The Library and Crib Sheet Of Brasilia

Last updated 05 September 2007 aka Winter 1521

How to read these books

The numbers (P188)

For LQs and Summae, the number before the slash is the level of the book, and the number after is its quality.
For spells, the number is the level of the spell
Nobody cares about Tractati, do they?

You never get more than enough experience to increase a score by more than three full levels.
You only get one fifth the stated experience (rounding up) in a Knowledge (i.e. Magic Theory).
You may get other bonuses or penalties depending on your character. Common bonuses are:

- Book Learner (P40)
- Strong Writer (P34)

Libri Quaestionum (P189)

You may study each LQ only once. This takes one season.
You get Int+Conc+Quality-5*abs(Score-Level) experience in the art, where "Score" is your score in that art. Add 2 if you are a Book Learner.

Summae (P188)

You may study a Summa as many times as you like so long as your score in the art is less than its level. This takes one season each time. It is not possible to use a Summa to increase your score beyond the level of that Summa.
You get Int+Conc+Quality experience in the art. Add 2 if you are a Book Learner.

Spells (P80)

If your Technique+Form+Int+Magic Theory exceeds the level of the spell, you can learn it in one season.
All spells listed here are as found in the AM4 rulebook, except those marked with NEW which are invented spells, with details listed at the end of this document.

How to write new books

Libri Quaestionum (P189)

Writing an LQ takes one season. The target level may be anything up to one third of your level in that art (your choice).
The resulting quality is determined by your Communication+Scribe+6. Add 3 if you are a Strong Writer.

Summae (P188)

The maximum level of a Summa is one half of your level in that art, and must be chosen at the start of the process. Each season that you spend writing a Summa will give you a number of points equal to Communication+Scribe. Add 2 to this total if you are a Strong Writer. When the total points gained reaches the desired level of the Summa, it is completed. The quality of the completed work is Communication+Scribe+3. Add 3 if you are a Strong Writer.

Spells (P82)

Writing up spells that you know so that other magi can use them is slow: you can write up to Scribe Latin*20 levels in a season, or Scribe Latin*40 if you are a Strong Writer.

Copying books

Libri Quaestionum (P189)

You may write up to your Scribe Latin copies of a given LQ in one season.

Summae (P188)

You can copy up to 3*(Scribe Latin+Dexterity) levels of Summa per season, or 4*(Scribe Latin+Dexterity) if you are a Strong Writer.

Spells (P82)

Copying already-written spells is fast: you can write up to Scribe Latin*60 levels in a season, or Scribe Latin*90 if you are a Strong Writer.

(Miscellaneous) House Rules

Aging rules

The required magnitude of your Intellego Corpus lab total is:

5 + (no. of decades in your age) + 1 for each decrepitude point - living condition bonus (1 for Brasilia).

You must spend pawn of Vim vis for every 5 years of your age **minimum**. You may then add additional vis up to the usual maximum of your Vim score.

Extracting vis

You can extract up to

(Creo+Vim+Magic Theory+(3*aura)+Intelligence)/10

(rounding down) pawns of Vim vis per season. You gain an experience point in Magic Theory for each season spent extracting vis.

Magic Theory

"The Elements of Magic"	Summa 10/6
"Hermetic Practice"	LQ 12/9
"Discourse on Obscure Points of Magical Theory Number 1"	LQ 14/10
"Discourse on Obscure Points of Magical Theory Number 2"	LQ 17/10
"The Great Game" Summa	5/11
"Magicks of the Guinea coast" 2 volumes, one "superceding" the other...	Summa 3/5 and 6/ 5

Techniques

Creo

"On Creation" several volumes	LQ 3/5, 6/5, 9/6, 12/8
"A study on the creation of fresh water Tract on Mighty Torrent of Water (CrAq 15)"	8
"Creo for Dummies"	LQ 0/6
"Fabrication" from Great Covenant - 3 copies	Summa 22/10

Intellego

"Studying the enigma"	LQ 3/6
"Lessons in learning"	LQ 6/6
"On Justice - volume 1" *by Caecilius*	LQ 8/10
"On Justice - volume 4" *by Caecilius, gained W95*	LQ 10/15
"Falsifying the false"	LQ 12/9
"Failure to understand"	LQ 0/6
"Extracting Confessions" *by John the Bastard (Guernicus of Stonehenge)*	Summa 37/12

Muto

"Eternal Change" 2 copies	Summa 12/7
"The Conundrum"	LQ 14/5
"All Change" *by Laudus*	LQ 0/7

Perdo

"The True Technique"	LQ 12/4
"Death Of All Things" several volumes	LQ 0/6, 3/7, 6/9, 9/7, 15/8
"Destructions and true creation"	LQ 20/12

Rego

"Mastering Mastery of the Elements"	Summa 13/5
"Control"	LQ 0/3
"Defensive and Offensive"	LQ 3/4
"Motion is Life" 3 volumes	LQ 7/7 10/7 13/7

Forms

Animal

"Bestiary" several volumes	LQ 0/-1, 2/-1, 4/0, 6/1, 9/1, 12/2, 15/3
"Of those of land, sea and air"	LQ 18/3
"The Soulless Mundanes"	LQ 21/4
"On the Morning of the Sixth Day"	Summa 9/13

Aquam

"Study of the Oceans" several volumes	LQ 0/3, 3/3, 6/4, 8/5
"Rivers: Water and Change"	LQ 15/6
"On the natures of liquids" Tract on "subtle taste of poison and Purity" (InAq 5)	8

Aurum

"Mastering the turn of the storm"	Summa 21/7
"The Passive Element"	LQ 22/8
"Air contrasted with rock" *by Petronius*	LQ 0/10
"A Pillar of Cloud"	Summa 34/9

Corpus

"Apothecarie"	LQ 0/3
"Discourse on the body of a condemned criminal"	LQ 3/6
"Humanity" several volumes	LQ 5/6, 8/6, 10/6, 12/6, 15/7, 18/7, 21/7

Herbam

"The Apple and Man"	LQ 0/-1
"Plants of Portugal" several volumes	Summa 5/0
"Plants of Guinea"	LQ 5/3
"Magics of the plants"	LQ 8/3
"Hesperides"	LQ 11/4
"In vino veritas"	LQ 14/4

Ignem

By Julius:

"Hot Stuff"	LQ 0/8
"Flames of Passion"	LQ 3/8
"Discovering Inferno"	LQ 6/8
"Everybody Down"	Summa 9/11

By Louis Maximus:

"The Purging Element" (scrambled, unusable)	LQ 0/2
"Cleanliness" (scrambled, unusable)	LQ 3/3
"On purity and flame" (scrambled, unusable)	LQ 6/4
"Fire" several volumes (scrambled, unusable)	LQ 9/5
"How to cook" (scrambled, unusable)	LQ 11/5

Imaginem

"Truth"	LQ 0/4
"Mimicking the Glamour" *by Taurus*	LQ 3/6
"In the images"	LQ 6/6
"Discourse on a well known spell" Tract on "Veil of invisibility" (PeIm 10)	7
"On Justice - volume 3" *by Caecilius*	LQ 15/8

Mentem

"The Human Mind"	Summa 5/3
"Who hesitates"	LQ 5/3
"On the nature of philosophy"	LQ 8/3
"Magic and the mind"	LQ 11/3
"Transcript of a discussion on the destruction of free will"	LQ 12/3
"Free will" *two volumes, by different authors, disputing each other, effectively one book*	LQ 14/3
"On Justice - volume 2" *by Caecilius*	LQ 16/8
"Mind - the Gap" *by Esteban*	LQ 0/9

Terram

"The basis of the world"	LQ 0/3
"Foundations of magic"	LQ 3/3
"On The Fluidity of Rock" *by Petronius*	LQ 3/10
"Study of rock formations in Guinea" Tract on "Stone Tell of the Mind that sits" (InTe 30)	6
"The conundrum of the fluid magical nature of rock"	Summa 8/4
"The theory of stones"	LQ 12/6

Vim

"The Quintessence" several volumes	LQ 0/3, 3/3, 6/3, 8/4
"The Nature of Magic" several volumes	Summa 15/4
"Embracing The Enigma" 3 volumes	Summa 11/2, 22/7, 30/7 (2 copies)

Spells

In many volumes each stamped with the coat of arms of Sagres, except where noted.

Creo Animal

Full Health Of Beast and Bird	5, 15
Soothe Pains of beast	20

Muto Animal

Opening the tome of the Animals mind	25
Beast of Outlandish Size	15
Immaculate Beast	15
Beast Remade	25

Perdo Animal

Alleviate the serpents bite	5
Cripple the howling wolf	20
Falcons hood	20

Rego Animal

Ward against beasts of legend	5, 25
Soothe the ferocious boar	5
Panic of the elephants mouse	15
Gentle Beast	20
Mastering the unruly beast	25

Creo Aquam

Creeping Oil	10
Mighty Torrent of Water	15
Lungs of Death and Water	15
A Home for Fish *by Esteban*	20 NEW
Breaking the perpetual drought	30

Intellego Aquam

Subtle taste of poison and purity	5
Call of the rushing water	15

Muto Aquam

Lungs of the Fish (Req: Au)	10
Incantation of Putrid Wine	15
Bridge of Frost (Req: Te)	30

Perdo Aquam

Parching wind	10
Curse of the desert	20

Rego Aquam

Cloak of duck's feathers	5
Ward against faeries of the water	10, 20, 40, 45
Break the oncoming wave	10
Gift of the Floating wood	15
Push of the gentle wave	15
Parting the waves	30

Creo Auram

Jupiter's resounding blow	10
Stench of 20 corpses	10
Charge of angry winds	15
Clouds of Rain and Thunder	25
Esteban's Resounding Blow *by Esteban*	35 NEW
Fulgarous Orb (Grimoire P157)	35
Incantation of Lightning	35

 Steve McIntyre <steve@einval.com>

Saint Elmo's Fiery Armour *by Esteban*	45 NEW
Wrath of Whirling Winds and Water	60

Intellego Auram

Sailors Foretaste of the Morrow	25
Read the Eolian Tapestry *by Esteban*	30 NEW

Muto Auram

Clouds of thunderous might	20
Rain of stones (Req: Te)	20
Infernal smoke of death (Req: Pe)	40

Perdo Auram

Thief of stolen breath	10
Quiet raging winds	20
Cloudless Sky returned	35

Rego Auram

Broom of winds	15
Circling Winds of Protection	15
Wings of the Soaring Winds (AM p121)	20
The Travelling Thistledown (Grimoire p158)	20
Prison of the Zephyrs (Grimoire p158)	25
Gather storms of might	30

Creo Corpus

Bind Wound	10
Gentle touch of purified body	15
Chirurgeon's Healing Touch	20
Restoration of defiled body	25
Incantation of body made whole	40
Shadow of life renewed	75

Intellego Corpus

Sight of True Form	5, 15, 35
Whispers thru black gate	15
Inexorable search	20
Sight of Life's Light *by Julius*	25 NEW

Muto Corpus

Disguise of new visage	15
Gift of bears fortitude	25
Curse of Circe	35
Curse of Felix	40
Cloak of Mist (Req: Au, Aq)	40

Perdo Corpus

Invocation of Weariness	10
Grip of choking hand	15
Wound that weeps	15
Confound the connection	25
Muezzin's Call *by Aertes*	25 NEW
Twist of tongue	30
Incantation of Milky Eyes	30
Clenching grasp of the crushed heart	40
The revenge of the spirit of death *by Secunda*	75

Rego Corpus

Curse of the unruly tongue	5
Rise of Feathery body	5
Endurance of the Berserkers	15
Leap of Homecoming	35
Seven league stride	35
Walking Corpse	45

Creo Herbam

Conjure the sturdy vine	10
Wall of Thorns	20
Wall of living wood	25
Bountiful Feast	30

Intellego Herbam

Hunt for the wild Herb	15
Converse with Plant and Tree	25
Call Council of the Trees	45

Muto Herbam

Rope of bronze (Req: Te)	15
Twist the living tree	20
Piercing Shaft of Wood	25

Perdo Herbam

Curse of rotted wood	5
Wizard's autumn	15
Great Rot	25
Treading ashen path	30

Rego Herbam

Ward against the Fay of wood	15,25
Repel wooden shafts	10
Tangle of Wood and Thorns	15
Treacherous spear	25

Creo Ignem

Palm of Flame	5
Heat of Soaring forge	10
Blade of Virulent flame	20
Pilum of Fire	20
Instill All-Melting Heat (Req: form of target) *by Petronius*	20 NEW
Arc of fiery ribbons	25
Ball of abysmal flame	35
Circle of Encompassing flames	35

Intellego Ignem

Shadows of fires past	5
Eyes of the flame	35

Muto Ignem

Many hued conflagration	5
Hornet Fire (Req: Re)	10
Prison of flames	15
Trapping the Fire (Req: Te)	25
Flames of sculpted Ice (Req: Te)	35

Perdo Ignem

Sooth raging flame	15
Conjuration of indubitable cold	20
Instill All-Freezing Cold (Req: form of target) *by Petronius*	20 NEW
Wizards eclipse	35

Rego Ignem

Light Shaft of the Night	10
Leap of Fire	20
Ward against heat and flames	25

Creo Imaginem

Miguel's Cantrip *by Aertes*	4 NEW
Restore lost Image	5, 15, 30
Mirror to the Mind's Eye *by Aertes*	15 NEW
Phantasmal Animal	20
Phantasmal Fire	20
Phantasm of human form	25
Shadow of Human Life	40

Intellego Imaginem

Discern Images of Truth and Falsehood	30
Eyes of the past	20
Summon distant image	25

Muto Imaginem

Taste of herbs and spices	4
Disguise of the transformed image	15
Visions of Infernal terrors	30

Perdo Imaginem

Invisibility of standing wizards	5
Illusion of cool flames	5
Veil of invisibility	10
Chamber of Invisibility	15

Rego Imaginem

Restore the moved image	5, 25
Wizards sidestep	10
Captive Voice	15
Image from the wizard torn (Req: In)	30
Haunt of living ghost	30
Illusion of Misplaced castle	50

Creo Mentem

Words of the unbroken silence	5
Panic 'trembling heart	15
Pains of Perpetual worry	20
Weight of 1000 hells	25
Gift of reason	25

Intellego Mentem

All InMe spells in the rulebook, in one volume stamped "From Duresca"

Muto Mentem

Subtle Shift of Heart	10
Enchantment of Detachment	15
Recollection of memories never quite lived	25
Mind of the Beast (Req: An)	30

Perdo Mentem

Lay to rest haunting spirit	5, 25, 45
Loss of but a moments memory	10
Calm motion of the heart	15
Black Whisper	35

Rego Mentem

Ring ward vs. spirits	10, 30
Call to slumber	10
Scent of peaceful slumber	15
Aura of rightful authority	20
The Descent of Jacob's Ladder (Req: In) *by Juanita*	25 NEW
Incant of Summon dead	25
Shrouded glen	40

Creo Terram

Create Blasting Powder (Req: Ig) *by Petronius*	15 NEW
Esteban's Crushing Blow (Req: Au) *by Esteban*	20 NEW
Wall of protecting stone	25
Opening the Earths pore (Req: Ig)	40

Intellego Terram

Eyes of Treacherous terrain	20
Miners Keen Eye	20
Trails of faerie glow	25
Sense feet tread earth	30
Stone Tell of the Mind that sits	30

Muto Terram

Crystal dart	10
Forgiving Earth	15
Earth breaks no more	20
Teeth of the Earth mother	35

Perdo Terram

Fist of shattering	10
Stone to falling dust	25

Rego Terram

Unseen arm	5
Unseen porter	10
Earths carbuncle	15
Hands grasping earth	15
Earthshock	30
Earth split asunder	30

Creo Vim

Phantom gift	15

Intellego Vim

Invisible eye revealed	10, 20, 35
Scales of magical weight	5
Sense nature of Vis	5
Scent of the Distilled Magics *by Laudus*	10 NEW
Glimpse Through the Mystic Veil *by Julius*	20 NEW
Inexorably Seek the Manifested Entity *by Esteban*	35 NEW
Sight of the active magics	40

Muto Vim

Wizards Boost	10, 20
Sorcerer's fork	5, 25
Gather essence of the beast	15

Perdo Vim

Disenchant	10, 30
Demon's Eternal Oblivion *by Felix*	10, 20
Tide of Demonic Oblivion	5, 20
Curse of Mundanity *by Johannes*	32 NEW
Demon's Eternal Oblivion *by Secunda*	30, 40, 60, 85
Tide of Demonic Oblivion	35

Rego Vim

Circular wards against demon *by Felix*	15, 45
Watching ward	20, 40, 75
Aegis of the Hearth	10, 20, 35, 45, 55, 70

Aegis of the Hearth *by Caecilius*	35, 50
Aegis of the Hearth *by Secunda*	85
Aegis of the Hearth *Anonymous*	45

New Spells

A Home for Fish

By Esteban

F/T/L: CrAq 20 Range: Near/Sight Duration: Sun

Target: Structure

Fills one man-mase structure with water.

Esteban's Resounding Blow

By Esteban

F/T/L: CrAu 35 Range: Sight Duration: Momentary

Target:
Boundary/Sight

All caught within the spell's effect must make a stamina stress roll on the following table:
0 - 3: Deafened Permanently
4 - 8: Deafened for a season
9 - 13: Deafened for a month
14+: unaffected
The spell's area of effect excludes an area large enough for a single person at its center.

Saint Elmo's Fiery Armour

By Esteban

F/T/L: CrAu 45 Range: Touch/Near Duration: Conc+5/Sun

Target: Room

As circling winds of protection (ArM 121), but anyone close enogh to be blown back is struck by a +25 damage lightning bolt.

Read the Eolian Tapestry

By Esteban

F/T/L: InAu 30 Range: Sight Duration: Sun

Target: Room

Air currents appear faintly and translucently outlined to the caster. Slower currents are blue, faster ones redder. Magical Auram effects glow. This spell will reveal invisible objects which impede the flow of air, but does not provide any such flow, so a still invisible mage in still air will not be revealed. The spell does not impair normal vision.

Sight of Life's Light

By Julius

F/T/L: InCo 25 Range: Sight Duration: Sun

Target: Room

This spell allows the caster to detect life within the room where it is cast. Humans appear to glow; all undead or mages / creatures with magical resistance will not glow.

Muezzin's Call

by Aertes

F/T/L: PeCo 25 Range: Near Duration: Inst

Target: Individual

Breaks both of the target's legs

Miguel's Cantrip

by Aertes

F/T/L: CrIm 4 Range: Touch Duration: Concentration

Target: Small

Creates a small, obviously magical human figure, with indistinct features, on or below the caster's outstretched hand. The figure appears to be made from sand, but may move, dance and so on, provided that it remains in physical contact with the caster. It does not make any sound.

Mirror to the Mind's Eye

by Aertes

F/T/L: CrIm 15 Range: Reach Duration: Sun

Target: Room

Create an illusion (comprising of both sight and sound) of something that the caster is picturing. This can either be a current image (including magically enhanced perception as per Summoning the Distant Image or Sight of Life's Light, as well as normal senses), memory, or an invented scene (the latter may require a Finesse roll, as per AM p140). The illusion may be scaled and positioned as desired by the caster, up to the limits of the spell's range. Common examples include small "puppet theatres" on a tabletop, or overlaying the effects of enhanced vision on reality. The illusion shimmers slightly (as if it were dusted with sand), which would probably allow it to be recognised as a magical effect. The caster may dismiss the effect at any time; the spell then finishes. A concentration roll is required to change what is being displayed, or to animate a remembered or imagined image. The spell does not otherwise require concentration to maintain (in particular, concentration is not required to merely keep pace with the caster's perceptions).

The Descent of Jacob's Ladder

by Juanita

F/T/L: ReMe 25
Ritual Range: Touch Duration: Sun

Target: Individual

[There is a vis cost of 5 pawns of mentem vis in performing this ritual]

The ritual requires fasting and prayer from sunrise to sunset to prepare onself spiritually for the spell. The prayer, and metaphorical components of the ritual mean that casting this particular spell is equally suitable for Christians and Jews, adaptable for muslims [Islam & Judaism separate at Issac, who is the grandfather of Jacob and ultimately involve the same god, so adaptations should be minimal, but nevertheless require some additional lab work]. This particular ritual is unsuitable for atheists and pagans.

Following sunset, the caster must anoint a large stone with oil wich has been imbued with the mentem vis. The stone should be placed under the head of the sleeping target of the spell, as a pillow, or the target of the spell should voluntarilly choose to use the stone as a pillow in order to go to sleep. Finally the caster should pick up a handfull of earth from the ground and scatter it in the wind. The caster will then enter a sleeplike trance which they are unable to leave until either sunrise (when the spell will end) or the target wakes up.

While in the trance state, the caster projects themself into the target's dream - which they enter as if descending a ladder from the heavens. Since this is primarily a rego effect, the key effect is the ability to affect and through one's actions influence the dream. Since intellego is only a requisite, this means the caster may not have perfect vision, and will not necessarily understand symbols which are important to the target but irrelevant. The caster will, however, always be able to distinguish the target. Other aspects depend upon each individual dream, and may vary accordingly.

The casting of spells within dreams is not possible, since dreams work on an entirely different, symbolic and metaphysical level.

Instill All-Melting Heat

by Petronius

F/T/L: CrIg 20	Range: Near/Sight	Duration: Moment
Target: Individual	Spell Focus: +3 Chrysolite	Requisite: Form of target

'Instill All-Melting Heat' heats a stone or metal object enough to melt steel, and does +15 damage if applied to a helmet or breastplate. The effects follow naturally from a temperature of ca. 1500 degrees. Flammable plant or animal object are set aflame. For a live plant, animal or corpus the spell loses fatigue as the spell below and set hair or reasonably flammable clothes (or plant parts) aflame. Liquids are vapourised and fires are intensified, spreading where they can.

Instill All-Freezing Cold

by Petronius

F/T/L: PeIg 20	Range: Near/Sight	Duration: Moment
Target: Individual	Spell Focus: +3 Garnet	Requisite: Form of target

'Instill All-Freezing Cold' freezes objects. Fires go house->camp, bonfire->torch, campfires->out. Living things are chilled, lose one fatigue level and make a stamina stress roll at +6 to avoid losing a second. Liquids, fogs and other dampness are frozen. The spell counteracts heat/flame spells, but will not counteract flame damage after the fact. As for the previous spell there is a form requisite for any object targeted.

Create Blasting Powder

by Petronius

F/T/L: CrTe(Ig) 15	Range: Touch	Duration: Sun
Target: Individual		Requisite: Ignem

Create 100 Kg of good-quality gunpowder.

Esteban's Crushing Blow

by Esteban

F/T/L: CrTe(Au) 20	Range: Reach/Near	Duration: Sun/Inst
Target: ???		Requisite: Auram

Creates a 15'x15'x5' block of "airstone". Airstone is as heavy as granite, but seems to be made of clouds. Nonetheless, it is nonmagical if vis is used.

Scent of the Distilled Magics

by Laudus

F/T/L: InVi 10	Range: ???	Duration: ???
Target: ???		

More details here...

Glimpse Through the Mystic Veil

by Julius

F/T/L: InVi 20	Range: Near	Duration: Concentration
Target: Individual	Spell Focus: A Sapphire (+1)	

(From P174 of the Wizard's Grimoire)
If the caster is in or near a regio, this spell lets him see into the adjacent levels, and thus enter them. If there are two adjacent levels, one above and one below, the caster can see both, but (obviously) can only enter one at a time. The spell must be maintained until the caster has entered another level; it cannot be done from memory. There is a version of this spell for each type of regio.

Inexorably Seek the Manifested Entity

By Esteban

F/T/L: InVi 35	Range: Arcane Connection	Duration: Concentration
Target: Individual		

Similarly to The Inexorable Search (ArM 124) this spell allows the caster to locate an entity of manifested magical energy on a map.

Curse of Mundanity

by Johannes

F/T/L: PeVi 32	Range: Near	Duration: Diameter
Target: Individual		

Reduce the casting total of all magic cast by the target by half the level of the spell.