

Grimoire of Toros Sarkisyan

BEAST OF MINISCULE PROPORTIONS

MuAn20, Casting Total: +17,

Penetration: -1

R: Voice, D: Sun, T: Ind

Spell Mastery: 1 (0), Special Ability: quiet casting

Reduces the size of an animal by 2. This modifies Damage by -4, reduces the range for each wound type by two points, and raises Defense by +2. The beast appears to be the runt of its litter, unfit to live.

(Base: 4, +2 Voice, +2 Sun)

BEAST OF OUTLANDISH SIZE

MuAn15, Casting Total: +17,

Penetration: +2

R: Touch, D: Sun, T: Ind

Spell Mastery: 1 (0), Special Ability: quiet casting

Changes the Size of an animal by +1. This change modifies Strength by +2, the range for each wound level increases by one, and Quickness falls by one.. The new beast is of huge size, and looks much more impressive than its former self. Townspeople may run in fear of it, and there is little doubt among them that it is a creature of magic.

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

AIR'S GHOSTLY FORM

CrAu5, Casting Total: +14,

Penetration: +5

R: Touch, D: Diam, T: Ind

Spell Mastery: 1 (0), Special Ability: still casting

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))

CHAMBER OF SPRING BREEZES

CrAu5, Casting Total: +14,

Penetration: +5

R: Touch, D: Sun, T: Ind

Spell Mastery: 1 (0), Special Ability: still casting

Creates a breeze of fresh air that continually moves throughout a room, keeping the air continuously breathable even if the room is airtight. Rose of Jerbiton's version of this spell always causes the air to smell of roses. The breeze can be created outdoors, but there it has little effect.

(Base 1, +1 Touch, +2 Sun, +1 unnatural)

CHARGE OF THE ANGRY WINDS

CrAu15, Casting Total: +14,

Penetration: +0

R: Voice, D: Conc, T: Ind

Spell Mastery: 1 (0), Special Ability: fast casting

A wall of wind roars away from you, starting up to 10 paces away and continuing until it dissipates naturally. The wind is confined by any existing barriers, but if unconfined it can be up to a hundred paces wide. All within the area must make a Dexterity + Size stress roll of 9+ or fall down and be blown along by the winds. The rolls must be made at the start of the gale and each subsequent round that the wind is maintained. You must concentrate on the gale. Missile fire into or out of the gale is futile, and marching against the gale requires a Strength + Size stress roll of 15+. Failure in this attempt mandates another Dexterity + Size stress roll of 12+ to keep from falling.

(Base 3, +2 Voice, +1 Conc, +1 unnatural)

THE CHIRURGEON'S HEALING TOUCH

CrCo20, Casting Total: +17,

Penetration: -1

R: Touch, D: Mom, T: Ind, Ritual

Spell Mastery: 1 (0), Special Ability: multiple casting

This spell heals a single Light Wound suffered by the person touched. This spell does not heal damage from poison or disease.

(Base 15, +1 Touch)

EYES OF THE CAT

MuCo5, Casting Total: +17,

Penetration: +7

R: Touch, D: Sun, T: Ind

Spell Mastery: 1 (0), Special Ability: multiple casting

Requisite: Animal

The target gains the eyes of a cat, which allow him or her to see in near darkness (but not in absolute darkness, such as a lightless subterranean cavern).

(Base 2, +1 Touch, +2 Sun, requisite free)

PRETERNATURAL GROWTH AND SHRINKING

MuCo15, Casting Total: +18,

Penetration: +3

R: Touch, D: Sun, T: Ind

Spell Mastery: 1 (0), Special Ability: multiple casting

Adds +1 to the target's normal Size or decreases it by up to 2 points.

(Base 3, +1 Touch, +2 Sun, +1 because the spell allows growth or two kinds of shrinking)

WIZARD'S BOOST (CORPUS)

MuVi20, Casting Total: +15,

Penetration: -2

R: Touch, D: Mom, T: Ind

Spell Mastery: 1 (0), Special Ability: fast casting

You cast this spell as another spell of a level less than this one is cast. The effect of the other spell increases 5 levels in power, but not past the level of the Wizard's Boost. The effects of the extra 5 levels of power are for the storyguide to determine. A Wizard's Boost may never affect a single spell more than once. There are ten versions of this spell, one for each Hermetic Form. There are other versions of this spell, each of which affects one of range, duration, and target, for any Form. This does not allow spontaneous or formulaic spells to reach Year duration or Boundary Target, unless the Wizard's Boost is a ritual.

(Base effect, +1 Touch)

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)