

Spell Mastery

Here are some of the spell mastery specializations represented in the currently published Ars Magica 5th Edition books. Included books are:

- Ars Magica 5th Edition rulebook
- Houses of Hermes: Mystery Cults
- Houses of Hermes: Societates
- Houses of Hermes: True Lineages

Mastered Spell Special Abilities for Mutantes and Cult of Mercury

Any time magi earn a level in a spell mastery ability, they may choose from special abilities marked (Mutantes) and (Cult of Mercury), as long as some of the experience points were taught by someone with the Ability. Most magi in the true lineages prefer to share this specialized knowledge only with their apprentices, though their methods may be written down in books that anyone can read, and it is not impossible for a master to decide to teach a student with very similar goals and loyalties.

Characters who take Mastered Spells during character creation and who have access to these abilities during apprenticeship may spend their mastery points on them if they wish.

Spell Mastery Abilities

ACUTE SENSE

Intensive Quaesitorial training and techniques gives a chance to spot the tell-tale imperfections of Vim or Imaginem deceptions. This takes the form of a new mastery ability applicable to all magical sense spells. Only those who have received Quaesitorial training can take this ability.

This new mastery ability is only applicable to enhanced sense spells. With this ability an altered, hidden or even a destroyed magical trace, may be sensed.

The storyguide should make the following roll on the player's behalf:

Perception + Penetration + Stress die

The Ease Factor to detect the use of deceptive magic is 6 + the magnitude of the Might of the creature responsible for the effect or 6 + the magnitude of a Hermetic spell.

If successful the Quaesitor will notice that something is not quite right. For instance, if using a Vision enhancesense spell the aura of an altered trace will look slightly crooked, a slight ripple will be seen around a hidden trace and a stain will be seen where a destroyed trace once was. He can then investigate further with other spells.

This ability can be taken twice. Taking it a second time allows the magus to add his Mastery score to the perception roll. (HoH:TL)

ADAPTIVE CASTING

(Cult of Mercury)

This special ability may only be taken for General spells. You may use your mastery score and all the special abilities associated with this spell whenever you cast the same spell at a different level. (HoH:TL)

APOTROPAIC MASTERY

This spell mastery special ability is learned by many magi who pursue demons, usually to help destroy demons, or drive them away. However it is also useful to infernalist magi, and thus it is usually taught in secret to avoid arousing quaesitorial persecution.

It allows the caster to add his (Mastery Score x Hierarchy Score) to the level of effect produced by the mastered spell. This may only be taken for spells that affect Infernal Might directly, such as *Demon's Eternal Oblivion* or *Circular Ward Against Demons*. Spells like *Aegis of the Hearth* that do not specify the type of Might they target are ineligible.

BOOSTED CASTING

(Mutantes)

When casting this spell, you may use vis to increase the Range, Duration, or Target by one magnitude for each pawn spent. You may not boost the Duration to Year or the Target to Boundary unless the spell is already a Ritual. (HoH:TL)

CEREMONIAL CASTING

(Cult of Mercury)

You may use ceremonial methods when casting this spell, increasing the casting time and adding your Artes Liberales and Philosophiae to your total. This cannot be taken for Ritual spells, which always require ceremonial casting. (HoH:TL)

DISGUISED CASTING

(Cult of Mercury)

When casting this spell, you may suppress or alter your sigil, to hide your identity or make the spell appear to have been cast by someone else. Since this actually changes your sigil, it is impossible for others to recognize you from it, though magi might be able to recognize that a fake sigil is not genuine. When you mimic the sigil of another magus, you may add your Spell Mastery score to the roll that determines how difficult it is to recognize. (HoH:TL)

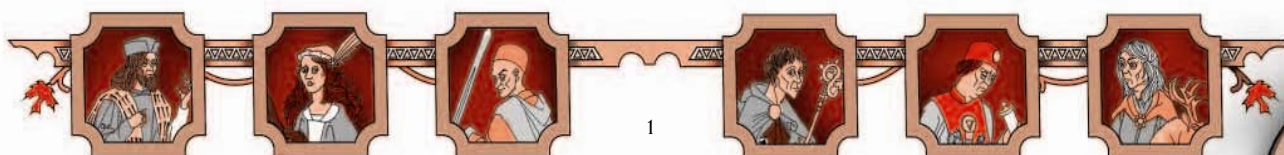
FAST CASTING

The maga may Fast Cast the mastered spell according to the rules for Fast Casting Spontaneous spells on page 83. The maga still takes the -10 penalty to Casting Score and risks the extra botch dice, although the botch dice will be partially offset by her Mastery Ability. (ArM5)

HARNESSED CASTING

(Mutantes)

You may end the effects of this spell at will, simply by concentrating on it. For timing and concentration purposes, treat this as if you were casting the spell. If you are distracted and fail your Concentration roll, you may try again in another round. (HoH:TL)



IMPERTURBABLE CASTING

Add the caster's Mastery score to all Concentration rolls related to the spell. This helps her maintain spells of Concentration Duration amid the chaos of battle, or while casting another spell (see the Concentration Table, ArM5, page 82.) (HoH:S)

LAB MASTERY

(Cult of Mercury)

You understand the theory of this spell so perfectly that you may add your spell mastery score to your Lab Total when designing effects that are similar to it (see Similar Spells, Ars Magica 5th Edition page 101). This is in addition to the standard similar spell bonus. (HoH:TL)

LEARN FROM MISTAKES

(Cult of Mercury)

The first time in a session that you botch a roll for this spell or fail it by exactly one point, you gain five experience points towards mastery of this spell. The roll must come up naturally in the course of the story. (HoH:TL)

MAGIC RESISTANCE

Your Magic Resistance is doubled against the mastered spell, and against any spells or powers that count as similar. (See "Similar Spells", page 101.) (ArM5)

MULTIPLE CASTING

You can cast several copies of a single mastered spell so that it affects more people, objects, or areas (as applicable) than normal. A single target may also be affected more than once. You may cast a number of copies of the spell equal to or less than your Mastery Score.

Each spell must be rolled for separately. If any of the spells fail outright, you lose the fatigue and the spell fails, though others may still take effect successfully. If you lose consciousness, any spells that were successful still run their course. If you lose consciousness and accumulate additional fatigue loss, each additional Fatigue level causes an extra hour of unconsciousness.

Subtract the total number of discrete targets from any targeting rolls that are required. Even if all spells are directed at the same target, a -1 applies. The storyguide can further penalize or prohibit multiple casting that is especially

difficult, such as casting two spells in opposite directions. (ArM5)

TARGETING:

Penalty of one for every separate target, including the first.

OBFUSCATED CASTING

Magi cannot automatically identify the Form of the spell as the magus casts it. This makes it difficult for them to use fast-cast spells as a defense. They must always roll to determine the Form of the spell (see ArM5, page 83) and must add the caster's Mastery score to the Ease Factor. (HoH:S)

PENETRATION

The maga's Mastery Score is added to her Penetration Ability score for determining her Penetration Bonus. (ArM5)

PRECISE CASTING

Add +1 to all Finesse rolls the caster makes with the spell, including aiming rolls. Subtract one botch die from any Finesse rolls she makes using the spell, to a minimum of one botch die. A maga may take this ability multiple times for the same spell. (HoH:S)

QUICK CASTING

Add +1 to the caster's Initiative Total when he casts the Mastered spell. If he also has the Fast Casting special ability, add +1 to his Fast Casting Speed rolls (ArM5, page 83) when he fast-casts the spell. This ability cannot be used for Ritual spells. A magus may take this special ability multiple times for the same spell. (HoH:S)

QUIET CASTING

The penalty for casting a spell quietly is reduced by five. This cannot grant a bonus, although using a booming voice gives the normal bonus. A maga may take this ability twice. If she does so, she can cast the spell silently without penalty. The range of a Voice Range spell is still based on the actual loudness of the maga's voice. (ArM5)

REBUTTAL

This Mastery special ability may be applied to any Muto or Rego Vim spell designed to affect a spell or power used by another being (thus *Wizard's Boost* or *Maintain the Demanding Spell* are not eligible, but *Mirror of Opposition [Form]* is). The

magus may add three times his Mastery score to the effective level of the Vim spell when determining whether or not it can change or control the foreign magic. Thus, a 25th level *Quiet the Cursing Tongue* (HoH:S, page 129) accompanied with a Mastery score of 2 prevents the casting of curse magics with an equivalent level of 21, rather than 15. (HoH:S)

STALWART CASTING

(Cult of Mercury)

This spell is less exhausting for you. If it is a Ritual, you lose normal Fatigue instead of long-term Fatigue when casting it, and half as many Fatigue levels, rounded up (but always at least one). If it is formulaic, you never lose Fatigue levels because of a low casting total, even if the spell doesn't succeed. (HoH:TL)

STILL CASTING

The maga can cast the spell without gestures, at no penalty. The normal bonus for using exaggerated gestures applies. (ArM5)

TETHERED CASTING

(Mutantes)

You may give control of this spell to another person, who is subsequently treated as the caster, or to an object that holds the spell like a charged item for its duration and casts it if an appropriate target comes into range. This cannot be taken for Ritual spells. (HoH:TL)

UNRAVELING

This Mastery special ability may be applied to any Perdo Vim spell designed to weaken or destroy magic. The magys may add three times his Mastery score to the effective level of the Perdo Vim spell when determining whether it can destroy the targeted spell. Thus a 20th level *Wind of Mundane Silence* cast by a character with this Mastery special ability and a score of 3 can negate the effects of a spell if he can double the spell's level on (29 + stress die) rather than (20 + stress die). (HoH:S)