

BIND WOUND

CrCo10, Casting Total: +14,
Penetration: +5

R: Touch, D: Sun, T: Ind

This spell binds the target's wounds, so that he can undertake any activity without the risk of worsening the wounds. He still suffers from the wound penalties, however, and cannot heal naturally while under the influence of this spell.

Typically, you place your hands on the target and pass them over his wounds, which magically seal themselves and stop bleeding.

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

PURIFICATION OF THE FESTERING WOUNDS

CrCo20, Casting Total: +14,
Penetration: -5

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 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)

DISGUISE OF THE NEW VISAGE

MuCo15, Casting Total: +16,
Penetration: +3

R: Touch, 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)

THE TIRELESS FLIGHT

ReCo20, Casting Total: +14,
Penetration: -5

R: Touch, D: Conc, T: Ind

Source: True Lineages

The target feels no fatigue for the duration of the spell, allowing her to endure a long journey without rest or sleep. She may also ignore hunger and thirst, and if she is injured she does not feel the pain. Practically speaking, she may ignore all Fatigue and wound penalties. However, this effect only masks the feeling, it doesn't actually replenish her energy, so she still must actually eat and drink to avoid starving to death, and if she pushes herself too hard she may cause herself serious injury

(Fatigue levels past Unconscious become Light wounds). The spell is tethered so that the target can control the effect, allowing her to stop concentrating when she has reached her destination and has time to recover. It is also boosted so that the duration may be extended to as much as a month if necessary, and harnessed so that the target can still cancel it at will.

(Base 10, +1 Touch, +3 Moon,
Boosted, Harnessed, Tethered)

THE CALL TO SLUMBER

ReMe10, Casting Total: +7,
Penetration: -2

R: Voice, D: Mom, T: Ind

The target becomes sleepy and falls asleep within a few seconds.

(Base 4, +2 Voice)

WIZARD'S COMMUNION

MuVi20, Casting Total: +13,
Penetration: -5

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)

GIFT OF THE BEAR'S FORTITUDE

MuCo25, Casting Total: +16,
Penetration: -7

R: Per, D: Sun, T: Ind

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

(Base 15, +2 Sun)