

The Grimoire of Albus Gwydion

(*Chris Jolliffe*)

Albus was a sorcerer of a past generation (some say many generations) who termed himself a 'Vivimancer', a specialist in the arcane arts of healing and defying death. His grimoire now resides under lock and key in the arcane library at Cantorbridge with study reserved for only the most eminent magicians and sages, at least officially. By repute, the Custodian cannot be bribed but may exchange access for the recovery of rare tomes.

The grimoire is notoriously poorly written, full of scribbled notes and diagrams and a peculiar shorthand. Learning any of the spells within takes twice as long as normal, and requires a successful Intelligence roll at (3d6 + spell level). Failing this wastes the entire time spent, requiring the student to start from the beginning again.

Spells

Benefactor (Sorcerer 2)

Range: 3m

Duration: Spell Expiry Roll applies

With this spell active, the sorcerer can transfer one Health Point from themselves to a single recipient within 3m, and may continue to do so once per round to the same or other recipient until spell expiry. Typically, the sorcerer will pause every now and then to heal themselves.

Lifeforce (Sorcerer 3)

Range: touch

Duration: Spell Expiry Roll applies

This spell imbues the recipient with a store of supernatural healing, adding 4 Health Points to their current and maximum Health Point scores. The effect is subject to a Spell Expiry Roll, after which the recipient loses the bonus Health Points (which, if they are at very low Health Points, could be dangerous). A recipient can only benefit from one such charm at a time.

Beneficent Ally (Sorcerer 5)

Range: touch

Duration: Spell Expiry Roll applies

This spell requires the caster to nominate a recipient and a donor. For the duration of the spell, the donor can choose to take any wound inflicted on the recipient upon themselves, until the spell expires.

Soul Vessel (Sorcerer 8)

Range: touch

Duration: until activated

The sorcerer can construct an effigy or picture of the recipient, imbued with charms and preparations costing 500 florins and 1 Health Point from the recipient, which they do not regain unless the spell completes with a successful resurrection. This effigy is usually kept in a safe location or carried by the sorcerer.

If the recipient is killed (the spell has no effect on natural death, such as disease or old age), their soul is transferred into the vessel, enabling spells such as *Resurrection* to be cast even if the body cannot be recovered. Of course, there needs to be a body prepared for inhabitation... If the soul is not brought back or transferred somehow within a month, it is lost.

Vessel of Flesh (Sorcerer 10)

Range: touch

Duration: until used

This allows the caster to grow a sorcerous and slightly amorphous body for a soul to inhabit. The process takes a month and 500 gold crowns, and the unnerving creation is kept in a crystal sarcophagus filled with a singular preserving fluid.

If a soul is brought to the form, typically with an Amulet of Soul Storing or Albus' own *Soul Vessel* spell, a *Resurrection* spell will transform into a copy of the revived person's original body. Better yet, this greatly reduces the loss of characteristics - instead of losing 1d3 Health Points and 1 from each characteristic, they lose 2 permanent Health Points and 1 from Looks.

Naturally, the spell does not recover any possessions.

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