

## Grimoire for Victor Panovich

### *Shape of the City Prowler*

MuCo25, Casting Total: +14

R: Touch/Near, D: Sun/Perm, T: Ind

Spell Focus: Dog's Collar (+1)

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### *Panic of the Trembling Heart*

CrMe15, Casting Total: +6

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.

### *Betraying Whispers*

InMe25, Casting Total: +15

R: Eye, D: Conc, T: Ind

Spell Focus: Ear Horn (+1)

From: The Wizard's Grimoire

This spell enables the caster to verbally question a subject. In addition to audibly hearing the subject's answer, the caster mentally hears the answer the target believes to be true. If the target verbally lies, his mind's answer is different; the two answers are identical if the subject tells the truth.

### *Subtle Shift of Heart*

MuMe10, Casting Total: +13

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

Spell Focus: Figure (+3)

Subtly change an emotion into a related but different one. For instance, loathing can become hate, and greed can become jealousy. The figure used must represent the spell's target.

### *Opening the Tome of the Animal's Mind*

InAn25, Casting Total: +16

R: Touch/Near, D: Conc, T: Ind

Spell Focus: Tail of Sphinx (+3)

You touch the head of the animal in question and read its memories of the past day. The further the animal is from human, the harder it is to read its memories accurately. If you simply scan the beast's memories, not looking for anything special, you get the memories the beast thinks are most important. If you are trying to get a specific fact, you need a Perception stress roll of 6+, or 12+ if the fact is obscure. Since normal animals are sensitive to magic, they resist your touch and try to shy away from you both when the spell is cast and while the spell continues to function. This can be quite a problem with larger animals.

The Sphinx is a fantastic beast alleged to be of great intelligence, and thus its tail is thought to bring wisdom to the bearer.

### *Vision of the Mastered Beast*

InAn15, Casting Total: +16

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

Spell Focus: Animal Collar (+2)

From: The Wizard's Grimoire

The caster gets an image of the target animal's master, if any. For example, a wolf would reveal its pack leader, while a sheep would show its herdsman. The vision gained is often from the animal's perspective, so if the animal is afraid of its

master, that master may appear monstrous.

### *Panic of the Elephant's Mouse*

ReAn15, Casting Total: +6

R: Eye/Near, D: Conc/Moon, T: Ind

Spell Focus: Mouse (+2)

Makes an animal afraid of the target by preying upon its instinctive fears, causing it to attempt escape by the quickest, most feasible means possible. The animal may make a Size stress roll of 9+ to resist. The title refers to the elephant's legendary fear of mice, and the mouse, being capable of engendering that fear, serves as focus to engender fear in all animals, through the Law of Sympathy.