

# Grimoire of Titus Creperius

## STONE TELL OF THE MIND THAT SITS

InTe30, Casting Total: +20,  
Penetration: -8

R: Touch, D: Conc, T: Ind

Allows you to talk with natural stone. A stone's answers feel slow and ponderous, but do not actually take any longer than a normal conversation. Though a stone is usually willing to talk, its direction sense and awareness of quickly moving things (such as people) are limited.

(Base 20, +1 Touch, +1 Conc)

## WIELDING THE INVISIBLE SLING

ReTe10, Casting Total: +16,  
Penetration: +8

R: Voice, D: Mom, T: Ind

Hurls any nearby object that could normally be thrown by a person at any target within range. The object must not be held down or otherwise restrained. Damage depends on the object thrown, up to +5 for a fist-sized stone. Casting requisites of an appropriate Form for the target are required.

(Base 4, +2 Voice)

## EYES OF THE EONS

InTe10, Casting Total: +20,  
Penetration: +12

R: Voice, D: Mom, T: Ind

Determines the age of any nonliving target to within 10% of its actual age.

(Base 4, +2 Voice)

## SIGHT OF THE TRANSPARENT MOTIVE

InMe10, Casting Total: +13,  
Penetration: +4

R: Eye, D: Mom, T: Ind

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

Detects the general motive most powerfully influencing the target at the moment. General motives are such things as fear, anger, and greed, not specific things like the desire to look good before one's superiors.

(Base 5, +1 Eye)

## AIR'S GHOSTLY FORM

CrAu5, Casting Total: +3, Penetration: -1

R: Touch, D: Diam, T: Ind

A thick fog forms around the magus, extending outwards for several paces. A breeze can push the fog around. The fog dissipates at its natural rate, and may be

too thin to restrict sight within a minute.

(Base 2, +1 Touch, +1 Diam, +1 unnatural (the spell can be cast indoors))

## CONFUSION OF THE NUMBED WILL

ReMe15, Casting Total: +8,  
Penetration: -6

R: Eye, D: Sun, T: Ind

Confuses a person, who must make an Intelligence stress roll to take any direct action. A roll of 12+ ends the spell, while a roll of 9+ lets the character take the intended action, but the spell remains in effect. Any lower roll means the character is confused and takes some other type of action. When it is imperative for the victim to take an action, the storyguide should allow an appropriate modifier to the roll. While under this spell, a character always strikes last in combat and gets at least a -1 on all attacking and defending rolls.

(Base 4, +1 Eye, +2 Sun)

## WARD AGAINST METAL

ReTe20, Casting Total: +17,  
Penetration: -1

R: Per, D: Conc, T: Ind

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

Completely wards the magus from all metal objects, up to the size of about a cubic foot. All attacks with metal weapon heads (swords, axes, most arrows) are stopped; arrows usually fall to the ground at the caster's feet. The magus is unable to touch any primarily metal item while this spell operates, including wielding, holding, or even just pushing it. Any metal item you normally carry (such as a dagger) must be cast aside for the casting or the spell fails. [Custom]

(Base 5, +1 Concentration, +2 metal)

## WIZARD'S COMMUNION

MuVi15, Casting Total: +10,  
Penetration: -4

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)

## UNSEEN ARM

ReTe5, Casting Total: +17,  
Penetration: +14

R: Voice, D: Conc, T: Ind

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

Slowly moves a nonliving thing, like a mug, instrument, or small pouch of coins; it cannot oppose intentional resistance. Magi use this spell to manipulate things at a distance, but the spell cannot be used to pull something from a person's hand or to move something that is held. Casting requisites of an appropriate Form for the target are required.

(Base 2, +2 Voice, +1 Conc)

## AEGIS OF THE HEARTH

ReVi15, Casting Total: +13,  
Penetration: -1

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.