

— Grimoire of Viltautas Daumantas of House Bonisagus —

— Spells of Creo Corpus —

Heavy Healing of the Chirurgeon's Touch [CrCo 30]

R: Touch, **D:** Mom, **T:** Ind, **Ritual**

(Based on ArM5 pg 129,130)

This spell heals a single Heavy Wound (or one less severe) suffered by the person touched. This spell does not heal damage from poison or disease.

As a Ritual, it takes 90 minutes to cast, and requires 3 pawns of Creo or Corpus vis. Healing a wound less serious than Heavy typically requires less vis.
(Base 25, +1 Touch)

Sovereign Remedy for Internal Malignancy [CrCo 45]

R: Touch, **D:** Mom, **T:** Part, **Ritual**

This spell cures any disease, even one hidden within internal organs of the body, or unknown to the caster or diagnosing physician. For all but the most serious diseases, casting this ritual will also suffice to cure any lesser diseases which afflict the patient.

As a Ritual, it takes over two hours (135 minutes) to cast, and requires up to 5 pawns of Creo or Corpus vis. Curing a disease lesser than the most serious may consume less vis.

(Base 35, +1 Touch, +1 Part)

Purification of the Festering Wounds [CrCo 20]

R: Touch, **D:** Moon, **T:** Ind

(From ArM5 pg 129, A&A pg 57)

The target gains a +9 bonus to Wound Recovery rolls (ArM5 pg 179), as long as he has been under the influence of this spell for the whole of the recovery interval. The recovery interval is counted from the time that the spell is cast; any previous time is ignored.

(Base 4, +1 Touch, +3 Moon)

Purification of the Diseased Body [CrCo 20]

R: Touch, **D:** Moon, **T:** Ind

(From ArM5 pg 129, A&A pg 57)

The target gains a +9 bonus to Disease Recovery rolls (ArM5 pg 179), as long as he has been under the influence of this spell for the whole of the recovery interval. The recovery interval is counted from the time that the spell is cast; any previous time is ignored.

The version of this spell invented by Viltautas Daumantas has a minor flaw. Unless a snake is allowed to slither across the body of the patient when the spell is cast, only half the benefit is realized.

(Base 4, +1 Touch, +3 Moon)

Warding Mantle of Lucina [CrCo 30]

R: Touch, **D:** Moon, **T:** Ind

(Based on ArM5 pg 130, A&A pg 60)

Grants the touched patient a +9 to childbirth rolls. In the unlikely event that labor is still ongoing when the spell lapses, the mother must make an immediate childbirth roll, and this extra roll cannot result in improvement. (See A&A pg 60,62-63, and ArM5 pg 179)

The version of this spell invented by Viltautas Daumantas has a minor flaw. The patient becomes sensitive to moonlight, finding it to be painfully bright, even to the point of producing superficial skin burns given long exposure. The origin of this flaw would appear to be related to the lunar cycles of the Roman goddess Lucina.

(Base 10, +1 Touch, +3 Moon)

Restoration of the Defiled Body [CrCo 25]

R: Touch, **D:** Mom, **T:** Ind, **Ritual**

(From ArM5 pg 129)

Removes the crippling or malignant after-effects of any injury, poison, or disease, or of premature aging. The effects of natural aging cannot be undone by this or any spell. This spell does not heal wounds, only extra effects.

This spell will not reattach or regrow a severed limb; such would require a distinct more powerful spell using the Level 25 guideline.

(Base 20, +1 Touch)

The Severed Limb Regrown [CrCo 30]

R: Touch, **D:** Mom, **T:** Ind, **Ritual**

(Based on The Severed Arm Made Whole, from ArM5 pg 129)

Reattaches a severed limb or other major body part (even upon a corpse), or regrows a severed or mangled limb upon a living body. While minor body parts (such as an ear or finger) can be reattached or replaced with lesser spells, to repair an entire hand, foot, limb, or other major body part requires the power and subtlety offered by this spell.

Regrowth:

When this spell is used to regrow a missing or mangled part, the result at the end of the ritual casting is either a healing stump (itching fiercely until complete), or a maturing infant version (which is subject to fierce growing pains until complete). In either case, the part can be readily seen to be healing or maturing at a fantastically rapid pace.

The process of healing or maturation continues until the part is restored, taking time as for Wound Recovery (ArM5 pg 179) with no Botch dice and a Stable Ease Factor of 0. Treat a missing limb as a Heavy Wound, a missing partial limb or hand or foot as a Medium Wound, and a mangled part as one less severity than a missing part. Minor parts (such as a finger or ear) are immediately regrown within a Diameter upon completion of the Ritual.

Once regrown, the restored part is unblemished by previous scars, tattoos or marks (excepting birthmarks, which are regrown as the original) and lacks callus and suntan.

Reattachment:

As per the similar and related spell The Severed Arm Made Whole, this spell can be used to reattach a severed limb or other body part. This has the advantage of producing an immediate result upon the completion of the ritual, but requires the severed limb, which had best be free from decay.

Any decay that has occurred on the severed limb remains after the limb is reattached. After a day of decomposition, a limb is weak. After seven days, it is nearly useless and infects the character on whom it is replaced (Stamina stress roll of 6+ or take a Medium Wound). If it has been severed for more than two weeks, the limb is completely useless.

While this spell can reattach a severed head or make whole a body which has been bifurcated, such wounds are typically immediately fatal, and this spell cannot of course, restore life. Nonetheless, if the caster has use for repair of a corpse, the spell will function for such. However, regrowth of a missing or mangled part will not work for a corpse, as this spell works in concert with the living body to accomplish such regrowth. In theory, such would be possible if somehow the physical body were kept alive.

(Base 25, +1 Touch)

Solar Charm vs Putrefaction [CrCo 5]

R: Touch, **D:** Sun, **T:** Ind

(Based on Charm versus Putrefaction, from ArM5 pg 129)

Prevents decay of a human corpse, or of a severed body part. Such spells are used by Necromancers to preserve their revived corpses. This is also useful for healers, and for students of Chirurgy and Medicine.

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

— Grimoire of Viltautas Daumantas of House Bonisagus —

— Spells of Rego Corpus —

Spasms of the Turb [ReCo 15]

R: Voice, **D:** Diam, **T:** Group

For each member of the target group, one of their hands spasms, causing him to drop anything he is holding in it. It keeps spasming for the Duration.

This spell is similar to Spasms of the Uncontrolled Hand, but allows a roll of Dexterity vs 12+ to resist initially.

(Base 2, +2 Voice, +1 Diam, +2 Group)

Violent Spasms of the Turb [ReCo 15]

R: Voice, **D:** Diam, **T:** Group

For each member of the target group, one of their arms spasms, causing him to lash about, perhaps striking his fellows or even himself. It keeps spasming for the Duration.

This spell is similar to Spasms of the Uncontrolled Hand, but allows a roll of Dexterity vs 10+ to resist each round.

This was the original version of Spasms of the Turb, which was affected by a Side Effect (considered by some a Major Side Benefit) producing a lethal result. As the inventor, Viltautas Daumantas of Bonisagus, desired a non-lethal spell to halt violent action, this version was deemed a failure and subsequently re-invented.

(Base 2, +2 Voice, +1 Diam, +2 Group)

Leap of Apostrophus [ReCo 20]

R: Per, **D:** Mom, **T:** Ind

Transports you instantly to any place you can perceive (or have an Arcane Connection to) within 500 paces. If you fail a roll of Finesse + Intelligence vs 9+, your arrival goes slightly awry. For instance, you might fall when you appear, or just be facing the wrong way. A botch means you appear in the wrong place, perhaps even in a wall.

If you can see the destination clearly and in detail (presuming daylight and no obscurement, this means within Voice range, while Keen Vision would allow Sight range), and the circumstances are not stressful, this roll may be omitted.

(Base 20)

The Leap of Homecoming [ReCo 35]

R: Per, **D:** Mom, **T:** Ind

(From ArM5 pg 135)

Transports you to any place to which you have an Arcane Connection. Many magi use this to return to their laboratories, which may feature a circle or alcove intended for such arrival.

(Base 35)

— Spells of Intellego Corpus —

Revealed Flaws of Mortal Flesh [InCo 10]

R: Touch, **D:** Mom, **T:** Ind

(From ArM5 pg 130, modified by A&A pg 57)

You are able to find any medical defects in a person or being that you are touching. Compared to Physician's Eye, this spell provides more, and more specific, information.

As regards the procedures for Diagnosis and Prognosis from (A&A pg 57-58), this spell instantly diagnoses a disease (both cause and effect), and adds +3 to the Prognosis total if the follow-up treatment is designed by the character.

(Base 5, +1 Touch)

Whispers Through the Black Gate [InCo(Me) 15]

R: Touch, **D:** Conc, **T:** Ind

(from ArM5 pg 131)

You can speak through the barrier — the figurative "gate" — that stands between the dead and the living, to one corpse that has not yet decayed into a skeleton. The corpse cannot have been buried in Church burial, nor have belonged to a spirit that went straight to Heaven (for example, a saint or a crusader). The spirit that you speak with is not compelled to tell the truth; you can, of course, find ways to coerce or trick it into doing so. All those around you can hear the voice of the corpse.

(Base 5, +1 Touch, +1 Conc, +0 requisite)

The Inexorable Search [InCo 20]

R: Arc, **D:** Conc, **T:** Ind

(from ArM5 pg 131)

Determines the location of a specific person. To cast the spell you need a map and an Arcane Connection. After casting the spell, you can move your finger over the map at the rate of one hour per square foot of map. When your finger passes over the person's location as represented on the map, you sense the person's presence. (If the person is not in the area covered by the map, no sensations result.) You can locate the person to within a thumb's width on the map.

There is a similar spell named "Tracing the Trail of Death's Stench" which allows you to search for a dead body.

(Base 3, +4 Arc, +1 Conc)

Gaze of Mortal Heritage [InCo 15]

R: Eye, **D:** Mom, **T:** Ind

Gazing into the eye of a person, you learn deeply of the essence and accidents of their mortal body. This spell is generally cast upon a living person, but can be cast upon a corpse by gazing into an eye, if intact.

This spell can be cast upon a body part or decayed remains, but this requires additional time for the casting, and that the subject be touched and examined closely (within a hand's breadth) by eye and nose.

In but a moment, you learn several facts:

The date, time, and location of their birth

This is learned to a precision sufficient for casting an astrological horoscope. A roll of Finesse would be needed for precision greater than the hour, unless the event fell upon a mystically significant moment such as sunrise, sunset, noon, midnight, an eclipse, etc.

The order of their birth

First born, second born, and so forth.

No information about the existence of subsequent siblings is gained.

Any notable fact about their blood

This includes Virtues and Flaws such as Faerie Blood, Giant Blood, Mythic Blood, or the like.

The date, time, and location of their death, (if deceased)

Precision like that for circumstances of birth.

Whether the subject has inherited some ill

This includes such as a curse with Target: Bloodline, and the time of their anticipated death (if any) from that cause. Further detail could be achieved by astrology, or by more specific spells.

Whether the children of the subject would inherit any ill

Information as for what the subject has inherited.

Whether and how the subject is related to the caster

Or to some other person which the caster has an Arcane Connection, to within twelve degrees of consanguinity (fifth cousins, or grandchild of third cousin, etc.).

The group that are kin to the subject

If known to the caster, this can be conveyed by such a phrase as "the folk of Normandy". Otherwise, the caster must interpret based upon a mental image of the general appearance of an idealized member of that group. Depending on the interpretation of your troupe, this might include national dress (this implies that such is part of the essential nature of that group).

While the magic takes but a moment, especially detailed inquiry may require additional moments (rounds) for you to contemplate the facts learned by deep scrutiny.

(Base 10, +1 Eye)

Recitation of the Barrows [InCo(Te) 30]

R: Per, **D:** Conc, **T:** Smell

Much like Gaze of Mortal Heritage, but specific to corpses and body parts, this spell divines facts about mortal bodies. Target: Smell is used to allow study of many subjects; any which could be perceived by the smell of their greatest rotting. A requisite of Terram is integrated to allow these perceptions to be made through intervening matter. This allows corpses to be perceived perhaps a dozen paces through earth, or fewer paces beneath covering stone. Duration: Concentration allows for extended study. In a single round, either many facts about a single corpse may be observed, or else one fact about the whole set or some group within it.

Heritage/ancestry may be compared among any of the corpses observed, or compared to a person or corpse for which the caster has an Arcane Connection, or any living person within range. With difficulty and precision based upon accuracy of memory, a comparison can be made to a person or corpse that the caster examined before. (Sometimes this would call for a roll of Finesse, Art of Memory, or Intelligence).

(Base 10, +1 Concentration, +2 Sense: Smell, +1 Terram requisite)

— Grimoire of Viltautas Daumantas of House Bonisagus —

— Spells of Creo Herbam —

Druid's Vigorous Blessing [CrHe 5]

R: Touch, D: Moon, T: Ind

Ensures that a plant (up to Size +3, a large tree 10 paces across) grows well for the duration.

(Base 1, +1 Touch, +3 Moon)

Druid's Lunar Blessing [CrHe 5]

R: Touch, D: Moon, T: Ind

Prevents a plant (up to Size +3, a large tree 10 paces across) from becoming sick for the duration.

(Base 1, +1 Touch, +3 Moon)

Bough of Fragrant Cedar [CrHe(Im) 5]

R: Touch, D: Sun, T: Ind

Creates a dead, dry, sap-laden branch of aromatic wood, of a type familiar to you, specified at time of casting. The branch may be up to Size +1, a branch that could come from a tree three paces across. This is suitable for burning as simple incense, or for use as common fuel.

(Base 1, +1 Touch, +2 Sun, +1 Size, +0 requisite)

Trap of the Entwining Vines [CrHe 15]

R: Voice, D: Sun, T: Group

(From ArM5 pg 135)

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+ (attempts 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)

— Spells of Creo Ignem —

Pilum of Fire [CrIg 20]

R: Voice, D: Mom, T: Ind

(From ArM5 pg 140)

A spear-shaped jet of fire (two feet long, and thick) flies from your palms to strike the indicated target. It inflicts +15 damage to the individual it hits.

(Base 10, +2 Voice)

— Spells of Creo Imaginem —

Image of the Phantom Landscape [CrIm 30]

R: Touch, D: Moon, T: Group

Creates visual images of terrain, vegetation, or simple buildings, covering an area up to that of 1000 base individuals, possibly split in some combination into a Group or groups. This can result in a considerable area.

The images will move in appropriate ways, such that wind will seem to cause trees to move realistically, sand to be stirred, or flutter the cloth of a storefront awning. The lack of sound and smell may seem odd upon close examination, however.

The version of this spell created by Viltautas Daumantas of Bonisagus has a minor side effect, resulting in the colors of the affected area being rather drab and "washed out" for an equal Duration after the spell ends.

(Base 1, +1 Touch, +3 Moon, +3 Group, +2 Size, +1 moving images)

Whisper of the Fabulous Cloak [CrIm 5]

R: Voice, D: Sun, T: Ind

Creates a simple static visual image upon the target. This has many possible applications for disguise, within certain limitations:

As this spell lacks Muto and Perdo requisites, it will not change existing images or remove elements. However, it is possible to cover/replace the appearance via superimposing another image.

Though the image is static, basic minor movements are included. For example, a hat moves as the head does, and clothing adjusts as the body moves. However, close or continued examination might notice something odd about more complex movement, such as a cloak billowing in the wind, or a handheld object being waved about.

Some common uses within these limits include:

- An overall image of
 - "same clothing, but of a different color", or
 - "different style of clothing, but of the same color scheme"
- The image of a single new item , with adequate detail (such as a hat, mask, visor, gloves, boots, or cloak)
- A new skin tone can be overlaid, though it may look odd to close scrutiny.
- A mark upon face or hands can be applied, or covered up.

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

Gaze of Utterance [CrIm 2]

R: Eye, D: Mom, T: Ind

Creates a momentary auditory image, placed so as to be heard by the target with whom the caster has eye contact. It is brief, and may consist of a simple sound (a growl, a thud, a hiss, a sequence of a few musical notes, etc) or an extremely short utterance of comprehensible speech, at most two syllables ("duck!", "danger!", "awake!", "flee!", etc)

Since a real sound is created, it might be heard by others nearby. A loud/harsh whisper is likely to go undetected, but the sound may be as loud as a man shouting, which would be easily heard within some paces of the target.

(Base 1, +1 Eye)

— Grimoire of **Viltautas Daumantas of House Bonisagus** —

— **Spells of Rego Mentem** —

Confounding Instruction of Numerical Arts [Re(Cr)Me 25]

R: Voice, **D:** Instruct, **T:** Group

The subjects of this spell gain intense interest in mathematics for the duration of instruction. Each subject finds himself at maximum receptivity for his natural ability, augmented by occasional creative thoughts or sparks of inspiration, courtesy of the Creo requisite.

While thus entranced by mathematical thought, affected persons are distracted from other concerns. Their focus upon these thoughts and ideas is such that, for the Duration, they may be considered to be Unaffected by The Gift as it relates to persons lecturing or listening to the instruction. In the event of conflict, affected persons have -3 to Initiative and get -1 on all attacking and defending rolls.

For affected persons, an Intelligence stress roll is required to take actions contrary to experiencing the lecture. A roll of 10+ ends the effect upon that individual, while a roll of 7+ allows them to take the intended action, while the effect continues. This roll could potentially be modified by a Personality trait such as Curious or Incurious, or by some fraction of their score in Artes Liberales.

This spell has an unusual Duration: Instruction. This acts much like Concentration, with a maximum duration of (Teaching * 30 minutes) or until the mental state of sleep overcomes the mind. As participating in discussion of mathematics is fundamental to the action of the spell, activities inherent to this do not require a Concentration roll. These include talking, writing or drawing, and walking about a reasonably level surface. Other activities and disruptions will require a Concentration roll as typical for Duration: Concentration.

(Base 4, +2 Voice, +1 Instruct, +2 Group, +0 Creo requisite)

— **Spells of Creo Terram** —

Conjuring the Noble Citadel [CrTe 45]

R: Touch, **D:** Mom, **T:** Ind, **Ritual**

This spell creates a massive castle that rises from the surrounding landscape, in whatever architectural style and configuration the caster envisions. The complex includes a great keep and towers (in either square or drum style) of up to 120 feet in height as well as a crenelated curtain wall, gatehouse and enclosed bailey.

Its footprint covers 19,000 square feet with foundations extending down to bedrock if possible (or 20 feet if not) and all structures connected at their entrances by stone pathways, regardless of the terrain upon which the castle is created. The complex lacks a motte, a moat, a well or a dungeon (unless such features existed on the site prior to the spell being cast), but nothing prevents their addition later.

Casting this Ritual is a process lasting over two hours (135 minutes), and consumes 9 pawns of Creo or Terram vis.

(Base 3, +1 Touch, +6 Size, +3 elaborate design)

Pure Gift of Khnum [CrTe 5]

R: Touch, **D:** Mom, **T:** Ind, **Ritual**

Creates a single mass of clay with no impurities, of a type specified at casting. The volume created is exactly 8,064 deny (approximately 1,008 cubic paces), created as a single regular rectangular slab. The dimensions of the created volume are each constrained to be some multiple of (2,3,4,7) times one cubit (about half a pace). Some examples expressed in approximate paces: 12x21x4, 14x12x6, or 12x12x7. (1008 = 7*4*4*3*3)

Similar to The Scorned Labors of Jeremiah, the caster may specify the type and mixture of clay, including color, texture, and degree of wetness. Unlike that spell, mixtures or inclusions which are impure or unclean cannot be specified. Rather, the caster must specify the intended purpose, such as for pottery or building material, and only inclusions which do not make the created clay less perfect towards that purpose can be specified. (In clay intended for building material, inclusion of matter such as stones or gravel may be beneficial, whereas clay for pottery may contain only fine matter.) Inclusions require casting requisites in the usual manner.

As this spell is cast as a Ritual, the created matter is mundane and remains permanently. The casting time is 15 minutes, and requires 2 pawns of Creo or Terram vis.

While clay is generally valued very little, one cubic pace (weighing approximately one ton) is a prodigious amount for use in pottery, or the creation of bricks or other ceramics. A supply of perfect materials of a desirable kind of clay (such as fire clay, kaolin, or fuller's earth) can provide for workshops using the material, and provide a Raw Materials bonus and decreased costs. It may also be useful in improving certain soils for agriculture.

This spell appears to be based upon an Egyptian papyrus originating from the Library of Alexandria, and its' name refers to Khnum, an ancient deity of Egypt associated with the source of the Nile, and the creation of the human body from clay upon a potter's wheel.

It is a curious fact (and perhaps one not yet realized by Hermetic scholars), that all reinventions of this spell have in common the side effects requiring specific dimensions of numbers sacred in Egyptian practice, expressed in Egyptian deny (144 liters) and royal cubits (52.5 cm), and of the purity of the result.

To seekers of such lore, this serves as a clue that the original text may serve as a source of Insight towards a Mystery such as Hermetic Numerology, Geometry, or Architecture.

(Base 1, +1 Touch, +1 Complexity, +2 Size)

Conjuration of Fertile Loam [CrTe 5]

R: Touch, **D:** Mom, **T:** Ind, **Ritual**

This spell creates fertile soil, of a type specified at casting time. As a Ritual, the created matter is mundane and permanent, while the casting takes approximately 15 minutes and requires the expenditure of 1 pawn of Creo or Terram vis.

The volume created is 10,000 cubic paces, which the caster may arrange in any simple connected shape supported by the surface of the earth. For example, an area 100 x 100 paces and 1 pace deep (300' x 300', 3' deep); this covers slightly more than 2 acres. A one pace depth of soil is sufficient for almost all crops, though some tree species would benefit from deeper soil.

(Base 1, +1 Touch, +3 Size)

— Grimoire of Viltautas Daumantas of House Bonisagus —

— Spells of Intellego Vim —

Sense the Nature of Vis [InVi 5]

R: Touch, **D:** Mom, **T:** Ind
(From ArM5 pg 140)

You can tell what Art a supply of raw vis is associated with. To you, the vis appears to glow with an aura that is appropriate to the Technique or Form that the vis is associated with:

Techniques:

Creo: white, **Perdo:** black, **Intellego:** gold,
Muto: changing, **Rego:** purple

Forms:

Animal: brown, **Herbam:** green, **Corpus:** dark red, **Mentem:** orange
Aquam: blue, **Auram:** violet, **Ignem:** bright red, **Terram:** dark brown
Imaginem: pearly blue, **Vim:** silver

Some of the colors are very similar, but all are easy to distinguish if the item is held steadily and studied for a few seconds.

(Base 4, +1 Touch)

Bitter Taste of Betrayal [InVi 15]

R: Per, **D:** Sun, **T:** Taste
(From HoH:TL pg 75)

If the caster comes under the affect of any active magic he will experience a bitter taste in his mouth. Ongoing affects like Aegis of the Hearth can be ignored, new affects will be noticed. This spell allows Quaesitors to detect that their Parma has been penetrated. The spell provides no other information.

(Base 5, +2 Sun)

— Spells of Perdo Vim —

Demon's Eternal Oblivion [PeVi 5]

R: Voice, **D:** Mom, **T:** Ind
(From ArM5 pg 160)

Weakens and possibly destroys a demon. If the spell penetrates the demon's Magic Resistance, the demon loses Might Score equal to the (Base Level +0) of the spell.

(Base Gen 5, includes +2 Voice)

— Spells of Rego Vim —

Aegis of the Hearth [ReVi 20]

R: Touch, **D:** Year, **T:** Boundary
(From ArM5, pg 161)

This ritual protects a covenant in the way a Parma Magica protects a magus. If any spell is cast toward the Aegis (originating from outside it) by any magus who was not involved in the Aegis ritual, the Aegis resists the spell. Furthermore, spells that bring objects into the Aegis, including teleportation spells such as The Seven-League Stride, are also resisted unless the caster was involved in the ritual. If the foreign spell cannot penetrate a resistance equal to the level of the Aegis, it fizzles out. The Aegis is also able to block foreign Intellego spells, even if they cannot normally be blocked by a Parma Magica, and spells that were cast before they entered the Aegis, such as an invisibility spell cast on a magus outside the Aegis.

Magi who were not involved in the ritual and who cast spells within the Aegis must subtract half the level of the Aegis from all their Casting Totals. Spells successfully cast have otherwise normal effects (e.g. Ignem spells still do full damage). Penetration totals for magical creatures are reduced by the same amount. Effects from enchanted devices are resisted by the Aegis unless the item was within the Aegis at the time of casting, or was created within the Aegis by someone who was part of the ritual or in possession of a token. Creatures with a Might score cannot enter the area protected by the Aegis unless they have a higher Might than the Aegis's level.

When approaching the border of an Aegis, a magical person (including a Hermetic magus) feels a slight tingle in the extremities. Magical, Infernal, Faerie, and Divine creatures and persons may be brought within the Aegis, if they are formally invited by one who participated in its casting and given a token to represent the invitation. (The tokens are used during the casting of the ritual, and thus conform to the Law of Sympathy.) Such a person is also not affected by the penalty to casting within the Aegis.

The invitation may be withdrawn at any time. This does not require retrieving the token or even notifying the individual who is no longer welcome. Withdrawing an invitation will not expel the person beyond the Aegis, but will prevent them from re-entering after they leave (unless their Might is high enough), and subject them to the Casting Total penalty while they are within the Aegis. The invitation and expulsion must both be issued by magi who participated in the ritual, but not necessarily by the same magus. A magus may only invite or expel specific, known, individuals. He may not expel someone he does not know has been invited in.

The Aegis is typically cast on the winter solstice, since magical auras can be slightly higher at that time, and the Aegis then lasts for the entire next year. The entire covenant usually participates in the Aegis ritual, which often ends with the participants walking around the perimeter of the protected area in order to define it. Quite often, the covenant holds a major council meeting, or perhaps a large feast, after the ritual of the Aegis. Magi do not need to be able to cast the spell to participate in the ritual, and, indeed, non-Hermetic wizards can participate as well. Only one magus needs to actually cast the spell.

Aegis of the Hearth was invented by Notatus, the first Primus of House Bonisagus. It was a major breakthrough, incorporating Mercurian rituals as well as Hermetic theory, and was the reason Notatus was chosen to succeed Bonisagus. As a result, the spell is more powerful than it ought to be, and has no Perdo requisite. By 1220 Notatus's discoveries have spread, and any magus trained in the Order is capable of inventing versions of the Aegis with the above parameters, but at different levels. Inventing a version with different parameters, however, would require a similar breakthrough, and years of research.

(Base Gen 20)

Gathering the Intangible Essence [ReVi 20]

R: Voice, **D:** Mom, **T:** Ind

(Based on Gather the Essence of the Beast, from ArM5, pg 162)

This spell allows for the gathering of raw vis from unusual sources, such as sunlight, music, laughter, wind, fragments of a dream upon waking, or other intangible examples. It concentrates raw vis found in an intangible form, placing it within an adjacent physical object, or one which you are touching. With the precious essence now within a physical container, it may be moved and handled as you desire.

In theory, this spell could be used for the purpose of Gather the Essence of the Beast, from which it differs primarily in Range. However, persistent worries about losing some fraction of such a precious essence mean that magi of the Order of Hermes use distinct spells for tangible versus intangible sources of vis.

There are reputed to exist rare variants of this kind of spell, intended for use with intangible sources of extraordinary vis (see RoP:Magic pg 119-123) of various kinds. Since transferring vis from the form it was originally found in typically destroys the special properties of extraordinary vis, specialized spells of higher magnitude have been created in an attempt to ease the harvesting of such delicate wonders.

(Base 10, +2 Voice)

Circular Ward Against Demons [ReVi 10]

R: Touch, **D:** Ring, **T:** Circle
(From ArM5 pg 162)

All creatures with Infernal Might equal to or less than the (Base Level + 0) of the spell are unable to enter the circle or harm those within it. Some magi cast this spell before going to sleep at night. At night, from certain angles, the ring may be seen as a silver-hued dome.

(Base Gen 10, includes +1 Touch, +2 Ring, +0 Circle)

Circular Ward Against Magical Beings [ReVi 10]

R: Touch, **D:** Ring, **T:** Circle
(Based on ArM5 pg 162)

All creatures with Magic Might equal to or less than the (Base Level + 0) of the spell are unable to enter the circle or harm those within it. Some magi cast this spell before going to sleep at night. At night, from certain angles, the ring may be seen as a golden-hued dome.

(Base Gen 10, includes +1 Touch, +2 Ring, +0 Circle)

Circular Ward Against Faerie Beings [ReVi 10]

R: Touch, **D:** Ring, **T:** Circle
(Based on ArM5 pg 162)

All creatures with Faerie Might equal to or less than the (Base Level + 0) of the spell are unable to enter the circle or harm those within it. Some magi cast this spell before going to sleep at night. At night, from certain angles, the ring may be seen as a violet-hued dome.

(Base Gen 10, includes +1 Touch, +2 Ring, +0 Circle)

Bodily Solar Ward vs Demons [ReVi 5]

R: Touch, **D:** Sun, **T:** Ind

The touched target is warded from beings with Infernal Might less than or equal to the (Base Level +0) of the spell. As with other wards (Circular or otherwise), this spell must penetrate Magic Resistance to affect such beings.

The target of this spell must be one of:

- a human being or corpse,
- a living animal (wild or domesticated),
- an altar consecrated to some non-Infernal purpose,
- an animal (living or dead, wild or domesticated) or other thing to be offered or used in some non-Infernal ceremony.

For the Duration, affected beings are unable to touch the warded target, to use their powers upon the target, or to use their powers to cause other beings to touch or harm the target.

If this spell is cast upon a target whose body is possessed by a being with Infernal Might, it will not force the being to leave. However, the being will be aware of the spell being cast, and might elect to leave the body. If so, the spell will have the ordinary effect, which may prevent the being from returning.

If the being does not leave when this spell is cast, and the caster has certain knowledge that the target is possessed, or can name the possessing being, the ward may be placed to enforce that the being must remain within the body of the target, while prevented from using its' powers except to affect the target internally.

If this spell is cast upon a target possessed by a being which does not leave, but without the conditions to seal it within, then the ward will be ineffective, but this fact will not be apparent, due to the Limit of the Infernal.

If a particular being repeatedly tests against a ward which has a sufficiently long Duration (or one extended via being repeatedly cast without mishap), then the being may eventually force its' way out. (This circumstance is much more common for a trapped being seeking to escape, than for a being relentlessly seeking to enter, which is more difficult.) This is done by testing Might versus Penetration once per day with a +1 on each subsequent attempt, limited to a bonus equal to the original Might. If it cannot break free at that point, it will be unable to ever do so against this ward.

(Base Gen 5, +1 Touch, +2 Sun)

Bodily Solar Ward vs Faerie Beings [ReVi 5]

R: Touch, **D:** Sun, **T:** Ind

This spell works much the same as Bodily Solar Ward vs Demons, but differs in that it wards against beings with Faerie Might.

(Base Gen 5, +1 Touch, +2 Sun)