

AEGIS OF THE HEARTH

ReVi15, Casting Total: +10,
Penetration: -3

R: Touch, D: Year, T: Bound, Ritual

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 The invitation may be withdrawn at any time.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.

WATCHING WARD

ReVi15, Casting Total: +11,
Penetration: -2

R: Touch, D: Spec, T: Ind, Ritual

Spell Mastery: 1 (5), Special Ability: boosted casting

Watching Ward puts another spell on a given target on hold until that spell is triggered by a simple condition, which is determined when this ritual is cast. The target of the Watching Ward must be present for the entire casting ritual. When the conditions you specify come to pass, the suspended spell takes effect.

Only one Watching Ward can be

placed on any one person or object. The level of the Watching Ward must at least equal the level of the spell held in suspension. You can put multiple spells in the Ward, provided that its level at least equals the sum of the levels of the contained spells. If Intellego spells are included in a Watching Ward, they may be used to trigger the other spells. Thus, if you put Frosty Breath of the Spoken Lie (InMe 20) into the Watching Ward, you can also put in a spell that is cast when someone lies. An Intellego spell in the Watching Ward has no effect other than to cast other spells when the proper condition is detected. Thus, in the example, one's breath is not frosty when he or she is caught in a lie.

If someone tries to dispel the Watching Ward and fails, the suspended spell is cast. Flambeau and Tyalus magi commonly put highly destructive spells upon their persons, to be cast if they die so they may have vengeance upon their killers. The Ritual nature of this spell supports the potentially indefinite duration.

The Watching Ward is dispelled when it releases its spell.

A version of this spell with target Room, known as Waiting Spell, is also well known in the Order. It can contain spells up to the level of the Waiting Spell - 10, and is also a Ritual.

(Base effect, +1 Touch, Duration is non-standard)

MASKING THE ODOR OF MAGIC

PeVi15, Casting Total: +10,
Penetration: -3

R: Touch, D: Sun, T: Ind

Prevents the detection of a magic spell, or of a magic power in an item or being, by InVi magic, unless the level of the InVi spell exceeds twice the level of this spell - 5 (for example, exceeds 20 for a level 15 version).

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

BIND WOUND

CrCo15, Casting Total: +10,
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

Casting Total: (Technique + Form + Sta + mastery + focus - no hands - mute + spellcasting bonus + [Art. Lib. + Phil. (ritual only)]) / deficiencies
Penetration: CT + Penetration - level + Penetration Specialization

target and pass them over his wounds, which magically seal themselves and stop bleeding.

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

SHELL OF OPAQUE MYSTERIES

CrVi15, Casting Total: +11,

Penetration: -1

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

This spell is similar to Shell of False Determinations (above), but it causes all attempts to investigate the magic item to utterly fail, unless the level of the ritual is exceeded by the magus's Investigation roll. Once a magus determines the presence of a particular shell (that is, by overcoming it), it has no more power against him or her.

(Base effect, +1 Touch)

WIZARD'S BOOST (CORPUS)

MuVi15, Casting Total: +13,

Penetration: +0

R: Touch, D: Mom, T: Ind

You cast this spell as another spell of a level less than this one is cast. The effect of the other spell increases 5 levels in power, but not past the level of the Wizard's Boost. The effects of the extra 5 levels of power are for the storyguide to determine. A Wizard's Boost may never affect a single spell more than once. There are ten versions of this spell, one for each Hermetic Form. There are other versions of this spell, each of which affects one of range, duration, and target, for any Form. This does not allow spontaneous or formulaic spells to reach Year duration or Boundary Target, unless the Wizard's Boost is a ritual.

(Base effect, +1 Touch)

WIZARD'S BOOST (MENTEM)

MuVi15, Casting Total: +13,

Penetration: +0

R: Touch, D: Mom, T: Ind

You cast this spell as another spell of a level less than this one is cast. The effect of the other spell increases 5 levels in power, but not past the level of the Wizard's Boost. The effects of the extra 5 levels of power are for the storyguide to determine. A Wizard's Boost may never affect a single spell more than once. There are ten versions of this spell, one for each Hermetic Form. There are other versions of this spell, each of which affects one of range, duration, and target, for any Form. This does not allow spontaneous or formulaic spells to reach Year duration or Boundary Target, unless the Wizard's Boost is a ritual.

(Base effect, +1 Touch)

WIZARD'S COMMUNION

MuVi15, Casting Total: +13,

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)