

Spells

Transformation of the Ravenous Beast to the Torpid Toad (MuAn 25) +19

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

Turns any animal into a toad. A newly-created toad will hold a certain terror for peasants and serfs, because many believe toads exude a poisonous substance from their skin.

Blunt the Viper's Fangs (PeAn 15) +12

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

Blunt the claws, teeth, talons, or other natural weapons of a beast. Only sharp weapons may be affected; this spell does not affect a weapon such as a horse's hoof or a giant snake's coils.

Circle of the Beast Warding (ReAn 5) +10

R: Touch, **D:** Ring, **T:** Circle

The caster inscribes a circle that no normal beast will cross.

Viper's Gaze (ReAn 15) +9

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

Holds an animal rigid as long as you maintain eye contact with it and concentrate on it.

Eyes of the Cat (MuCo(An) 5) +9

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

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).

Gift of the Bear's Fortitude (MuCo 25) +19

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

Your flesh becomes resistant to physical damage. You get a +3 to your Soak. Your flesh is tough and insensitive; any rolls that involve a sensitive touch (such as picking a lock) are at -1.

The Wound that Weeps (PeCo 15) +12

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

When casting this spell, you point at the victim and a large wound opens on his or her body. The wound is not a deep one, but it bleeds profusely. This is only a Light Wound, but looks bad.

Lifting the Dangling Puppet (ReCo 15) +10

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

Lifts a person of Size +1 or less vertically into the air. Generally, you can make the target rise or descend as fast as smoke rises, but a heavier person rises more slowly and falls more quickly.

Spells

Charge of the Angry Winds (CrAu 15) +24

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

A wall of wind roars away from you, starting up to 10 paces away and continuing until it dissipates naturally. The wind is confined by any existing barriers, but if unconfined it can be up to a hundred paces wide. All within the area must make a Dexterity + Size stress roll of 9+ or call down and be blown along by the winds. The rolls must be made at the start of the gale and each subsequent round that the wind is maintained. You must concentrate on the gale. Missile fire into or out of the gale is futile, and marching against the gale requires a Strength + Size stress roll of 15+. Failure in this attempt mandates another Dexterity + Size stress roll of 12+ to keep from falling.

Clouds of Summer Snow (CrAu 25) +24

R: Sight, **D:** Conc, **T:** Group

Creates clouds that drop snow over an area about a mile across. The clouds gather over a few seconds at the beginning of the spell, and dissipate over the same sort of time when the caster stops concentrating. The spell does not affect temperature.

Incantation of Lightning (CrAu 35) +24

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

A lightning bolt shoots forth from your outstretched hand in the direction you are pointing, doing +30 damage to a single target it hits. There must be nothing between you and the target. Those near the target must make Size stress rolls of 6+ to remain standing.

Chirurgeon's Healing Touch (CrCo 20) +16

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

This spell heals a single Light Wound suffered by the person touched. This spell does not heal damage from poison or disease.

Purification of Festering Wounds (CrCo 20) +16

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

The target gains a +9 bonus to Recovery rolls to recover from injuries or diseases, as long as he has been under the influence of this spell for the whole of the recovery period. The recovery interval is counted from the time that the spell is cast; any previous time is ignored.

Ars Magica 5th Edition: Template Magus: House Flambeau

While most followers of Flambeau specialise in fire magic, some study spells of simple annihilation as a more subtle alternative. These aggressive and ferocious magi often cause trouble within the Order and frequently anger mundanes.

Player Name:

Character Name:

Characteristics	
Int	+2
Per	+1
Pre	0
Com	-1
Str	0
Sta	+2
Dex	0
Qik	+1

Abilities	
Area Lore (Hiding) 2	Latin (Insults) 4
Artes Lib. (Logic) 1	Living Language 5
Athletics (running) 2	Magic Theory (Ig) 3
Awareness (combat) 3	Parma Magica (Me) 1
Brawl (dodging) 2	Penetration (Ig) 2
Folk Ken 1	Stealth 1
Guile 3	Survival (woods) 1
Hermes Lore (Flam) 1	

Size	0
Age	25
Decrepitude	0
Warping	0
Confidence	1 (3)

Arts	
Intelligo 0	Creo 12
Perdo 4	Mutem 0
	Rego 5
Animal 0	Aquam 0
Auram 0	Corpus 0
Herbam 0	Ignem 12
Imaginem 0	Mentem 0
Teram 1	Vim 0

Virtues & Flaws	
The Gift	Hermetic Magus
Greater Immunity (Fire)	Mj.Mag.Focus (Flame)
Affinity with Creo	Affinity with Ignem
Life Boost	Puissant Ignem*
Enemies	Nec. Cond. (clap)
Wrathful	

Twilight Scars	
	None

Personality Traits	
	Brave +3
Wrathful +3	Thoughtful -1

Spells	
Palm of Flame (Crlg 5) +41	
Pilum of Fire (Crlg 20) +41	
Arc of Fiery Ribbons (Crlg 25) +41	
Ball of Abysmal Flame (Crlg 35) +41	
Circle of Encompassing Flame (Crlg 35) +41	

Reputations	
	None

Combat (dodging)	
	Init +4
Attack n/a	Defence +4
Damage n/a	Soak +2

Equipment	
	Encumbrance 0
Wizardly robes (smelling slightly of smoke)	

Fatigue Levels	Wound Penalties
OK	
0	-1 (1-5)
-1	-3 (6-10)
-3	-5 (11-15)
-5	Incapacitated (16-20)
Unconscious	

Notes

Spells

Palm of Flame (Crlg 5) +41

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

A flame leaps up in your palm, which must be upturned for the spell's duration. The flame casts light like a torch, and can ignite very flammable items. It does no damage, and does not burn the caster.

Pilum of Fire (Crlg 20) +41

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

A 2-foot thick, spear-shaped jet of fire flies from your palms, doing +15 damage to the individual that it hits.

Arc of Fiery Ribbons (Crlg 25) +41

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

A dozen multi-hued ribbons of flame leap from your hands and fly out as far as your voice carries, covering a 60-degree arc. All those in the arc take +10 damage.

Ball of Abysmal Flame (Crlg 35) +41

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

A ball of flame shoots from your hand to strike a single target, doing +30 damage.

Circle of Encompassing Flame (Crlg 35) +41

R: Voice, **D:** Conc, **T:** Ind, (partial **Req:** Rego)

Creates a circle of flames 6 feet high. The circle begins at a 1-pace radius, but you can make it shrink to a pillar or grow to a 3-pace radius as you concentrate if you cast with a Rego requisite. Anyone moving through the flames takes +20 damage. You cannot move the centre of the circle.

Ars Magica 5th Edition: Template Magus: House Merinita

This House is focussed on the world of faeries, and its members tend to be just as strange as the creatures they study. Merinita magi frequently remain isolated, having little to do with the rest of the Order, except to defend faeries from the assaults of other magi. Illusion and misdirection are strengths.

Player Name: _____

Character Name: _____

Characteristics	
Int	+3
Per	+2
Pre	+1
Com	+2
Str	-1
Sta	-1
Dex	-1
Qik	-1

Abilities	
Artes Liberales 1	Latin (Hermetic) 4
Charm (gain trust) 2	Magic Theory (Im) 3
Faerie Lore 3	Native Language 5
Fae. Mag. (Illusions) 1	Penetration (Me) 2
Folk Ken 2	Parma Magica (Me) 1
Guile (lies) 5	

Size	0
Age	25
Decrepitude	0
Warping	0
Confidence	1 (3)

Arts	Creo 5
Intelligo 1	Mutem 15
Perdo 2	Rego 5
Animal 0	Aquam 0
Auram 0	Corpus 1
Herbam 0	Ignem 0
Imaginem 10+3	Mentem 5
Teram 0	Vim 0

Virtues & Flaws	
The Gift	Hermetic Magus
Strong Faerie Blood	Deft Imaginem
Faerie Magic*	Free Study
Puissant Imaginem	Student of Faerie
Chaotic Magic	Plagued by Faerie
Faerie Upbringing	

Twilight Scars	None

Personality Traits	Mercurial +3
Honest -2	Reliable -3

Spells	
Phantasmal Animal (CrIm 20) +17	
Phantasm of the Human Form (CrIm 25) +17	
Image Phantom (Mulm) +17	
Veil of Invisivility (PelM 20) +14	
Wizard's Sidestep (RelM 10) +17	
Panic of the Trembling Heart (CrMe 15) +9	
The Call to Slumber (ReMe 10) +9	

Reputations	None

Combat (dodging)	Init -1
Attack n/a	Defence -1
Damage n/a	Soak -1

Equipment	Encumbrance 0
Wizardly robes	

Fatigue Levels	Wound Penalties
OK	
0	-1 (1-5)
-1	-3 (6-10)
-3	-5 (11-15)
-5	Incapacitated (16-20)
Unconscious	

Notes

Spells

Phantasmal Animal (Crlm 20) +17

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

Creates an image of any animal or beast up to the size of a pony (Size +1). Under your direct mental command, it moves about (within range) and makes appropriate noises. You need to be able to concentrate, and be within range, whenever you wish to direct the illusion to move in some manner. If you move out of range or stop concentrating, the illusion just freezes in place. The image does smell like an animal, but it has absolutely no effect on the sense of touch. Of course, a magus may not use this spell to create an image of an animal he or she does not know exists.

Phantasm of the Human Form (Crlm 25) +17

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

Makes an image of a clothed and equipped person that can make noise. Under your direct unspoken command, the person can move about, speak and behave as a human does.

Image Phantom (Mulm) +17

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

Any one thing, including a living thing, can be made to appear as if it were something else of approximately the same shape and size. The illusion cannot be cast on things that have a shape or size improper to the final appearance. If the target moves or is moved in such a way that the illusion is inappropriate, it looks very strange indeed.

Veil of Invisibility (Pelm 20) +14

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

The target becomes completely undetectable to normal sight, regardless of what he does, but still casts a shadow.

Wizard's Sidestep (Relm 10) +17

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

Your image appears up to 1 pace from where you actually are, so attacks aimed there are likely to miss you. Whenever the image is successfully struck, it disappears and reappears in another spot.

In combat, early attacks are aimed at the image, and so automatically miss you. Once the image has been hit once, you have a +9 bonus to Defence, as attackers must try to find you in a fairly large area.

Panic of the Trembling Heart (CrMe 15) +9

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

Creates an overpowering fear in one person, of a specific object, person or place.

Spells

Pains of the Perpetual Worry (CrMe 20) +16

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

Gives someone a nagging, taunting painful emotion - a recurrent sense of anxiety, a fear of something he or she does not know, a fear of everything, and a fear of nothing. To have this spell cast on you is truly a curse.

Posing the Silent Question (InMe 20) +16

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

You can ask one silent mental question of the target, then detect the answer. The truth of the answer is limited by the knowledge of the target. Questions to the effect of "What would you do if..?" often receive inaccurate replies. You are likely to get what the target thinks he would do, not necessarily what he would really do. The target of this spell does not notice the questioning unless he or she makes a Magic Resistance roll.

Trust of Childlike Faith (PeMe 10) +11

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

The target loses judgment and believes almost any passable lie for the duration of the spell. An Intelligence stress roll of 6+ is allowed to resist. Truly incredible lies allow easier resistance rolls.

Aura of Rightful Authority (ReMe 20) +16

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

The target of the spell is strongly inclined to obey you, as if you were his natural superior.

Scent of Peaceful Slumber (ReMe 20) +16

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

Everyone in the room falls asleep over a few seconds, with the smell of lilacs in their nostrils.