

## Grimoire for Sofia Maratkova

### *Restoration of the Lost Image*

CrIm15, Casting Total: +14

R: Near/Sight, D: Inst, T: Room/Sight

Spell Focus: Icon (+3)

Cancels the effects of a PeIm spell, such as an invisibility spell, that confounds some sense if you can match or exceed the target spell's level on a stress die + the level of your spell. The icon that may be used with this spell must be representative of what is being restored (for example, of a human to destroy invisibility, a rose to restore smell, and so on).

### *Phantasm of the Human Form*

CrIm25, Casting Total: +14

R: Reach/Near, D: Sun/Year, T: Ind

Spell Focus: Clay model of person (+1)

Makes an image of a clothed and equipped person that can make noise. Under your direct, unspoken command, the person can move about, speak, and behave as a human does.

### *Return of Mental Lucidity*

CrMe15, Casting Total: +14

R: Touch, D: Inst, T: Ind

Cancels the effects (short of death) of a malign Mentem spell if you can match or exceed the level of the spell with this ritual's level + a stress die.

### *Memory of the Distant Dream*

CrMe20, Casting Total: +14

R: Eye/Sight, D: Sun/Moon, T: Ind

Spell Focus: Sprig of Rosemary (+1)

Inserts a full and complete memory into a person's mind. If the target gives the memory some thought and concentration, and makes an Intelligence roll of 9+, the memory is revealed as false. When cast with the spell focus of rosemary, which is commonly associated with good memory, the herb is crumbled, and then blown toward the victim.

### *Discern the Images of Truth and Falsehood*

InIm15, Casting Total: +14

R: Near/Sight, D: Conc/ Moon, T: Room

Spell Focus: Sapphire (+3)

You can tell whether an image has been created or altered through a spell, seeing both the original and false images in the case of alterations. Roll a stress die, adding the level of this spell + 5 when you cast the spell; any illusion spells higher than your roll are not discerned. If you botch the roll, you mistake illusions for the real thing and reality for illusion.

### *Posing the Silent Question*

InMe20, Casting Total: +14

R: Eye/Sight, D: Mom, T: Ind

Spell Focus: Sapphire (+1)

You can ask one silent mental question of the target, then detect the answer. The truth of the answer is limited by the knowledge of the target. Questions to the effect of "What would you do if . . . ?" often receive inaccurate replies. You are likely to get what the target thinks he would do, not necessarily what he would really do. The target of this spell does not notice the questioning unless he or she makes a magic resistance roll.

### *Illusion of the Shifted Image*

ReIm10, Casting Total: +15

R: Near/Sight, D: Sun/Year, T: Ind

Spell Focus: icon of the target (+3)

Makes any person or object appear to be a pace away from its actual position. The image cannot be placed in a solid object. As soon as the original or image is touched or moves, the spell ends.

### *Wizard's Sidestep*

ReIm10, Casting Total: +15

R: Per/Touch, D: Sun, T: Ind

Spell Focus: opal (+3)

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.

### *Aura of Rightful Authority*

ReMe20, Casting Total: +15

R: Touch/Near, D: Sun/Moon, T: Spec

Spell Focus: Violet Amethyst (+3)

Those who listen to the individual touched during the casting of this spell have their obedience and tendency to follow orders enhanced greatly. Common people generally do as they are told without question (as long as the orders are within the realm of reason). Those who are accustomed to giving orders themselves are much less likely to follow the target's. Bishops, dukes, generals, and magi are not affected by this spell unless it is cast on someone of status near to their own. Even then, such figures are allowed to attempt to make an Intelligence stress roll of 15+ to resist.

The violet amethyst is commonly made into a brooch or clasp. While casting the spell, usually you give it to the target of the spell to wear and make a shallow bow. Violet amethyst is the stone of Jupiter, and gives political power and ascendancy over the masses.