

Grimoire for *Kenza Filia Castet* *Tremeris, Tremere Nopliite*

Aquam Spells

ALCHEMICAL WATER

CrAq20, Casting Total: +38, Penetration: +28

R: Voice, D: Mom, T: Ind
Spell Mastery: 2 (10), Special Abilities: penetration, multiple casting
Fields: Conjure Acid
Creates a geyser of acid that does +10 damage
(Base 10, +2 Voice)

CREEPING OIL

CrAq15, Casting Total: +35, Penetration: +30

R: Voice, D: Sun, T: Ind
Spell Mastery: 2 (10), Special Abilities: penetration, magic resistance
Saturates a porous material with flammable oil. When casting this spell, you make a flicking motion with your index finger and thumb, as if propelling something at the target. A dot of oil appears on the target after the spell is finished, and slowly spreads over the target, saturating enough cloth to cover a person. If used on a person's clothes and ignited, the oil does +12 damage the first round, +6 the second, and +0 the third.
(Base 3, +2 Voice, +2 Sun)

LIQUID FIRE

CrAq25, Casting Total: +46, Penetration: +32

R: Voice, D: Mom, T: Ind
Spell Mastery: 3 (30), Special Abilities: penetration, multiple casting, fast casting
Fields: Conjure Acid
Potency Bonus (Jade: +4 Aquam; Wand: +3 project bolt or other missile): +7
Splashes a target with jet of acid, inflicting +15 damage if it penetrates Magic Resistance. At the storyguide's option, the acid may damage the target's equipment.
(Base 15, +2 Voice)

MIGHTY TORRENT OF WATER

CrAq20, Casting Total: +35, Penetration: +25

R: Voice, D: Mom, T: Ind
Spell Mastery: 2 (10), Special Abilities: penetration, magic resistance
A 3-foot-diameter jet of water sprays from your outstretched arms towards your target. The target of this gusher of water takes +10 damage and must make a Strength + Size stress roll of 9+ or be sent flying back.
Marbaid of Flambeau's wizard's sigil is connected to his obsession with blood. In his version of the spell the target is hit by a gush of blood, and the stains do not go away until sunrise/sunset. This does not require a requisite, as it is a purely cosmetic effect.
(Base 10, +2 Voice)

SIGHT OF THE NAIAD

InAq10, Casting Total: +22, Penetration: +20

R: Per, D: Diam, T: Vision
Spell Mastery: 1 (0), Special Ability: quiet casting
You can see as clearly through water as through air
(Base 1, +1 Diam, +4 Vision)

Auram Spells

CHAMBER OF SPRING BREEZES

CrAu5, Casting Total: +30, Penetration: +32

R: Touch, D: Sun, T: Ind
Spell Mastery: 1 (0), Special Ability: quiet casting
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)

CHARGE OF THE ANGRY WINDS

CrAu15, Casting Total: +30, Penetration: +22

R: Voice, D: Conc, T: Ind
Spell Mastery: 1 (0), Special Ability: magic resistance

A wall of wind roars away from you, starting up to 10 paces away and continuing until it dissipates naturally. The wind is confined by any existing barriers, but if unconfined it can be up to a hundred paces wide. All within the area must make a Dexterity + Size stress roll of 9+ or fall down and be blown along by the winds. The rolls must be made at the start of the gale and each subsequent round that the wind is maintained. You must concentrate on the gale. Missile fire into or out of the gale is futile, and marching against the gale requires a Strength + Size stress roll of 15+. Failure in this attempt mandates another Dexterity + Size stress roll of 12+ to keep from falling.
(Base 3, +2 Voice, +1 Conc, +1 unnatural)

JUPITER'S RESOUNDING BLOW

CrAu10, Casting Total: +30, Penetration: +27

R: Voice, D: Mom, T: Ind
Spell Mastery: 1 (0), Special Ability: magic resistance

Creates a thunderclap; anyone directly underneath must make a Stamina stress roll of 9+ or be deafened. If deafened, the target gets another Stamina simple roll each minute and recovers with a roll of 9+. If the first roll botches, the victim is rendered deaf for a month.
(Base 3, +2 Voice, +1 unnatural (the spell functions indoors))

OBSCURE THE BATTLEFIELD

CrAu10, Casting Total: +30, Penetration: +27

R: Voice, D: Diam, T: Ind
Spell Mastery: 1 (0), Special Ability: quiet casting

This spell creates a thick fog around the designated point, which obscures vision, blocking sight in a radius of about fifty paces

around the point of origin.
(Base 2, +1 Diam, +2 Voice, +1 extra size)

STENCH OF THE TWENTY CORPSES

CrAu10, Casting Total: +30, Penetration: +27

R: Voice, D: Diam, T: Ind
Spell Mastery: 1 (0), Special Ability: magic resistance
Makes the surrounding air stink horribly of rotting corpses. All those within fifty paces of the target point must make Stamina stress rolls of 6+ or act with a -3 penalty on all rolls. Anyone who botches the roll vomits and is incapacitated for (10 - Stamina) rounds.
(Base 3, +2 Voice, +1 Diam)

TRUE SIGHT OF THE AIR

InAu15, Casting Total: +18, Penetration: +10

R: Per, D: Sun, T: Vision
Spell Mastery: 1 (0), Special Ability: quiet casting
Lets you see clearly through all manner of obfuscation in the air nearby, including smoke, fog, and dust, even if the obfuscation is magical.
(Base 1, +2 Sun, +4 Vision)

Corpus Spells

ANGEL STEP

ReCo15, Casting Total: +23, Penetration: +15

R: Per, D: Sun, T: Ind
Spell Mastery: 1 (0), Special Ability: quiet casting
Allows the caster to walk on air as if on solid ground, although she needs to concentrate in order to change directions.
(Base 5, +2 Sun)

BIND WOUND

CrCo10, Casting Total: +29, Penetration: +26

R: Touch, D: Sun, T: Ind
Spell Mastery: 1 (0), Special Ability: boosted casting
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)

IN CHRIST'S FOOTSTEPS

ReCo5, Casting Total: +23, Penetration: +25

R: Per, D: Conc, T: Ind
Spell Mastery: 1 (0), Special Ability: quiet casting
Source: Guardians of the Forests
Allows the caster to walk on water.
(Base 4, +1 Conc)

SEVEN-LEAGUE STRIDE

ReCo30, Casting Total: +23, Penetration: +0

R: Per, D: Mom, T: Ind

Spell Mastery: 1 (0), Special Ability:
harnessed casting

This spell just moves the caster at a very fast pace, which usually requires no casting requisites, but can be stopped by physical obstacles (See Transforming Mythic Europe)

Transports you to any place within seven leagues either that you can see or that you have an Arcane Connection with. If you fail an Intelligence + Finesse stress roll of 9+, your arrival goes slightly awry. For instance, you might fall when you appear, or just be facing the wrong way. A botch means you appear in the wrong place, perhaps even in a wall.

Praefactus of Bonisagus's version of this spell always allows him to appear in a safe, unembarrassing place (assuming he doesn't fail his Finesse roll). All Praefactus's spells make him seem as dignified as possible—manifesting his wizard's sigil.

(Base 30)

WIZARD'S LEAP

ReCo15, Casting Total: +24, Penetration:
+16

R: Per, D: Mom, T: Ind

Spell Mastery: 2 (10), Special Abilities:
fast casting, quick casting

Requisites: Animal, Herbm, Terram
Source: Societates

The caster instantly transports himself up to 50 paces in any direction, provided he can see his destination or has an Arcane Connection to it. His Talisman comes with him automatically but casting requisites are required to bring along any other clothing or equipment. This spell is very effective as a fast-cast defense to escape attacks or other mishaps, and can also be used for bypassing obstacles or launching surprise attacks.

(Base 15)

Herbm Spells

BRIDGE OF WOOD

CrHe20, Casting Total: +29, Penetration:
+16

R: Touch, D: Sun, T: Ind

Spell Mastery: 1 (0), Special Ability:
precise casting

Creates an ornate and exquisitely carved bridge made from living leaves, vines, and wood. The bridge can reach up to 20 paces, and is five paces wide. It is sturdy enough to support creatures of up to Size +4.

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

DANCE OF THE STAVES

ReHe5, Casting Total: +23, Penetration:
+25

R: Voice, D: Mom, T: Ind

Spell Mastery: 1 (0), Special Ability:
magic resistance

Causes a pole, staff, haft, or any other long, thin, non-living wooden object to bend and lash about wildly for a few seconds and then stop suddenly. A whirling staff strikes its holder and does +4 Damage, with a possible bonus if the weapon at the head of the pole hits the person.

(Base 3, +2 Voice)

REPEL THE WOODEN SHAFTS

ReHe10, Casting Total: +23, Penetration:
+20

R: Voice, D: Mom, T: Ind

Spell Mastery: 1 (0), Special Ability: fast
casting

Deflects a single blow of any weapon made of wood, up to the size of a two-handed club. The attack automatically misses, but the attacker still rolls to see if he or she botches (with two extra botch rolls for melee weapons). If you ordinarily carry a staff, it must be tossed aside for the casting.

(Base 4, +2 Voice)

SHAFT OF VILANO

ReHe5, Casting Total: +23, Penetration:
+25

R: Voice, D: Mom, T: Ind

Spell Mastery: 1 (0), Special Ability:
multiple casting

This spell allows the magus to fling at a target any single piece of wood that is within Voice range and that is smaller than a pace long, wide, and deep. The damage a piece of wood does when it strikes a target ranges from +1, for small, blunt piece, right up to +10 for logs a yard across. A sharpened, unfletched arrow shaft does +4 Damage. This spell relies on Vilano principles to hit, and thus can bypass Magical Resistance

(Base 3, +2 Voice)

TRAP OF THE ENTWINING VINES

CrHe15, Casting Total: +29, Penetration:
+22

R: Voice, D: Sun, T: Group

Spell Mastery: 1 (0), Special Ability:
penetration

Causes strong, woody vines to grow rapidly from fertile earth. The vines cover a circle 2 paces across and reach 6 feet high. Anything caught within them is immobilized. To avoid the vines, the target must make a Quickness - Encumbrance stress roll of 9+. To break out requires a Strength stress roll of 12+ (allowed once a round). Someone not trapped can cut a trapped person free in two rounds, assuming proper tools. The vines weaken and wither to dust at sunrise or sunset.

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

Ignem Spells

LAMP WITHOUT FLAME

CrIg10, Casting Total: +30, Penetration:
+27

R: Touch, D: Conc, T: Ind

Spell Mastery: 1 (0), Special Ability:
quiet casting

This spell creates a steady light as bright as daylight on a cloudy day. The light has no apparent source, but illuminates an area about ten paces across, centered on a point indicated by the caster. This point may be a mobile item.

(Base 4, +1 Touch, +1 Conc)

PILUM OF FIRE

CrIg20, Casting Total: +30, Penetration:
+17

R: Voice, D: Mom, T: Ind

Spell Mastery: 1 (0), Special Ability:

magic resistance

A 2-foot, thick, spear-shaped jet of fire flies from your palms, doing +15 damage to the individual it hits.

(Base 10, +2 Voice)

POTENT LANCE OF SUNFIRE

CrIg20, Casting Total: +40, Penetration:
+29

R: Voice, D: Mom, T: Ind

Spell Mastery: 2 (10), Special Abilities:
penetration, multiple casting

Fields: creating fire

Potency Bonus (Brass: +3 Ignem; Wand:
+3 project bolt or other missile): +6

Like Pilum of Fire, but created as a Potent
spell

(Base 10, +2 Voice)

Imaginem Spells

TASTE OF THE DULLED TONGUE

PeIm5, Casting Total: +18, Penetration:
+20

R: Touch, D: Sun, T: Ind

Spell Mastery: 1 (0), Special Ability:
quiet casting

Hides the taste of any substance, liquid or
solid.

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

VEIL OF INVISIBILITY

PeIm20, Casting Total: +18, Penetration:
+5

R: Touch, D: Sun, T: Ind

Spell Mastery: 1 (0), Special Ability:
quiet casting

The target becomes completely
undetected to normal sight, regardless of
what it does, but still casts a shadow.

(Base 4, +1 Touch, +2 Sun, +1 changing
image)

WIZARD'S SIDESTEP

ReIm10, Casting Total: +21, Penetration:
+18

R: Per, D: Sun, T: Ind

Spell Mastery: 1 (0), Special Ability: fast
casting

Your image appears up to 1 pace from
where you actually are, so attacks aimed
there are likely to miss you. Whenever the
image is successfully struck, it disappears
and reappears in another spot.

In combat, early attacks are aimed at the
image, and so automatically miss you. Once
the image has been hit once, you have a +9
bonus to Defense, as attackers must try to
find you in a fairly large area.

(Base 2, +2 Sun, +1 changing image, +1
moved image matches changes)

Mentem Spells

THE CALL TO SLUMBER

ReMe10, Casting Total: +21, Penetration:
+18

R: Voice, D: Mom, T: Ind

Spell Mastery: 1 (0), Special Ability:
magic resistance

The target becomes sleepy and falls asleep
within a few seconds.

(Base 4, +2 Voice)

RING OF WARDING AGAINST SPIRITS

ReMe10, Casting Total: +21, Penetration: +19

R: Touch, D: Ring, T: Circle
Spell Mastery: 1 (0), Special Ability: penetration

Only ghosts with current Magic Might higher than the spell's level can enter the ring you create. At certain angles, the ring may be seen as an orange-hued dome. This spell does not affect ghosts or spirits associated with the other realms.

(Base 10, +2 Ring, +1 Touch)

Terram Spells

INVISIBLE SLING OF VILANO

ReTe10, Casting Total: +23, Penetration: +20

R: Touch, D: Mom, T: Ind
Spell Mastery: 1 (0), Special Ability: multiple casting

Source: Societates

Hurl a stone (of a size that could be thrown with a mundane sling) at a target within range. Unlike the standard version of Wielding the Invisible Sling (ArM5, page 155), this spell hurls the stone as a projectile. An aiming roll is required to hit the intended target, but if it succeeds, Magic Resistance offers no protection. The stone inflicts +5 damage on impact and has a range increment of 20 paces.

(Base 5, +1 Touch)

PIT OF THE GAPING EARTH

PeTe15, Casting Total: +20, Penetration: +12

R: Voice, D: Mom, T: Part
Spell Mastery: 1 (0), Special Ability: precise casting

The dirt in a circle 6 paces across recedes into the ground, leaving a pit 9 feet deep. If the target area contains material other than dirt, that material is not affected.

(Base 3, +2 Voice, +1 Part, +1 size)

SEAL THE EARTH

CrTe15, Casting Total: +29, Penetration: +21

R: Voice, D: Sun, T: Group
Spell Mastery: 1 (0), Special Ability: ceremonial casting

Creates enough dirt to fill in a pit of up to 6 paces across and 3 paces deep.

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

Vim Spells

BITTER TASTE OF BETRAYAL

InVi15, Casting Total: +20, Penetration: +12

R: Per, D: Sun, T: Taste
Spell Mastery: 1 (0), Special Ability: quiet casting

Source: True Lineages

If the caster comes under the affect of any active magic he will experience a bitter taste in his mouth. Ongoing affects like Aegis of the Hearth can be ignored, new affects will be noticed. This spell allows Quaesitors to detect that their Parma has been penetrated. The spell provides no other information.

(Base 5, +2 Sun)

DEMON'S ETERNAL OBLIVION

PeVi5, Casting Total: +24, Penetration: +28

R: Voice, D: Mom, T: Ind
Spell Mastery: 2 (10), Special Abilities: multiple casting, penetration

Weakens and possibly destroys a demon. If the spell penetrates the demon's Magic Resistance, the demon loses Might equal to the spell's level.

(Base 5, +2 Voice)

DREADFUL BANE OF THE FAE

PeVi5, Casting Total: +24, Penetration: +28

R: Voice, D: Mom, T: Ind
Spell Mastery: 2 (10), Special Abilities: multiple casting, penetration

Source: Guardians of the Forests

Like Demon's Eternal Oblivion, but works on creatures with Faerie Might.

(Base 5, +2 Voice)

OPENING THE INTANGIBLE TUNNEL

ReVi5, Casting Total: +26, Penetration: +28

R: Arc, D: Conc, T: Ind
Spell Mastery: 1 (0), Special Ability: magic resistance

You can open a magical channel from yourself to some target, allowing you to cast any spell with a range greater than Personal on that target. The tunnel does not, of itself, grant any sense impressions of the target-you must cast appropriate spells through it if you wish to see. Spells cast through the tunnel cannot be of higher level than that of this spell. You must make standard Concentration rolls to maintain concentration on the Opening spell as you cast other spells.

A magus who magically recognizes the tunnel (through The Invisible Eye Revealed or a similar spell) may cast spells through the tunnel back at you, and he need not concentrate on keeping the tunnel open. If this magus is the target of the spell, he is considered to be touching you. Otherwise, his effective range to you is his range to the target of the tunneling spell.

If the target of the spell has Magic Resistance, you must penetrate that resistance to open the tunnel. Spells cast through the tunnel must also penetrate Magic Resistance normally.

(Base 5, +1 Conc, +4 Arc)

SAP THE GRIFFIN'S STRENGTH

PeVi5, Casting Total: +24, Penetration: +28

R: Voice, D: Mom, T: Ind
Spell Mastery: 2 (10), Special Abilities: multiple casting, penetration

Source: Guardians of the Forests

Like Demon's Eternal Oblivion, but works on creatures with Magic Might.

(Base 5, +2 Voice)

SENSE THE NATURE OF VIS

InVi5, Casting Total: +20, Penetration: +22

R: Touch, D: Mom, T: Ind
Spell Mastery: 1 (0), Special Ability: quiet casting

Detect the presence of vis. As concentrated magic, vis is not hard to spot

You can tell what Art a supply of raw vis is connected to. To you, the vis appears to glow with an aura that is appropriate to the Technique or Form that the vis is associated with. Creo is white, Intellego gold, Muto constantly fluctuating, Perdo black, Rego purple, Animal brown, Aquam blue, Auram violet, Corpus dark red, Herbam green, Imaginem pearly blue, Ignem bright red, Mentem orange, Terram dark brown, and Vim silver. Some of the colors are very similar, but are easy to distinguish if the item is held steadily and studied for a few seconds.

(Base 4, +1 Touch)