



Magonomia[®] Spell Lists

Alchemy

title	degree	summary
<i>General Divination</i>	0	At the cost of a Fate Point, get a hint about how to advance the story.
<i>Burning Water</i>	1	A liquid burns brightly but won't ignite anything else.
<i>Cures for Minor Ailments</i>	1	Remove a Mild Consequence due to minor health problems like backache or warts.
<i>Discernment of Matter's Virtue</i>	1	Use this spell's Potency instead of Investigation to analyze materials and objects.
<i>Elixir of Alertness</i>	1	Keep a person awake and grant +2 to Notice Tests to stay alert.
<i>Invisible Ink</i>	1	Write a message that is invisible until the proper action is performed.
<i>Marriage of Silver to Iron</i>	1	Combine the best properties of two metals.
<i>Out, Damned Spot!</i>	1	Remove stains and soil from anything.
<i>Sense of the Spiritual Vibrations</i>	1	Detect spirits that haunt an area and other supernatural events.
<i>Twelve Days' Fast</i>	1	Sustain a group of six people without food or drink for 12 days.
<i>Unquenchable Gunpowder</i>	1	Supply several weapons with waterproof gunpowder.
<i>Visions of Reverie</i>	1	A Potion causes someone to vividly relive a memory.
<i>Warming Draught, the</i>	1	The Subject becomes Resistant to Cold (+6)
<i>Water of Life</i>	1	A poetic name for distilled alcoholic beverages.
<i>Balm of Protection from Fire</i>	2	Grant Complete Immunity to Heat and Fire to an object or person.
<i>Breath of Purity</i>	2	Purify the air in a Zone, removing odors, smoke, miasmas, and the like.
<i>Dreams of the Lotus Draught</i>	2	A Potion causes deep sleep and prophetic dreams, creating a situational Aspect of a prophetic symbol.
<i>Dyes of the Sage</i>	2	Change the color of any organic matter; useful for disguise.
<i>Essence of Allure</i>	2	Magical perfume makes a person sexually attractive.
<i>Facsimile of Youth</i>	2	Make a person look up to 20 years younger and act immature
<i>Fog in a Bottle</i>	2	Instantly fill a Zone with Thick Fog .
<i>Mirror of Androgyny</i>	2	Temporarily change a person's sex.



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<i>Nicholson's Marvelous Foot Balm</i>	2	The user of this Potion leaves no footprints, even in snow.
<i>Tonic Against Poisons</i>	2	Counteract any poison if you can Overcome its Potency.
<i>Aqua Regia</i>	3	An acid that dissolves nearly anything; more useful as a tool than as a weapon.
<i>Draught of Forgetfulness</i>	3	Recover from a Mental Consequence, or, for a Fate Point, make someone forget an inconvenient event.
<i>Elixir of Vitality</i>	3	Restore any one Physical Stress box or remove a Mild Consequence related to fatigue or weakness.
<i>Elixir of Wisdom</i>	3	The subject gains the Aspect Supernatural Insight .
<i>Philtre of Revelation</i>	3	See invisible spirits up to two Zones away.
<i>Sight of the Owl</i>	3	The Subject gains an Aspect, Sees in the Dark .
<i>Subtle Poison, the</i>	3	A slow acting but nearly undetectable ingested poison.
<i>Dust of Slumber</i>	4	Enchanted dust puts mortals to sleep as a mental Attack.
<i>Fern-Seed Potion, the</i>	4	Give a creature the Aspect Invisible to the Mortal Eye .
<i>Communion of Voice and Mind</i>	4	Enable two people to communicate by voice over moderate distances.
<i>Stardust</i>	4	Bestow the Extra, Star Quality, making a person glamorous and magnetic; or aid in the casting of Astrology spells.
<i>Strength of Ten Men</i>	4	Grant the Subject Fantastic (+6) Physique for one scene.
<i>Elixir of Celerity</i>	5	The Subject gains Supernatural Speed and can take extra actions, but not for spellcasting.
<i>Philosophic Transformation of Metal to Gold</i>	5	Convert metal to gold. Becomes an Extra in the wizard's laboratory.
<i>Rebirth of the Phoenix</i>	5	Restore an object from its ashes.
<i>Creation of the Homunculus</i>	6	Create a miniature humanoid servant.
<i>Panacea</i>	6	Cure any disease, Physical Curse , or poison in a few hours.
<i>Universal Solvent</i>	6	An extremely dangerous substance dissolves anything and improves laboratory work.