

Aquam Spells

MIGHTY TORRENT OF WATER

CrAq20, Casting Total: +14,
Penetration: -1

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.

Marbaid 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)

Auram Spells

CIRCLING WINDS OF PROTECTION

CrAu20, Casting Total: +14,
Penetration: -1

R: Touch, D: Conc, T: Ind

Requisite: 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 round or be blown back. Melee Attack rolls against you are at -3, and missile or thrown attacks are at -9.

(Base 3, +1 Touch, +1 Conc, +2 unnatural, +1 Rego effect)

Corpus Spells

THE AILING LEG

ReCo5, Casting Total: +17,
Penetration: +17

R: Voice, D: Diam, T: Ind

The target's leg goes limp, making him fall over.

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

CURSE OF THE UNRULY TONGUE

ReCo5, Casting Total: +17,
Penetration: +17

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 Conc)

GIFT OF THE FROG'S LEGS

ReCo15, Casting Total: +17,
Penetration: +7

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.)

SPASMS OF THE UNCONTROLLED HAND

ReCo5, Casting Total: +17,
Penetration: +17

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 Conc)

Ignem Spells

PILUM OF FIRE

CrIg20, Casting Total: +17,
Penetration: +2

R: Voice, D: Mom, T: Ind

Spell Mastery: 1 (5), Special Ability: magic resistance

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)

Imaginem Spells

AURA OF ENNOBLED PRESENCE

MuIm10, Casting Total: +16,
Penetration: +11

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)

TO APPEAR IN PLACES AFAR

CrIm15, Casting Total: +20,
Penetration: +10

R: Touch, D: Conc, T: Ind

Like "Phantasm of the Human Form", but with a lower range and duration. Leolinus usually uses this through and Intangible Tunnel to create an illusion of himself in order to safely speak from afar

(Base 2, +1 Conc, +1 Touch, +2 command, +1 intricacy)

WIZARD'S SIDESTEP

ReIm10, Casting Total: +24,
Penetration: +19

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)

PRYING EYES

InIm5, Casting Total: +21,
Penetration: +21

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 Conc, +2 Room)

PRYING EARS

InIm5, Casting Total: +21,
Penetration: +21

R: Touch, D: Conc, T: Room

Like "Prying Eyes", but with hearing instead of Sight

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

Mentem Spells

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

AURA OF RIGHTFUL AUTHORITY

ReMe20, Casting Total: +38,

Penetration: +24

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)

BINDING GRIP OF THE FAITHFUL SLAVE

CrMe30, Casting Total: +39,

Penetration: +15

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

Spell Mastery: 1 (5), Special Ability: quiet casting

Gives the target a "Loyal to Leolinus" trait at +4 (Based on "Instant Loyalty of the Rebellious Turb")

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

THE CALL TO SLUMBER

ReMe10, Casting Total: +39,

Penetration: +35

R: Voice, D: Mom, T: Ind

Spell Mastery: 1 (5), Special Ability: fast casting

The target becomes sleepy and falls asleep within a few seconds.

(Base 4, +2 Voice)

CONFUSION OF THE NUMBED WILL

ReMe15, Casting Total: +38,

Penetration: +29

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)

ENSLAVE THE MORTAL MIND

ReMe40, Casting Total: +38,

Penetration: +4

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)

MEMORIES OF THINGS NEVER LIVED

CrMe30, Casting Total: +34,

Penetration: +10

R: Voice, D: Moon, 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, +3 Moon, +2 Voice)

PANIC OF THE TREMBLING HEART

CrMe15, Casting Total: +34,

Penetration: +25

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)

RISING IRE

CrMe15, Casting Total: +34,

Penetration: +25

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)

TO RULE OVER THE WEAK

ReMe60, Casting Total: +42,

Penetration: -12

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

Created with the help of demons and other demonists, this ritual is Leolinus Masterpiece. It enables him to enslave a entire city, making him, or another person, its natural ruler.

(Base 5, +4 Year, +4 Bound, +1 Touch, Size +2)

WEIGHT OF A THOUSAND HELLS

CrMe25, Casting Total: +34,

Penetration: +15

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)

Vim Spells

MAINTAINING THE DEMANDING SPELL

ReVi15, Casting Total: +20,

Penetration: +10

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 15, +1 Diam, +1 Touch)

OPENING THE INTANGIBLE TUNNEL

ReVi15, Casting Total: +21,

Penetration: +12

R: Arc, D: Conc, T: Ind

Spell Mastery: 1 (5), Special Ability: penetration

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 15, +1 Conc, +4 Arc)