

## WORDS OF THE UNBROKEN SILENCE

CrMe10, Casting Total: +10,  
Penetration: +0

R: Sight, D: Mom, T: Ind

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

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)

## PERCEPTION OF THE CONFLICTING MOTIVES

InMe15, Casting Total: +10,  
Penetration: -5

R: Eye, D: Mom, T: Ind

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

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)

## RECOLLECTION OF MEMORIES NEVER QUITE LIVED

MuMe4, Casting Total: +4,  
Penetration: +0

R: Eye, D: Sun, T: Ind

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

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)

## THE CALL TO SLUMBER

ReMe10, Casting Total: +10,  
Penetration: +0

R: Voice, D: Mom, T: Ind

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

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

(Base 4, +2 Voice)

## CONFUSION OF THE NUMBED WILL

ReMe15, Casting Total: +10,  
Penetration: -5

R: Eye, D: Sun, T: Ind

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

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)

## EYES OF THE TREACHEROUS TERRAIN

InTe15, Casting Total: +11,  
Penetration: -4

R: Per, D: Conc, T: Vision

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

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 Conc, +4 Vision)

## TRACKLESS STEP

ReTe10, Casting Total: +11,  
Penetration: +1

R: Touch, D: Conc, T: Ind

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

You leave no tracks in the earth until you come to a stop, such as to rest or fight.

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

## THE UNSEEN PORTER

ReTe10, Casting Total: +11,  
Penetration: +1

R: Voice, D: Conc, T: Ind

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

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 Conc)

## SENSE OF MAGICAL POWER

InVi2, Casting Total: +10,  
Penetration: +8

R: Touch, D: Mom, T: Ind

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

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)

## SCALES OF THE MAGICAL WEIGHT

InVi5, Casting Total: +10,  
Penetration: +5

R: Touch, D: Mom, T: Ind

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

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)

## SENSE THE NATURE OF VIS

InVi5, Casting Total: +10,  
Penetration: +5

R: Touch, D: Mom, T: Ind

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

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)

## EYES OF THE CAT

MuCo5, Casting Total: +0,  
 Penetration: -5  
 R: Touch, D: Sun, T: Ind  
 Spell Mastery: 1 (0), Special Ability:  
 quiet casting

Requisite: 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)

## MOONBEAM

CrIg3, Casting Total: +7, Penetration:  
 +4  
 R: Touch, D: Conc, T: Ind  
 Spell Mastery: 1 (0), Special Ability:  
 quiet casting

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 Conc)

## THE CRYSTAL DART

MuTe10, Casting Total: +5,  
 Penetration: -5  
 R: Voice, D: Mom, T: Ind  
 Spell Mastery: 1 (0), Special Ability:  
 multiple casting

Requisite: 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)

## DISENCHANT

PeVi1, Casting Total: +3, Penetration:  
 +3  
 R: Touch, D: Mom, T: Ind, Ritual  
 Spell Mastery: 1 (0), Special Ability:  
 penetration

You make a Hermetic magic item lose all its powers permanently if the level of this spell + a stress die (no botch) 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)

## BIND WOUND

CrCo10, Casting Total: +11,  
 Penetration: +1  
 R: Touch, D: Sun, T: Ind  
 Spell Mastery: 1 (0), Special Ability:  
 fast casting

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)

## ENDURANCE OF THE BERSERKERS

ReCo15, Casting Total: +11,  
 Penetration: -4  
 R: Per, D: Conc, T: Ind  
 Spell Mastery: 1 (0), Special Ability:  
 fast casting

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.

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)

## SPASMS OF THE UNCONTROLLED HAND

ReCo5, Casting Total: +11,  
 Penetration: +6  
 R: Voice, D: Conc, T: Ind  
 Spell Mastery: 1 (0), Special Ability:  
 quiet casting

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)