

Corpus Spells

EYES OF THE CAT

MuCo5, Casting Total: +24,
 Penetration: +23
 R: Touch, D: Sun, T: Ind
 Spell Mastery: 1 (0), Special Ability:
 quiet casting
 Requisite: Animal
 Sigil: Eyes glow red
 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)

EYES OF THE HAWK

MuCo5, Casting Total: +24,
 Penetration: +23
 R: Touch, D: Sun, T: Ind
 Spell Mastery: 1 (0), Special Ability:
 quiet casting
 Requisite: Animal
 HP p87, with Touch range: The target
 gains the eyes of a hawk, which allows
 him to clearly see for vast distances.
 Sigil: Eyes glow red
 (Base 2, +2 Sun, +1 Touch)

THE LEAP OF HOMECOMING

ReCo35, Casting Total: +34,
 Penetration: +3
 R: Per, D: Mom, T: Ind
 Spell Mastery: 1 (0), Special Ability:
 fast casting
 Requisites: Animal, Herbam, Terram
 Sigil: Red, ethereal threads appear to
 wrap around Arachne, and disappear.
 On appearance, a red light appears,
 grows into a cocoon that unravels itself.
 Transports you to any place to which
 you have an Arcane Connection. Most
 magi use this to return to their
 laboratories.
 (Base 35)

SOAR WITH THE BIRDS

ReCo20, Casting Total: +36,
 Penetration: +20
 R: Per, D: Conc, T: Ind
 Spell Mastery: 1 (0), Special Ability:
 imperturbable casting
 This allows Arachné to fly. She must
 make an Intelligence + Finesse roll to
 change direction or speed; with an Ease
 Factor related to her current speed (Ease
 Factor 3 for walking pace), Ease Factor 9
 at moderate speed, Ease Factor 12 at
 maximum speed). She 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 she carries. She cannot
 physically carry a load which inflicts a
 Burden more than five points greater than
 her 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).
 Sigil: Ethereal, thread-like wings
 appear under the caster's arms.
 (Base 15, +1 Conc)

WIZARD'S LEAP

ReCo15, Casting Total: +34,
 Penetration: +23
 R: Per, D: Mom, T: Ind
 Spell Mastery: 1 (0), Special Ability:
 fast casting
 Requisites: Animal, Herbam, Terram
 Sigil: Red, ethereal threads appear to
 wrap around Arachne, and disappear.
 On appearance, a red light appears,
 grows into a cocoon that unravels itself.
 Source: Societates
 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)

Imaginem Spells

AURA OF CHILDLIKE INNOCENCE

MuIm10, Casting Total: +22,
 Penetration: +16
 R: Touch, D: Sun, T: Ind
 Spell Mastery: 1 (0), Special Ability:
 quiet casting
 Sigil: Eyes glow red
 Source: Societates
 This spell is a variant of Aura of
 Ennobled Presence, except that it causes
 the target to appear more guileless,
 gullible, and naive. 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)

AURA OF ENNOBLED PRESENCE

MuIm10, Casting Total: +22,
 Penetration: +16
 R: Touch, D: Sun, T: Ind
 Spell Mastery: 1 (0), Special Ability:
 quiet casting
 Sigil: Eyes glow red
 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)

**DISCERN THE IMAGES OF TRUTH
 AND FALSEHOOD**

InIm20, Casting Total: +20,
 Penetration: +4
 R: Per, D: Conc, T: Vision
 Spell Mastery: 1 (0), Special Ability:
 quiet casting
 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 20, +1 Conc, +4 Vision)

HEARING THROUGH THE SPIDER

InIm10, Casting Total: +20,
 Penetration: +14
 R: Touch, D: Conc, T: Hearing
 Spell Mastery: 1 (0), Special Ability:
 quiet casting
 An hearing-based version of "Through
 the Eyes of the Spider", which happens to
 also be a D: Conc variant of "Palm of
 Hearing" (Through the Aegis p80),
 allowing the maga to see as if she was
 located at the Touched object location.
 Sigil: red webbing briefly connects the
 target's hears and arachne's
 (Base 1, +1 Conc, +3 Hearing, +1
 Touch)

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

MASK OF THE MUNDANE MALE

MuIm4, Casting Total: +22,

Penetration: +22

R: Per, D: Conc, T: Ind

Spell Mastery: 1 (0), Special Ability: imperturbable casting

Appears as a 30-years old male, to touch, sight and hearing. Sigil: Red, ethereal threads appear around and wrap over the caster, fading over the new appearance.

(Base 3, +1 Conc)

MASK OF YOUTH

MuIm4, Casting Total: +22,

Penetration: +22

R: Per, D: Conc, T: Ind

Spell Mastery: 1 (0), Special Ability: imperturbable casting

Change the caster's appearance to that of a young, beautiful girl in her twenties. This affects sight, hearing and touch. Sigil: Red, ethereal threads appear around and wrap over the caster, fading over the new appearance.

(Base 3, +1 Conc)

THE SILENT MAGUS

PeIm5, Casting Total: +29,

Penetration: +28

R: Per, D: Conc, T: Ind

Spell Mastery: 1 (0), Special Ability: quiet casting

So long as the caster concentrates, she doesn't make any sound, nor does she emit any odor. Sigil: a red web briefly envelops Arachné, before being subsumed in her body.

(Base 3, +1 Conc, +1 Changing Sound)

THROUGH THE EYES OF THE SPIDER

InIm15, Casting Total: +20,

Penetration: +9

R: Touch, D: Conc, T: Vision

Spell Mastery: 1 (0), Special Ability: quiet casting

Use one sense at a distance: This allows the maga to see as if she was located at the Touched object location. Sigil: Eyes glow red

(Base 1, +1 Conc, +4 Vision, +1 Touch)

VEIL OF INVISIBILITY

PeIm20, Casting Total: +29,

Penetration: +13

R: Touch, D: Sun, T: Ind

Spell Mastery: 1 (0), Special Ability: quiet casting

Sigil: Red, ethereal threads appear to

wrap around Arachne, and disappear, leaving her invisible

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)

A VISIBLE DEMAND FOR SUSTAINED REPAIR

MuIm4, Casting Total: +22,

Penetration: +22

R: Touch, D: Conc, T: Circle

Spell Mastery: 1 (0), Special Ability: imperturbable casting

As per the spell's description, but with Concentration Duration. This is destined to be maintained. Sigil: The bits that need to be repaired glow red when cracking.

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

WIZARD'S SIDESTEP

ReIm10, Casting Total: +29,

Penetration: +23

R: Per, D: Sun, T: Ind

Spell Mastery: 1 (0), Special Ability: quiet casting

Sigil: Red, ethereal threads appear to wrap around Arachne, and create a linked, similar cocoon next to her. Both cocoon disappear, leaving only her image. When an image is struck, it disappears like cut, red, ethereal threads.

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)

Ignem Spells

WARD AGAINST HEAT AND FLAMES

ReIg25, Casting Total: +35,

Penetration: +14

R: Touch, D: Sun, T: Ind

Spell Mastery: 1 (0), Special Ability: fast casting

Sigil: When a flame comes near Arachné, a phantasmal red net appears and absorbs their heat.

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)

Herbam Spells

ACORNS FOR AMUSEMENT

ReHe5, Casting Total: +35,

Penetration: +34

R: Voice, D: Mom, T: Ind

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

Spell Focus: wood

See ToME p55: 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 pieces, right up to +10 for logs a yard across. A sharpened, unfletched arrow shafts does +4 Damage.

(Base 3, +2 Voice)

ANIMATE THE WOODEN SPIDER

ReHe10, Casting Total: +35,

Penetration: +29

R: Touch, D: Conc, T: Ind

Spell Mastery: 1 (0), Special Ability: tethered casting

A D: Conc version of LoH p112, "Animate Mannequin". The target mannequin moves under the command of the staff's holder. The mannequin moves as if it were the holder, it uses the holder's Dexterity, Quickness, and Abilities. Mannequins have a Strength score of +3 and do not suffer damage in the same manner as living beings. However, it is possible to remove a limb from a mannequin with any blow that has a damage value of 10 or more. Weapons used in melee by the mannequins are resisted by Magic Resistance; mannequins are frequently armed with crossbows which are not hindered by Magic Resistance, because the bolts are not being driven by a magical force. Arachne usually controls a small wood

spider (about size -8), which modifies Strength and Quickness accordingly. She also likes to use a mannequin as a proxy, having given it her appearance through MuIm. Sigil: When she casts the spell, translucent red threads appear and connect Arachné's hand to the spider. To Magical Sights, similar threads subsequently hang into the void both from the spider's limbs and from Arachné's hands.

(Base 3, +1 Conc, +1 Touch, +1 Complexity)

THE CARVED ASSASSIN

ReHe20, Casting Total: +35, Penetration: +19

R: Touch, D: Conc, T: Ind
Spell Mastery: 1 (0), Special Ability: imperturbable casting

Like the spell in TOME, with Duration: Concentration. This 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. Arachne uses this in conjunction with Maintaining the Demanding Spell, to animates wooden mannequins that she uses as soldiers and bodyguards. Sigil: When she casts the spell, translucent red threads appear and connect Arachné's hand to the animation. To Magical Sights, similar threads subsequently hang into the void both from the animation's limbs and from Arachné's hands.

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

ROUGH-HEWN SERVANT

ReHe10, Casting Total: +35, Penetration: +29

R: Touch, D: Mom, T: Ind
Spell Mastery: 1 (0), Special Ability: precise casting

ToME p55: 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, +1 Touch)

TRAP OF THE ENTWINING VINES

CrHe15, Casting Total: +24, Penetration: +13

R: Voice, D: Sun, T: Group
Spell Mastery: 1 (0), Special Ability: fast casting

Sigil: The vines are covered in spider web

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)

WALL OF LIVING WOOD

CrHe25, Casting Total: +24, Penetration: +3

R: Voice, D: Sun, T: Ind
Spell Mastery: 1 (0), Special Ability: precise casting

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)

WARD AGAINST WOOD

ReHe25, Casting Total: +35, Penetration: +14

R: Per, D: Sun, T: Ind
Spell Mastery: 1 (0), Special Ability: fast casting

Ward the Caster against wooden weapons, giving her +15 soak. In arachné's version, red, translucent, spidery threads appear out of thin air to stop the weapon before it touches the sorceress

The caster is protected from non-enchanted 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)

Mentem Spells

THE CALL TO SLUMBER

ReMe10, Casting Total: +31, Penetration: +25

R: Voice, D: Mom, T: Ind
Spell Mastery: 1 (0), Special Ability: magic resistance

Sigil: When she casts the spell, translucent red threads appear and connect Arachné's hand to the target's head

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

(Base 4, +2 Voice)

COERCE THE SPIRITS OF THE NIGHT

ReMe20, Casting Total: +31, Penetration: +16

R: Voice, D: Conc, T: Ind
Spell Mastery: 1 (0), Special Ability: penetration

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 MagicResistance, 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 Conc)

INCANTATION OF SUMMONING THE DEAD

ReMe40, Casting Total: +35, Penetration: -1

R: Arc, D: Conc, T: Ind, Ritual
Spell Mastery: 1 (0), Special Ability: Ritual Mastery (-1 botch dice)

Sigil: When she casts the spell, Arachné weaves ghostly red thread. When she's finished, a translucent red net comes out of her hands and appear to "fish" the ghost out of nowhere.

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 have who 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 Arc, +1 Conc)

THE PENITENT'S CONFESSION

ReMe30, Casting Total: +31,
Penetration: +5
R: Eye, D: Conc, T: Ind
Spell Mastery: 1 (0), Special Ability:
quiet casting
Sigil: Arachné's eyes glow red.
Source: True Lineages

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 Conc)

VOICES FROM HOLLOW SPACES

ReMe25, Casting Total: +31,
Penetration: +11
R: Voice, D: Ring, T: Ind
Spell Mastery: 1 (0), Special Ability:
penetration
Source: True Lineages

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 5, +2 Voice, +2 Ring)

Terram Spells

COMMAND THE LIVING STONE

ReTe20, Casting Total: +44,
Penetration: +28
R: Voice, D: Conc, T: Ind
Spell Mastery: 1 (0), Special Ability:
imperturbable casting

As "Command the Living Fire" from RoP: M, but with Earth Elementals. Sigil: When she casts the spell, translucent red threads appear and connect Arachné's hand to the elemental. To Magical Sights, similar threads subsequently hang into the void both from the elemental's limbs and from Arachné's hands.

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

INVISIBLE SLING OF VILANO

ReTe10, Casting Total: +45,

Penetration: +39

R: Touch, D: Mom, T: Ind
Spell Mastery: 2 (10), Special
Abilities: multiple casting, precise
casting
Sigil: Ethereal, elastic red threads
appear, connecting Arachné's hand to the
projectile and flinging it toward the
target.

Source: Societates
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 (ArM5, 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)

PERFECT WARD AGAINST STEEL

ReTe40, Casting Total: +44,
Penetration: +8
R: Per, D: Conc, T: Ind
Spell Mastery: 1 (0), Special Ability:
imperturbable casting

This spell, if it penetrates, repels any metal that comes close to its target, giving it target +30 soak against Metal attacks. Due to its extra flexibility, it doesn't affect Personal metal and, if the caster concentrates, allows to pick metallic objects.

(Base 5, +1 Conc, +2 Metal, +1
Doesn't affect Personal Items, +3 for
Soak +30)

RAREFY THE CRUDE STONE

CrTe30, Casting Total: +33,
Penetration: +7
R: Touch, D: Mom, T: Ind, Ritual
Spell Mastery: 1 (0), Special Ability:
Ritual Mastery (-1 botch dice)

This ritual spell rarefies a base amount of stone to bring an earth elemental into existence. At its maximum size, the elemental has a Might of 15 and a Size of 0, but smaller bodies of stone 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)

UNSEEN ARM

ReTe5, Casting Total: +44,
Penetration: +43
R: Voice, D: Conc, T: Ind
Spell Mastery: 1 (0), Special Ability:
quiet casting

Sigil: Arachné's eyes glow red
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 Conc)

A WINDOW OF SINGULAR DIRECTION

MuTe15, Casting Total: +33,
Penetration: +22
R: Touch, D: Ring, T: Ind
Spell Mastery: 1 (0), Special Ability:
quiet casting

Source: True Lineages
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 4, +1 Touch, +2 Ring)

Vim Spells

BANE OF THE ARCHMAGUS

CrVi20, Casting Total: +30,
Penetration: +15
R: Voice, D: Mom, T: Ind
Spell Mastery: 1 (0), Special Ability:
magic resistance
Give the target two Warping Points
(Base 10, +2 Voice)

BREAK THE SHIELD

PeVi10, Casting Total: +59,
Penetration: +56
R: Touch, D: Mom, T: Ind
Spell Mastery: 2 (10), Special
Abilities: magic resistance, penetration
Spell Focus: Dispelling Magic
HP p85: Dispel effects of a specific type with a level less than the level + 3 magnitudes of the Vim spell + a stress die => Dispells any Parma Magica whose

score is less than (25+stress die)/5. Sigil: Arachné's eyes glow red, while ethereal red tendrils appear to flay and rip the target's parma
(Base 10, +1 Touch)

CIRCLE OF MAGIC NEGATION

PeVi35, Casting Total: +55,
Penetration: +26
R: Touch, D: Ring, T: Circle
Spell Mastery: 1 (0), Special Ability: penetration
Spell Focus: Dispelling Magic
This spell works in a manner similar to "Impede the Intermittent Interloper" (TME p109), save that it works against all magical powers of a level less than (Level + 01 magnitude + a Stress Die)/2.
(Base 35, +2 Ring, +1 Touch)

CIRCLE OF SPELL SUSTAINING

ReVi25, Casting Total: +41,
Penetration: +21
R: Touch, D: Ring, T: Ind
Spell Mastery: 1 (0), Special Ability: ceremonial casting
As "Maintaining the Demanding spell", but with Ring duration. This maintains a Concentration spell of (lvl-05) or less, if the caster was inside the ring at the time of casting, and the spell stays in range from the ring (so you can't do this for your veil of invisibility and then leave the ring), so long as the ring is intact. Sigil: Ethereal red treads rise from the circle and connect themselves to the spell that is to be sustained.
(Base effect, +1 Touch, +2 Ring)

CUT THE WEAKENING BONDS

PeVi10, Casting Total: +38,
Penetration: +33
R: Touch, D: Mom, T: Ind
Spell Mastery: 1 (0), Special Ability: quiet casting
This spell reduces the duration of an Arcane Connection by one step on the table on page 84. If this reduces the duration below Hours, the connection expires immediately. Does not work on connections that naturally have Indefinite duration, but can make an Arcane Connection that was fixed in the laboratory expire. Arachné uses this on her crafting, signatures and enchantments, casting it multiple times until they no longer are arcane connections to her.
(Base 5, +1 Touch)

DEMON'S ETERNAL OBLIVION

PeVi5, Casting Total: +42,
Penetration: +44
R: Voice, D: Mom, T: Ind
Spell Mastery: 2 (10), Special Abilities: multiple casting, penetration
Sigil: Arachné's eyes glow red, while ethereal red tendrils come out of her hand and slash the demon
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 5, +2 Voice)

DREADFUL BANE OF THE FAE

PeVi5, Casting Total: +41,
Penetration: +41
R: Voice, D: Mom, T: Ind
Spell Mastery: 1 (0), Special Ability: multiple casting
Sigil: Arachné's eyes glow red, while ethereal red tendrils come out of her hand and slash the Faerie
Source: Guardians of the Forests
Like Demon's Eternal Oblivion, but works on creatures with Faerie Might.
(Base 5, +2 Voice)

THE INVISIBLE EYE REVEALED

InVi10, Casting Total: +32,
Penetration: +27
R: Per, D: Conc, T: Touch
Spell Mastery: 1 (0), Special Ability: quiet casting
Sigil: Arachné's eyes glow red when she casts the spell
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 10, +1 Conc, +1 Touch)

MAINTAINING THE DEMANDING SPELL

ReVi20, Casting Total: +41,
Penetration: +26
R: Touch, D: Diam, T: Ind
Spell Mastery: 1 (0), Special Ability: fast casting

Sigil: Ethereal red treads rise from Arachné's hand and connect themselves to the spell that is to be sustained.

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 20, +1 Diam, +1 Touch)

MASKING THE ODOR OF MAGIC

PeVi40, Casting Total: +41,
Penetration: +6
R: Touch, D: Sun, T: Ind
Spell Mastery: 1 (0), Special Ability: quiet casting
Sigil: Ethereal threads wrap over the spell to be masked, and disappear into thin air

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 40, +2 Sun, +1 Touch)

OBLITERATE THE SHIELD

PeVi35, Casting Total: +55,
Penetration: +26
R: Touch, D: Mom, T: Ind
Spell Mastery: 1 (0), Special Ability: penetration
Spell Focus: Dispelling Magic
Like "Break the Shield" (HP p84), this spell dispels the Parma Magica of the target. The target's Parma Magica Score must be less than (50 + stress die) divided by 5.
(Base 30, +1 Touch)

OPENING THE INTANGIBLE TUNNEL

ReVi40, Casting Total: +41,
Penetration: +6
R: Arc, D: Conc, T: Ind
Spell Mastery: 1 (0), Special Ability: imperturbable casting

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 40, +1 Conc, +4 Arc)

OPENING THE INTANGIBLE TUNNEL

ReVi10, Casting Total: +41,
Penetration: +36

R: Arc, D: Conc, T: Ind

Spell Mastery: 1 (0), Special Ability: magic resistance

Sigil: Arachné's eyes glow, while she weaves a net-like hole into the air.

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 10, +1 Conc, +4 Arc)

PASSING THE REIGNS OF HERBAM

MuVi20, Casting Total: +34,
Penetration: +19

R: Touch, D: Mom, T: Ind

Spell Mastery: 1 (0), Special Ability: fast casting

HP p97: 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 (ArM5, page 159).

(Base 15, +1 Touch)

PASSING THE REIGNS OF TERRAM

MuVi20, Casting Total: +34,
Penetration: +19

R: Touch, D: Mom, T: Ind

Spell Mastery: 1 (0), Special Ability: fast casting

HP p97: 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 (ArM5, page 159).

(Base 15, +1 Touch)

THE PATIENT SPELL

ReVi20, Casting Total: +41,
Penetration: +26

R: Touch, D: Conc, T: Ind

Spell Mastery: 1 (0), Special Ability: imperturbable casting

MoH p113: 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 of no higher level than the level 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 (ArM5 page 83).

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. Sigil: Arachné's eyes glow briefly

(Base 20, +1 Conc, +1 Touch)

REACHING THE DISTANT TARGET

ReVi20, Casting Total: +41,
Penetration: +27

R: Sight, D: Conc, T: Ind

Spell Mastery: 1 (0), Special Ability: penetration

As Intangible Tunnel, but works on spells up to (Tunnel + 05). Sigil: Ghostly threads link arachné's hand to the target, conveying her spells

(Base effect, +3 Sight, +1 Conc)

SAP THE GRIFFIN'S STRENGTH

PeVi5, Casting Total: +41,
Penetration: +41

R: Voice, D: Mom, T: Ind

Spell Mastery: 1 (0), Special Ability: multiple casting

Sigil: Arachné's eyes glow red, while ethereal red tendrils come out of her hand and slash the creature

Source: Guardians of the Forests

Like Demon's Eternal Oblivion, but works on creatures with Magic Might.

(Base 5, +2 Voice)

SIGHT OF THE ACTIVE MAGICS

InVi40, Casting Total: +32,
Penetration: -3

R: Per, D: Conc, T: Vision

Spell Mastery: 1 (0), Special Ability: imperturbable casting

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 (page @@). 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 Conc, +4 Vision, +2 Techniques and Forms)

SUPPRESSING THE WIZARD'S HANDIWORK

ReVi30, Casting Total: +41, Penetration: +16

R: Touch, D: Conc, T: Ind

Spell Mastery: 1 (0), Special Ability: imperturbable casting

Sigil: Translucent red threads come out of arachné's fingers, temporarily draining the target's spell of its magical energy

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 30, +1 Conc, +1 Touch)

UNRAVEL THE FABRIC OF MAGIC

PeVi30, Casting Total: +58, Penetration: +33

R: Voice, D: Mom, T: Ind

Spell Mastery: 1 (0), Special Ability: fast casting

Spell Focus: Dispelling Magic

This dispells any Magical effect whose level is less than half (40 + a stress die)

(Base 20, +2 Voice)

UNRAVELLING THE FABRIC OF ANIMAL

PeVi20, Casting Total: +59, Penetration: +44

R: Voice, D: Mom, T: Ind
Spell Mastery: 2 (10), Special Abilities: fast casting, quick casting
Spell Focus: Dispelling Magic

Sigil: Arachné's eyes glow red, while translucent red threads appear around the targeted spell and smother it, quickly draining it of energy.

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 20, +2 Voice)

UNRAVELLING THE FABRIC OF AQUAM

PeVi20, Casting Total: +58, Penetration: +43

R: Voice, D: Mom, T: Ind

Spell Mastery: 1 (0), Special Ability: fast casting

Spell Focus: Dispelling Magic

Sigil: Arachné's eyes glow red, while translucent red threads appear around the targeted spell and smother it, quickly draining it of energy.

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 20, +2 Voice)

UNRAVELLING THE FABRIC OF AURAM

PeVi20, Casting Total: +58, Penetration: +43

R: Voice, D: Mom, T: Ind

Spell Mastery: 1 (0), Special Ability: fast casting

Spell Focus: Dispelling Magic

Sigil: Arachné's eyes glow red, while translucent red threads appear around the targeted spell and smother it, quickly draining it of energy.

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 20, +2 Voice)

UNRAVELLING THE FABRIC OF CORPUS

PeVi20, Casting Total: +59,

Penetration: +44

R: Voice, D: Mom, T: Ind
Spell Mastery: 2 (10), Special Abilities: fast casting, quick casting
Spell Focus: Dispelling Magic

Sigil: Arachné's eyes glow red, while translucent red threads appear around the targeted spell and smother it, quickly draining it of energy.

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 20, +2 Voice)

UNRAVELLING THE FABRIC OF HERBAM

PeVi20, Casting Total: +58, Penetration: +43

R: Voice, D: Mom, T: Ind

Spell Mastery: 1 (0), Special Ability: fast casting

Spell Focus: Dispelling Magic

Sigil: Arachné's eyes glow red, while translucent red threads appear around the targeted spell and smother it, quickly draining it of energy.

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 20, +2 Voice)

UNRAVELLING THE FABRIC OF IGNEM

PeVi20, Casting Total: +59, Penetration: +44

R: Voice, D: Mom, T: Ind

Spell Mastery: 2 (10), Special Abilities: fast casting, quick casting

Spell Focus: Dispelling Magic

Sigil: Arachné's eyes glow red, while translucent red threads appear around the targeted spell and smother it, quickly draining it of energy.

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 20, +2 Voice)

UNRAVELLING THE FABRIC OF IMAGINEM

PeVi20, Casting Total: +58,
Penetration: +43
R: Voice, D: Mom, T: Ind
Spell Mastery: 1 (0), Special Ability:

fast casting
Spell Focus: Dispelling Magic
Sigil: Arachné's eyes glow red, while translucent red threads appear around the targeted spell and smother it, quickly draining it of energy.

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 20, +2 Voice)

UNRAVELLING THE FABRIC OF MENTEM

PeVi20, Casting Total: +59,
Penetration: +44
R: Voice, D: Mom, T: Ind
Spell Mastery: 2 (10), Special

Abilities: fast casting, quick casting
Spell Focus: Dispelling Magic
Sigil: Arachné's eyes glow red, while translucent red threads appear around the targeted spell and smother it, quickly draining it of energy.

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 20, +2 Voice)

UNRAVELLING THE FABRIC OF TERRAM

PeVi20, Casting Total: +59,
Penetration: +44
R: Voice, D: Mom, T: Ind
Spell Mastery: 2 (10), Special

Abilities: fast casting, quick casting
Spell Focus: Dispelling Magic
Sigil: Arachné's eyes glow red, while translucent red threads appear around the targeted spell and smother it, quickly draining it of energy.

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 20, +2 Voice)

UNRAVELLING THE FABRIC OF VIM

PeVi20, Casting Total: +59,
Penetration: +44
R: Voice, D: Mom, T: Ind
Spell Mastery: 2 (10), Special

Abilities: fast casting, quick casting
Spell Focus: Dispelling Magic
Sigil: Arachné's eyes glow red, while translucent red threads appear around the targeted spell and smother it, quickly draining it of energy.

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 20, +2 Voice)

WATCHING WARD

ReVi30, Casting Total: +46,
Penetration: +21
R: Touch, D: Spec, T: Ind, Ritual
Spell Mastery: 2 (10), Special
Abilities: imperturbable casting, Ritual

Mastery (-1 botch dice)
Sigil: Arachné weaves an ethereal net, in which she places the held spells like red pearls of energy.

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 Tyalus 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 30, +5 Spec, +1 Touch)

WIZARD'S REACH (CORPUS)

MuVi40, Casting Total: +34,
Penetration: -1
R: Voice, D: Mom, T: Ind
Spell Mastery: 1 (0), Special Ability: ceremonial casting

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 40, +2 Voice)

Spontaneous Spells

ASSEMBLE AN ALCHEMICAL REAGENT

ReTe, Casting Total: s34, Penetration: ct+4

R: Touch, D: Mom, T: Ind
Requisites: Animal, Herbam
Given the presence of Raw ingredients, these spells allow the creation of a Formulae (See A&A p70). The Finesse Ease Factor is the level of the Formulae +9

BIND FAST

ReAn, Casting Total: s30, Penetration: ct+4

R: Voice, D: Mom, T: Group
Requisite: Herbam
See MoH p100: 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.

COAT OF PROMETHEUS

CrIg, Casting Total: s23, Penetration: ct+4

R: Touch, D: Sun, T: Ind

See MoH p110: 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. Arachné can either manage a Personal version with Andorra's Aura, or even a Concentration version that she extends with ReVi. She can also use a Ruby to boost her casting total by 06.

DECEIVE THE EYES OF THE UNWARY

CrIm, Casting Total: s17, Penetration: ct+4

R: Touch, D: Conc, T: Ind

This simple illusion allows Arachné to create the image of a moving object. She has, at times, created variants which can tell clear words.

THE DISCERNING EYE

InIm4, Casting Total: s19, Penetration: ct+0

R: Per, D: Sun, T: Vision

Arachné uses this to discern invisible targets with Magic Resistance.

Source: True Lineages

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)

EASE THE WOUNDED GROG'S RECOVERY

CrCo, Casting Total: s24, Penetration: ct+4

R: Touch, D: Conc, T: Ind

Give a character a +6 bonus to Recovery rolls. Due to the duration, this is destined to be maintained

HIDING IN PLAIN SIGHT

MuIm, Casting Total: s26, Penetration: ct+4

R: Per, D: Sun, T: Ind

See MoH p93, Hiding in Plain Sight: The visual and auditory species shed by the caster acquire an anamorphic nature, tricking the viewer's mind into misinterpreting what he is seeing. As long as the caster acts in a non-threatening manner and draws no attention to herself, no-one will pay her the slightest notice. Their attention simply glides off her as being mundane and insignificant. For example, she can walk through a crowded room and no-one will notice her passing. But should she stop to talk to anyone, the illusion is lost for that individual. For the illusion to work, the victim must fail a Perception roll with a -3 penalty (since the illusion involves two senses). The Ease Factor for this roll is equal to the sum of a die roll, the victim's Inattentive (or similar)

Personality Trait, the caster's Perception, and the caster's Finesse score. The victim's total must exceed the Ease Factor by 3 or more to reveal the illusion as false. See Houses of Hermes: Societates, pages 65-66 for more details of anamorphic illusions.

OBLITERATE REFUSE OF THE BODY

PeCo, Casting Total: s35, Penetration: ct+4

R: Touch, D: Mom, T: Room

DDT p273: This destroys all bits of Corpus Material in the room, thus preventing the maga from leaving Arcane Connections to herself

PASSING THE REINS OF (FORM)

MuVi, Casting Total: s33, Penetration: ct+5

R: Touch, D: Mom, T: Ind

HP p97: Pass control of a spell of a specific form and of duration higher than momentary, whose level is equal or less than the base level of this spell +1 magnitudes (thus, lvl 10 here)

PROJECT THE COMMAND WORD

CrIm, Casting Total: s17, Penetration: ct+4

R: Sight, D: Mom, T: Ind

This creates a sound at sight range. This cannot duplicate a word, but can be used to trigger an item whose trigger is a common, non verbal sound, like a buzzing.

Note that this can also be used to create a static image, a smell... But that there's no duration.

SENSE THE WEIGHT OF DIVINE POWER

InVi, Casting Total: s31, Penetration: ct+5

R: Touch, D: Mom, T: Ind

See MoH p102: This tells the caster what strength of Divine aura he is currently standing in. Variants at the same level exist for the other realms

SHAPE METAL

ReTe, Casting Total: s43, Penetration: ct+4

R: Touch, D: Mom, T: Part

Shape and form dirt, as if a craftsman had worked it. The Part Target allows the working of a greater ensemble

SHAPE STONE

ReTe, Casting Total: s43, Penetration: ct+4

R: Touch, D: Mom, T: Part

Shape and form dirt, as if a craftsman had worked it. The Part target allows the shaping of a part of an ensemble, like a wall

SMOKE OF ESCAPING

CrIm, Casting Total: s17, Penetration: ct+4

R: Touch, D: Diam, T: Ind

MoH p124: This creates the illusion of a thick cloud of red smoke in the caster's vicinity

SUSTAIN THE SIMPLE CANTRIP

ReVi, Casting Total: s40, Penetration: ct+5

R: Touch, D: Diam, T: Ind

A variant of "Maintaining the Demanding Spell", this works on spells of (spell level - 01 magnitude), keeping them active for Sun duration

TRACK BY SCENT

MuCo, Casting Total: s30, Penetration: ct+4

R: Per, D: Sun, T: Ind

MoH p131, with concentration duration: For the spell's duration, the caster's sense of smell becomes as sensitive as a staghound's.

TRANSMUTATION OF WATER TO ICE

ReAq, Casting Total: s28, Penetration: ct+4

R: Touch, D: Diam, T: Ind

Change a liquid into the corresponding solid or gas. This allows Arachne to freeze solid a body of water

THE TREACHEROUS CLOAK

ReAn, Casting Total: s30, Penetration: ct+4

R: Sight, D: Diam, T: Ind

See MoH p100: 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 ArM5, 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 at-

tempting to free himself from the grip of his own clothes. This variant has a duration of Diameter

WARD AGAINST CREATURES

ReHe5, Casting Total: s34,

Penetration: ct-1

R: Touch, D: Ring, T: Circle

A low-level ward, to keep out minor supernatural creatures. Arachné can do this across all forms

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