ind

Spell Mastery: 1 (0)

Transports you to any place to which you have an Arcane Connection. Most magi use this to return to their laboratories.

(Base 35)

THE GREAT ROT

PeHe25, Casting Total: +28,
Penetration: +10

R: Voice, D: Mom, T: Group

Spell Mastery: 1 (0)

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)

SOOTHE THE RAGING FLAMES

PeIg20, Casting Total: +28,
Penetration: +15

R: Voice, D: Mom, T: Ind

Spell Mastery: 1 (0)

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)

WARD AGAINST HEAT AND FLAMES

ReIg25, Casting Total: +16,
Penetration: -3

R: Touch, D: Sun, T: Ind

Spell Mastery: 1 (0)

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)

VEIL OF INVISIBILITY

PeIm20, Casting Total: +28,
Penetration: +15

R: Touch, D: Sun, T: Ind

Spell Mastery: 2 (10)

The target becomes completely undetectable to normal sight, regardless of what it does, but still casts a shadow.

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

TIP OF THE TONGUE

PeMe5, Casting Total: +29,
Penetration: +31

R: Eye, D: Diam, T: Ind

Spell Mastery: 2 (10)

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)

CALM THE MOTION OF THE HEART

PeMe15, Casting Total: +28,
Penetration: +20

R: Voice, D: Mom, T: Ind

Spell Mastery: 1 (0)

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)

LOSS OF BUT A MOMENT'S MEMORY

PeMe15, Casting Total: +30,
Penetration: +22

R: Eye, D: Mom, T: Ind

Spell Mastery: 3 (25)

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)

BLESSING OF CHILDLIKE BLISS

PeMe25, Casting Total: +30,
Penetration: +12

R: Eye, D: Sun, T: Ind

Spell Mastery: 3 (25)

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)

RUSTED DECAY OF TEN-SCORE YEARS

PeTe10, Casting Total: +28,
 Penetration: +25
 R: Voice, D: Mom, T: Ind
 Spell Mastery: 1 (0)

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)

DEMON'S ETERNAL OBLIVION

PeVi30, Casting Total: +30,
 Penetration: +7
 R: Voice, D: Mom, T: Ind
 Spell Mastery: 1 (0)

Weakens and possibly destroys a demon. If the spell penetrates the demon's Magic Resistance, the demon loses Might equal to the spell's level.

(Base effect, +2 Voice)

WIND OF MUNDANE SILENCE

PeVi30, Casting Total: +30,
 Penetration: +7
 R: Voice, D: Mom, T: Room
 Spell Mastery: 1 (0)

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)