

Blackjack's Grimoire #5

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Weaken

Health

Type: Physical

Range: LOS

Target: Body (R)

Duration: Sustained

Drain: (F/2+2)S

Weaken decreases the target individual's ability to withstand physical punishment. For every net success the castor achieves, the target loses a success while resisting physical damage.

Example Of Use:

One of Jill Magician's co-runners is involved in a savage sword battle with an Ork of much superior size. Even when the co-runner manages to hit the Ork, the Ork is able to easily shrug off the damage. Jill decides to cast Weaken in an attempt to even the odds. She tosses the spell and achieves 4 successes while the Ork's resistance test achieves a mere 2. The next time the Ork gets hit by the co-runner's sword he must subtract two successes from his damage resistance results. Jill sustains the spell throughout the duration of the battle.

Snake Staff

Transformation Manipulation

Type: Physical

Range: Touch (Restricted Target: Snakes)

Target: Body (R)

Duration: Permanent (1)

Drain: (F/2+1)L

The Snake Staff spell transforms any given snake into a staff, or visa versa. The size of the staff is generally the same length and width as the snake. The spell may be 'dropped' via a complex action during which the magician must simply resist drain using the full force of the spell as the base. When perceived astrally, the staffs bear the astral signature of the snake used in the transformation. (Note that the snake is NOT under the control of the magician (i.e. the magician can't tell the snake what to do), although GMs may wish to make this a possibility for specific, snake oriented players).

Example Of Use:

Jill Magician is doing an undercover job at GothHell, a club catering to the darkest of Seattle's magicians. In order to compliment her exotic, depressive garb she decides to generate two Snake Staffs to use as walking sticks. She chooses two large snakes of non-lethal variety and casts the spell, generating 5 successes for each snake. The snakes generate no successes in the resistance test and undergo transformation. Later, during a discussion at the club, somebody challenges Jill's goth status. Jill launches into a convincing monologue, during which she adds emphasis to her words by 'dropping' the Snake staff spell, resulting in wide eyed looks as Jill's argumentative opponents lock their eyes on the creatures now

slithering before them.