

Grimoire of Dylan Lleu

Spell	CT	Level	Range	Duration	Target	Mast.	Pen.	Notes
Air's Ghostly Form	+7	CrAu10	Touch	Sun	Ind	1 (0)	-2	Special Abilities: still casting
Chamber of Spring Breezes	+7	CrAu10	Touch	Sun	Room	1 (0)	-2	Special Abilities: still casting
Far Hand	+19	ReTe15	Sight	Conc	Ind	1 (0)	+2	Special Abilities: still casting. This spell works like Unseen Porter, but with a greater range. It can be taken with an Auram requisite to overcome the '6 feet above the ground' limitation that Unseen Porter has. Other than that it works exactly like Unseen Porter, providing a Strength +5 ability to move and lift things. Must be cast with appropriate requisites for certain objects.
Flight of the Magus	+19	ReCo20	Touch	Conc	Ind	1 (0)	-1	Special Abilities: still casting. This spell is a true flight spell, allowing a Magus to travel through the air at the speed of a bird. One must be careful not to lose his concentration though, as falling from flight incurs a +15 Damage. Armour does not help soak this damage. Speed is roughly 40 miles per hour.
Flock of Birds	+19	ReCo20	Touch	Conc	Group	1 (0)	-1	Special Abilities: still casting. This spell allows the Magus, and anyone touching his person (which could include his clothing, or items carried, such as a staff) to rise into the air at the speed smoke would travel. Although the group can not fully move horizontally, if cast with an Auram requisite, the group can be pushed by the wind in 1 direction only for about 10 feet, thus allowing them to get on a roof or cliff top.
Lifting the Dangling Puppet	+19	ReCo20	Sight	Conc	Ind	1 (0)	-1	Special Abilities: still casting
Movement of the Mind	+19	ReTe20	Sight	Conc	Group	1 (0)	-1	Special Abilities: still casting. This spell works similarly to the Unseen Arm spell, but is useful for manipulating more than 1 item at a time, and from a greater distance. As with Unseen Arm, it can not oppose intentional resistance. Must be cast with appropriate requisites for certain objects.
Wind at the Back	+19	ReAu5	Touch	Sun	Ind	1 (0)	+7	Special Abilities: still casting

Casting Total: (Technique + Form + Sta + mastery + focus - no hands - mute + spellcasting bonus + [Art. Lib. + Phil. (ritual only)]) / deficiencies
 Penetration: CT + Penetration - level + Penetration Specialization/2 (weak magic)

Dylan was born a Celtic child, near the marshlands to the north. He was born a bastard child to a young woman who disappeared shortly after giving birth, and was raised by his Aunte. From the age of 4, strange things began to happen at seemingly random occurrences, whenever Dylan was around. Gusts of wind would knock things over, or open doors and windows when there was no wind outside. His aunt would tell him it was his mother, watching over her son. But the older he got, the more reactive the incidents would become. At the age of 8, while enjoying a festive occasion in the village, all the food, dishes, and everything around him began to fly through the air in a demonic-like cyclonic effect. Suddenly it wasn't so amusing, or funny anymore, and the local druid claimed that the boy was infected by fairy magic and would have to be burned. Quite fortunately, the festival had drawn some Magi to the area, one who was extremely interested in fey-matters, Charlotte. Thus began Dylan's life in the care of the Covenant. For the first 8 years, Dylan was trained in the Artes Liberales, Latin, and most of all, trained to meditate to control his subconscious rego outbursts. He began his apprenticeship at the age of 16, and spent 16 years as an apprentice, now being 32 years old. However, he doesn't look a day over 20. His pointed ears, and strange hair, which starts black at the base, and becomes white by shoulder length, and transparent after that makes him a bit outstanding in appearance. He usually tries to keep his hair cut short since 'glass-like' hair is a bit more frightening for locals than mis-happened ears. He keeps a Celtic Tattoo on his left arm in memory of his home, and adorns his ears with strange piercings, which are a celtic tradition.