

## IMAGE OF THE BEAST

InAn5, Casting Total: +8, Penetration: +3

R: Arc, D: Mom, T: Ind

Gives you a hazy mental image of an animal you have an Arcane Connection to.

Wounds caused by an animal are an Arcane Connection to that animal with a lifetime of a few hours. This spell can thus be used to find out what was responsible for an attack.

All spells cast by Chavin of Tytalus can be recognized because they promote or advocate war or violence. In his version of this spell, the claws and teeth of the beast appear more dangerous.

(Base 1, +4 Arcane Connection)

## DISGUISE OF THE PUTRID AROMA

ReAn5, Casting Total: +8, Penetration: +3

R: Voice, D: Conc, T: Ind

The target takes no interest in you as long as you continue to concentrate, and do not threaten it. A carnivore treats you as if you were simply something it does not eat. It retains normal interest, however, in anyone else nearby.

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

## SILKEN APPAREL OF PERSONNAL PROTECTION

MuAn10, Casting Total: +8, Penetration: -2

R: Per, D: Sun, T: Ind

Change something made of animal products in a minor unnatural way

(Convert the silken carmets to act as armour)

## CIRCLE OF BEAST WARDING

ReAn5, Casting Total: +8, Penetration: +3

R: Touch, D: Ring, T: Circle

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

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

## SOOTHE THE FEROCIOUS BEAR

ReAn10, Casting Total: +8, Penetration: -2

R: Voice, D: Mom, T: Ind

Calms an animal until it is threatened or aroused again. You must speak soothingly or musically to it, and something as simple as approaching it may arouse it again.

(Base 4, +2 Voice)

## SUBTLE TASTE OF POISON AND PURITY

InAq5, Casting Total: +8, Penetration: +3

R: Per, D: Conc, T: Taste

You can taste all of the properties of any liquid or mixture of liquids. Unlike Touch of the Pearls, you can use this sense on any number of liquids during the duration of the spell, but you must taste the liquids in question.

(Base 4, +1 Concentration)

## TOUCH OF THE PEARLS

InAq5, Casting Total: +8, Penetration: +3

R: Touch, D: Conc, T: Ind

Tells you whether a liquid you hold or touch is poisonous, just as a pearl sometimes does. Safer than Subtle Taste of Poison and Purity, as you don't have to taste the possibly poisonous liquid.

In Verdan of Ex Miscellanea's version of the spell, poisonous liquids turn a faint green. According to his sigil, all his spells involve the color green.

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

## CLOAK OF THE DUCK'S FEATHERS

ReAq5, Casting Total: +8, Penetration: +3

R: Touch, D: Sun, T: Ind

Makes water run off one object or creature, protecting the target and the target's apparel from dampness. The spell is broken if the target is submerged in water.

(Base 1, +1 Touch, +2 Sun, +1 for slightly unnatural control)

## CHAMBER OF SPRING BREEZES

CrAu5, Casting Total: +8, Penetration: +3

R: Touch, D: Sun, T: Ind

Creates a breeze of fresh air that continually moves throughout a room, keeping the air continuously breathable even if the room is airtight. Rose of Jerbiton's version of this spell always causes the air to smell of roses. The breeze can be created outdoors, but there it has little effect.

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

## BIND WOUND

CrCo10, Casting Total: +8, Penetration: -2

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)

## CONJURE THE STURDY VINE

CrHe5, Casting Total: +9, Penetration: +4

R: Voice, D: Sun, T: Ind

Grows 10 paces of vine from a moderate quantity of wood, or from fertile soil. The vine is extremely strong and pliable, suitable for use as rope.

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

## PROBE NATURE'S HIDDEN LORE

InHe4, Casting Total: +9, Penetration: +5

R: Touch, D: Mom, T: Ind

Tells you what kind of plant you are touching. You also get an image of it in its natural habitat. Works with plant products as well as with plants themselves.

(Base 3, +1 Touch)

## HUNT FOR THE WILD HERB

InHe5, Casting Total: +9, Penetration: +4

R: Per, D: Conc, T: Smell

When you cast this spell, you can smell one sort of plant, and follow the scent, as long as you continue to concentrate. You must have a sample of the type of plant you are looking for. A Perception stress roll of 6+ is needed to follow the scent. If there is no plant of the relevant type fairly close by (close enough to smell), you smell nothing, although the spell still works.

(Base 2, +1 Conc, +2 Smell)

## SHRIEK OF THE IMPENDING SHAFTS

InHe15, Casting Total: +9, Penetration: -6

R: Per, D: Sun, T: Group

Lets you know where anything wooden will be in the immediate future by a shriek that sounds in the air in advance of the wood's coming. A piece of wood that is controlled may change course, so the spell is sometimes wrong. You get a +9 bonus on Defense scores

against wooden weapons (provided that you have the freedom to dodge), and you can automatically dodge wooden missiles fired from more than ten paces away.

The shriek is only audible to you, and it cannot be simulated by people making noises.

(Base 2, +2 Sun, +3 Group)

## PROBE FOR PURE SILVER

InTe4, Casting Total: +5, Penetration: +1

R: Per, D: Mom, T: Smell

You can smell silver, and follow the scent.

(Base 2, +2 Smell)

## FIST OF SHATTERING

PeTe10, Casting Total: +5, Penetration: -5

R: Voice, D: Mom, T: Ind

An object of stone or weaker material up to a pace across breaks apart. The appropriate Form for the target is a casting requisite.

(Base 4, +2 Voice)

## SENSE OF MAGICAL POWER

InVi2, Casting Total: +8, Penetration: +6

R: Touch, D: Mom, T: Ind

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

(Base 1, +1 Touch)

## LINEN ROBES THAT TURN THE KNIFE

MuHe10, Casting Total: +5, Penetration: -5

R: Per, D: Sun, T: Ind

Requisite: Terram

Change a plant or item made from plant products into metal or stone

(Convert linen robes to act as armour)