

## Spontaneous Spellcasting

Spell Level: Base + Range improvement + Duration improvement + Target improvement + Extra Modifiers

If Level is more than 50, the spell must be a ritual (and not spontaneous).

### Range

- Personal(+0): Magus or Equipment. Target no larger than individual.
- Touch/Eye(+1): Touch is clear, Eye requires eye contact, only works on humans and creatures.
- Voice(+2): Typically 5 meters, 20 when shouting. The target is not required to be able to 'hear' the voice (stones, deaf persons,...)
- Sight(+3): Anything visible to the caster.
- Arcane Connection(+4): Anything the caster has an arcane connection to.

### Duration

- Momentary(+0): Spell ends immediately, effects remains as natural. Creo Ritual magic is of this duration.
- Concentration/Diameter(+1): Concentration typically 15 minutes per point in concentration, requires check if distracted. Diameter about 2 minutes (20 combat rounds).
- Sun/Ring(+2): Sun lasts until dusk or dawn, whichever is next. Ring requires a physical ring to be drawn or similarly created (or in existence), and lasts as long as the target is inside and/or the ring is unharmed. Rings can be 'walked', Int+Con of 6+ every round.
- Moon(+3): Until both the new and the full moon have set once.
- Year(+4): Until sunrise on the fourth equinox or solstice after casting. Spell must be ritual!

### Target

- Individual/Circle(+0): Individual is a single discrete things (see form guidelines). Circle: Similar as 'Ring', see above. A circle spell is broken if the ring is broken, even if the Duration would be longer.
- Part(+1): A 'physical' part of an Individual (see form guidelines when in doubt).
- Group/Room (+2): Group affects a number of individuals close in space and sharing characteristics. Room affects everything inside a clearly enclosed boundary (chamber, cave, courtyard, not valley).
- Structure (+3): Everything inside (and including) a single, linked structure. (Rule of thumb: One roof, one structure).
- Boundary (+4): Everything within a well-defined natural or artificial boundary - a city, lake, forest etc. Spell must be ritual!

### Special:Arcane Senses

- Granting magical senses via Intellego to a single target, use the following conversion from sense to target:
- Taste: Individual, Touch: Part, Smell: Group, Hearing: Structure, Vision: Boundary. A vision spell need not be a ritual.

### Modifiers

- General: All Techniques: affect/create unnatural things +1 to +4; Mass/Size: multiply by 10 for +1M
- Intellego: General information is basic, specific +1; Properties: mundane are basic, magic+1
- Rego: Ward against creatures from one realm associated with form (Vim always works) with might lesser than X+3M (X)
- effects that scale (as boni to rolls, wounds, etc.) are listed once, +/-1 magnitude per step
- Requisite: If different Form requisite is used: +0 if necessary (most muto magic), +1 if enhancing, no requisite if purely cosmetic

*Realm Interaction Table:*

Modifies Spellcasting, Supernatural Abilities, Lab Totals, Magic Resistance, Penetration (only once!)

General: +aura botch dice regardless of type

	Magic	Divine	Faerie	Infernal
Magic Aura	+aura	no effect	$+\frac{1}{2}$ aura	-aura
Divine Aura	$-3 \times \text{aura}$	+aura	$-4 \times \text{aura}$	$-5 \times \text{aura}$
Faerie Aura	$+\frac{1}{2} \text{aura}$	no effect	+aura	-aura
Infernal Aura	-aura	no effect	$-2 \times \text{aura}$	+aura

*Faerie Magic:*

Faerie Magic is attuned to both realms for warping and aura purposes.

- *Range:Road*(+2) Everything on the same road or path. Maga must know it is there, unless Intellego to find something.
- *Duration:Bargain*(+3) Only directly after bargain, +3 to spell that takes effect if broken in next year.
- *Duration:Until (Condition)*(+4) Lasts until some specific condition is fulfilled, must be ritual. Breaks at death/twilight.
- *Duration:Year+1*(+4) Exactly a year and a day from the time of casting. Must be ritual.
- *Target:Bloodline*(+3) Target and all descendants by blood, even if born during duration.

	Animal	Aquam	Auram	Corpus	Herbam
Creo	Create animal product, +12 to Recovery rolls, Create insect(5) Create bird, fish, corpse(10) light wound, create mammal, reach maturity in a day(15) stop disease, restore limb(25)	Fill container(2) Create natural liquid(3) Create low-flow spring, water in unnat. shape(4) Create Poison that causes light wound (5) +X Acid Damage (X)	Create minor weather phenomenon:breeze, ...(1) Create normal weather phenomenon: cloud, ... (2) Create severe weather phenomenon, create debili- tating air (stench...) (3)	+6 to recovery rolls, prevent wounds worsening(3) Create corpse(5) Heal light wound(15) Stop disease (20) Restore limb (25) Characteristic+1 up to 0 (30)	Create plant or product, prevent disease(1) Create processed plant product(2) Create wood in unnatural shape (wall,...) (3) mature plant in a day(15)
Intellego	Get mental image (1) Learn state of body or consciousness (3) Sense dominant drive (4) Information on product(5) Speak, read emotions (10) Read recent memories (15)	Make sense unhindered(1) Get mental image(2) Learn natural properties of single liquid(3) Properties of mixture(4) magic. prop. of liquid (5) Communicate(15)	Make sense unhindered(1) Learn one property(2) Learn all mundane properties(4) Communicate(15)	Locate someone via an Arcane Connection (2) Sense very general information about body (4) Sense specific information, communicate with body (5) Learn everything useful (10)	Locate a plant(2) General information or specific fact about plant or plant product(3) Communicate(15)
Muto	transform products, limb (3) transform animals(5) animal to lifeform(10) major unnatural change, animal to anything(15)	transform liquids, light wound poison(2) liquid to solid or gas, liquid to liquid-mixture(4) transform to +X damage (X)	transform air(3) change air to element(4) air to mixture(5) Change air into gas dealing +X damage (X)	new appearance (3) grant someone +1 Soak(5) human to mammal (10) human to bird, fish (20) human to solid(25)	change a plant or plant product(3) plant to solid, make plant conscious(4) twist plant rapidly(5)
Perdo	destroy animal product, cause pain or 1 fatigue (4) destroy corpse, cause a light wound, hamper (5) destroy limb, sense(20) destroy a property like weight, aggression, ... (40)	dry something wet (4) drain almost all liquid(5) destroy liquid (10) destroy a property like taste, saltiness, ... (15) destroy small spring (20)	make air stuffy and hard to breathe(3) destroy still air, destroy minor phenomenon(4) destroy a property like stench, poison, ... (10) destroy severe weather (15)	cause pain (4) destroy corpse, cause a light wound, hamper (5) cause one fatigue (10) age someone 5 years (15) destroy limb, sense (20) destroy a property (40)	superficial damage, like leaves falling off (2) spoil food(3) destroy dead wood(4) destroy plant(5)
Rego	manipulate products(1) plant single suggestion, protect against attacks(2) calm animal(4) paralyze animal,  manipulate emotions(5) complete control (15)	control very gently(1) control gently(2) vaporize or solidify (3) control forcefully(4) ward against water,  control violently (5) control extremely (10)	control minor weather (2) ward against minor, control normal weather (3) ward against normal, control severe weather (4)  ward against severe, control any weather (5)	cause loss of control(2) paralyse someone, move body slowly (5) animate corpse, control motions, wound penalties (10) teleport 50 paces, move body quickly, ward (15)	control dead wood (3) move plant, roots fixed (4) control plant, move it around at will(5) intelligent movement(10)  ward against products, weave thread to tunic(15)
Individual: Group:	Size+1 or less clear	pond, spring, ... river, lake, several streams...	phenomenon (30 m across) related phenomena	Size+1 or less clear	plant ( 60 cm across) clear

	Ignem	Imaginem	Mentem	Terram	Vim
Creo	Create fire +5 damage, ignite flammables, heat something to boil water(4) Create light as sunlight, Create fire +5 damage in unnatural shape (5)	Create an image that affects one sense(1) same for two senses (2)  three senses (3) four senses (4) five senses (5)  Use one sense at distance, own illusions, memorize or recall picture(1) use two senses at dist. (2) enhance one sense, use three senses at dist. (3) four senses at dist. (4) all senses at dist. (5)	Form words in another's mind (3) plant thought/emotion (4)  create memory (5) raise mental characteristic by +1, to 0 or less (30)  Learn consciousness (4) Sense single emotion, Understand meaning (5) Sense emotions, truth (10) Telepathy, sense surface thoughts, one answer (15) yesterday's memories (20) Learn all information (25)	Create sand, clay,...(1) Create stone, glass (3) Create base metal (5)  Create precious metal (15) Create gemstone (25)  Learn visible property(2) Learn one mundane property, see object+sorroundings (4) learn components of alloy(5) learn prop. of mix(15) Unhindered senses, learn magical properties, speak with natural(15)	taint with magic (3) give one warping point (5) create magical shell that  prevents X Intellego (X-1) provides false information to X Intellego (X+1)/2  Detect magical aura, vis, magic of 10th+ magn. (1) Determine power of aura, detect 8th+ magn. magic (2) Detect regio boundaries (3) learn vis art&amount (4) Detect all active magics (5) Detect recent weak magic(10)
Intellego	locate fire, sense one property (1) sense levels of heat (2) unhindered senses, learn magical prop. (5) see fire and all it illuminates via AC (10) communicate (20)				
Muto	total change of fire (2) minor unnatural change(3) major unnatural change(4) fire to nat. element (5) fire to unnat. element (10)	change one sensation (1) two sensations (2) three sensations (3) four sensations (4) everything except touch (5)	change detail in memory (1) change memory on 1 event (2) alter memories, 1 emotion(3) total change of emotions(4) total rewrite of memory(10) utter change of mind (15) make mind or spirit solid(25)	dirt to earth (2) dirt to liquid, gas, stone(3) change dirt very unnaturally, dirt to plant, growx8 (4) dirt to animal (5) dirt to highly unnatural liquid or gas (10)	Superficial change of X spell (not power or effect) (X-1)/2 Significant change of X spell (not Technique or Form, but +/-1 power, target) (X-1) total change of X spell (power +/-2, forms) 2(X+1)
Perdo	reduce amount of light (2) extinguish all light, reduce size of fire (3) extinguish fire, cool object or person for 1 fatigue (4) freeze water, chill a person for +5 damage (5) destroy one aspect (10)	remove (ability to effect) taste or touch (2) remove smell or sound, remove taste and touch (3) remove any three from above or sight (4) remove any four (5) remove all (10)	remove important detail, dampen emotions (4) Quell an emotion (5) remove short memory, all mental capabilities (10) remove major memory, all emotions, drive insane (15) utterly destroy mind (25)	Weaken dirt, sand, ... (2) destroy dirt, weaken stone or glass (3) destroy stone or glass (4) destroy metal, gemstones (5)	Reduce AC duration by 1(5) Reduce Might by X+2M (X) Dispel effect of less than (X+4M+stress die)/2 (X) Reduce target's casting total by (X+2M)/2 (X) hide 2(X+2M) magic from Intellego spells (X)
Rego	control fire naturally, move burning fire (3) control fire slightly unnaturally (avoid burns) (4) complete control (10)	move image one pace (2) 5 paces, make sensation move confusingly (3) 15 paces, make an image appear inside sth.(4) move image within sight (10)	control mental state (4) control spirit or emotion felt by target (5) control unnat. emotion (10) control person while it is in sight, call ghost (15) one complex command (20)	control/move dirt nat. (1) control/move dirt unnat., control/move stone, glass (2) control dirt very unnat. (3) control/move metal unnat., ward against all dirt (5)	translocate raw vis (10) sustain/supress own level X+2M spell or alien level (X+5M)/2 spell (X) create conduit (R:Touch), container (delays spell) for (X+5M) spells (X)
Individual:	Campfire, hearthfire	analogon to size+1 human	clear	sand 10m <sup>3</sup> , stone 1, metal 0.1 to 0.01, gem 0.001	spell, target, person