## **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 'phyiscal' 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
- $\bullet$  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×aura	+aura	-4×aura	-5×aura
Faerie Aura	$+\frac{1}{2}$ aura	no effect	+aura	-aura
Infernal Aura	-aura	no effect	-2×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.
- $\bullet$  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.

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animal to anything(15) transform to +X damage (X) dealing +X damage (X) destroy animal product, cause pain or 1 fatigue (4) drain almost all liquid(5) hard to breathe(3) destroy corpse, cause a destroy liquid (10) destroy corpse, cause a destroy liquid (10) destroy appoperty like destroy limb, sense(20) weight, agression, (40) manipulate products(1) plant single suggestion, protect against attacks(2) control wery gently(1) plant single suggestion, protect against attacks(2) control forcefully(3) control forcefully(4) manipulate emotions(5) control violently (5) manipulate emotions(5) control violently (5) manipulate control (15) control violently (5) manipulate emotions(5) control violently (5) control severe weather (5) ward against severe, complete control (15) control violently (5) control any weather (5) phenomenon (30 m across)		major unnatural change,	liquid to liquid-mixture(4)	Change air into gas	human to bird, fish (20)	make plant conscious $(4)$
destroy animal product, dry something wet (4) make air stuffy and destroy animal product, drain almost all liquid(5) destroy still air, light wound, hamper (5) destroy liquid (10) destroy still air, destroy a property like destroy a property like destroy a property like destroy small spring (20) destroy a property like destroy small spring (30) destroy a property like destroy severe weather (15) control forcefully (3) ward against minor, and against attacks(2) control forcefully (4) ward against normal, and against water, control lib control ward against severe, complete control (15) control extremely (10) control any weather (5) control extremely (10) phenomenon (30 m across)		animal to anything(15)	$\sim$		human to $solid(25)$	twist plant rapidly(5)
cause pain or 1 fatigue (4) drain almost all liquid(5) destroy still air, light wound, hamper (5) destroy liquid (10) destroy still air, destroy limb, sense(20) taste, saltiness,(15) destroy minor phenomen(4) destroy like destroy a property like destroy a property like destroy small spring (20) destroy a property like destroy sensel weather (15) control very gently(1) control minor weather (2) plant single suggestion, vaporize or solidify (3) control normal weather (3) control forcefully(4) ward against normal, ward against water, control severe weather (4) control (15) control violently (5) ward against severe, complete control (15) control extremely (10) control any weather (5) control extremely (10) control any weather (5) control extremely (10) phenomenon (30 m across)	Perdo	destroy animal product,	dry something wet (4)	make air stuffy and	cause pain (4)	superficial damage,
destroy corpse, cause a destroy liquid (10) destroy still air, light wound, hamper (5) destroy a property like destroy minor phenomen(4) destroy a property like destroy small spring (20) destroy a property like destroy small spring (20) destroy a property like destroy small spring (20) destroy severe weather (15) destroy severe weather (15) control very gently(1) control minor weather (2) ward against attacks(2) control forcefully(3) control normal weather (3) control forcefully(4) ward against normal, ward against water, control severe weather (4) control (15) control extremely (10) phenomenon (30 m across)		cause pain or 1 fatigue (4)	drain almost all liquid(5)	hard to breathe $(3)$	destroy corpse, cause a	like leaves falling off (2)
light wound, hamper (5) destroy a property like destroy minor phenomen(4) destroy limb, sense(20) taste, saltiness, (15) destroy a property like destroy samall spring (20) stench, poison, (10) destroy a property like manipulate products(1) control very gently(1) control minor weather (15) plant single suggestion, protect against attacks(2) control forcefully(2) control normal weather (3) ward against normal, ward against water, control severe weather (4) control violently (5) control any weather (5) control (15) control extremely (10) phenomenon (30 m across)		destroy corpse, cause a	destroy liquid (10)	destroy still air,	light wound, hamper (5)	spoil food(3)
destroy limb, sense(20) taste, saltiness,(15) destroy a property like destroy small spring (20) stench, poison, (10) destroy a property like manipulate products(1) control very gently(1) control minor weather (2) ward against attacks(2) control forcefully(2) control normal weather (3) control severe weather (4) ward against water, control severe weather (4) ward against water, control (15) control violently (5) ward against severe, complete control (15) control extremely (10) phenomenon (30 m across)		light wound, hamper (5)	destroy a property like	destroy minor phenomen $(4)$	cause one fatigue $(10)$	destroy dead wood $(4)$
destroy a property like destroy small spring (20) stench, poison, (10) weight, agression, (40) manipulate products(1) control very gently(1) control minor weather (2) plant single suggestion, control gently(2) ward against minor, control forcefully(3) control normal weather (3) paralyze animal, ward against water, control severe weather (4) manipulate emotions(5) control violently (5) ward against severe, complete control (15) control extremely (10) phenomenon (30 m across)		destroy limb, $sense(20)$	taste, saltiness, $\dots$ (15)	destroy a property like	age someone 5 years (15)	destroy plant(5)
weight, agression, (40)  manipulate products(1)  plant single suggestion,  control gently(2)  plant single suggestion,  control gently(2)  control minor weather (2)  plant single suggestion,  control gently(2)  calm animal(4)  paralyze animal,  manipulate emotions(5)  control violently (5)  control violently (5)  control control any weather (5)  control (15)  control extremely (10)  phenomenon (30 m across)		destroy a property like	destroy small spring (20)	stench, poison, $(10)$	destroy limb, sense $(20)$	
manipulate products(1) control very gently(1) control minor weather (2) plant single suggestion, control gently(2) ward against minor, calm animal(4) control forcefully(4) ward against water, control severe weather (3) ward against emotions(5) control violently (5) control any weather (5) control (15) control extremely (10) phenomenon (30 m across)		weight, agression, (40)		destroy severe weather (15)	destroy a property (40)	
plant single suggestion, control gently(2) ward against minor, protect against attacks(2) vaporize or solidify (3) control normal weather (3) control forcefully(4) ward against normal, ward against water, control severe weather (4) manipulate emotions(5) control violently (5) control any weather (5) control extremely (10) pond, spring, phenomenon (30 m across)	Rego	manipulate products $(1)$	control very gently $(1)$	control minor weather $(2)$	cause loss of control $(2)$	control dead wood (3)
protect against attacks(2) vaporize or solidify (3) control normal weather (3) calm animal(4) control forcefully (4) ward against water, control severe weather (4) ward against water, control severe weather (4) control violently (5) control any weather (5) control extremely (10) control any weather (5) control spring, pond, spring, phenomenon (30 m across)		plant single suggestion,	control gently $(2)$	ward against minor,	paralyse someone,	move plant, roots fixed (4)
calm animal(4) control forcefully(4) ward against normal, ward against water, control severe weather (4) manipulate emotions(5) control violently (5) ward against severe, complete control (15) control extremely (10) control any weather (5) control are spring, pond, spring,		protect against attacks $(2)$	vaporize or solidify (3)	control normal weather (3)	move body slowly $(5)$	control plant, move it
manipulate emotions(5) control violently (5) ward against severe, complete control (15) control extremely (10) control any weather (5) control extremely (10) pond, spring, phenomenon (30 m across)		calm animal(4)	control forcefully $(4)$	ward against normal,	animate corpse, control	around at will(5)
manipulate emotions(5) control violently (5) ward against severe, complete control (15) control extremely (10) control any weather (5) ual: Size+1 or less pond, spring, phenomenon (30 m across)		paralyze animal,	ward against water,	control severe weather (4)	motions, wound penalties	intelligent movement $(10)$
manipulate emotions(5) control violently (5) ward against severe, complete control (15) control extremely (10) control any weather (5) control as pond, spring, pond, spring,					(10)	
complete control (15) control extremely (10) control any weather (5) and size+1 or less pond, spring, phenomenon (30 m across)		manipulate emotions(5)	control violently (5)	ward against severe,	teleport 50 paces, move	ward against products,
ual: Size+1 or less pond, spring, pond, spring, pond, spring,		complete control (15)	control extremely (10)	control any weather (5)	body quickly, ward (15)	weave thread to tunic(15)
alone motorio de molocal administration and an analone	Individual:	Size+1 or less	pond, spring,	phenomenon (30 m across)	Size+1 or less	plant (60 cm across)
clear liver, take, several streams	Group:	clear	river, lake, several streams	related phenomena	clear	clear

	Ignem	Imaginem	Mentem	Terram	Vim
Creo	Create fire +5 damage,	Create an image that	Form words in	Create sand, $clay,(1)$	taint with magic (3)
	ignite flammables,	affects one $sense(1)$	another's mind (3)	Create stone, glass (3)	give one warping point (5)
	heat something to boil wa-	same for two senses $(2)$	plant thought/emotion (4)	Create base metal (5)	create magical shell that
	ter(4)				
	Create light as sunlight,	three senses (3)	create memory $(5)$	Create precious metal (15)	prevents X Intellego (X-1)
	Create fire +5 damage	four senses (4)	raise mental characteristic	Create gemstone (25)	provides false information
	in unnatural shape $(5)$	five senses (5)	by $+1$ , to 0 or less (30)		to X Intellego $(X+1)/2$
Intellego	locate fire, sense	Use one sense at	Learn consciousness (4)	Learn visible property(2)	Detect magical aura, vis,
	one property (1)	distance, own illusions,	Sense single emotion,	Learn one mundane property,	magic of 10th+ magn. (1)
	sense levels of heat (2)	memorize or recall picture(1)	Understand meaning (5)	see object+sorroundings (4)	Determine power of aura,
	unhindered senses,	use two senses at dist. (2)	Sense emotions, truth (10)	learn components of alloy(5)	detect 8th+ magn. magic (2)
	learn magical prop. (5)	enhance one sense,	Telepathy, sense surface	learn prop. of $mix(15)$	Detect regio boundaries (3)
	see fire and all it	use three senses at dist. (3)	thoughts, one answer (15)	Unhindered senses,	learn vis art&amount (4)
	illuminates via AC (10)	four senses at dist. (4)	yesterday's memories (20)	learn magical properties,	Detect all active magics (5)
	communicate (20)	all senses at dist. (5)	Learn all information (25)	speak with natural(15)	Detect recent weak magic (10)
Muto	total change of fire (2)	change one sensation (1)	change detail in memory (1)	dirt to earth (2)	Superficial change of X spell
	minor unnatural change(3)	two sensations (2)	change memory on 1 event $(2)$	dirt to liquid, gas, stone(3)	(not power or effect) $(X-1)/2$
	major unnatrual change(4)	three sensations (3)	alter memories, 1 emotion(3)	change dirt very unnaturally,	Significant change of X spell
	fire to nat. element (5)	four sensations (4)	total change of emotions(4)	dirt to plant, growx8 (4)	(not Technique or Form, but
	fire to unnat. element (10)	everything except touch (5)	total rewrite of memory $(10)$	dirt to animal (5)	+/-1 power, target) (X-1)
			utter change of mind (15)	dirt to highly unnatural	total change of X spell
			make mind or spirit solid(25)	liquid or gas (10)	(power $+/-2$ , forms) $2(X+1)$
Perdo	reduce amount of light $(2)$	remove (ability to effect)	remove important detail,	Weaken dirt, sand, $\dots$ (2)	Reduce AC duration by 1(5)
	extinguish all light, reduce	taste or touch (2)	dampen emotions (4)	destroy dirt, weaken stone	Reduce Might by X+2M (X)
	size of fire (3)	remove smell or sound,	Quell an emotion (5)	or glass (3)	Dispel effect of less than
	extinguish fire, cool object	remove taste and touch (3)	remove short memory, all	destroy stone or glass (4)	(X+4M+stress die)/2 (X)
	or person for 1 fatigue (4)	remove any three from above	mental capabilities (10)	destroy metal, gemstones (5)	Reduce target's casting
	freeze water, chill a person	or sight (4)	remove major memory, all		total by $(X+2M)/2$ $(X)$
	for $+5$ damage $(5)$	remove any four (5)	emotions, drive insane (15)		hide $2(X+2M)$ magic from
	destroy one aspect (10)	remove all (10)	utterly destroy mind (25)		Intellego spells (X)
Rego	control fire naturally,	move image one pace $(2)$	control mental state (4)	control/move dirt nat. (1)	translocate raw vis (10)
	move burning fire (3)	5 paces, make sensation	control spirit or emotion	control/move dirt unnat.,	sustain/supress own level
	control fire slightly	move confusingly (3)	felt by target $(5)$	control/move stone, glass (2)	X+2M spell or alien level
	unnaturally (avoid burns) (4)	15 paces, make an image	control unnat. emotion (10)	control dirt very unnat. (3)	(X+5M)/2  spell  (X)
	complete control (10)	appear inside $sth.(4)$	control person while it is	control/move metal unnat.,	create conduit (R:Touch),
		move image within sight (10)	in sight, call ghost (15)	ward against all dirt (5)	container (delays spell)
			one complex command (20)		for (X+5M) spells (X)
Individual:	Campfire, hearthfire	analogon to size+1 human	clear	sand $10m^3$ , stone 1, metal 0.1 to 0.01. gem 0.001	spell, target, person
				9	