

Grimoire for Diamon

Disguise of the New Visage

MuCo15, Casting Total: +24

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

Spell Focus: Chip from Pooka's Hoof (+5)

The target's facial features are transformed to any approximately human configuration you choose.

In Cralian of Tremere's version of this spell, the new visage is always as unassuming as possible.

Arm of the Infant

MuCo20, Casting Total: +24

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

Spell Focus: Lock of Hair from Baby (+1)

Shrinks a person's arm to half its original length and makes it pudgy, like an infant's.

Preternatural Growth and Shrinking

MuCo20, Casting Total: +24

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

Spell Focus: Giant's Heart (+5)

Adds +1 to your normal Size or decreases it by up to 2 points. An extra Size point bestowed by this spell gives +1 Soak, +1 Strength, an extra Body level, and -1 Defense. Each point lost has the reverse effects.

Gentle Touch of the Purified Body

CrCo15, Casting Total: +21

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

Spell Focus: Pouch of Healing Herbs (+3)

Stops the progress of any disease of typical strength. It does not remove damage that has already occurred, nor does it cure such dread illnesses as leprosy.

The Chirurgeon's Healing Touch

CrCo20, Casting Total: +21

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

Spell Focus: Bloodstone (+3)

The person touched can recover a lost Body level by making a Stamina stress roll of 3+, to which is added the highest Chirurgy skill of anyone who has successfully tended the wounds. Also, subtract the wound penalty from the roll. Does not heal damage from poison or disease.

Dust to Dust

PeCo15, Casting Total: +21

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

Spell Focus: Bones Ground to Dust (+3)

Turns a dead body or mindless undead body to dust in two rounds. The spell doesn't affect those undead possessed by spirits. Rubbing two or more bones together to make dust during the casting of this spell enhances the effects. To do this to an animal corpse requires a Perdo Animal spell.

Grip of the Choking Hand

PeCo15, Casting Total: +21

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

Spell Focus: Branch of Holly (+3)

The target feels an invisible, strangling hand on the throat. Each round, the target loses a Fatigue level, or a Body level if already unconscious. It requires a Stamina stress roll of 6+ to break the spell, rolled each round. If using the holly spell

focus, you point the branch towards the victim while you cast the spell. Holly is dangerous for magi to carry, as peasant superstition holds it to be a harmful plant and it may therefore attract unfavorable attention.

The Wound that Weeps

PeCo15, Casting Total: +21

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

Spell Focus: Branch of Holly (+1)

Aimed: +0; Targeting Total: +5

When casting this spell, you point at the victim, possibly with a branch of holly, and a large wound opens on his or her body. The wound is not a deep one, but it bleeds profusely.

The target must make a Stamina stress roll ever round. If the result is a botch, he loses two Fatigue levels. If the result is 2 or less, one Fatigue level is lost. If the result is 3 to 8, no level is lost. If the roll is 9+, the bleeding stops. An unconscious target loses Body levels instead of Fatigue levels. A target who is active suffers a -3 penalty to these Stamina rolls, and a completely still target receives a +1 bonus. Of course, accumulated Fatigue and wound penalties apply to all rolls. If outside help is received, a Chirurgy stress roll of 6+ stops the bleeding.

Gather the Essence of the Beast

MuVi15, Casting Total: +15

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

Spell Focus: Silver Globe (+3)

Concentrates the raw vis in a corpse into one part of that corpse, which can then be removed. This spell lets you gather all the raw vis you find without lugging around entire corpses of beasts. Note that the vis in many magical creatures is already concentrated in this manner in some specific organ, though this spell will allow you to relocate that vis if you wish.