



AGONY OF THE BEAST

PeAn15, Casting Total: +7,

Penetration: -8

R: Voice, D: Conc, T: Ind

After you point at the beast and cast this spell, it begins lashing wildly about, upsetting any nearby objects, and howling in great pain. In order to do anything else, the beast must make a Stamina + Size stress roll of 9+ each round.

(Base 4, +2 Voice, +1 Concentration)

WIZARD'S COMMUNION

MuVi15, Casting Total: +15,

Penetration: +0

R: Voice, D: Mom, T: Group

This spell lets magi combine their power to cast spells. The group of magi work together to cast a specified spell through the unified power of the Communion. Only one extra magus may join the Communion for each 5 levels of the specified spell being cast. One of the magi in the group must also know the specified spell.

All the magi in the gathering who know Wizard's Communion add the level at which they know it to get the effective level of the Wizard's Communion. This combined total must be at least twice the level of the specified spell being cast.

One magus must roll for success as if casting the specified spell himself. However, the target number for the spellcasting roll is the spell's level divided by the number of magi participating in the Communion. So if five magi participate to cast a 50th level spell, the caster would have to successfully cast a 10th level spell-with all the relevant requisites, of course. This method of casting adds one botch die per magus participating. If the spell botches, all participants gain Warping Points and thus must check for Twilight.

Communion is a remnant of Mercurian rituals, so spontaneous spells may not be cast by this means, and it does not perfectly fit into the guidelines of Hermetic theory..

(Base effect)

PIERCING THE DIVINE VEIL

InVi20, Casting Total: +18,

Penetration: -2

R: Per, D: Conc, T: Vision

This spell allows the caster to see through the boundaries of regiones, and therefore divine the path to the next level

Grimoire of Gorgamesh

(more details about regiones are given on page @@). There are separate but related spells for Divine, Magical and Infernal regiones.

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

SENSE OF DIVINE POWER

InVi2, Casting Total: +18,

Penetration: +16

R: Touch, D: Mom, T: Ind

This spell tells the caster whether he is currently in a Divine aura. It does not give any further information. Other spells do the same for other kinds of aura.

(Base 1, +1 Touch)

SENSE THE NATURE OF VIS

InVi5, Casting Total: +18,

Penetration: +13

R: Touch, D: Mom, T: Ind

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)

AURA OF RIGHTFUL AUTHORITY

ReMe20, Casting Total: +12,

Penetration: -8

R: Eye, D: Sun, T: Ind

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

(Base 5, +1 Eye, +2 Sun)

DISGUISE OF THE NEW VISAGE

MuCo10, Casting Total: +10,

Penetration: +0

R: Per, D: Sun, T: Part

The target's facial features are transformed to any approximately human configuration you choose.

In Cralian of Tremere's version of this spell, the new visage is always as unassuming as possible.

(Base 3, +1 Touch, +2 Sun, +1 Part)

ENDURANCE OF THE BERSERKERS

ReCo15, Casting Total: +12,

Penetration: -3

R: Per, D: Conc, T: Ind

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)

GIFT OF THE FROG'S LEGS

ReCo15, Casting Total: +12,

Penetration: -3

R: Touch, D: Mom, T: Ind

Allows the target to leap up to 15 feet vertically or 25 feet horizontally (2 feet less for every Encumbrance point). The person must make a Dexterity - Encumbrance stress roll of 0+ to land without injury. A miss indicates that he takes a Light Wound, and a botch indicates a Medium Wound. The target can only leap once for each casting of the spell, and that leap must be made within ten seconds. As with a frog's leap, a running start does not improve the leap.

(Base 10, +1 Touch.)

LIFTING THE DANGLING PUPPET

ReCo15, Casting Total: +12,

Penetration: -3

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.

(Base 4, +2 Voice, +1 Conc)

PRETERNATURAL GROWTH AND SHRINKING

MuCo15, Casting Total: +10,

Penetration: -5

R: Touch, D: Sun, T: Ind

Adds +1 to the target's normal Size or decreases it by up to 2 points.

(Base 3, +1 Touch, +2 Sun, +1 because the spell allows growth or two





kinds of shrinking)

WHISPERS THROUGH THE BLACK GATE

InCo15, Casting Total: +13,
Penetration: -2

R: Touch, D: Conc, T: Ind
Requisite: Mentem

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, no cost for requisite)

PANIC OF THE ELEPHANT'S MOUSE

ReAn15, Casting Total: +7,
Penetration: -8

R: Eye, D: Conc, T: Ind

Makes an animal afraid of the target by preying upon its instinctive fears, causing it to attempt escape by the quickest, most feasible means possible. The animal may make a Size stress roll of 9+ to resist. The title refers to the elephant's legendary fear of mice, but note that this spell cannot actually affect elephants, as they are too large.)

(Base 5, +1 Eye, +1 Concentration)

THE WOUND THAT WEEPS

PeCo15, Casting Total: +12,
Penetration: -3

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 it looks bad.

(Base 5, +2 Voice)