



### THE CALL TO SLUMBER

ReMe10, Casting Total: +10,  
Penetration: +2

R: Voice, D: Mom, T: Ind

The target becomes sleepy and falls asleep within a few seconds.

(Base 4, +2 Voice)

### CURSE OF THE UNRULY TONGUE

ReCo5, Casting Total: +10,  
Penetration: +7

R: Voice, D: Conc, T: Ind

Causes the target to stutter and slur words. Communication rolls are at -3. Spoken spells are at -6 to the spellcasting roll, and there is an extra botch die.

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

### DISCERN THE IMAGES OF TRUTH AND FALSEHOOD

InIm15, Casting Total: +10,  
Penetration: -4

R: Per, D: Conc, T: Vision

You can tell whether an image has been created or altered through a spell, seeing both the original and false images in the case of alterations. Illusions caused by a spell with a level higher than five lower than the level of this spell are not discerned. If you botch the roll, you mistake illusions for the real thing and reality for illusion. Your discernment is not limited to visual illusions, although you can only tell that a sound is illusory if you are looking at the apparent source.

(Base effect, +1 Conc)

### DISGUISE OF THE NEW VISAGE

MuCo15, Casting Total: +13,  
Penetration: -1

R: Touch, D: Sun, T: Part

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.

(Base 3, +1 Touch, +2 Sun, +1 Part)

### EYES OF THE CAT

MuCo5, Casting Total: +8,  
Penetration: +4

R: Touch, D: Sun, T: Ind

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)

## Grimoire of Gasparius

### THE INVISIBLE EYE REVEALED

InVi14, Casting Total: +10,  
Penetration: -3

R: Per, D: Conc, T: Touch

The caster can feel any magical means currently being used to spy on him. The representation varies in a way that depends on the spell, but it often feels like something touching the magus's back. For example, a magus being spied upon with Enchantment of the Scrying Pool might feel wet fingers, while a magus who is being tracked by The Inexorable Search might feel a finger running over his skin. This spell detects the use of Intellego spells of up to double the level of this spell. A special spell is required because most Intellego spells are designed to be subtle, and they are more subtle at higher levels.

(Base effect)

### PERCEPTION OF THE CONFLICTING MOTIVES

InMe15, Casting Total: +14,  
Penetration: +0

R: Eye, D: Mom, T: Ind

You can detect the conflicting motives behind one target's actions. Thus you might learn that a guard feels conflict between fear and duty. This spell is often used before application of a Muto or Rego spell, since it is usually easier to change a target's emotions after you've sensed them than it is to create emotions.

(Base 10, +1 Eye)

### PRYING EYES

InIm5, Casting Total: +10,  
Penetration: +6

R: Touch, D: Conc, T: Room

You can see inside a room, as long as you can touch one of its walls. If the room is unlit or poorly lit, you can only see as much as you could if you were inside, but magical enhancements of your senses do apply. You may change your viewpoint within the room throughout the duration of the spell.

(Base 1, +1 Touch, +1 Conc, +2 Room)

### RECOLLECTION OF MEMORIES NEVER QUITE LIVED

MuMe4, Casting Total: +13,  
Penetration: +10

R: Eye, D: Sun, T: Ind

Changes the target's memory of a detail into a similar, though different, memory. The target is no more sure of

this manufactured memory than of the authentic one, so he may discover strange fabrications to be false.

(Base 1, +1 Eye, +2 Sun)

### SENSE OF FAERIE POWER

InVi2, Casting Total: +10,  
Penetration: +9

R: Touch, D: Mom, T: Ind

(Base 1, +1 Touch)

### WHISPERS THROUGH THE BLACK GATE

InCo15, Casting Total: +14,  
Penetration: +0

R: Touch, D: Conc, T: Ind

Requisite: Mentem

You can speak through the barrier-the figurative "gate"-that stands between the dead and the living, to one corpse that has not yet decayed into a skeleton. The corpse cannot have been buried in Church burial, nor have belonged to a spirit that went straight to Heaven (for example, a saint or a crusader). The spirit that you speak with is not compelled to tell the truth; you can, of course, find ways to coerce or trick it into doing so. All those around you can hear the voice of the corpse.

(Base 5, +1 Touch, +1 Conc, no cost for requisite)

### LIFTING THE DANGLING PUPPET

ReCo15, Casting Total: +10,  
Penetration: -3

R: Voice, D: Conc, T: Ind

Lifts a person of Size +1 or less vertically into the air. Generally, you can make the target rise or descend as fast as smoke rises, but a heavier person rises more slowly and falls more quickly.

(Base 4, +2 Voice, +1 Conc)

