

Grimoire for Sofia Maratkova

Ward Against Faeries of the Waters

ReAq15, Casting Total: +9

R: Near, D: Ring/Perm, T: Group

Spell Focus: Star Ruby (+3)

No water faerie whose Faerie Might is equal to or less than the level of the spell can affect those targeted by the spell. Faeries cannot directly or indirectly break the magic circle, nor can they use ranged attacks or magic to affect those within it.

The star ruby is a rare gem that aids in controlling many types of entities. Seen from certain angles at night, the ring appears as a light blue dome.

Wizard's Sidestep

ReIm10, Casting Total: +14

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.

The Captive Voice

ReIm15, Casting Total: +14

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

Spell Focus: Copper Drawstring (+3)

Captures a person's voice and places it in a bag. The person may not speak unless the bag is open, in which case the voice comes from the bag, not the victim's mouth. If the victim screams while the bag is shut, the bag vibrates visibly.

The Dance Arcadian

ReCo15, Casting Total: +12

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

Spell Focus: Mannequin of the Target (+5)

Page: 128

Aura of Rightful Authority

ReMe20, Casting Total: +14

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.

Panic of the Trembling Heart

CrMe15, Casting Total: +12

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

Spell Focus: Mouse (+1)

Creates an overpowering fear in one person of a specific object, person, or place.

The Call to Slumber

ReMe10, Casting Total: +14

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

Spell Focus: pinch of sand (+1)

The target becomes sleepy and falls asleep within five minutes unless some current need makes wakefulness imperative. The target can resist with a stamina stress roll of 12+.

Disguise of the Transformed Image

MuIm15, Casting Total: +16

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

Spell Focus: Icon (+3)

Makes someone look, sound, and smell different, though at least passably human. The icon must resemble the changed appearance of the person.

Emotion of Reversed Intentions

MuMe20, Casting Total: +16

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

Spell Focus: Ruby (+3)

The main emotion influencing a character at the time of casting is replaced by its opposite over the next minute. The new emotion is felt as strongly as the original, but lacks justification and can therefore be talked out of someone. Intelligence stress roll of 9+ to resist.

Image Phantom

MuIm25, Casting Total: +16

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

Spell Focus: Cocoon (+1)

Any one thing, including a living thing, can be made to appear as if it were something else of approximately the same shape and size. The illusion cannot be cast on things that have a shape or size improper to the final appearance, and is broken if anyone, including the target, takes an action that suggests it is something other than what it seems to be. For instance, a person has to curl up to be made to look like a rock; the person's standing up or being touched shows the illusion to be false and ends the spell.