

Grimoire for Ariel

Arc of Fiery Ribbons

CrIg25, Casting Total: +15

R: Spec, D: Mom, T: Group

Spell Focus: Yellow Diamond (+1)

A dozen multi-hued ribbons of flame leap from your hands and fly out 15 paces, covering a 60-degree arc. All those in the arc take +20 damage, modified by 1 for every pace of distance between you and the target. The area affected by this spell is so broad that targeting rolls are only necessary in exceptional circumstances. Targets who sees the ribbons coming can fall flat and therefore suffer half damage. A Quickness - Encumbrance stress roll of 18 or better is required to do this, though a +1 bonus applies for every pace between the target and caster. If this escape roll botches, the target suffers an extra +5 damage. The yellow diamond has associations with the Sun.

Burst of the Sweeping Flames

ReIg25, Casting Total: +15

R: Sight, D: Mom, T: Ind

Spell Focus: Ruby (+3)

This spell causes a fire to explode outwards from its source along the ground, as if a giant wind were blowing on it from above. The fire travels for no more than 10 paces, but it ferociously ignites anything in its path. The original fire is left dead, but in all probability a number of new fires will be started. The flames cause +5 to +20 damage, depending on the size of the original fire.

Blade of the Virulent Flame

CrIg20, Casting Total: +15

R: Reach/Near, D: Spec, T: Small

Spell Focus: Blood of Fire Drake (+3)

Forms a fire along the length of a metal blade. This flame doubles the weapon damage score for the blade (or adds +6, whichever is greater), and can start fires as well. After half an hour, the blade becomes so hot that it begins to melt. Once this occurs, the spell ends. The user of the flaming blade must wear gloves as the hilt gets hot, or else the sword cannot be handled. If using the spell focus, you spread the blood along the blade. The +3 focus modifier is also added to damage caused by the blade, because the fire is hotter and more intense.

Conjuration of the Indubitable Cold

PeIg20, Casting Total: +12

R: Reach/Far, D: Mom, T: Room

Spell Focus: Garnet (+3)

Cools the air in the targeted room (or within 10 paces of the target outside), leaving it a little below freezing. All nonliving things are chilled thoroughly, not just on the surface. All living things (except you, if you cast with a Rego requisite) lose one Fatigue level and must make a Stamina stress roll of 6+ to avoid losing a second. House fires become as small as campfires, bonfires become as small as torch fires, and campfires and smaller fires go out.

Charge of the Angry Winds

CrAu15, Casting Total: +11

R: Near, D: Conc, T: Spec

Spell Focus: Agate (+1)

A wall of wind roars away from you, starting up to 10 paces away and continuing up to 30 paces. The wind is 5 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, but you may only maintain it for a maximum of five rounds. 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.

Prison of Flames

MuIg15, Casting Total: +16

R: Reach/Far, D: Sun, T: Ind

Spell Focus: Small Iron Cage (+1)

Turns a bonfire into a prison shaped like a miniature castle. A person thrown into the middle is not burned, but takes +25 damage if he or she tries to escape.

Gift of the Frog's Legs

ReCo10, Casting Total: +15

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

Spell Focus: Legs of Frog (+1)

Allows the target to leap up to 15 feet vertically or 25 feet horizontally (2 feet less for every Encumbrance point). The person must make a Dexterity - Encumbrance stress roll of 6+ to land without injury. A miss indicates the loss of one Body level, and a botch indicates a broken ankle or other crippling injury. The target can only leap once for each casting of the spell, and that leap must be made within ten seconds. As with a frog's leap, a running start does not improve the leap.

Lamp Without Flame

CrIg10, Casting Total: +15

R: Touch, D: Conc, T: Room

Spell Focus: Lantern Oil (+1)

Illuminates the room that you are in with a light equal to torch or lamp light, as long as you concentrate. When using lantern oil, you spread it over some object, and the light emanates from that object. When cast outside, this spell illuminates an area about 5 paces across.

Thief of the Stolen Breath

PeAu10, Casting Total: +8

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

Spell Focus: Branch of Holly (+3)

Takes a creature's breath out of its lungs, causing panic and the instant loss of a Fatigue level, plus a second level unless a Stamina stress roll of 6+ is made. Casting requisite is Animal for beasts and Corpus for people. This spell cannot effect a target more than once a round.