

Grimoire for Wirth Filius Hugues of Flambeau 1255

Animal Spells

DOUBLET OF IMPENETRABLE SILK

MuAn15, Casting Total: +23, Penetration: +12

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)

THE VOICE OF THE BJORNAER MAGUS

MuAn15, Casting Total: +23, Penetration: +12

R: Per, D: Sun, T: Ind

Source: Mysteries Revised/Mystery Cults

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)

Corpus Spells

BODILY TRANSPARENCY

MuCo10, Casting Total: +28, Penetration: +22

R: Touch, D: Sun, T: Ind

Requisite: Terram

Spell Focus: self-transformation

Changes a human body so that it doesn't stop light, as if made of glass. This doesn't stop it from shedding species, but makes light sources visible through it, just like if he was made of stained glass. With a powerful enough light source, the body's organs will shed species, and thus be seen through the skin. Originally intended to make invisibility spells more effective, it is thus also useful for studying human anatomy. Requisites for Forms of clothing and objects carried may be required. The shadow cast by a such a body is thinner, weaker, and more diffuse, but still visible; increase the difficulty to spot a disembodied shadow by +3.

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

CLOAK OF BLACK FEATHERS

MuCo30, Casting Total: +33, Penetration: +7

R: Per, D: Sun, T: Ind

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

Requisite: Animal

Spell Focus: self-transformation

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)

EYES OF THE CAT

MuCo5, Casting Total: +32, Penetration: +31

R: Touch, D: Sun, T: Ind

Requisite: Animal

Spell Focus: self-transformation

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: +32, Penetration: +31

R: Touch, D: Sun, T: Ind

Requisite: Animal

Spell Focus: self-transformation

As HP p87, but range Touch: The target gains the eyes of a hawk, which allows him to clearly see for vast distances.

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

A GIANT AMONGST MEN

MuCo15, Casting Total: +28, Penetration: +17

R: Per, D: Diam, T: Ind

Requisites: Animal, Terram

Spell Focus: self-transformation

Not very different from "Preternatural Growth and Shrinking", this impressive spell lets a magus grow by up to +6 size, becoming a towering giant. Scores are modified accordingly, as are wound increments. Your clothes and armor change size with you, if you include casting requisites (assumed here)

(Base 3, +1 duration, +2 extra size, +1 to affect equipment as well)

GIFT OF THE BEAR'S FORTITUDE

MuCo25, Casting Total: +32, Penetration: +11

R: Per, D: Sun, T: Ind

Spell Focus: self-transformation

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)

GILLS OF THE FISH

MuCo5, Casting Total: +32, Penetration: +31

R: Touch, D: Sun, T: Ind

Requisite: Animal

Spell Focus: self-transformation

For the spell's duration, the target gains a pair of gills, which allow her to breathe underwater.

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

A MOUSE AMONGST MEN

MuCo15, Casting Total: +28, Penetration:

+17

R: Per, D: Sun, T: Ind

Requisites: Animal, Terram

Spell Focus: self-transformation

Not very different from "Preternatural Growth and Shrinking", this spell shrinks a magus by up to 3 sizes. Scores are modified accordingly, as are wound increments. Your clothes and armor change size with you.

(Base 3, +2 Sun, +1 Size - 3, +1 affect equipment)

ONE OF A CROWD

MuCo15, Casting Total: +32, Penetration: +21

R: Per, D: Sun, T: Part

Spell Focus: self-transformation

Utterly change the appearance or size of a person: This spell allow its caster to appear as any approximately human being: This spell works just as "Disguise of the new visage", but affects all the body instead, in the same fashion, even allowing sex changes.

(Base 3, +2 Sun, +1 Part, +1 Affects all the body)

RIP MY ENNEMY

PeCo15, Casting Total: +26, Penetration: +18

R: Touch, D: Mom, T: Ind

Spell Mastery: 2 (15), Special Abilities: multiple casting, penetration

This spell inflicts a medium wound on touch.

(Base 10, +1 range)

SHAPE OF THE WOODLAND PROWLER

MuCo25, Casting Total: +32, Penetration: +11

R: Touch, D: Sun, T: Ind

Requisite: Animal

Spell Focus: self-transformation

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)

SPASMS OF THE UNCONTROLLED HAND

ReCo5, Casting Total: +18, 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)

WIZARD'S LEAP

ReCo15, Casting Total: +17, Penetration: +6

R: Per, D: Mom, T: Ind

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

Requisites: Animal, Terram

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)

Ignem Spells

CLOAK OF DARKNESS

PeIg10, Casting Total: +19, Penetration: +14

R: Touch, D: Diam, T: Ind

Greatly reduce the amount of light in an area of size equal to a single fire*100. This is roughly equivalent to a townplace.

(Base 2, +1 Diam, +1 Touch, +2 Increased area)

Imaginem Spells

BEGUILING APPEARANCE

MuIm5, Casting Total: +18, Penetration: +17

R: Per, D: Sun, T: Ind

As "Aura of Ennobled Presence", with range Personnal, but appears more friendly, conciliatory and credible: +3 on rolls to win trust and make friends. In a debate, +3 on defense totals based on Charm.

(Base 3, +2 Sun)

DREADFUL PRESENCE

MuIm5, Casting Total: +18, Penetration: +17

R: Per, D: Sun, T: Ind

Like Aura of Ennobled Presence, but Personnal. This makes the caster's traits harsher and more imposing, his eyes gleaming and furious. For the spell's duration, he gets +3 when attempting to intimidate or frighten people

(Base 3, +2 Sun)

AURA OF ENNOBLED PRESENCE

MuIm10, Casting Total: +18, Penetration: +12

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)

CHILDLIKE INNOCENCE

MuIm5, Casting Total: +18, Penetration: +17

R: Per, D: Sun, T: Ind

As "Aura of Ennobled Authority" with range Personnal, but appears more guileless, gullible and naive: +3 on rolls to deflect suspicion or convince others of his innocence. In a debate, +3 on defense based on Guile.

(Base 3, +2 Sun)

HIDE FROM THE PRYING EYES

PeIm10, Casting Total: +19, Penetration: +14

R: Per, D: Diam, T: Ind

As "Veil of Invisibility", with target:

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

(Base 4, +1 Diam, +1 Moving Image)

LIKE A GHOST PASSING BY

PeIm15, Casting Total: +19, Penetration: +9

R: Touch, D: Sun, T: Part

Mostly useless to anyone devoid of the Flexible Formulaic Magic virtue, this spell suppress any smell or sound from a target's part, like the magus footsteps. Boosted to Range voice, it can silence a magus. Decreased to Individual Target, it can make someone undetectable by sound or smell, giving a -3 penalty to anyone trying to detect him by these means. Boosted to Group target, it works the same way for a Group.

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

Mentem Spells

THE CALL TO SLUMBER

ReMe10, Casting Total: +18, Penetration: +12

R: Voice, D: Mom, T: Ind

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

(Base 4, +2 Voice)

CALM MIND OF RESOLUTE BEHAVIOR

PeMe20, Casting Total: +24, Penetration: +9

R: Per, D: Diam, T: Ind

MoH p67: 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.

(Base 15, +1 Diam)

ENSORCELLED BY CHAOS

MuMe15, Casting Total: +23, Penetration: +12

R: Touch, D: Diam, T: Group

Similar, yet different, to "Seed of Betrayal", this changes the target's emotions towards the caster to loyalty and love, such that they will readily serve them. Add 5 points from the target's relevant Loyal Personality Trait, for the duration of the spell.

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

SLAP OF ABSENT MAGIC

PeMe10, Casting Total: +25, Penetration: +21

R: Touch, D: Diam, T: Ind

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

HP p85: 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 Diam, +1 Touch)

Vim Spells

DEMON'S ETERNAL OBLIVION

PeVi5, Casting Total: +21, Penetration: +21

R: Voice, D: Mom, T: Ind

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

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: +21, Penetration: +21

R: Voice, D: Mom, T: Ind

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

Source: Guardians of the Forests

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

(Base 5, +2 Voice)

SAP THE GRIFFIN'S STRENGTH

PeVi5, Casting Total: +21, Penetration: +21

R: Voice, D: Mom, T: Ind

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

Source: Guardians of the Forests

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

(Base 5, +2 Voice)

THWARTING THE THAUMATURGICAL THREAT

PeVi25, Casting Total: +21, Penetration: +1

R: Voice, D: Mom, T: Ind

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

Similar to Winds of Mundane Silence, but scaled down to affect a single spell (even if it is of momentary duration). This will counter or cancel a spell if your roll of a SD + (Level + 10) equals or exceeds twice the level of the opposing spell. Countering another spell as it is being cast requires a successful Fast Cast roll, and thus requires Mastery of the spell and choosing the Fast Cast ability. Canceling an existing spell uses normal Initiative, and no Mastery is required.

(Base 25, +2 Voice)

UNRAVELLING THE FABRIC OF CORPUS

PeVi10, Casting Total: +20, Penetration: +15

R: Voice, D: Mom, T: Ind

Cancel the effects of any Corpus spell whose level is less than or equal to (20 + stress die (no botch))

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)

UNRAVELLING THE FABRIC OF IMAGINEM

PeVi10, Casting Total: +20, Penetration: +15

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 10, +2 Voice)

Spontaneous Spells

HEAR YOUR LOVE'S VOICE

InIm, Casting Total: s13, Penetration: ct+4

R: Touch, D: Diam, T: Ind

Allows to hear what the touched person is saying, for Diameter duration. Wirth uses this over an Intangible Tunnel to communicate with his wife.

(Base 1, +1 Diam, +1 Touch)

SPEAK TO YOUR LOVE

CrIm, Casting Total: s6, Penetration: ct+4

R: Touch, D: Conc, T: Ind

This spell, usually used through an intangible tunnel, allows Wirth to create clear words at the target's location. He usually uses this to speak with his wife

(Base 1, +1 Conc, +1 Touch, +1 Create Clear Words)