



Chapter 12: Spells

This chapter lists all spells alphabetically. Alternate methods of indexing spells are available in *Appendix 2*. Following is a format for all spell entries:

Spell Name (*italicized* if Ceremonial Magic)

Level: Here is the power or complexity level of the spell, from 1 to 10. Spell level determines the casting time, which is listed in *Table 10-1* in *Chapter 10: Combat*. Note that casting 9th, and especially 10th, level spells requires sleep deprivation during the lengthy casting time. Examples of the 10 spell levels are given in the end of *Chap. 11: Magic*.

Discipline: Here is listed the discipline of magic in which the spell is categorized. While technically not a discipline, 'universal' is listed here as well. Otherwise, the ten disciplines include: annihilation, convocation, deterioration, domination, eradication, hallucination, prognostication, reformation, restoration, and supportation.

Range: Here is listed the range where the spell may take effect. Typically, the range designates the distance within which the center of an area may be designated (see area below). Otherwise, spell effects may not occur outside of the range.

Area: Here is listed the area affected by the spell. The center of the area must be within the range of the spell. Area may be listed in many ways. Examples include either two or three dimensions (such as Length x Width x Height), radius (a line segment extending from the center of a circle or sphere to the curve or surface), diameter (the length of a straight line through the center of an object), and a cone (a ray that becomes wider as it extends from its source, and whose dimensions are defined in the spell description).

Duration: Here is listed the duration that the spell's effects last.

Reference: Spells listed of ceremonial magic are not fabricated by the author of this game, but have been obtained from real-world references, cited at the end of this book.

Chant: Here is listed the chant that must be recited, if necessary. Typically, the chant is phrased repeatedly throughout the casting time of the spell, except for chants for 1st level spells, which are only phrased once. The number of phrasings may vary due to abnormally long or short chants.

Ingredients: Here is listed any necessary ingredients for the spell to be cast. The spell may not be cast until the proper ingredients, if required, are acquired.

Ritual: Here is detailed what ritual or gesture must be performed, if any. Assuming a ritual is required, the spell will not take effect without the proper performance of the ritual.

Description: Here is listed the description of the spell with all necessary details.

Spells

Ablation

Level: 5

Discipline: Reformation

Range: Touch

Area: One creature

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to remove an internal organ from a target creature. The target creature must be successfully touched, which necessitates a Brawling skill check (see *Chap. 8: Skills*) and a Called Shot (see *Chap. 10: Combat*).

This spell causes the skin and other body parts of the target creature to become very soft surrounding the internal organ specified by the spellcaster. This spell has no effect on creatures with hide or better natural armor.

If successful, the spellcaster is able to insert their hand into the body of the target creature and remove the specified internal organ. The MM decides the effect of the removal of the specified organ. The heart is a popular choice, since the target creature is doomed to die within 1-2 minutes. For this duration, the heart will continue to beat in the hand of the spellcaster.

Acclimation

Level: 2

Discipline: Reformation

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the body of a target creature or object to acclimate to its environment. Unfortunately, acclimation takes time. Consult the table below:

<u>Round</u>	<u>Effect Felt</u>
1	100%
2	80%
3	60%
4	40%
5	20%
6	0%

Therefore, the 3rd round after the spell Acclimation is cast, the target creature will only feel 60% of the effects of their environment.

This spell does not affect hunger or thirst, but usually acclimates a creature or object to dangerous surroundings, such as swimming in an acid pool or walking through fire.

After the spell expires, the target creature or object will instantly feel the full effects of their environment again.

Acidic Touch

Level: 1

Discipline: Reformation

Range: Touch

Area: One creature or object

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes acidic damage to a target creature or object. The fingertips of the spellcaster secrete magical acid for the duration of the spell, which cause d10 Life Points of damage per round of contact with flesh. However, the magical acid does not harm the spellcaster or any substance other than flesh.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Aching Feet

Level: 2

Discipline: Restoration

Range: Self

Area: Caster's feet

Duration: Permanent

Reference: *Arcana Mundi*, p. 72

Chant: I think of you; heal my feet. Let the earth retain the illness, and let health remain here.

Ingredients: None

Ritual: Recite the chant nine times, touch the earth, and spit. The chant must be recited sober.

Description: Casting this spell causes the caster's feet to stop aching, curing them from whatever caused them to ache.

Against every Wild Animal, Aquatic Creature and Robbers

Level: 2

Discipline: Supportation

Range: Self

Area: 10 foot radius

Duration: For the remainder of the present hour (if unknown, roll d6-1 and d10 to determine the number of minutes [01-60])

Reference: PGM VII. 370-73.

Chant: LOMA ZATH AION ACHTHASE MA ... ZAL BALAMAON EIEOY, protect me, (speak your own name), in the present hour; immediately, immediately; quickly, quickly.

Ingredients: A tassel

Ritual: Attach a tassel to your garment and speak the chant.

Description: This spell will protect the caster from all wild animals, aquatic creatures, and robbers, so that none will be able to come within 10 feet of the caster by their own volition, nor will they intend the caster any harm or pay the caster any attention whatsoever unless provoked by the caster, which will negate the spell's effects.

Against Evil Sleep

Level: 1

Discipline: Supportation

Range: Drinking vessel

Area: One person

Duration: Eight hours

Reference: PDM xiv. 706-10.

Chant: None

Ingredients: Flour of wild dates, milk, and wine

Ritual: Take the flour of wild dates which have been beaten with milk; you should make them together into a ball. Put in the wine!

Description: Casting this spell will enable the imbiber of the ritualized ingredients to be immune to the effects of any Evil Sleep spell, as well as any other magical attempt to interfere with the dreams of the imbiber for eight hours. The entire liquid must be drank; sipping produces no effect.

Against Menstruation

Level: 1

Discipline: Restoration

Range: The dung of an ass

Area: One woman

Duration: One week

Reference: PDM xiv. 1196-98.

Chant: None

Ingredients: Ass's dung

Ritual: You should fumigate a woman with an ass's dung when the menstruation is on her. She stops.

Description: Casting this spell will cause a woman to stop menstruating. All of the ass's dung must be used for the spell to take effect.

Agelast

Level: 2

Discipline: Domination

Range: 100 feet

Area: One creature

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a creature to lose the capacity to smile. During casting, the spellcaster must point at the target creature with a finger. This necessitates an Aim skill check (see *Chap. 8: Skills*). If the check is passed, the target creature is unable to smile. All attempts to induce happiness in the target creature will be perceived by the target creature as annoying. The target creature is not necessarily angered or depressed, but simply finds no amusement. Events which would normally amuse the target creature now either irritate, bore, or anger them. When a creature is under the influence of Agelast, they usually withdraw from others and prefer to not be bothered.

Akeldama

Level: 6

Discipline: Domination

Range: One mile

Area: 1,000' x 1,000'

Duration: 2 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes all creatures within the specified area to succumb to violent hatred of each other. Creatures within the area must pass a Drive check at TH 90 to be unaffected by the spell. Otherwise, provided there are enough people, the area becomes a field of bloodshed for the duration of the spell. Creatures within the area that fail their check are compelled to attack the nearest creature within the area. Creatures within the area seem to not even notice those outside the area, and feel no need to leave the area.

If no creature is left to attack in the area, the sole remaining creature will attempt to hang themselves. If this is not feasible, they will seem friendly and invite someone into the area of bloodshed, and then betray them by attacking them. As a last resort, the sole remaining creature will yell in hatred, cursing the world for the duration of the spell.

Alchemy

Level: 6

Discipline: Reformation

Range: Touch

Area: 2 coins to an exponential power equal to the level of the caster

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes metal coins, or their equivalent in weight, to mutate into gold. Therefore, bronze, copper, and silver may be transformed into gold. Alloys, however, will not become gold; pewter, brass, etc. will be unaffected.

Alter Temperature

Level: 1

Discipline: Reformation

Range: 50 feet

Area: 25' radius

Duration: 2 rounds to an exponential power equal to the caster's level

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: By casting this spell, the caster is able to physically change the temperature of the atmosphere in the area. The caster must decide whether the area will be heated or cooled, and this decision is irreversible for the duration of the spell. If the caster desires to raise the temperature, the area will become hot enough to boil water. Living creatures within this area suffer d10 LP per round of exposure. If the caster desires to lower the temperature, the area will become cold enough to freeze solid an animal weighing 20 lbs. or less. If cold-blooded, they will die. If warm-blooded, they suffer d10 LP per round of exposure.

An Excellent Spell for Silencing, for Subjecting, and for Restraining

Level: 2

Discipline: Eradication

Range: One mile

Area: One person

Duration: 4 minutes to an exponential power equal to the caster's level

Reference: PGM VII. 396-404.

Chant: None

Ingredients: Lead from a cold-water pipe

Ritual: Take the ingredient and make a lamella (a thin metal plate) and inscribe it with a bronze stylus, and set it with a person who has died prematurely. While performing this ritual, think of a person, picture them in your mind.

Description: Casting this spell will cause the person who is imagined during the ritual and within a mile to suddenly become unable to speak and move, though they are able to survive by shallow breathing.

Anti-venom

Level: 1

Discipline: Restoration

Range: Touch

Area: Creature touched

Duration: 2 minutes to an exponential power equal to the caster's level

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell inoculates a target against natural venoms as found in spiders, snakes, and poisonous plants by making the target immune to these natural poisons. Poison that already affects the character will continue to affect them.

Arachnid Feet

Level: 1

Discipline: Reformation

Range: Touch

Area: Creature touched

Duration: 2 minutes to an exponential power equal to the caster's level

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: The creature touched by the caster will experience a change in their hands and feet. More specifically, their hands and feet will become sticky enough to allow them to climb on smooth walls and ceilings, as would a spider.

Ascertain Properties

Level: 1

Discipline: Universal

Range: Touch

Area: One object

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a voice in his head to state one magical property of an object in question for every two levels of the caster.

Audio Range

Level: 1

Discipline: Reformation

Range: 30 feet per caster level

Area: Special

Duration: Until the caster ceases to concentrate on the effect

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: The caster may recreate any memorable sound, and the sound may be louder at higher caster levels. Consult the table below:

Caster Level	Maximum Volume
1	A yelling human
2	A barking big dog
3	A marching army of 100 humans
4	Dozens of galloping horses
5	A yelling ogre
6	A yelling giant
7	A roaring lion
8	A roaring dragon
9+	Thunder

Augment Charisma

Level: 6

Discipline: Supportation

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes one of the sub-abilities of Charisma of the target creature to augment. Which sub-ability is affected is determined randomly by the MM with a d4. The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). The randomly selected sub-ability increases by d6 points.

Augment Intelligence

Level: 6

Discipline: Supportation

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes one of the sub-abilities of Intelligence of the target creature to augment. Which sub-ability is affected is determined randomly by the MM with a d4. The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). The randomly selected sub-ability increases by d6 points.

Augment Dexterity

Level: 6

Discipline: Supportation

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes one of the sub-abilities of Dexterity of the target creature to augment. Which sub-ability is affected is determined randomly by the MM with a d4. The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). The randomly selected sub-ability increases by d6 points.

Augment Physique

Level: 6

Discipline: Supportation

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes one of the sub-abilities of Physique of the target creature to augment. Which sub-ability is affected is determined randomly by the MM with a d4. The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). The randomly selected sub-ability increases by d6 points.

Augment Wisdom

Level: 6

Discipline: Supportation

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes one of the sub-abilities of Wisdom of the target creature to augment. Which sub-ability is affected is determined randomly by the MM with a d4. The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). The randomly selected sub-ability increases by d6 points.

Banish Disease

Level: 4

Discipline: Restoration

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell banishes all disease from a target creature. For the spell to take effect, the target creature must be touched by the spellcaster. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). While this spell will not heal all damage incurred from disease, it will remove all disease from the target creature, which immediately halts future damage from the same instance of disease.

Banish Allergy

Level: 3

Discipline: Restoration

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell banishes an allergy from a target creature. For the spell to take effect, the target creature must be touched by the spellcaster. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). If the target creature has more than one allergy, then one allergy is randomly selected and banished.

Banish Intoxication

Level: 2

Discipline: Restoration

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell banishes intoxication from a target creature. For the spell to take effect, the target creature must be touched by the spellcaster. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). If affected, the target creature will instantly become sober.

Banish Paralysis

Level: 4

Discipline: Restoration

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell banishes paralysis from a target creature. For the spell to take effect, the target creature must be touched by the spellcaster. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Banish Poison

Level: 4

Discipline: Restoration

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell banishes all poison from a target creature. For the spell to take effect, the target creature must be touched by the spellcaster. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). While this spell will not heal all damage incurred from poison, it will remove all poison from the target creature, which immediately halts future damage from the same dose of poison.

Beguile Enemy

Level: 1

Discipline: Domination

Range: 50 feet

Area: One creature

Duration: d6 minutes

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell subdues a hostile enemy by lowering their Drive to 50% for the duration of the spell. First, the creature must pass a Drive check at TH 80 or become passive and subdued. If the creature passes the check, the creature remains a hostile enemy.

Bestow Aching Back

Level: 1

Discipline: Deterioration

Range: Touch

Area: One creature touched

Duration: 2 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a target creature touched by the spellcaster to suffer from an aching back. If the target creature does not desire to be touched by the spellcaster, a Brawling skill check is required (see *Chap. 8: Skills*). The target creature must pass a Physical Fitness check at TH 50 to be unaffected by this spell.

The pain from this back ache does not translate meaningfully into gaming statistics, but it does annoy the target the creature.

Bestow Aeon

Level: 7

Discipline: Deterioration

Range: Touch

Area: One creature touched

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a target creature touched by the spellcaster to instantly and permanently age several million years. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). The MM must determine the lifespan of the target creature. Aging beyond the creature's lifespan is fatal. Nearly all mortal creatures will fossilize after an aeon.

Bestow Asphyxiation

Level: 5

Discipline: Deterioration

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the lungs of a touched target creature to become unable to function. As a result, the target creature suffocates to death. If the target creature passes a Health sub-ability check at TH 85, then the spell has no effect, although breathing may become a little difficult. If the check is failed, then Strength and Life Points are lost in accordance with the Choking maneuver under the Wrestling skill (see *Chap. 8: Skills*).

Bestow Allergy

Level: 2

Discipline: Deterioration

Range: Touch

Area: One creature touched

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a target creature touched by the spellcaster to permanently acquire a random allergy. If the target creature does not desire to be touched by the spellcaster, a Brawling skill check is required (see *Chap. 8: Skills*). The target creature must pass a Health check at TH 60 to be unaffected by this spell. The MM determines the exact allergy randomly by referring to Allergies in *Chapter 3: Body*.

Bestow Aura

Level: 2

Discipline: Hallucination

Range: Touch

Area: Special

Duration: 2 hours to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes one or more creatures or objects to glow with an aura. The spell affects one creature or object per caster level. Upon casting, the caster determines the strength or brightness of the aura, as well as its hue. The strength may vary from a faint and almost undetectable shimmer, to a radiance which may be obvious a hundred feet away. While the caster may choose any hue, popular choices are black, red, or an eerie green.

This spell does not affect partial creatures or objects. Other than appearance, the aura does not affect the target creature or object. Since a spell is in effect, a proper detection spell will detect the presence of active magic.

The effected area is limited by caster level:

<u>Caster Level</u>	<u>Area Effected</u>
1	1 cubic foot or 1 cat
2	3 cubic feet or 1 dog
3	10 cubic feet or 1 human
4	100 cubic feet
5+	1,000 cubic feet

Bestow Blindness

Level: 4

Discipline: Deterioration

Range: Touch

Area: One creature touched

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a target creature touched by the spellcaster to become permanently and totally blind. Blind creatures are unable to see; Vision is zero. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). By passing a Health check at TH 80, the target creature is not affected by the spell and retains their Vision. Blind creatures depend on the Blindfighting skill in combat (see *Chap. 8: Skills*). Blind humanoids often compensate for their loss of Vision by using a walking stick or staff as an aid.

Bestow Blistering Boils

Level: 2

Discipline: Deterioration

Range: Touch

Area: One victim's skin

Duration: 2 hours to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the skin of a touched victim to blister and form puss-filled boils. This affliction has an onset time of d20 rounds. After the onset time, d100 boils will appear each round for d6 rounds. Regardless of the number of boils that appear, in totality they will cause 2d6 LP of damage, unless the blisters pop. There is a 5% chance per level of the caster that d% of the blisters will pop after they finish appearing. If blisters pop, then the percentage of the blisters that popped equals the percentage of LP that the victim loses.

Clever spellcasters have gathered puss from the broken blisters. If this puss is ingested, it causes d4 LP of damage per full gulp. Aside from its acrid taste, puss from Bestow Blistering Boils burns the throat and stomach.

Bestow Century

Level: 5

Discipline: Deterioration

Range: Touch

Area: One creature touched

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a target creature touched by the spellcaster to instantly and permanently age one hundred years. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). The MM must determine the lifespan of the target creature. Aging beyond the creature's lifespan is fatal.

Bestow Contortion

Level: 2

Discipline: Deterioration

Range: 100 feet

Area: 2 creatures to an exponential power equal to the level of the caster

Duration: 2 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a randomly determined limb on multiple creatures to become temporarily useless. Since different creatures have different numbers of limbs, the MM must randomly determine which limb. If a creature has a tail, it counts as a limb. The caster must see the target creatures as the spell is cast. The MM determines the effects of a useless limb.

Bestow Convulsion

Level: 4

Discipline: Deterioration

Range: 200 feet

Area: One creature

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a target who is seen by the caster to begin convulsing uncontrollably. Bestow Convulsion affects 4d100 LP; a creature with more LP is unaffected. If bipedal, the victim will topple to the ground. The victim's limbs will extend and become stiff or rigid, and shake violently from their socket at the torso. The victim's mind remains clear, though they are unable to prevent spasmodic shaking. Further, the victim is unable to speak. However, if the victim passes a Drive of TH 40, they may be able to whisper. If able, victims of Bestow Convulsion usually whisper pathetic pleas, such as "Help, help me."

Bestow Deafness

Level: 4

Discipline: Deterioration

Range: Touch

Area: One creature touched

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a target creature touched by the spellcaster to become permanently and totally deaf. Deaf creatures are unable to hear. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). By passing a Health check at TH 80, the target creature is not affected by the spell and retains their hearing. If sentient, in time the deaf creature may be able to learn to read lips.

Bestow Decade

Level: 4

Discipline: Deterioration

Range: Touch

Area: One creature touched

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a target creature touched by the spellcaster to instantly and permanently age ten years. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). The MM must determine the lifespan of the target creature. Aging beyond the creature's lifespan is fatal.

Bestow Disease

Level: 3

Discipline: Deterioration

Range: Touch

Area: One creature touched

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a target creature touched by the spellcaster to acquire a random disease from *Chapter 3: Body*. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). The random and magical disease that is acquired is permanent, though it is subject to all limitations of the real disease.

Bestow Fatigue

Level: 1

Discipline: Deterioration

Range: 20 feet per caster level

Area: 1 creature

Duration: d20 minutes

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a creature to suffer great fatigue. The following adjustments take effect for the duration of the spell: Physical Fitness and Strength are halved, Hand-Eye Coordination and Agility are reduced to 75%.

Bestow Greater Harm

Level: 3

Discipline: Deterioration

Range: Touch

Area: One creature touched

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to harm another. In order to inflict greater harm, the creature to be harmed must be touched by the caster, which necessitates a Brawling skill check (see *Chap. 8: Skills*). If successful, the creature suffers 2d20 Life Points of damage. This spell only harms the living. If missed, then the spell is wasted.

Bestow Harm

Level: 2

Discipline: Deterioration

Range: Touch

Area: One creature touched

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to harm another. In order to inflict harm, the creature to be harmed must be touched by the caster, which necessitates a Brawling skill check (see *Chap. 8: Skills*). If successful, the target creature suffers 2d8 Life Points of damage. This spell only harms the living. If missed, then the spell is wasted.

Bestow Intoxication

Level: 1

Discipline: Deterioration

Range: Touch

Area: 2 creatures to an exponential power equal to the level of the caster

Duration: 2 hours to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes multiple recipients to become intoxicated. To intoxicate someone, the spellcaster must successfully touch them, entailing a successful Brawling skill check (see *Chap. 8: Skills*), unless the target creature freely allows the spellcaster to touch them. Each recipient is affected as though they drank d6 glasses of mead (see Intoxication in *Chap. 3: Body*). Effects may be cumulative from multiple castings.

Bestow Leprosy

Level: 4

Discipline: Deterioration

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a creature touched to acquire the disease known as leprosy. (see Diseases in *Chap. 3: Body*). If the target creature does not desire to be touched, then a Brawling skill check is required (see *Chap. 8: Skills*).

Upon successfully touching the target creature, they must pass a Health check at TH 95 to not acquire the disease. If the target creature fails the check, they acquire Leprosy.

Leprosy is a chronic, infectious disease that primarily affects the skin, mucous membranes, and nerves. Many consider leprosy to be a punishment of the gods for sin; hence, the leper is in a state of defilement.

The target creature immediately experiences a loss of sensation in d4 patches of skin. These areas are randomly determined as follows. Roll d10 and consult the table for Crucial Damage in *Chap. 10: Combat* to determine the General Body Location.

One of these areas is severe enough to cause a body part or limb to fall off. The others remain problematic areas of extremely low sensation.

Bestow Lesser Harm

Level: 1

Discipline: Deterioration

Range: Touch

Area: One creature touched

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to harm another. In order to inflict lesser harm, the target creature must be touched by the caster, which necessitates a Brawling skill check (see *Chap. 8: Skills*). If successful, the creature suffers d10 Life Points of damage. This spell only harms the living. If missed, then the spell is wasted.

Bestow Loss of Appetite

Level: 2

Discipline: Deterioration

Range: Touch

Area: One creature touched

Duration: 2 days to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to nullify the appetite of a target creature. In order to Bestow Loss of Appetite, the target creature must be touched by the caster, which necessitates a Brawling skill check (see *Chap. 8: Skills*). If successful, the creature loses all desire to eat. All thoughts of food and drink will be disgusting to the target creature. Consult the following table to determine the damage done:

<u>Days w/o Substance</u>	<u>LP Reduced to:</u>
1	100%
2	(90 + d8)%
3	70 + d20)%
4	(40 + 2d20)%
5	(3d20)%

If the target creature does not eat or drink in five days, then they will perish before the sixth. The target creature will violently oppose any tactics by others to induce eating or drinking.

Bestow Millennium

Level: 6

Discipline: Deterioration

Range: Touch

Area: One creature touched

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a target creature touched by the spellcaster to instantly and permanently age one thousand years. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). The MM must determine the lifespan of the target creature. Aging beyond the creature's lifespan is fatal. Most mortals die.

Bestow Muteness

Level: 4

Discipline: Deterioration

Range: Touch

Area: One creature touched

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a target creature touched by the spellcaster to become permanently and totally mute. Mute creatures are unable to speak or utter a sound. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). By passing a Health check at TH 80, the target creature is not affected by the spell and retains their ability to speak or make vocal sounds. Mute creatures may suffer a reduction in Rhetorical Charisma as determined by the MM.

Bestow Numbness

Level: 1

Discipline: Deterioration

Range: Touch

Area: 6 square inches of flesh

Duration: 3 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes an area of skin on another to lose all sensation after the caster touches it. The caster's touch necessitates a successful Brawling skill check (see *Chap. 8: Skills*). This spell is used for many purposes. For instance, if an opponent's hand becomes numb, they are 80% likely to drop their weapon.

Bestow Paralysis

Level: 2

Discipline: Deterioration

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a creature touched to become paralyzed. If the target creature does not desire to be touched, then a Brawling skill check is required (see *Chap. 8: Skills*). This spell only affects 2 LP to an exponential power equal to the level of the caster. Creatures with more LP than the caster is capable of affecting or unaffected.

Once touched, a target creature must make a Health check. Consult the table below:

TH	Effect
<05	Total body paralysis, including the brain and heart. Target creature dies in 2d6 rounds.
05	Bodily paralysis, but able to breathe.
25	Bodily paralysis, but able to breathe and one random limb is not paralyzed.
50	Bodily paralysis, but able to breathe and two random limbs are not paralyzed.
75	Two random limbs are paralyzed.
90	One random limb is paralyzed.

Victims of Bestow Paralysis are able to move their eyes, unless their Health TH was less than 5. Further, victims are able to think clearly. Although the neck of a victim suffering 'bodily paralysis' will not move, the victim is aware of their condition and surroundings; they are simply unable to move or react.

Bestow Virus

Level: 1

Discipline: Deterioration

Range: 50' per caster level

Area: Special, see below

Duration: One minute per caster level

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a number of LP of creatures specified below to need to pass a Health check at TH 60 or they become infected with a magical virus, popularly called Infectuosica-Vomitory. The virus causes people to vomit unwillingly and uncontrollably d10 times per minute. During the duration of this spell, they are unable to attack, their Sprint Speed is reduced to 50%, and their CA suffers 15. The caster is immune to the virus. See the table below to determine the number of LP affected:

<u>Caster Level</u>	<u>LP Affected</u>
1	d10
2	2d8
3	2d20
4	4d100
5+	4d1000

All of the LP of a target must be used for that target to be affected.

Brittlebone

Level: 1

Discipline: Deterioration

Range: 25 feet

Area: One creature

Duration: d6 rounds

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: This spell serves to weaken the skeletal structure of a man-sized or smaller creature, thereby doubling the effective range for Crucial Damage with pounding weapons and adds 20 to the severity of all crucial blows. The target creature must be seen by the caster.

Burning Bush

Level: 9

Discipline: Convocation

Range: 50 feet

Area: 10 cubic feet

Duration: 1 round per two caster levels

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell convokes a deity to enter a bush, which makes the bush burn. The deity inside the Burning Bush communicates with a low and booming voice from within and addresses the spellcaster. No spellcaster has ever learned its true name. The deity refuses to identify itself. Yet, it has been renowned for wielding godly might in the past at the behest of the spellcaster. The MM determines the reactions of the god to being summoned. If asked its name, the god replies "I am who I am," so that the spellcaster will not know its true name and have any power over it. Further, this god will refuse to emerge from the burning bush and does not allow anyone to see it. The bush will burn without structurally deteriorating for the duration of the spell.

Business Spell

Level: 1

Discipline: Supportation

Range: 20' radius from figurine

Area: One small business or shop

Duration: As long as the figurine is in the wall

Reference: PGM IV. 2359-72.

Chant: CHAIOCHEN OUTIBILMEMNOUOTH ATRAUICH. Give income and business to this place, because Psentebeth lives here.

Ingredients: Orange beeswax, the juice of an aeria plant, ground ivy, as well as a cock, some wine, and a lamp that is not colored red.

Ritual: Take the beeswax, juice, and ivy, and make a figure of a merchant having a hollow bottom, grasping in his left hand a herald's wand and in his right a small bag. Write on hieratic papyrus these names, and you will have continuous business: CHAIOCHEN OUTIBILMEMNOUOTH ATRAUICH. Put the papyrus inside the figure and fill in the hole with the same beeswax. Then deposit it in a wall, at an inconspicuous place, and crown him on the outside, and sacrifice to him a cock, and make a drink offering of wine, and light for him a lamp that is not colored red.

Description: Profits increase by 10% per caster level in one shop or small business for as long as the caster desires and retains the figurine in place.

Call Acid Rain

Level: 3

Discipline: Convocation

Range: 1 mile

Area: 100,000 cubic feet

Duration: 2d4 rounds

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell summons acid rain to fall in a 100' x 100' x 100' area. Each round that acid rain contacts flesh, it causes 1d10 LP of damage. The acid is weak and does no harm to metal or other substances.

Call Animals

Level: 2

Discipline: Convocation

Range: 0

Area: One mile radius

Duration: 1 round per caster level

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: This spell summons a number of creatures from the surrounding area as a function of the caster's level. The exact type of creature is determined by the MM, since the surroundings may vary considerably. Usually, common creatures arrive. Creatures never have more Life Points than the caster, though together they may have more. Consider the table below:

<u>Caster Level</u>	<u>Number Summoned</u>
1-2	d4
3	d6
4-5	d8
6-8	2d6
7-10	2d8
11-15	2d10
16+	2d12

Call Avalanche

Level: 5

Discipline: Convocation

Range: 1 mile

Area: 100' x 100' x 100'

Duration: 2 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell summons a portion of an avalanche occurring somewhere in the world at the moment. The caster determines where the avalanche will appear within the radius of a mile. The avalanche will either consist of tons of falling snow and ice (1-4 on a d8) or rock (5-8).

The avalanche itself will occur for d6 rounds. During this time heavy material determined above will fall to the ground. After this time, d20 feet of the material will remain and cause continuous crushing damage until the end of the duration of the spell.

Falling snow distributes d4 IP or LP per round. Thereafter, crushing damage is 1/3 LP per foot of depth of snow and ice.

Falling rock distributes 2d20 LP per round. Thereafter, crushing damage is 5 LP per foot of depth of remaining rock.

In either case, characters trapped underneath material should consult the choking maneuver under the Wrestling skill (see *Chap. 8: Skills*) to see if they suffocate to death.

Call Blizzard

Level: 7

Discipline: Convocation

Range: 1 mile

Area: 1,000' x 1,000' x 1,000'

Duration: 2 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell summons a severe blizzard to appear in an area designated by the caster and which is within the range of the spell. For the first 2d4 rounds, no damage will occur to creatures within the blizzard. Visibility will be reduced to 5%.

However, after 2d4 rounds of continual exposure, each creature within the blizzard will suffer 1 LP of cold damage per round. If the creature wears metal armor, but is not directly touching metal, then damage is increased to 2 LP per round.

For each round in which cold damage occurs, there is a chance of getting frostbite. The chance of acquiring frostbite is exponential. For the first round of damage, there is a 2% chance. This chance doubles exponentially each round thereafter. If frostbite is acquired, then roll a d6 to determine its location: (1-3) hands, (4-5) feet, (6) nose.

If any portion of the body of a subjected creature is in contact with metal, then this portion of the body risks twice the normal chance of acquiring frostbite.

Call Chilly Gust

Level: 1

Discipline: Convocation

Range: Limited by caster's vision

Area: 20' x 20' x 20'

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell summons a chilly gust of air. The caster may place the chilly gust of air anywhere that they can see. Any target the caster is able to see may be affected by a chilly gust of wind. The air does (d6 -1) LP of damage to all in the area. Those with human-like skin are apt to have goosebumps after experiencing the chilly gust.

Call Familiar

Level: 1

Discipline: Convocation

Range: Caster

Area: 1-mile radius

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: The caster calls forth a single animal from the surrounding countryside to become a permanent pet and minion. A special mental and magical bond exists between the caster and the minion that allows them to communicate telepathically. It is at the MM's discretion what type of animal comes forth to serve. The creature serves the caster faithfully and willingly. The creature can have no more than the amount of LP that the caster has. Most familiars have d10 LP. If the familiar dies, the caster must pass a Health check at a TH of 60 or die. If the caster survives, he will be weak and effectively have 0 MP for d6 days. Common names for familiars are Hammerlein, Haussibut, and Hinkebein.

Call Flood

Level: 10

Discipline: Convocation

Range: One entire world

Area: One entire world

Duration: 40 days and 40 nights

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes an entire world to be flooded for forty day and forty nights. After this time, the effects of the flood will take one year to fully return to normal.

Call Fog

Level: 1

Discipline: Convocation

Range: One mile

Area: 10 cubic feet to an exponential power equal to the level of the caster

Duration: 4 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell summons fog from the atmosphere, which the caster may center anywhere within one mile. Spellcasters usually use fog to reduce visibility, such as when it is necessary to flee, sneak about, or avoid combatants. This spell grants a base penalty of -30 to Vision checks, with an additional penalty of -5 per caster level. The penalty only applies when reasonable.

Call Gale Wind

Level: 1

Discipline: Convocation

Range: Limited only by caster's vision

Area: 20' x 20' x 20'

Duration: 1 round per caster level

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes wind that does not damage creatures, but effectively impedes or prevents movement toward the caster and assists movement away from the caster according to the table below:

Target Weight in Pounds	Sprint Speed	
	Movement Toward	Movement Away
<11*	0%	100%
11-50	20%	110%
51-100	40%	120%
101-150	60%	130%
151-200	80%	140%
201+	100%	150%

*Note: Any objects weighing less than eleven pounds will be hurled in a random direction, both horizontally and vertically. When striking another object, d10 points of damage are done to both the object hurled and the object struck.

When attempting to Sprint, a successful Balance skill check (see *Chap. 8: Skills*) must be made at TH 50 or instead they fall down and are subject to any enemy attacks that are within range for one round.

Call Greater Item

Level: 4

Discipline: Convocation

Range: Touch

Area: One item

Duration: 1 day per caster level

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: The item summoned may weigh no more than 100 lbs. It is not possible to summon a part or portion of an object; the whole or entire object must be summoned. For instance, it is not possible to summon a vagina without the woman who must accompany it, unless of course it was already dismembered. The item cannot be magical. Upon completion of the spell, the item vanishes, returning to its original place prior to summoning.

Call Guard Dog

Level: 2

Discipline: Convocation

Range: One mile

Area: One creature

Duration: 2d6 hours

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: A wild or domesticated dog from the surrounding mile is summoned to serve the caster. The dog will bark continuously and as loud as possible whenever it sees any being larger than two feet in height or length approach within 100 feet of the caster. If the dog is attacked, it will attempt to remove the genitalia of the opponent by biting, locking, and pulling. The dog will not be distracted from its duties. For example, a male dog may become erect if a bitch (in any context) wanders past, but miraculously, he will not chase her in hopes of procreation. At the end of the spell, the dog is finally allowed to urinate, lick its balls, and runs home.

Call Lesser Being

Level: 2

Discipline: Convocation

Range: 300 feet

Area: One creature

Duration: 2 rounds to an exponential power
equal to the caster's level

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: A being of 10-20 LP is summoned by the caster to do his bidding. The creature that arrives is determined by the MM's discretion. Most commonly, these creatures arrive: dogs, goblins, hobbits, demi-human women, big snakes, etc.

Call Light

Level: 1

Discipline: Convocation

Range: 50 feet

Area: 25' radius that may be mobile

Duration: 2 minutes to an exponential power
equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell summons light as bright as torch-light. The light is summoned to a single point within the range as determined by the caster. From this point, the light will shine with the brightness of torch-light for the duration of the spell. In total darkness, the light will reasonably illuminate an area of 25' radius.

If the light is summoned onto a point within the radius, and the point is mobile, then the light will move with the point. However, if the mobile point at any time exceeds the range of the spell, the light will cease and the spell will end prematurely.

If the light is summoned into an eye of a living creature, it may blind that eye of the creature for d6 rounds if they fail a Health check at TH 50. If one eye is blinded, then the MM will apply a penalty of -30 to all attack rolls for the duration of the spell.

Call Lightning

Level: 4

Discipline: Convocation

Range: 1 mile

Area: One creature or object

Duration: Two rounds

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell conjures electrical energy from the surrounding sky and harnesses it together into a single destructive bolt. During the casting of the spell, the caster must specify the target creature or object as a location of the strike. Energy gathers above during the first round, though it cannot be seen, heard, or otherwise detected. Regardless of the caster's initiative, a bolt of lightning strikes the target at the beginning of the second round. The lightning bolt causes 10d10 IP or LP damage. Due to thunder, those within 50 feet must pass a Health check at TH 30 or become permanently deaf. Thunder will be heard miles away.

Call Maggots

Level: 1

Discipline: Convocation

Range: 50 feet

Area: 10' x 10'

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell summons d1000 maggots into the area designated by the caster. Maggots feast only upon dead flesh. If only living creatures are present within the area, the maggots will crawl over their body, eating away only dead flesh such as dandruff; this is actually healthy for the skin.

However, if any cadaver is within the area, such as an undead creature, the maggots will swarm it within the next round. Thereafter, the maggots will eat flesh at a rate presented below:

<u># of Maggots</u>	<u>Consumption Rate</u>
< 50	1 LP/week
51 - 100	1 LP/day
101 - 250	1 LP/hour
251 - 500	1 LP/minute
501 - 750	1 LP/3 rounds
751 - 1,000	1 LP/round

Call Magic Mail

Level: 1

Discipline: Convocation

Range: Touch

Area: One target creature

Duration: 2d6 rounds

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell calls forth magical energy that protects one target creature by providing a bonus of 15 to CA. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Call Object

Level: 2

Discipline: Convocation

Range: Special

Area: Special

Duration: 2 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell summons a non-living object from the surrounding area to rest in the hand of the spellcaster. The object may weigh no more than 10% of the weight of the caster. Also, the object may not exceed one cubic foot per level of the spellcaster. Consult the table below to determine the maximum range within which the object may be summoned:

Caster Level	Range
1	10 feet
2	50 feet
3	100 feet
4-5	200 feet
6-7	500 feet
8-9	1,000 feet
10-12	1 mile
13-14	10 miles
15+	100 miles

After the duration of the spell, the summoned object will return to its original location. The object may not be magical.

Call Quake

Level: 6

Discipline: Convocation

Range: One mile

Area: 100,000 cubic feet

Duration: 2d4 rounds

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell summons an earthquake to occur at the designated area. The earth opens a rift around the area of effect, which must be within 100' x 100' x 100'. All who are within the area fall to the bottom of the rift. At the end of the spell, the rift closes, sealing as though nothing ever happened. All within suffer 4d1000 x 10 IP or LP of damage until crushed or dead.

Call Tidal Wave

Level: 5

Discipline: Convocation

Range: One mile

Area: 100,000 cubic feet

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell summons a tidal wave that is 100 feet tall and over 100 feet wide. The tidal wave appears instantly and falls upon whatever is in the area, distributing 4d1000 IP or LP of damage.

Though damage is distributed immediately, the circumstances and environment affect the next few minutes. After the initial distribution of damage, the waters will disperse appropriately. The aftereffects of this much water being summoned to the area is the MM's discretion.

Call Vermin

Level: 5

Discipline: Convocation

Range: One mile

Area: 10' x 10'

Duration: 2d6 rounds

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: This spell summons a horde of d1000 red-eyed rodents from the surrounding mile to simultaneously attempt to devour anything within the specified area. To determine how many pounds of vermin attack a target, multiply the number in the horde by two. The swarming black massive horde of vermin will attempt to Overbear any target within the area, as in the Wrestling skill. If successful, the horde will tear meat from the victim's skull. Once they Overbear the victim, the rodents will gnash and gnaw at the skull first, and work their way from head to toe, picking every morsel to the bone. However, if the horde is exposed to any fire, they will abandon their target and flee. While the spell is in effect, the target is unable to react if Overbearing is successful. Whether Overbearing occurs or not, the target suffers a number of Life Points of damage per round equal to 1% of the number of rodents in the horde. Every round that the target is being gnawed upon, the MM makes a secret roll to determine whether or not the target has acquired a disease. Note that it is quite possible to acquire multiple diseases. The MM's check equals the target's Health with a TH of 40. If a disease is acquired, roll percentile dice and consult the table below:

<u>Roll</u>	<u>Disease</u>
01-10	Anthrax
11-30	Bubonic Plague
31-99	Rabies
00	Undulant Fever

Further, if the victim survives, then for every round that rodents gnawed upon them, they lose

5% of their Facial Charisma due to scarring. There is also a 50% risk that the scarring is permanent.

Charm for Causing Separation

Level: 2

Discipline: Domination

Range: 1 mile per caster level

Area: Two people originally on good terms

Duration: 2 days to an exponential power equal to the caster's level

Reference: PGM XII. 365-75.

Chant: I call upon you, god, you who are in the empty air, you who are terrible, invisible, and great, you who afflict the earth and shake the universe, you who love disturbances and hate stability and scatter the clouds from one another, IAIA IAKOUBIAI IO ERBETH, IO PAKERBETH IO BOLCHOSETH BASDOUMA PATATHNAX APOPSS OSESRO ATAPH THABRAOU EO THATHTHABRA BORARA AROBREITHA BOLCHOSETH KOKKOLOIPTOLE RAMBITHNIPS: give to him, (speak the name of the first victim), the son of her, (speak the name of the mother of the first victim), strife, war; and to him, (speak the name of the second victim), the son of her, (speak the name of the mother of the second victim), odiousness, enmity.

Ingredients: A pot of smoked fish and a bronze stylus

Ritual: On a pot of smoked fish inscribe a spell with a bronze stylus and recite it afterwards and put it where they (your victims) are, where they usually return, repeating at the same time the chant.

Description: Casting this spell separates two people who are otherwise on good terms. Though this spell is primarily intended to separate two male friends, it may also separate husband and wife.

Charm for Direct Vision

Level: 5

Discipline: Convocation

Range: 50 feet

Area: 9' diameter circle, unless broken

Duration: 1 round per caster level

Reference: PGM VII. 319-34.

Chant: Let the earth be still, let the air be still, let the sea be still; let the winds also be still, and do not be a hindrance to this my divination — no sound, no loud cry, no hissing. For I am a prophet, and since I am about to call a terrible, fearful name, 'KOLLA OLPHIOLOGEMALA ACHEROIO,' open the holy temple, the world built on the earth, because I am MANCHNOBIS CHOLCHOBE MALASET IAT THANNOUITA KERTOMENOU PAKERBAO KRAMMASIRAT MOMOMO MELASOUT PEU PHRE. Open my ears so that you may reveal to me concerning those things I ask you to answer me. Come on, come on; immediately, immediately; quickly, quickly; and speak concerning those things about which I questioned you. Appear to me, I command you, for I am IEO BELPHENO, who considers this matter."

Ingredients: Copper vessel, male frankincense

Ritual: Take the copper vessel, pour rainwater into it, and make an offering of male frankincense. Speak the chant.

Description: This spell summons a spirit to answer a question asked by the spellcaster. Once the spirit appears, the spellcaster may ask the question. When finished and desiring to dismiss the spirit, say: "Go away, for my health and well-being." While bound within the circle, the spirit is also bound to speak the truth. If the spirit does not know the answer, it must admit ignorance. If the circle is broken, the spirit is no longer bound by the caster and may leave. The MM determines the knowledge and behavior of the spirit. Even though the spirit is bound by the caster and must be truthful, the spirit does not have to behave respectfully.

Charm Small Mammal

Level: 1

Discipline: Domination

Range: 50 feet

Area: One non-humanoid mammal

Duration: d6 minutes

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: The effect of this spell is to subdue a non-humanoid mammal of 10 LP or less to obey simple commands of the caster. The charmed mammal will not understand speech, but only the simplest of the caster's thoughts. For example, it may understand: *help me, kill them, defend me, or guard this*. Conversely, the mammal will not understand thoughts such as: *take the sword from his hand, get his attention, bring me food*, etc.

Charm to Break Enchantment

Level: 4

Discipline: Convocation

Range: None

Area: Caster

Duration: 1 hour per spell level

Reference: PGM XXXVI. 256-64.

Chant: None

Ingredients: A three-cornered sherd (shard)

Ritual: Taking a three-cornered sherd from the fork of a road -- pick it up with your left hand -- inscribe it with ink and hide it. Write: ASSTRAELOS CHRAELOS, dissolve every enchantment against me, (write your own name), for I conjure you by the great and terrible names which the winds fear and the rocks split when they hear it.

Description: Casting this spell nullifies or breaks all spells from the domination discipline in effect by others regarding the caster.

Charm to Break Spells

Level: 3

Discipline: Universal

Range: Self

Area: 3 foot radius to an exponential power equal to the caster's level

Duration: Permanent/Instantaneous

Reference: PGM XXXVI. 178-87.

Chant: None

Ingredients: Lead

Ritual: Take lead and draw on it a unique figure holding a torch in its right hand, in its left - and at the left -- a knife, and on its head three falcons, and under its legs a scarab, and under the scarab a serpent.

Description: Casting this spell will break other spells. Provided that the caster is of equal or greater occupational level (except priests, who must exceed the level) and that they have more MP when the spell is cast than the spellcaster whose spell they wish to break, all spells in effect and cast by others will cease.

Charm to Induce Insomnia I

Level: 1

Discipline: Domination

Range: 100 yards per caster level

Area: One female

Duration: The night following the casting

Reference: PGM VII. 374-76.

Chant: None

Ingredients: A seashell

Ritual: Take the ingredient and write: "IPSAE IAOAI, let her, (speak the name of the female to be affected), daughter of (speak the name of the female's mother), lie awake because of me." That night she will lie awake.

Description: Casting this spell causes one named female to lie awake, unable to sleep, for one night.

Charm to Induce Insomnia II

Level: 4

Discipline: Eradication

Range: 2 miles to an exponential power equal to the caster's level

Area: One female

Duration: Permanent until caster negates it

Reference: PGM XII. 376-96.

Chant: None

Ingredients: A living bat and ink

Ritual: Take a living bat and on the right wing paint with ink a picture of a man with long hair sitting on a chair. On the left wing write the following: "I call upon you, great god, T H A T H A B A T H A T H PETENNABOUTHI PEPTOU BAST EIESOUS OUAIR AMOUN OUTHI ASCHELIDONETH BATHARIBATH; let her, (name the female you would like to have permanent insomnia), lie awake through the whole night and day, until she dies, immediately, immediately; quickly, quickly."

Perform this spell at the waning of the moon and the woman will die for lack of sleep, without lasting seven days. This charm cannot at any time have an antidote. But if you at some time wish one, do not release the bat, but keep it in custody, and do this as well: when you want to release it, wash off with spring water that has been written on the wings and release the bird. But do not use this spell save for a great intrigue.

Description: Casting this spell will cause a specified female to suffer from insomnia until the caster releases her from the spell or until she dies on the seventh day.

Charm to Inflict Harm I

Level: 2

Discipline: Deterioration

Range: 1 mile

Area: One victim

Duration: d100 hours

Reference: PGM XXXVI. 231-55.

Chant: Supreme angels, just as this frog drips with blood and dries up, so also will the body of him, (speak the name of the person to be harmed), whom (speak the name of the mother of the person to be harmed) bore, because I conjure you, who are in command of fire MASKELLI MASKELLO.

Ingredients: A lead lamella (thin metal plate), bronze stylus, blood from a bat, a frog, thread, bronze needle, reed, and hairs of a black ox.

Ritual: Take a lead lamella and inscribe with a bronze stylus the following names, and after smearing it with blood from a bat, roll up the lamella in the usual fashion. Cut open a frog and put it into its stomach. After stitching it up with thread and a bronze needle, hang it up on a reed from your property by means of hairs from the tip of the tail of a black ox, at the east of the property near the rising of the sun.

On the lamella, write: “OUSIRI
S E S E G G E N B A R P H A R G G E S
OUSIRI I S E S E S I R I S E S E I R I S E S E
R I S E S E I S E S E S E S E G E S E G G E N
E G G E N G G E N G E G G E N B A R P H
G G E N B A R P H G E N B A R P H
G E N B A R P H E N B A R P H B A B.

“E R I K I S E P H E A R A R A C H -
A R A P H T H I S K E R A R I K I S I P H T H E A R A -
R A C H A R A E P H T H I S I K E R I K I S I P -
H T H E A R A R A C H A R A E P H T H I S I K E.”

Description: Casting this spell inflicts harm on one chosen victim. The caster must roll percentile dice to determine the amount of damage in LP that the victim loses. This damage will occur steadily during d100 hours. If the victim loses 100% of their life, they die. When the spell expires, the victim will heal naturally.

Charm to Inflict Harm II

Level: 4

Discipline: Deterioration

Range: 1 mile

Area: Those who bring charges against the spellcaster

Duration: Permanent

Reference: PGM LI. 1-27.

Chant: I exhort you, demon of the dead and the necessity of death which has happened in your case, image of the gods, to hear my request and to avenge me, (speak your name), whom (speak your mother's name) bore, because a charge has been brought against me. And I exhort you not to listen to those who have brought charges against me, wicked men ungodly toward me. I ask you, demon of the dead, not to listen to them but to listen only to me, (speak your own name), since I am pious toward the gods, and to cause them to be ill for their whole life.

Ingredients: None

Ritual: Speak the chant

Description: Casting this spell will cause those who bring charges against the spellcaster to acquire a random disease (see *Chap. 3: Body*). Charges are more than simple slander, they must be public, though not necessarily formal or legal. Public, here, means the charges must be told to a group of at least a dozen people. Rumors and gossip spread individually do not count.

Charm to Inflict Harm III

Level: 5

Discipline: Deterioration

Range: One mile

Area: One female

Duration: One hour per caster level

Reference: PGM LXIV. 1-12.

Chant: Strike ill, attract, send a dream. I call upon you by your sacred names, PSINA PSINA KRADIDA PSIOMOIPS....Make her writhe at my feet for a short time.

Ingredients: None

Ritual: Speak the chant

Description: Casting this spell causes a woman to suffer for a duration. This writhing pain will never be forgotten. The female will convulse painfully and continuously. When the spell expires, every muscle in her body will ache for d4 days.

Charm to Open a Door

Level: 2

Discipline: Universal

Range: Touch

Area: One door

Duration: Permanent

Reference: PGM XXXVI. 312-20.

Chant: Open up for me, open up for me, door bolt; be opened, be opened, door bolt, because I am ARCHEPHRENEPSOU PHIRIGX.

Ingredients: An unfallen umbilical cord and ink

Ritual: Take from a firstborn ram an umbilical cord that has not fallen to the ground, and after mixing in ink, apply it to the door bolts when you want to open a door, and speak the chant, and you will open it immediately.

Description: Casting this spell will open a door, whether it is sealed by magic or rust.

Charm to Subject

Level: 6

Discipline: Annihilation

Range: 1 mile

Area: One victim

Duration: Caster's whim, but the spell must be maintained by concentration, so the caster may not perform other activities or cast other spells.

Reference: PGM X. 36-50.

Chant: Just as these sacred names are being trampled, so also let him, (speak the name of the person), the trouble-maker, be trampled.

Ingredients: A lamella (metal leaf or thin metal plate) and a frog's tongue

Ritual: Take a lamella from a yoke for mules and engrave on it the following names and put a frog's tongue in it.

ABRASAX

AEEOYO	CHYCH	MICHAEL	IOCHCH
EEIOYA	CHYBACHYCH	RAPHAEL	NYSEU
EIOYOA	BACHACHYCH	GABRIEL	NYCHIEU
IOYOAEE	BAKAXICHYCH	SOURIEL	AOCHIE
OYOAEEI	BAZABACHYCH	ZAZIEL	MECHEU
YOAEEO	BADETOPHOTH	BADAKIEL	LAO
OAEEOY	BAINCHOOCH	SYLIEL	SABAOOTH
			ADONAI

ABRASAX Subject him, (write the name of the person), to me immediately; quickly, quickly.

z

When the metal leaf with the frog's tongue is put into your right sandal, speak the chant.

Description: With the casting of this spell, a person named by the caster will be trampled as long as the caster wears an engraved lamella under their sandal. 4d8 LP of damage occur every round.

Coal Foot

Level: 1

Discipline: Supportation

Range: Touch

Area: One creature

Duration: d6 minutes

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: The creature touched gains the ability to walk across or upon non-magical fire barefoot without experiencing pain or damage. However, non-magical fire may be applied to other parts of their body with normally damaging effects.

Coercive Spell for Restraining

Level: 3

Discipline: Eradication

Range: 1 mile

Area: One limb

Duration: 2 minutes to an exponential power equal to the caster's level

Reference: PGM VII. 394-95.

Chant: SPHEDEMOUR BIRBIA ECHI
EROPHTHI ATARMETRA CHELOOPS.

Ingredients: None

Ritual: Speak the chant.

Description: Casting this spell causes one limb of a person or creature of which the caster envisions to become useless and immobile.

Complete Healing

Level: 6

Discipline: Restoration

Range: Touch

Area: One creature touched

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to heal one creature without limitation. In order to bestow healing, the creature to be healed must be touched by the caster, which means that a successful Brawling skill check is required (see *Chap. 8: Skills*), unless the creature does not object to being healed, in which case no check is necessary. If successful, the creature regains their full potential of Life Points if they are wounded, regardless of the number. If missed, then the spell is wasted.

Conflagration

Level: 7

Discipline: Annihilation

Range: 1 mile

Area: 250 feet blast radius

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes incomprehensible burning damage. The caster must choose a central point within the range. From this central point, a fiery blast will explode violently and implode again within one round. Anything within the area is subjected to 2d100 IP or LP. No vegetation will grow in this area for one year. The explosion will be heard and felt up to a half-mile away.

Contraceptive Spell

Level: 3

Discipline: Eradication

Range: Touch

Area: A woman's genitals

Duration: Number of years of sterility according to the number of seeds used.

Reference: PGM XXXVI. 320-32.

Chant: None

Ingredients: Bittervetch seeds, frog, a seed of henbane, mare's milk, nasal mucus of a cow, grains of barley, leather skin made from a fawn, mulehide skin

Ritual: Take as many bittervetch seeds as you want for the number of years you wish to remain sterile. Steep them in the menses of a menstruating woman. Let them steep in her own genitals. And take a frog that is alive and throw the bittervetch seeds into its mouth so that the frog swallows them, and release the frog alive at the place where you captured him. And take a seed of henbane, steep it in mare's milk; and take the nasal mucus of a cow, with grains of barley, put these into a leather skin made from a fawn and on the outside bind it up with mulehide skin, and attach it as an amulet during the waning of the moon. Mix in also with the barley grains cerumen from the ear of a mule.

Description: Casting this spell prevents pregnancy.

Convert to Cannibal

Level: 3

Discipline: Domination

Range: Touch

Area: One target creature

Duration: 2 days to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell converts a target creature to cannibalism for the duration of the spell. For the duration of the spell, the target creature will demonstrate a distaste for most food, and clearly prefers to eat their own species. Target creatures that are converted to cannibalism will not act stupidly, but may cunningly attempt to eat their own kind, if possible.

If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). If the target creature passes a Wisdom check at TH 70, then the spell has no effect.

Cover Tracks

Level: 1

Discipline: Reformation

Range: None

Area: A mobile 25' radius around the caster

Duration: 2 minutes to an exponential power equal to the caster's level

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: For the duration of this spell, the area around the caster is untraceable. This applies to all area that had been affected. For instance, a wizard casts this spell and gets away on his wagon. All area that the wagon has covered during the duration of the spell will leave no tracks. Thus, the first few minutes of his getaway are permanently untraceable.

Create Species

Level: 10

Discipline: Reformation

Range: Touch

Area: Earth

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to create a mortal species. If a mortal casts this spell, it is likely to upset gods. The player must consult the MM to determine what is admissible.

Cryogenics

Level: 3

Discipline: Annihilation

Range: 200 feet

Area: One target

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell releases cold energy in the form of a thin beam that projects forth from the end of one of the caster's fingers. For the beam to be aimed and therefore connect with the target, a successful Aim skill check must be made (see *Chap. 8: Skills*). The beam of cold energy causes 2d20 Life Points of damage by freezing this proportion of the victim solid. Consult the Crucial Damage section of *Chap. 10: Combat* to determine the location of the ray's contact.

The MM determines what body parts are frozen. For humanoids, the following percentages apply:

<u>Body Part</u>	<u>Percent of Body</u>
Head	10
Each arm	10
Torso	40
Each leg	15

If the entire head or torso becomes frozen then the victim must pass a Health check at TH 30 to remain alive. Each minute thereafter, they must pass a check, though the TH increases by 5 every minute until they are completely thawed.

Movement may be hindered as well when body parts are frozen. The MM must decide the effects.

Thawing time equals 2 minutes per LP of damage. The rate of thawing may be affected by the temperature of the environment and is subject to the MM's discretion.

Cryoprobe

Level: 1

Discipline: Annihilation

Range: 50 feet

Area: One target

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell releases cold energy in the form of a thin beam that projects forth from the end of one of the caster's fingers. For the beam to be aimed and therefore connect with the target, a successful Aim skill check must be made (see *Chap. 8: Skills*). The beam of cold energy causes d10 Life Points of damage.

Cryotherapy

Level: 1

Discipline: Restoration

Range: Touch

Area: One target

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell releases cold energy through touch. If a creature does not want to be touched, then a successful Brawling skill check (see *Chap. 8: Skills*) must be made to touch them. If touched, no damage will occur, but a cold sensation will be felt.

The common application of this spell is to prevent further swelling on a wound. While it does not heal, no further damage will occur with that wound. For instance, if a character is unconscious, they are more likely to stabilize.

Cup Spell

Level: 4

Discipline: Domination

Range: Ingestion

Area: One specific female

Duration: Special

Reference: PGM VII. 643-51.

Chant: You are wine; you are not wine. The guts of IAO PAKERBETH SEMESILAM OOO E PATACHNA IAAA. At whatever hour you descend into the guts of her, (speak the name of the desired female), let her love me, (speak your own name), for all the time of her life.

Ingredients: A cup of wine

Ritual: Speak the chant to the cup seven times

Description: Once this spell is cast, the cup of wine must be drunk by the desired female so named in the chant within the day. If not, the spell has no effect. If the desired female drinks the entire cup of wine within the same day that the spell was cast, then she will immediately fall in eternal love with the caster.

De Medicamentis

Level: 6

Discipline: Restoration

Range: Touch

Area: One diseased, unhealthy, or wounded person

Duration: Permanent

Reference: *Arcana Mundi*, p. 72

Chant: Go away, no matter whether you originated today or earlier: this disease, this illness, this pain, this swelling, this redness, this goiter, these tonsils, this abscess, this tumor, these glands and the little glands I call forth, I lead forth, through this spell, from these limbs and bones.

Ingredients: None

Ritual: Recite the chant while sober and touching the relevant part of the body with three fingers: thumb, middle finger, and ring finger; the other two are stretched out.

Description: Casting this spell cures a disease, heals a wound, or brings a person back to health. The power of this spell is its diversity of applications and its disregard for LP. Regardless of the points considered, it is healed or restored in one creature.

Decortication

Level: 4

Discipline: Reformation

Range: Direct line of sight

Area: One square foot of flesh per level of the caster

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the skin of a target creature seen by the spellcaster during casting to be peeled from their body. The skin begins peeling at d4 random locations on their body, determined by the MM. The MM must estimate the percentage of skin that has been peeled. This equals the percentage of LP suffered in damage.

Further, unless bandaged immediately, the skinned victim will lose a number of LP per round equal to the estimated percentage above due to blood loss.

If the victim survives being skinned alive, the skinned portions of their body will feel no pain, since nerve endings are in the flesh.

Demokritos' Sphere

Level: 2

Discipline: Prognostication

Range: 50 feet

Area: One sick person

Duration: Instantaneous

Reference: PGM XII. 351-64.

Chant: None

Ingredients: None

Ritual: Find out what day of the month the sick one took to bed. Figure the numerological number of the name of the sick person (see the Divination [Numerology] skill in *Chap. 8: Skills*). Add the number of their name to the day of the month they became sick and divide by thirty. Look up on the 'sphere' the quotient: if the number is on the upper register, the person will live, but if it is on the lower register, he will die.

1	10	19
2	11	20
3	13	23
4	14	25
7	16	26
9	17	27
5	15	22
6	18	28
8	21	29
12	24	30

Description: This spell cannot be learned or cast without already having the skill of Divination (Numerology) in *Chapter 8: Skills*.

Demokritos' Table Gimmicks

Level: 1

Discipline: Universal

Range: Special, see below

Area: Special, see below

Duration: Special, see below

Reference: PGM VII. 167-86.

Chant: None

Ingredients: Listed below, if any

Ritual: Listed below

Description: Originating from Demokritos, one of the first wizards from ages past, this spell consists of many uses for minor magic. They are as follows:

To make bronzeware look like it's made of gold: Mix native sulfur with chalky soil and wipe it off. This spell has been recognized as the beginnings of alchemy.

To make an egg become like an apple: Boil the egg and smear it with a mixture of egg-yolk and red wine.

To make the chef unable to light the burner: Set a house-leek plant on his stove.

To be able to eat garlic and not stink: Bake beetroots and eat them. This may also be used as a breath freshener.

To keep an old woman from either chattering or drinking too much: Mince some pine and put it in her mixed wine.

To make the gladiators painted on the cups "fight": Smoke some hare's head underneath them.

To make cold food burn the banqueter: Soak a squill in hot water and give it to him to wash with.

To relieve him: Apply oil.

To let those who have difficulty intermingling, those who are shy in a social setting, perform well: Give gum mixed with wine and honey to be smeared on the face.

To be able to drink a lot and not get drunk: Eat a baked pig's lung.

To be able to travel a long way home and not get thirsty: Gulp down an egg beaten in wine.

To be able to copulate a lot: Grind up fifty tiny pinecones with two ounces of sweet wine and two pepper grains and drink it.

To get an erection when you want: Grind up a pepper with some honey and coat your "thing".

Detect Air

Level: 1

Discipline: Prognostication

Range: None

Area: 50' radius

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to be able to detect the element of air in the area.

Detect Choleric Temperament

Level: 2

Discipline: Prognostication

Range: None

Area: 50' radius

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to be able to detect the scent of any and all primarily choleric beings in the area unless they are protected by some sort of spell that prevents detection. The caster is not able to discern the exact beings unless they are within 10 feet of the caster or are alone.

Detect Earth

Level: 1

Discipline: Prognostication

Range: None

Area: 50' radius

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to be able to detect the element of earth in the area.

Detect Emotion

Level: 4

Discipline: Prognostication

Range: 50 feet

Area: One creature

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: The caster is able to detect the dominant emotion felt by a target creature at the moment, unless they are protected by some sort of spell that prevents detection. Only one emotion may be detected. Emotions that may be detected include the following primary emotions:

Primary Emotions

Acceptance	Fear
Anger	Joy
Anticipation	Sadness
Disgust	Surprise

However, in some circumstances, two emotions are felt in equal proportion, creating a blend. Depending on the discretion of the MM, the following secondary emotions may be useful:

<u>Secondary</u>	<u>Primary Components</u>
Aggression	Anger and anticipation
Awe	Fear and surprise
Contempt	Anger and disgust
Disappointm.	Sadness and Surprise
Love	Acceptance and Joy
Optimism	Anticipation and Joy
Remorse	Disgust and Sadness
Submission	Acceptance and Fear

Detect Ether

Level: 1

Discipline: Prognostication

Range: None

Area: 50' radius

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to be able to detect the element of ether in the area.

Detect Ethicality

Level: 3

Discipline: Prognostication

Range: None

Area: 50' radius

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to be able to detect the scent of any and all ethical beings in the area unless they are protected by some sort of spell that prevents detection. Note that it is not possible to discern the exact beings unless they are within 10 feet of the caster or alone.

Detect Evanescence

Level: 7

Discipline: Prognostication

Range: None

Area: 2' radius to an exponential power equal to the level of the caster

Duration: 2 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to be able to detect and locate the presence of evanescent or invisible creatures. They appear to have a glowing black aura around them, however, the caster is not able to identify the type of creature. Only the glowing aura shows. Only the caster is able to see the aura.

Detect Fire

Level: 1

Discipline: Prognostication

Range: None

Area: 50' radius

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to be able to detect the element of fire in the area.

Detect Immorality

Level: 3

Discipline: Prognostication

Range: None

Area: 50' radius

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: The caster is able to detect the scent of any and all immoral beings in the area unless they are protected by some sort of spell that prevents detection. The caster is not able to discern the exact beings unless they are within 10 feet of the caster or are alone.

Detect Lie

Level: 4

Discipline: Prognostication

Range: None

Area: 50' radius

Duration: 2 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: The caster is able to detect the scent of any and all lies as they are spoken in the area, unless they are protected by some sort of spell that prevents detection. The caster is not able to discern the exact beings unless they are within 10 feet of the caster or are alone. The scent is not stronger or weaker depending on the degree of lying. Each statement made is either truthful as far as the teller knows, or it is not. Hence, a white lie is still a lie.

Detect Magic

Level: 1

Discipline: Universal

Range: None

Area: 50' radius from the caster

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to immediately sense the presence of magic nearby. Though this is not clear, the caster may discern whether the magic is weak, moderate, or strong.

Detect Melancholic Temperament

Level: 2

Discipline: Prognostication

Range: None

Area: 50' radius

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to be able to detect the scent of any and all primarily melancholic beings in the area unless they are protected by some sort of spell that prevents detection. The caster is not able to discern the exact beings unless they are within 10 feet of the caster or are alone.

Detect Morality

Level: 3

Discipline: Prognostication

Range: None

Area: 50' radius

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to be able to detect the scent of any and all moral beings in the area unless they are protected by some sort of spell that prevents detection. The caster is not able to discern the exact beings unless they are within 10 feet of the caster or are alone.

Detect Object

Level: 6

Discipline: Prognostication

Range: Special

Area: One object

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to be able to detect any object. The more familiar the caster is with the object, the easier it is to detect it. The caster must pass a Spatial sub-ability check as follows to detect the object:

<u>TH</u>	<u>Example</u>
05	Lifelong possession of the caster
20	Caster has seen the object within a week
30	Caster has seen the object within a month
40	Caster possesses a piece of the object, such as a link from a suit of chainmaille
60	Caster has seen the object
80	Caster has received a detailed account of the object by an eye-witness
99	Caster doesn't know anything specific about the object. For example, the caster searches for a book, but does not know the name, size, color, or author of it.

Objects may be detected at the following ranges:

<u>Caster Level</u>	<u>Range</u>
1-6	100 feet
7	250 feet
8	1,000 feet
9	1 mile
10	10 miles
11-12	100 miles
13-14	1,000 miles
15-17	10,000 miles

16-19 Current planet
20+ Universe and other planes

If the object is found, the caster instantly knows the location of it, but only by Spatial Intelligence. For instance, the caster feels an urge that it is “this way,” but cannot visualize the immediate surroundings of the object.

Detect Phlegmatic Temperament

Level: 2

Discipline: Prognostication

Range: None

Area: 50’ radius

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to be able to detect the scent of any and all primarily phlegmatic beings in the area unless they are protected by some sort of spell that prevents detection. The caster is not able to discern the exact beings unless they are within 10 feet of the caster or are alone.

Detect Sanguine Temperament

Level: 2

Discipline: Prognostication

Range: None

Area: 50’ radius

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to be able to detect the scent of any and all primarily sanguine beings in the area unless they are protected by some sort of spell that prevents detection. The caster is not able to discern the exact beings unless they are within 10 feet of the caster or are alone.

Detect Surface Thoughts

Level: 4

Discipline: Prognostication

Range: 50 feet

Area: One creature

Duration: 2 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: The caster is able to Detect Surface Thoughts of a target creature at the moment, unless they are protected by some sort of spell that prevents detection. Surface thoughts do not involve deeper considerations or necessarily reflect a position that a creature has taken on an issue. Instead, surface thoughts are merely the thoughts that occur to the creature at the moment.

For example, if the surface thoughts are detected of a virile male as an attractive strumpet approaches, thoughts detected may be “God, I’d give anything to shove my stovepipe into that!”

Detect Thoughts

Level: 5

Discipline: Prognostication

Range: Touch

Area: One creature

Duration: 2 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: The caster is able to Detect Thoughts of a target creature at the moment, unless they are protected by some sort of spell that prevents detection. The spellcaster must touch the target creature. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Different from Detect Surface Thoughts, Detect Thoughts allows the spellcaster to probe the mind of the target creature while touching their head. The spellcaster must decide what thought is to be detected. Here, thoughts may be opinions on topics or issues.

It takes d6 rounds for the brain of the target creature to reply. The reply is not conscious. Instead, the spellcaster is merely silencing everything else in the brain except for thoughts about that particular issue.

Detect Unethicality

Level: 3

Discipline: Prognostication

Range: None

Area: 50' radius

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to be able to detect the scent of any and all unethical beings in the area unless they are protected by some sort of spell that prevents detection. The caster is not able to discern the exact beings unless they are within 10 feet of the caster or are alone.

Detect Water

Level: 1

Discipline: Prognostication

Range: None

Area: 50' radius

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to be able to detect the element of water in the area.

Determine Magic

Level: 1

Discipline: Universal

Range: Touch

Area: One object

Duration: One second

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: The effect of this spell is to determine the discipline of magic imbued in an object. Following is a table that delineates the color of each discipline:

<u>Color</u>	<u>Discipline</u>
Red	Annihilation
Green	Convocation
Gray	Deterioration
Sable	Domination
Yellow	Eradication
Orange	Hallucination
Purple	Prognostication
Blue	Reformation
Peachy	Restoration
Brown	Supportation
White	Universal

Detonation

Level: 1

Discipline: Annihilation

Range: Touch

Area: Special

Duration: Special

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the spellcaster to select a non-living target for Detonation. The spellcaster must touch the target. The target cannot be more than one object. Only a whole, not partial, target can be detonated.

The size of the target to be detonated depends on the level of the spellcaster. Two cubic feet per exponential power equal to the level of the caster.

The blast radius is equal to the size of the target to an exponential power equal to the level of the caster. Upon Detonation, everything within the blast radius incurs d10 IP or LP or damage.

The duration is randomly determined by the MM as follows. First, roll d4. The unit of time is either (1) seconds, (2) rounds, (3) minutes, or (4) hours. Next, multiply one unit of this measurement by d100. This is the duration until Detonation. The spellcaster is unaware of the duration until Detonation.

If the target determined to detonate takes any damage whatsoever, it detonates immediately.

Since only non-living targets may be selected, it is popular among spellcasters to cast this spell on the undead, which allows for wandering targets that will inevitably explode.

Develop Breasts

Level: 2

Discipline: Reformation

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the breasts of a target creature to develop. The spellcaster must touch the target creature. If the target creature does not desire to be touched by the spellcaster, a Brawling skill check is required (see *Chap. 8: Skills*).

This spell may be cast on any mammal -- male or female, young or old. The effects of this spell are to increase the size of the breasts of the target creature. In fact, the breasts will increase the equivalent of one cup size. However, there is no guarantee that they will be perky. For instance, the nipples may aim at the ground.

If male breasts are developed, the male will not gain muscle, nor breast milk, but the fatty deposits of the chest will augment. This will cause a reduction of 3 in Bodily Attractiveness. Others may be more likely to mock the male's breasts.

If female breasts are developed, she will likely gain significantly more sexual attention. Below are modifiers to Bodily Attractiveness based on the new cup size:

<u>New Cup Size</u>	<u>Modifier</u>
B	+15
C	+10
D	+5
E	-5
F	-10
G+	-15

Diminish Charisma

Level: 5

Discipline: Deterioration

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes one of the sub-abilities of Charisma of the target creature to diminish. Which sub-ability is affected is determined randomly by the MM with a d4. The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). The randomly selected sub-ability decreases by d12 points.

Diminish Intelligence

Level: 5

Discipline: Deterioration

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes one of the sub-abilities of Intelligence of the target creature to diminish. Which sub-ability is affected is determined randomly by the MM with a d4. The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). The randomly selected sub-ability decreases by d12 points.

Diminish Dexterity

Level: 5

Discipline: Deterioration

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes one of the sub-abilities of Dexterity of the target creature to diminish. Which sub-ability is affected is determined randomly by the MM with a d4. The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). The randomly selected sub-ability decreases by d12 points.

Diminish Physique

Level: 5

Discipline: Deterioration

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes one of the sub-abilities of Physique of the target creature to diminish. Which sub-ability is affected is determined randomly by the MM with a d4. The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). The randomly selected sub-ability decreases by d12 points.

Diminish Wisdom

Level: 5

Discipline: Deterioration

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes one of the sub-abilities of Wisdom of the target creature to diminish. Which sub-ability is affected is determined randomly by the MM with a d4. The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). The randomly selected sub-ability decreases by d12 points.

Discursivity

Level: 3

Discipline: Domination

Range: Touch

Area: One target humanoid creature

Duration: 2 hours to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes one creature touched by the caster to be unable to hold a conversation without rambling randomly from topic to topic. This spell requires the caster to touch the target, which necessitates a Brawling skill check (see *Chap. 8: Skills*). The target creature is compelled to change the topic every d20 words. To be unaffected by the spell, the target creature must pass two sub-ability checks: Drive at TH 50, and Rhetorical Charisma at TH 40.

Divination by Means of a Boy

Level: 4

Discipline: Convocation

Range: 50 feet

Area: 9' circle

Duration: 1 minute per caster level

Reference: PGM VII. 348-58.

Chant: I call upon you, inhabitants of Chaos and Erebos, of the depth, of earth, watchers of heaven, of darkness, masters of things not to be seen, guardians of secrets, leaders of those beneath the earth, administrators of things which are infinite, those who wield power over earth, servants in the chasm, shudderful fighters, fearful ministers, inhabitants of dark Erebos, coercive watchers, rulers of cliffs, grievous of the heart, adverse demons, iron-hearted ones BITHOURARA ASOUEMARA...OTROUR MOURROUR APHLAU MANDRAROUROU SOU MARAROU, reveal concerning the matter which I am considering.

Ingredients: A boy

Ritual: After laying the boy on the ground, speak the chant and a dark-colored boy will appear to him.

Description: Casting this spell summons a spirit that manifests itself in the form of a dark-colored boy. This random spirit from a chaotic or immoral afterlife will be forced by the spell to inform the caster of everything the spirit knows regarding the matter. The MM decides the extent, if any, of the spirit's knowledge. If the circle surrounding the spirit is broken, the spirit will almost certainly attempt to harm the caster. While the spirit itself is noncorporeal, the boy is present physically. The spirit possesses the body of the boy, and if free, it will not ally itself with another entity. If the boy's body is slain, the spirit will return to its afterlife. The boy's body has 10 LP.

Divine Maul

Level: 3

Discipline: Annihilation

Range: 100' radius

Area: 50' radius

Duration: 1 round per 2 caster levels

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell creates a magical maul (which is 20 lbs., 5' in length, made of granite) that appears and immediately seeks out any vertebrates. Upon finding a vertebrate, living or dead, within the area of the spell, this unholy truncheon attempts to bludgeon until it is powder. The Divine Maul attacks only once per round, which is last in every round. The weapon receives no bonuses or penalties while attacking. If it hits, however, the Divine Maul delivers 2d20 Life Points of damage. Crucial Damage is possible, and when such a hit is scored, the Divine Maul hits as though swung by a size Large assailant. The Divine Maul will never attack the caster. If there is no vertebrate within the area, the Divine Maul will pound the ground.

Drawn and Quartered

Level: 4

Discipline: Convocation

Range: 50 feet

Area: 500 square feet

Duration: 2 rounds

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell summons four large and powerful steeds, two on each end of a target creature seen by the caster. Each horse will face away from the target. Four ropes are also conjured. Each rope has one end tied to an ankle or wrist of the target, and the other end tied to a leg of a horse.

At the absolute beginning of the second round, each horse feels sharp pain on its rear, and the horses attempt to flee the area. As the horses attempt to flee, each limb of the target creature is torn from the torso and dragged behind a fleeing horse. Anyone with a Strength less than 300 is dismembered and dies, regardless of the number of LP. At the end of this round, the horses and ropes return to where they were conjured from, but the body parts remain.

Dream Spell

Level: 1

Discipline: Hallucination

Range: 5 feet to an exponential power equal to the caster's level

Area: One female

Duration: One hour per caster level

Reference: PGM VII. 407-10.

Chant: CHEIAMOPSEI ERPEBOTH, let her, (speak the name of the female to whom you would like to appear in their dreams), whom (speak the name of the female's mother) bore, see me in her dreams, immediately, immediately; quickly, quickly.

Ingredients: None

Ritual: Speak the chant frequently.

Description: Casting this spell causes the caster to appear in a female's dreams whom he names. It is the MM's duty to invent the caster's role in the subject's dream.

Ejaculate Acid

Level: 1

Discipline: Reformation

Range: Touch

Area: Testicles of touched target creature

Duration: Special

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell requires the caster to touch the target creature, necessitating a Brawling skill check (see *Chap. 8: Skills*). This spell only works on males. Upon successful contact, the next time the target creature ejaculates, normal sperm will not spew forth from his penis, but acid. The entire load of magical acid will cause 1 IP or LP of corrosive damage per caster level to whatever it touches.

Ejaculate Poison

Level: 2

Discipline: Reformation

Range: Touch

Area: Testicles of touched target creature

Duration: Special

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell requires the caster to touch the target creature, necessitating a Brawling skill check (see *Chap. 8: Skills*). This spell only works on males. Upon successful contact, the next time the target creature ejaculates, normal sperm will not spew forth from his penis, but poison. The entire load of magical acid will cause 1 IP or LP of poison damage per caster level to whatever it touches. If the semen is ingested by a female, she must pass a Health check of TH 30 or die.

Electrical Field

Level: 1

Discipline: Annihilation

Range: 15 feet

Area: One target and a two-foot radius around the target

Duration: Two rounds per caster level

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell creates a small electrical field to surround the target. It is harmless to the target and does d10 Life Points of damage to anything that enters within a two-foot radius of the target.

Eternal Spell for Binding a Lover

Level: 3

Discipline: Domination

Range: Penile penetration

Area: One orifice

Duration: Eternity

Reference: PGM VII. 191-92.

Chant: None

Ingredients: Gall of a wild boar, rock salt, and honey

Ritual: Rub together the ingredients and smear the head of your penis.

Description: Upon casting this spell, the caster must insert his smeared head of his penis into an orifice of his desire. Thereafter, that orifice will burn with desire for the caster eternally, begging for it daily.

Evanescence

Level: 3

Discipline: Hallucination

Range: Touch

Area: Special

Duration: Special

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a creature or object touched by the caster to become evanescent, invisible. If a creature is the intended recipient, and if the creature does not desire to become evanescent, then the caster must pass a Brawling skill check (see *Chap. 8: Skills*) to successfully touch the creature.

Evanescence is a hallucination that functions by inducing all onlooking sentient beings to need to pass Intuition checks at a TH of 60 + 3 per caster level. Failure means they do not see the evanescent creature or object.

While evanescent, a creature may be invisible to others, but will still make sound normally. Evanescent creatures may attack others and remain evanescent.

The amount of area which may become evanescent follows:

<u>Caster Level</u>	<u>Area Effected</u>
1	1 cubic inch
2	4 cubic inches
3	1 cubic foot or a cat
4	10 cubic feet or a human
5	100 cubic feet
6	1,000 cubic feet
7	10,000 cubic feet
8	100,000 cubic feet
9	1,000,000 cubic feet
10	10,000,000 cubic feet
11	100,000,000 cubic feet
12	1 cubic mile
13	1,000 cubic miles
14	100,000 cubic miles
15	100,000,000 cubic miles

Only one creature or object may become evanescent. The creature or object in question must fit within the area listed above. Otherwise, the spell simply fails. Only whole creatures or objects may become evanescent. For instance, it is not possible for half of a broomstick to become evanescent. Either the whole broomstick will, or none of it will be effected.

Following is the duration for the spell's effect:

<u>Caster Level</u>	<u>Duration</u>
1	1 round
2	1 minute
3	30 minutes
4	1 hour
5	12 hours
6-7	1 day
8	1 week
9-10	1 year
11	1 decade
12-13	1 century
14	1 millennium
15+	Caster's desire

Evil Sleep I

Level: 1

Discipline: Domination

Range: 50' per caster level

Area: One man

Duration: 48 hours

Reference: PDM xiv. 716-24.

Chant: None

Ingredients: 1 ounce of mandrake root, 1 ounce of water and honey, 1 ounce of henbane, and 1 ounce of ivy.

Ritual: If you wish to make a man sleep for two days: acquire the ingredients above and grind them with a measure of wine. If you wish to do it cleverly, you should put four portions to each one of them with a glass of wine; you should moisten them from morning to evening; you should clarify them; and you should make them drink it. It is very good.

Description: Casting this spell will cause a man to sleep for two days. During these 48 hours, the subject of the spell may be awakened if shaken and slapped violently, but will not awaken on their own.

Evil Sleep II

Level: 4

Discipline: Convocation

Range: 1 mile per caster level

Area: One victim

Duration: Special

Reference: PDM xiv. 675-94.

Chant: I call upon you who are in the empty air,
you who are terrible, invisible, almighty, a
god of gods, you who cause destruction and
desolation, you who hate a stable household,
you who were driven out and have roamed
foreign lands, you who shatter everything
and are not defeated. I call upon you; I com-
mand your prophetic powers because I call
upon your authoritative name to which you
cannot refuse to listen, IO ERBETH IO
PAKERBETH IO BOLCHOSETH IO
PATATHNAX IO SORO IO
NEBOUTOSOUALETH AKTIOPHI
ERESCHIGAL NEBOUTOSOALETH
ABERAMENTHOOULERTHEXAN-
AXETHRELUOTHENEMAREBA
AEMINA. Come to me and go and strike
him down, (speak the name of the man or
woman to be affected) with chills and fever.
That very person has wronged me and he
(or she) has spilled the blood in his (or her)
own house. For this reason I am doing this.

Ingredients: A donkey's head and blood, yellow
ocher, and clay (and possibly palm fiber)

Ritual: Bring a donkey's head; you place it between
your feet opposite the sun at dawn when it
is about to rise, opposite it again in the
evening when it is going to set; you anoint
your right foot with yellow ocher, your left
foot with clay, the soles of your feet also;
you place your right hand in front and your
left hand behind, the head being between
them; you anoint one of your two hands
with donkey's blood, and the two corners
of your mouth; and you recite these writ-
ings before the sun at dawn in the evening
for four days. He sleeps.

If you wish to make him die, you
should do it for seven days. If you do its
magic, you should bind a thread of palm fi-

ber to your hand, a piece of male palm fiber
to your phallus and your head. It is very
good.

Description: Casting this spell causes a victim to
either sleep for four days or die after seven
days of the ritual.

Evil Sleep III

Level: 6
Discipline: Annihilation
Range: 1 mile per caster level
Area: One victim
Duration: Permanent
Reference: PDM xiv. 739-40.
Chant: None
Ingredients: Camel's blood, blood of a dead man, and wine
Ritual: If you put camel's blood and the blood of a dead man into the wine and you make the man drink it, he dies.
Description: Casting this spell will kill a man. This spell has no effect on other species or races besides those available to players as characters. LP are irrelevant.

False Alchemy

Level: 2
Discipline: Hallucination
Range: Touch
Area: 2 coins to an exponential power equal to the level of the caster
Duration: 2 rounds to an exponential power equal to the level of the caster
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes metal coins, or their equivalent in weight, to appear to mutate into gold. In reality, however, the substance remains as it was; it is not actually transformed into gold. All who view or handle the results of False Alchemy must pass a Common Sense check at TH 75 to realize that it is false.

Fatal

Level: 10
Discipline: Annihilation
Range: None
Area: Current world
Duration: Permanent
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes all life to instantly die on the current world of the spellcaster. The cause of death is without explanation. Fatal is the most powerful spell ever mentioned and so far it has never been cast by a mortal.

Fatal Fable

Level: 8
Discipline: Deterioration
Range: Special
Area: Special
Duration: Permanent
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes the telling of a fable to deteriorate the LP of the lead character in the fable, wherever they are, provided they are still alive. A fable is a story of supernatural or marvelous events and is intended to enforce a useful truth or precept. Fables are usually fictitious. The minimum requirement for a fable is that it must take at least 3 minutes to tell it. During the telling of the fable, the lead character of the fable loses LP in proportion to the telling of it. If the target creature is reduced to 1 LP, then a Health check with a TH of 95 must be passed to remain at 1 LP. If failed, they may progress to 0 LP and die. If the fable is completed, the lead character will have zero LP, which normally constitutes death.

Favor and Victory Charm

Level: 1

Discipline: Supportation

Range: None

Area: One person

Duration: While worn

Reference: PGM VII. 186-90.

Chant: None

Ingredients: A blood-eating gecko found among tombs

Ritual: Take the ingredient and grasp its right front foot and cut it off with a reed, allowing the gecko to return to its own hole alive. Fasten the foot of the creature to the fold of your garment and wear it.

Description: This charm grants +2 to all attack rolls and skills related to combat while worn around the neck. Otherwise, the charm may bestow +2 to situations in which the MM deems “favor” to be relevant.

Fetching Charm

Level: 1

Discipline: Convocation

Range: One mile

Area: One female

Duration: 2 days to an exponential power equal to the caster's level

Reference: PGM IV. 1872-1927.

Chant: (1) IAO ASTO IOPHE

(2) Barking dog, I adjure you, Kerberos, by those who have hanged themselves, by the dead, by those who have died violently: attract her to me, (speak the name of the female desired), whose mother is (speak the name of the female's mother). I adjure you, Kerberos, by the holy dead of the infernal gods. Attract to me her, (speak the name of the female desired), whose mother is (speak the name of the female's mother), ZOUCH ZOUKI TO PARY YPHEBARMO ENOR SEKEMI KRIOUDASEPHE TRIBEPSI: attract to me her, (speak the name of the female desired), whose mother is (speak the name of the female's mother), to me, (speak your own name), immediately, immediately; quickly, quickly.

Ingredients: 4 ounces of wax, 8 ounces of fruit, pitch, a censer, and frankincense.

Ritual: Pound the ingredients of fruit and wax fine, separately, and mix them with pitch and wax. Fashion a dog eight fingers long with its mouth open. And you are to place in the mouth of the dog a bone from the head of a man who has died violently. And you are to place the dog on a tripod. And have the dog raising its right paw. And write on a strip of papyrus these names and what you wish: “IAO ASTO IOPHE,” and you are to place the strip of papyrus on the tripod and on top of the strip you are to place the dog and say these names many times. And so, after you have spoken the second chant, the dog hisses or barks, and if it hisses, she is not coming (MM's decision). Therefore address the spell to it again, and if it barks, it is attracting her. Then open the door, and you

will find her whom you wish at your doors. Let a censer stand beside the dog, and let frankincense be placed upon it as you speak the second chant. This spell is to be cast in a level, pure place.

Description: Casting this spell will cause a female named by the caster to fall in love with the caster and become compelled to seek out the caster immediately. She will do anything for the caster that she would normally do for the true love of her life.

Fetching Charm for an Unmanageable Woman

Level: 2

Discipline: Convocation

Range: This world

Area: One woman

Duration: Seven days

Reference: PGM VII. 593-619

Chant: I call upon you, the masters, great gods, who shine in the present hour, on this day, for the sake of her, the ungodly (speak the name of the unmanageable woman). For she has said 'IAO does not have ribs.' She, (speak her name), has said, 'ADONAI was cast out because of his violent anger.' She, (speak her name), has said, 'SABAOTH emitted three cries.' She, (speak her name), has said, 'PAGOURE is by nature a hermaphrodite.' She (speak her name), has said, 'MARMOROUTH was castrated.' She, (speak her name), has said, 'IAEO was not entrusted with the ark.' She, (speak her name), has said, MICHAEL is by nature a hermaphrodite.'

I am not the one who says such things, master, but she, the godless (speak her name). Therefore fetch her for me, her inflamed with passion, submissive. Let her not find sleep until she comes to me (repeat this paragraph seven times).

Ingredients: A lamp (not painted red), seven wicks, olive oil, and wormwood seeds

Ritual: Take a lamp, not painted red, with seven wicks, and make a wick of the hawser of a wrecked ship. On the 1st wick write with ink, "IAO"; on the 2nd, "ADONAI"; on the 3rd, "SABAOTH"; on the 4th, "PAGOURE"; on the 5th, "MARMOROUTH"; on the 6th, "IAEO"; on the 7th, "MICHAEL."

Put olive oil in the lamp and place it in a window facing south. Also put wormwood seeds around the edge of the lamp, and recite the chant.

If the first lamp flickers, know that she has been seized by the demon. And if the 2nd, she has left the house; and if the

3rd, she is on the way; and if the 4th, she has arrived; and if the 5th, she is at the door; the 6th, at the doorlatch; the 7th, she has come into the house.

This spell can fetch people from across the sea. For that, place the lamp in some water in the open air. Place a papyrus boat under the lamp, and recite the chant six times.

Description: Casting this spell will summon a demon to fetch an unmanageable woman and bring her to the caster. The woman will not be able to sleep until she meets with the caster. When she arrives, she will be inflamed by passion and submissive.

Fierce Fire

Level: 1

Discipline: Annihilation

Range: 150 feet

Area: Five-foot radius

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell necessitates a

successful Hurl skill check by the caster. Fire appears in one palm of the caster and is hurled at an opponent. If failed, the spell goes off (01-25%) beyond the target, (26-50%) short of the target, (51-75%) left of the target, or (76-100%) to the right of the target by $d10 + 10$ feet. The thrown object ignites instantaneously when hitting the target or ground and causes $d10$ damage to all in the area of effect.

Flight

Level: 4

Discipline: Reformation

Range: Touch

Area: Creature touched

Duration: 3 rounds to an exponential power
equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the spellcaster to bestow the ability of Flight on a creature that would otherwise not be able to fly. This spell has no effect on creatures already capable of flying. The amount of weight which may be affected by Flight is determined by the level of the spellcaster. Consult the table below:

<u>Caster Level</u>	<u>Weight in Pounds Affected</u>
1	10
2	20
3	50
4	100
5	200
6	500
7-8	1,000
9-10	2,000
11-14	10,000
15-17	20,000
18-19	50,000
20+	100,000

The creature touched may choose their own direction, and they may hover in place if desired. The maximum speed at which a creature of Flight is able to fly is determined as follows. Divide the Caster Level by the weight in pounds of the creature affected by Flight. Multiply this number by 100. This result is the number of feet which may be traveled per round.

For example, a 10th level spellcaster casts Flight and touches a 180 lb. half-orc. The half-orc will be capable of flying 550 feet per round $[(10/180) \times 100]$. However, if the same spellcaster cast Flight on a 2,000

lb. creature, the creature would only be capable of flying at 50 feet per round.

Since flight is three-dimensional, speed may be calculated when elevation is considered by referring to the Sprint skill (see *Chap. 8: Skills*).

Flyweight

Level: 1

Discipline: Reformation

Range: Touch

Area: Creature touched

Duration: 2 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target envisioned by the caster to gain the benefit of falling as slowly as a feather for the duration of the spell. Note that if the target falls for 2 rounds and decides to jump off of a cliff, he will still fall slowly until the end of the duration.

For a Sleeping Woman to Confess the Name of the Man she Loves

Level: 1

Discipline: Domination

Range: Touch

Area: One woman

Duration: One round

Reference: PGM LXIII. 7-12.

Chant: None

Ingredients: A bird's tongue

Ritual: Place a bird's tongue under her lip or on her heart and put your question, and she calls the name three times.

Description: Casting this spell causes a sleeping woman to call out the name of the man she loves thrice.

For an Erection

Level: 1

Discipline: Supportation

Range: Touch

Area: One penis

Duration: 2d100 minutes

Reference: PDM lxi. 58-62 [PGM LXI. vi.x].

Chant: None

Ingredients: Woad plant, wine, pepper

Ritual: Boil woad plant in a pot and grind them up in wine with pepper; smear it on your genitals. If you wish it to relax again, provide with a decoction.

Description: Casting this spell causes a limp penis to become a blue-veined throbbler. Though ejaculation will occur normally, there will be no refractory period afterward; it will remain throbbing for the duration of the spell, unless a decoction is provided.

For Ascent of the Uterus

Level: 1

Discipline: Deterioration

Range: 1 mile

Area: One female

Duration: 3 minutes to an exponential power equal to the caster's level

Reference: PGM VII. 260-271.

Chant: None

Ingredients: A cord of seven colors, a tablet

Ritual: Write the following on a tin tablet and weave a cord around one's neck of seven colors, then wear the tablet as an amulet:

I conjure you, O Womb, by the one established over the Abyss, before heaven, earth, sea, light, or darkness came to be; you who created the angels, being foremost, AMICHAMCHOU and CHOUCHAO CHEROEI OUEIACHO ODOU PROSEIOGGES, and who sit over the cherubim, who bear your own throne, that you return again to your seat, and that you do not turn to one side into the right part of the ribs, or into the left part of the ribs, and that you do not gnaw into the heart like a dog, but remain indeed in your own intended and proper place, not chewing as long as I conjure by the one who, in the beginning, made the heaven and earth and all that is therein. Hallelujah! Amen!

Description: This spell causes a flexing of the anterior of the uterus, which in turn causes some female problems such as blockage in urination, and also causes a swelling of the pubic area; in some women, it will cause an inability to stand upright.

For Coughs

Level: 1

Discipline: Restoration

Range: Touch

Area: One person

Duration: Permanent/Instantaneous

Reference: PGM VII. 203-5.

Chant: None

Ingredients: Hyena parchment

Ritual: In black ink, write on the hyena parchment: "THAPSATE STHRAITO".

Description: Casting this spell causes a person who is coughing to no longer need to cough. If a disease makes the person cough, the disease is not cured, but it no longer causes the person to cough.

For Discharge of the Eyes

Level: 1

Discipline: Restoration

Range: Touch

Area: One person

Duration: Permanent

Reference: PGM VII. 197-98.

Chant: None

Ingredients: Piece of papyrus

Ritual: Write this on a piece of papyrus and attach it as an amulet: ROURARBISAROURB-BARIASPHREN.

Description: Casting this spell causes all discharge of the eyes (tears, etc.) to no longer be necessary.

For Fever with Shivering Fits

Level: 5

Discipline: Restoration

Range: Touch

Area: One person

Duration: Permanent

Reference: PGM VII. 211-12.

Chant: SABAOTH

Ingredients: Oil

Ritual: Take oil in your hands and speak the chant seven times, then spread the oil from the sacrum to the feet.

Description: Casting this spell cures all fevers and shivering fits, even those resulting from disease.

For Swollen Testicles

Level: 2

Discipline: Deterioration

Range: One mile

Area: One set of testicles

Duration: 3 minutes to an exponential power equal to the caster's level

Reference: PGM VII. 209-10.

Chant: Kastor Thab Thab

Ingredients: A cord from a coin bag

Ritual: Take the ingredient and with each knot speak the chant.

Description: Casting this spell causes the testicles of a male envisioned by the caster to swell to the point of causing discomfort and even pain. For the first minute, it actually feels good and makes the male horny to have full testicles. Beyond the first minute, discomfort predominates and it becomes difficult to walk.

Force Ballista

Level: 2

Discipline: Annihilation

Range: 100 feet

Area: 10-foot radius

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell creates a Force Ballista that launches a spear-like projectile at the target, designated by the caster by sight. The projectile explodes upon impact and is useless thereafter. More importantly, the magical projectile seeks its target unerringly, exploding for d6 Life Points of damage upon impact to all in the area, except for the main target, if it is directed to hit one, who receives 2d8 Life Points of damage.

Force Falsity

Level: 3

Discipline: Domination

Range: 200 feet and direct line of sight

Area: One creature

Duration: 2 seconds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a target creature to be forced to lie with every statement made verbally. Even though the target creature may desire to speak the truth, a lie will be spoken instead.

Force Fart

Level: 1

Discipline: Reformation

Range: 50 feet

Area: One creature

Duration: 2 seconds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a target seen by the caster to experience an accumulation of gas in their rectum, forcing them to fart. As the caster increases in level, the target will have to fart for a longer duration.

Force Favor

Level: 2

Discipline: Domination

Range: 50 feet

Area: One humanoid

Duration: Special

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a humanoid subject to feel as though they owe the caster some sort of favor. If hostile, the subject will attempt to refrain from harming the caster. If friendly, the subject will seem to go to great ends to help the caster. A sane humanoid will never consider harming themselves for the sake of the caster, favor or not. The favor is not known until the caster specifies it, and the favor must consist of an action which may be executed in one round, such as attacking another.

Force Fear

Level: 3

Discipline: Domination

Range: Touch

Area: One target creature

Duration: 2 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell converts a target creature into a coward for the duration of the spell. For the duration of the spell, the target creature will demonstrate extreme fear and cowardice. Target creatures that are converted to cowards will seem scared of everything. If possible, the target creature will flee.

If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). If the target creature passes a Wisdom check at TH 70, then the spell has no effect.

Force Fearlessness

Level: 3

Discipline: Domination

Range: Touch

Area: One target creature

Duration: 2 rounds to an exponential power
equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell converts a target creature into a creature who exhibits fearlessness in all decisions for the duration of the spell. The target creature will demonstrate extreme rashness, fearlessness, or overconfidence. The target creature will seem fearless regarding everything, which usually makes them too bold and brave. Fearless creatures, for instance, will confidently enter combat with more opponents than can be reasonably handled.

If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*). If the target creature passes a Wisdom check at TH 70, then the spell has no effect.

Force Mass Fear

Level: 7

Discipline: Domination

Range: 100 miles

Area: Nearest 10,000 humanoids

Duration: 2 rounds to an exponential power
equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell converts the nearest humanoids to a point chosen within the range of the spell into cowards for the duration of the spell. The target creatures will demonstrate extreme fear and cowardice. Target creatures that are converted to cowards will seem scared of everything. If possible, the target creatures will flee.

Force Missile

Level: 1

Discipline: Annihilation

Range: Any visible target

Area: One target

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Upon casting this spell, a successful Aim skill check must be made by the caster in order to hit the target with the Force Missile; the Force Missile is a thin ray of force that emits instantaneously from an extended finger of the caster. If successful, the missile does d10 Life Points of damage per caster level to the target. The maximum amount of damage possible is 7d10 LP.

Force Rancor

Level: 1

Discipline: Domination

Range: Touch

Area: One creature

Duration: 2 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell enrages a creature touched by the spellcaster. The target creature will attempt to do nothing but physical harm to others nearby. For example, if cast on a wizard, they would ignore spellcasting and most likely attack with any weapon available. Affected creatures are often reported to have a sardonic grin during the fit of rancor. To be unaffected by the spell, the target creature must pass a Wisdom check with a TH of 50.

The type of creature affected increases with the caster's level as shown on the following table:

<u>Caster Level</u>	<u>LP Affected</u>
1	d10
2	2d8
3	2d20
4	4d100
5+	4d1000

Force Scream

Level: 1

Discipline: Domination

Range: 50 feet

Area: One creature

Duration: 2 seconds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a target seen by the caster to feel compelled to scream as loudly as possible for the duration of the spell. As the caster increases in level, the target will scream for a longer duration. To resist this mental domination, the target must pass a Drive check of TH 40.

Force Slumber

Level: 1

Discipline: Domination

Range: Touch

Area: One creature

Duration: d6 minutes

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to induce creatures to succumb to slumber. The caster must successfully touch the target, necessitating a Brawling skill check. (see *Chap. 8: Skills*).

If successfully touched, the spell is able to force d10 LP of a creature into a deep sleep. After the spell expires, the creature will awaken suddenly. This spell is usually powerful enough to put small animals and infants to sleep. A creature may not be partially forced into slumber. Either they fall asleep, or the spell has no noticeable effect.

Foreknowledge Charm I

Level: 6

Discipline: Prognostication

Range: People looked upon

Area: One person per glance

Duration: 1 minute per caster level

Reference: PGM III. 483-88.

Chant: ALA.AANG XICHA MICHA ANG
E...EROTPITENPHET NPROME.

Ingredients: A golden-colored crown

Ritual: While wearing a gold-colored crown on the head, turn to the thief, kill him, cleave him, but do not behead him.

Description: This spell allows the caster to detect a thief while concentrating on the stolen object.

Foreknowledge Charm II

Level: 9

Discipline: Prognostication

Range: One observed person

Area: Caster

Duration: 1 day

Reference: PGM III. 263-75.

Chant: Make me know in advance the things in each person's mind, today, because I am TOM...IAO SABAOOTH IAO THEA-EETH...M ADOUNAI BATHIAO...EA THOE IABRABA ARBATHRAS IAO BATHIAOOIA ZAGOURE BARBAT-HIAO AEI AAAAAAA EEEEE-EE...OE...SOESESISIETH...SABAOOTH LAEO.

Ingredients: None

Ritual: Take your finger and place it under your tongue before you speak to anyone, and speak the chant.

Description: The purpose of this spell is to allow the caster to know all things in advance, as long as your finger is placed under your tongue. To see if the spell is working, immediately after casting say "Lord, if you wish me to know in advance, let the falcon descend onto the tree." If it does not happen, also speak this formula to the four winds while you turn around toward the wind; the formula is spoken to each of the four winds as the caster faces them successively. The MM will declare whether or not the spell works.

If the spell functions properly, then the thoughts of whoever the caster looks upon are known to the caster as they occur.

Frosty Touch

Level: 1

Discipline: Reformation

Range: Touch

Area: Creature touched

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell requires the caster to touch the target. To touch the target, the caster must make a successful Brawling skill check. If failed, the spell is wasted. If passed, the target suffers d10 LP of cold damage.

Greater Bidding

Level: 4

Discipline: Domination

Range: 50 feet

Area: One creature

Duration: 2 hours to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes one target creature to become subservient to the spellcaster's bidding. The spellcaster must be within 50 feet of the target creature and be able to see their eyes without obstruction. The target creature may be able to avoid the effects of the spell if they pass a Drive check at TH 90.

While under the influence of the spellcaster, the target creature will not commit suicide, but may be more apt to harm themselves than usual. Generally, they will feel compelled to please the spellcaster by doing the spellcaster's bidding without question. The target of this spell is mentally dominated by the spellcaster.

When the spell expires, the target creature will remember the events which occurred during this spell. However, these memories will seem disoriented, as if from a dream.

Perhaps the most popular use of this spell is for sexual purposes. Horny male spellcasters cast this spell frequently to make attractive females do their sexual bidding.

Greater Electrical Discharge

Level: 3

Discipline: Annihilation

Range: 100 feet

Area: One target

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: A beam of electricity zaps forth from the finger of the caster and does 2d20 LP of damage to the target. A successful Aim skill check must be made regarding the caster's finger in order to hit the target (see *Chap. 8: Skills*). Otherwise the spell is wasted.

Greater Healing

Level: 3

Discipline: Restoration

Range: Touch

Area: One creature touched

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to heal another. In order to bestow Lesser Healing, the creature to be healed must be touched by the caster, which means that a successful Brawling skill check must be made (see *Chap. 8: Skills*), unless the creature does not object to being healed, in which case no check needs to be made. If successful, the creature regains 2d20 Life Points if they are wounded. If missed, then the spell is wasted.

Greater Holocaust

Level: 10

Discipline: Annihilation

Range: 100 miles

Area: 10 mile blast radius

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes incomprehensible burning damage. The caster must choose a central point within the range. From this central point, a fiery blast will explode violently and implode again within one round. Anything within the area is subjected to 4d100 x 100 IP or LP. It is likely that only ashes will remain. No vegetation will grow in this area for one millennium. The explosion will be heard and felt up to a hundred miles away.

Greater Hologram

Level: 3

Discipline: Hallucination

Range: 100 feet + 50 feet per caster level

Area: Ten cubic feet

Duration: Until the caster ceases concentration on the hologram

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to create a scentless illusion no larger than 10 cubic feet. The illusion may be mobile if so desired, though the object cannot move beyond the area of the spell. For instance, the illusion may be any sort of small animal, as long as the caster has seen it before.

An improvement over Lesser Hologram, Greater Hologram allows sound to accompany the visual illusion, though this hallucination cannot provide sensations of taste, touch, or smell. The only sound which may accompany the hallucination is a sound which the caster has physically heard before and remembers. Imagined sounds fail.

All creatures that view this hologram must make a successful check of their Analytic Intelligence at a TH of 85 in order to recognize that this is not real. If they fail the check, then they will behave as if it were real. If the spellcaster creates an illusion which suggests a threat to the life of a believing creature, onlookers may also be subjected to making a successful Health check or suffering appropriate penalties as deemed by the MM. For instance, a caster may choose to create a hologram of a knife hurling through the air at the head of some poor little trollop. If the trollop believes, then the MM may make her roll against an appropriate TH for the situation and may also decide the appropriate penalties.

Greater Mass Bidding

Level: 6

Discipline: Domination

Range: 200 feet

Area: 1,000 creatures

Duration: 3 hours to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes 1,000 target creatures closest to a point designated by the spellcaster to become subservient to the spellcaster's bidding. The target creatures may be able to avoid the effects of the spell if they pass a Drive check at TH 99.

While under the influence of the spellcaster, the target creatures will not commit suicide, but may be more apt to harm themselves than usual. Generally, they will feel compelled to please the spellcaster by doing the spellcaster's bidding without question. The targets of this spell are mentally dominated by the spellcaster.

When the spell expires, the target creatures will remember the events which occurred during this spell. However, these memories will seem disoriented, as if from a dream.

Perhaps the most popular use of this spell is to raise a military force or create a mob.

Greater Mending

Level: 4

Discipline: Restoration

Range: Touch

Area: One creature touched

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to mend severed tendons and limbs. Severed tendons and limbs often result from Crucial Damage (see *Chap. 10: Combat*). By touching the severed tendon or connecting the severed limb with its stump, they are instantly mended.

Greater Perpetual Hologram

Level: 7

Discipline: Hallucination

Range: 1,000 feet + 500 feet per caster level

Area: One thousand cubic feet

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to create an illusion no larger than 1,000 cubic feet. The illusion may be mobile if so desired, though the object cannot move beyond the area of the spell. For instance, the illusion may be any sort of small animal, as long as the caster has seen it before.

An improvement over Perpetual Hologram, Greater Perpetual Hologram allows taste and touch to accompany the visual illusion, though this hallucination; the sensations of sight, smell, sound, taste, and touch may be included. The spellcaster may use any sensation imagined.

All creatures that view this hologram must make a successful check of their Analytic Intelligence at a TH of 97 in order to recognize that this is not real. If they fail the check, then they will behave as if it were real. If the spellcaster creates an illusion which suggests a threat to the life of a believing creature, onlookers may also be subjected to making a successful Health check or suffering appropriate penalties as deemed by the MM. For instance, a caster may choose to create a hologram of a knife hurling through the air at the head of some poor little trollop. If the trollop believes, then the MM may make her roll against an appropriate TH for the situation and may also decide the appropriate penalties.

Greater Vulnerability to Acid

Level: 5

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 300% IP or LP of damage from any and all acid attacks, natural or magical, for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Greater Vulnerability to Air

Level: 4

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 300% IP or LP of damage from any and all air attacks, natural or magical, for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Greater Vulnerability to Armor

Level: 4

Discipline: Eradication

Range: Touch

Area: One creature

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes an armored creature to become more vulnerable, losing 10 CA per level of the caster.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Greater Vulnerability to Bases

Level: 5

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 300% IP or LP of damage from any and all base attacks, natural or magical, for the duration of the spell. By base, it is meant the opposite of acid.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Greater Vulnerability to Cold

Level: 4

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 300% IP or LP of damage from any and all cold attacks, natural or magical, for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Greater Vulnerability to Discipline

Level: 4

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a target to automatically take 300% IP or LP of damage from any magical attacks of a specified discipline for the duration of the spell. The specific magical discipline must be named prior to casting.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Greater Vulnerability to Earth

Level: 4

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell necessitates the target to automatically take 300% IP or LP of damage from any and all earthen attacks, natural or magical, for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Greater Vulnerability to Electricity

Level: 4

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 300% IP or LP of damage from any and all electrical attacks, natural or magical, for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Greater Vulnerability to Ethicality

Level: 7

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 300% LP of damage from any and all attacks made by ethical creatures for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Greater Vulnerability to Immorality

Level: 7

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 300% LP of damage from any and all attacks made by immoral creatures for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Greater Vulnerability to Fire

Level: 4

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 300% LP of damage from any and all fire attacks, natural or magical, for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Greater Vulnerability to Morality

Level: 7

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 300% LP of damage from any and all attacks made by moral creatures for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Greater Vulnerability to Poison

Level: 6

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 300% IP or LP of damage from any and all poison, natural or magical, for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Greater Vulnerability to Sonics

Level: 5

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 300% IP or LP of damage from any and all sonic attacks, natural or magical, for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Greater Vulnerability to Skill

Level: 6

Discipline: Eradication

Range: Touch

Area: One creature

Duration: 2 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a target to automatically suffer a penalty to all skill checks. The penalty is -10 per level of the caster. However, the caster must touch the target to bestow Greater Vulnerability to Skill. Touch necessitates a successful Brawling skill check (see *Chap. 8: Skills*).

Greater Vulnerability to Unethicality

Level: 7

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 300% LP of damage from any and all attacks made by unethical creatures for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Greater Vulnerability to Weapon

Level: 4

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 300% IP or LP of damage from any and all attacks that result from a specific type of weapon envisioned by the caster during casting.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Happy Cleaver

Level: 3

Discipline: Reformation

Range: 0

Area: Caster's line of sight

Duration: 2 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes matter in the surrounding area to mutate into a demented, intelligent, and laughing cleaver. The MM determines which matter randomly. This animated cleaver revels in bloodlust and will turn against the caster if the cleaver does not attack within one minute. If no other creatures that may bleed are within the area, then the cleaver attacks the caster. Whoever the cleaver attacks, it does so while laughing hysterically with an evil tone. Upon a successful cleave, the Happy Cleaver makes a slurping sound as if enjoying the blood which flows freely from the gaping wound.

The cleaver attacks three times per round, doing d10 LP of damage, but it has no Delivery Penalty. With an Intelligence of 30, it is unable to speak, but it laughs coherently. The cleaver has a mind of its own and does not need the caster to wield it. The cleaver propels itself through the air magically. For some unknown reason, Happy Cleavers particularly love to hack seductresses to pieces.

Heal Dislocation or Fracture

Level: 2

Discipline: Restoration

Range: Touch

Area: One dislocated socket or fractured bone

Duration: Permanent

Reference: *Arcana Mundi*, p. 72

Chant: (first one) Moetas vaeta daries dardaries
astataries dissunapiter
(second one) huat huat huat ista sistas
sitardannabou dannaustra

Ingredients: Green reed of 4-5' in length

Ritual: Take the green reed, split it in the middle, and let two men hold it to their hips. Recite the first chant until the parts come together. When the two parts come together and touch each other, grip them with your hand, make a cut left and right, tie it onto the dislocation or the fracture, and it will heal. But, you must recite every day the second chant.

Description: Casting this spell permanently heals one dislocated socket or fractured bone. All damage suffered by the injury is restored.

Healing

Level: 2

Discipline: Restoration

Range: Touch

Area: One creature touched

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to heal another. In order to bestow Healing, the creature to be healed must be touched by the caster, which means that a successful Brawling skill check is required (see *Chap. 8: Skills*), unless the creature does not object to being healed, in which case no check is necessary. If successful, the creature regains 2d8 Life Points if they are wounded. If missed, then the spell is wasted.

Hearing Voices

Level: 4

Discipline: Prognostication

Range: Touch

Area: Self

Duration: 2 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to bestow an ability by touch (though usually the caster touches their own head) to detect supernatural voices. The surrounding air and ether are said to be populated with spirits, angels, and demons. With the birth of every human, an agathodemon and cacodemon are also created (see *Grimoirium Monstrum*).

The chance that the caster or target of the spell hears a voice is 10% per caster level. If a voice is heard (which the MM must portray), the voice usually does not state its identity, and the caster must attempt to determine the identity of the voice without aid from this spell. Most voices, when heard, occur as whispers in which the gender is difficult to impossible to distinguish.

If the spell is cast frequently, and if supernatural entities continually attend to the caster or target, such as in the case of an agathodemon or cacodemon, it is possible for the caster or target to build a relationship with the entity, allowing them to better determine whether the voice heard upon the next casting is actually that entity or another pretending to be that entity.

Though some entities are friendly and helpful, most resent the living and will misdirect or lead the caster or target into trouble. Moral casters or targets usually seek their agathodemon. Immoral casters or targets usually seek their cacodemon.

Heating

Level: 1

Discipline: Reformation

Range: 50 feet

Area: 30 pounds of wood or metal per level of the caster

Duration: One round per 2 levels of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell heats wood and metal enough to scorch and melt it, provided it is seen by the caster. Should a living or animated target be wearing or touching this wood or metal, they will suffer damage.

Metal will become scorched during the second round of application, and will melt during the fifth round of Heating. Wood becomes scorched immediately, and catches aflame if subjected to Heating for more than one round, distributing an additional d6 LP of damage per round afterwards to those in contact. Wood will become cinders in four rounds.

Any living or animated target in contact with the affected metal or wood will suffer damage. The damage is proportionate to the percent of their body which is affected. For instance, if only 50% of a creature's body is in contact, then they will only receive 50% of the damage listed below.

The first round of contact, flesh dehydrates and melts away as it absorbs 3d6 Life Points of damage. The second round of contact, muscles melt away, and an additional 3d6 LP of damage is distributed. The third round, the portion of the sorry son-of-a-bitch's skeleton in contact is scorched for all eternity, and an additional 3d6 LP of damage is accrued. Finally, the fourth round of contact, the structure of any mortal creature is reduced to a burnt, powdery, smelly, soot-like substance. LP are irrelevant at this stage; no mortal is able to survive this fiery onslaught.

Hover

Level: 3

Discipline: Reformation

Range: Touch

Area: Creature touched

Duration: 2 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the spellcaster to bestow the ability to Hover on a creature. This spell has no effect on creatures already capable of flying. The amount of weight which may be affected by Hover is determined by the level of the spellcaster. Consult the table below:

<u>Caster Level</u>	<u>Weight in Pounds Affected</u>
1	10
2	20
3	50
4	100
5	200
6	500
7-8	1,000
9-10	2,000
11-14	10,000
15-17	20,000
18-19	50,000
20+	100,000

Hover does not allow a creature to move about at will, which is the spell called Flight. Instead, Hover allows a creature to Hover above the ground. While in the air, a hovering creature may push off on an object. The speed gained is determined by the MM, and should be a function of the Strength sub-ability and the weight of the hovering creature.

Hurl Voice

Level: 1

Discipline: Reformation

Range: 150 feet

Area: One originating object

Duration: Casting time

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to hurl a message of choice to seem as though it originates with one object, living or non-living. The volume emanating from the object will equal the volume from the caster's mouth.

Imbue Item

Level: 5

Discipline: Universal

Range: Touch

Area: One item

Duration: Special

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the next spell cast to be stored or imbued into an item specified by the caster. Most magical items are created with this spell. The MM determines the effect. It may be necessary for conditions to be specified as well.

For example, a spellcaster may imbue a sword with Minor Harm. However, unless a condition is specified, the next creature to touch the sword will receive the effects of that spell. If an appropriate condition is made, and it satisfies the MM, it may be possible for the wielder of the sword to remain unaffected and also able to select the recipient, such as the next creature struck.

Imbue Item is often used in conjunction with another spell called Immutability. Casting Immutability on an imbued item will make the effects of a spell permanent. For instance, after casting Immutability on the sword mentioned above with Minor Harm, it may harm those upon contact whenever the wielder wills it.

Immutability

Level: 6

Discipline: Universal

Range: Touch

Area: Special

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a spell effect which is currently in effect to become permanently in effect. Immutability will not make permanent effects or states which are not spell effects.

For example, a spellcaster may cast Tenesmus on a victim, which makes them constipated for a limited duration. During the duration of the effects of the Tenesmus spell, any spellcaster may cast Immutability on the victim. This would result in making the effect of the Tenesmus spell permanent. For the rest of the victim's life, they will suffer from severe constipation.

This spell is often used in conjunction with Imbue Item. If an item is imbued with a spell, then casting Immutability on the item will make permanent whatever spell effects or capabilities it has.

Immutable Wound

Level: 4

Discipline: Reformation

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a touched target creature to never heal from the next wound that they receive. The next wound that the target creature receives will be immutable. Hence, whatever LP the target creature loses is permanent. For this spell to take effect, the spellcaster must touch the target creature. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Indispensable Invisibility

Level: 5

Discipline: Hallucination

Range: Caster

Area: Caster's body

Duration: Until sunset

Reference: PGM I. 222-31.

Chant: Make me invisible, AEO OAE EIE EAO, in the presence of any man until sunset, IO IO O PHRIXRIZO EOA.

Ingredients: Fat or eye of a night owl, ball (pellet) of dung of a beetle, and oil of an unripe olive.

Ritual: Take the ingredients and grind them all together until smooth, and smear your whole body with it. Then, speak the chant.

Description: Casting this spell will make the caster invisible to all until sunset. If the light of the sun is not available, the spell fails to function.

Inferno

Level: 8

Discipline: Annihilation

Range: 10 miles

Area: 1,000 feet blast radius

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes incomprehensible burning damage. The caster must choose a central point within the range. From this central point, a fiery blast will explode violently and implode again within one round. Anything within the area is subjected to 4d100 IP or LP. No vegetation will grow in this area for one decade. The explosion will be heard and felt up to a mile away.

Internal Explosion

Level: 2

Discipline: Annihilation

Range: Direct line of sight

Area: One creature's innards

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes an Internal Explosion to occur in a target seen by the spellcaster during casting. The explosion causes 2d8 Life Points of damage to the innards of the selected creature. If the creature survives, the MM may determine additional effects, such as intense farting.

Intestinal Wreathe

Level: 3

Discipline: Reformation

Range: 500 feet

Area: One creature

Duration: 2 rounds to an exponential power equal to the level of the caster.

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a creature's intestines to emerge from their rectum and encircle the neck of their owner. The target's intestines will strangle them with a Strength equal to the caster (see *Wrestling in Chap. 8: Skills*). Even if the target overcomes their animated intestines, they are usually bewildered for the rest of their lives, and defecating is uncomfortable at best. The caster must be able to see the target creature at all times and maintain concentration.

Invincibility

Level: 10

Discipline: Supportation

Range: Touch

Area: One creature

Duration: 2 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the creature touched to become impervious to all attacks and harm, with one exception. If the touch is unwanted, a Brawling skill check must be passed (see *Chap. 8: Skills*). The exception is determined by the MM. For some, it is a specific location on their body at which they may be harmed normally. For others, there is only one form of attack, such as fire, to which they are not invincible. This spell grants invincibility with one exception determined by the MM.

Invincibility to Acid

Level: 8
Discipline: Supportation
Range: Touch
Area: One creature
Duration: 2 rounds to an exponential power equal to the level of the caster
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes the creature touched to become impervious to all acid attacks, both magical and non-magical. If the touch is unwanted, a Brawling skill check must be passed (see *Chap. 8: Skills*).

Invincibility to Air

Level: 7
Discipline: Supportation
Range: Touch
Area: One creature
Duration: 2 rounds to an exponential power equal to the level of the caster
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes the creature touched to become impervious to all air attacks, both magical and non-magical. If the touch is unwanted, a Brawling skill check must be passed (see *Chap. 8: Skills*).

Invincibility to Bases

Level: 8
Discipline: Supportation
Range: Touch
Area: One creature
Duration: 2 rounds to an exponential power equal to the level of the caster
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes the creature touched to become impervious to all base attacks, both magical and non-magical. Here, base is meant as the opposite of acid. If the touch is unwanted, a Brawling skill check must be passed (see *Chap. 8: Skills*).

Invincibility to Cold

Level: 7
Discipline: Supportation
Range: Touch
Area: One creature
Duration: 2 rounds to an exponential power equal to the level of the caster
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes the creature touched to become impervious to all cold attacks, both magical and non-magical. If the touch is unwanted, a Brawling skill check must be passed (see *Chap. 8: Skills*).

Invincibility to Earth

Level: 7

Discipline: Supportation

Range: Touch

Area: One creature

Duration: 2 rounds to an exponential power
equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the creature touched to become impervious to all earth attacks, both magical and non-magical. If the touch is unwanted, a Brawling skill check must be passed (see *Chap. 8: Skills*).

Invincibility to Fire

Level: 7

Discipline: Supportation

Range: Touch

Area: One creature

Duration: 2 rounds to an exponential power
equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the creature touched to become impervious to all fire attacks, both magical and non-magical. If the touch is unwanted, a Brawling skill check must be passed (see *Chap. 8: Skills*).

Invincibility to Electricity

Level: 7

Discipline: Supportation

Range: Touch

Area: One creature

Duration: 2 rounds to an exponential power
equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the creature touched to become impervious to all electrical attacks, both magical and non-magical. If the touch is unwanted, a Brawling skill check must be passed (see *Chap. 8: Skills*).

Invincibility to Gaze

Level: 8

Discipline: Supportation

Range: Touch

Area: One creature

Duration: 2 rounds to an exponential power
equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the creature touched to become impervious to all gaze attacks, both magical and non-magical. If the touch is unwanted, a Brawling skill check must be passed (see *Chap. 8: Skills*).

Invincibility to Poison

Level: 9

Discipline: Supportation

Range: Touch

Area: One creature

Duration: 2 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the creature touched to become impervious to all poison attacks, both magical and non-magical. If the touch is unwanted, a Brawling skill check must be passed (see *Chap. 8: Skills*).

Invincibility to Water

Level: 7

Discipline: Supportation

Range: Touch

Area: One creature

Duration: 2 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the creature touched to become impervious to all water attacks, both magical and non-magical. If the touch is unwanted, a Brawling skill check must be passed (see *Chap. 8: Skills*).

Invisibility

Level: 3

Discipline: Hallucination

Range: Caster

Area: Caster's body

Duration: Caster's discretion.

Reference: PGM I. 247-62.

Chant: Rise up, infernal demon, IO ERBETH IO PHOBETH IO PAKERBETH IO APOMPS; Whatever I, (spellcaster's name), order you to do, be obedient to me.

Ingredients: Eye of a corpse that has died a violent death, a rose plant, and oil of lily.

Ritual: Take the ingredients and rub them with oil of lily. As you rub them, speak the chant. If you wish to become invisible, rub just your face with the concoction, and you will be invisible for as long as you wish. And if you wish to be visible again, move from west to east and say this name, and you will be obvious and visible to all.

Description: Casting this spell allows the spellcaster to become invisible for as long as they desire. The clothes and possessions of the caster do not become invisible, only the body of the caster. The power of this spell is granted by an infernal demon, and hence, moral spellcasters shun its use.

Ionic Attack

Level: 1

Discipline: Annihilation

Range: Touch

Area: Creature touched

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell transfers damaging ionic energy from the caster to a target by touch. To touch the target, the caster must pass a Brawling skill check. Once touched, the target suffers d10 LP of electrical damage. If the Brawling check is failed, the spell is wasted.

Lesser Bidding

Level: 3

Discipline: Domination

Range: 25 feet

Area: One creature

Duration: 1 hour per caster level

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes one target creature to become subservient to the spellcaster's bidding. The spellcaster must be within 25 feet of the target creature and be able to see their eyes without obstruction. The target creature may be able to avoid the effects of the spell if they pass a Drive check at TH 80.

While under the influence of the spellcaster, the target creature will not commit suicide, but may be more apt to harm themselves than usual. Generally, they will feel compelled to please the spellcaster by doing the spellcaster's bidding without question. The target of this spell is mentally dominated by the spellcaster.

When the spell expires, the target creature will remember the events which occurred during this spell. However, these memories will seem disoriented, as if from a dream.

Perhaps the most popular use of this spell is for sexual purposes. Horny male spellcasters cast this spell frequently to make attractive females do their sexual bidding.

Lesser Electrical Discharge

Level: 1

Discipline: Annihilation

Range: 50 feet

Area: One target

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a small beam of electricity to zap forth from the finger of the caster and does d10 LP of damage to the target. A successful Aim skill check must be made regarding the caster's finger in order to hit the target (see *Chap. 8: Skills*). Otherwise the spell is wasted.

Lesser Healing

Level: 1

Discipline: Restoration

Range: Touch

Area: One creature touched

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to heal another. In order to bestow Lesser Healing, the creature to be healed must be touched by the caster, which means that a successful Brawling skill check must be made (see *Chap. 8: Skills*), unless the creature does not object to being healed, in which case no check needs to be made. If successful, the creature regains d10 Life Points if they are wounded. If missed, then the spell is wasted.

Lesser Holocaust

Level: 9

Discipline: Annihilation

Range: 50 miles

Area: 1 mile blast radius

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes incomprehensible burning damage. The caster must choose a central point within the range. From this central point, a fiery blast will explode violently and implode again within one round. Anything within the area is subjected to 4d100 x 10 IP or LP. It is likely that only ashes will remain. No vegetation will grow in this area for one century. The explosion will be heard and felt up to ten miles away.

Lesser Hologram

Level: 1

Discipline: Hallucination

Range: 50 feet + 10 feet per caster level

Area: One cubic foot

Duration: Until the caster ceases concentration on the hologram

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to create a silent and scentless illusion no larger than 1 cubic foot. The illusion may be mobile if so desired, though the object cannot move beyond the area of the spell. For instance, the illusion may be any sort of small animal, as long as the caster has seen it before.

All creatures that view this hologram must make a successful check of their Analytic Intelligence at a TH of 50 in order to recognize that this is not real. If they fail the check, then they will behave as if it were real. In certain situations that may be created by the spellcaster that could possibly threaten the life of a believer, onlookers may also be subjected to making a successful Health check or suffering appropriate penalties as deemed by the MM. For instance, a caster may choose to create a hologram of a knife hurling through the air at the head of some poor little trollop. If the trollop believes, then the MM may make her roll against an appropriate TH for the situation and may also decide the appropriate penalties.

Lesser Mending

Level: 2

Discipline: Restoration

Range: Touch

Area: One creature touched

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to mend broken bones. Broken bones often result from Crucial Damage (see *Chap. 10: Combat*). Tendons and dismembered limbs may not be mended, except with the spell called Greater Mending.

Lesser Vulnerability to Acid

Level: 2

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 150% IP or LP of damage from any and all acid attacks, natural or magical, for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Lesser Vulnerability to Air

Level: 1

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 150% IP or LP of damage from any and all air attacks, natural or magical, for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Lesser Vulnerability to Armor

Level: 1

Discipline: Eradication

Range: Touch

Area: One creature

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes an armored creature to become more vulnerable, losing 5 CA per level of the caster.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Lesser Vulnerability to Bases

Level: 2

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 150% IP or LP of damage from any and all base attacks, natural or magical, for the duration of the spell. By base, it is meant the opposite of acid.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Lesser Vulnerability to Cholerics

Level: 2

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 150% LP of damage from any and all attacks made by creatures with a predominantly choleric temperament for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Lesser Vulnerability to Cold

Level: 1

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 150% IP or LP of damage from any and all cold attacks, natural or magical, for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Lesser Vulnerability to Discipline

Level: 1

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a target to automatically take 150% IP or LP of damage from any magical attacks of a specified discipline for the duration of the spell. The specific magical discipline must be named prior to casting.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Lesser Vulnerability to Earth

Level: 1

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell necessitates the target to automatically take 150% IP or LP of damage from any and all earthen attacks, natural or magical, for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Lesser Vulnerability to Electricity

Level: 1

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 150% IP or LP of damage from any and all electrical attacks, natural or magical, for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Lesser Vulnerability to Ethicality

Level: 3

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 150% LP of damage from any and all attacks made by ethical creatures for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Lesser Vulnerability to Fire

Level: 1

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 150% LP of damage from any and all fire attacks, natural or magical, for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Lesser Vulnerability to Immorality

Level: 3

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 150% LP of damage from any and all attacks made by immoral creatures for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Lesser Vulnerability to Morality

Level: 3

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 150% LP of damage from any and all attacks made by moral creatures for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Lesser Vulnerability to Melancholics

Level: 2

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 150% LP of damage from any and all attacks made by creatures with a predominantly melancholic temperament for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Lesser Vulnerability to Phlegmatics

Level: 2

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 150% LP of damage from any and all attacks made by creatures with a predominantly phlegmatic temperament for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Lesser Vulnerability to Poison

Level: 3

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 150% IP or LP of damage from any and all poison, natural or magical, for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Lesser Vulnerability to Sanguines

Level: 2

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 150% LP of damage from any and all attacks made by creatures with a predominantly sanguine temperament for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Lesser Vulnerability to Skill

Level: 3

Discipline: Eradication

Range: Touch

Area: One creature

Duration: 2 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a target to automatically suffer a penalty to all skill checks. The penalty is -5 per level of the caster. However, the caster must touch the target to bestow Lesser Vulnerability to Skill. Touch necessitates a successful Brawling skill check (see *Chap. 8: Skills*).

Lesser Vulnerability to Sonics

Level: 2

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 150% IP or LP of damage from any and all sonic attacks, natural or magical, for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Lesser Vulnerability to Unethicality

Level: 3

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 150% LP of damage from any and all attacks made by unethical creatures for the duration of the spell.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Lesser Vulnerability to Weapon

Level: 1

Discipline: Eradication

Range: Touch

Area: One creature or object

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target to automatically take 150% IP or LP of damage from any and all attacks that result from a specific type of weapon envisioned by the caster during casting.

The spellcaster must touch the target creature for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Living Monstrosity

Level: 2

Discipline: Deterioration

Range: Touch

Area: One unborn fetus

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes an unborn fetus to become diseased or deformed. For the spell to take effect, the caster must touch the belly of the pregnant female. If the touch is unwanted, this necessitates a Brawling skill check (see *Chap. 8: Skills*). The MM decides the exact nature of the birth defect. Whatever it is, it will be a curse to the child, not a blessing.

Love Spell I

Level: 1

Discipline: Domination

Range: Phallic Insertion

Area: One woman

Duration: 3 hours to an exponential power equal to the caster's level

Reference: PDM xiv. 1047-48.

Chant: None

Ingredients: Foam of a stallion's mouth

Ritual: To make a woman love copulating with her:
Anoint your phallus with the ingredient and lie with the woman.

Description: Casting this spell will cause any woman that is slept with to fall in love with the caster upon sleeping with them.

Love Spell II

Level: 2

Discipline: Domination

Range: Phallic Insertion

Area: One woman

Duration: 3 days to an exponential power equal to the caster's level

Reference: PDM xiv. 930-32.

Chant: None

Ingredients: Fruit of acacia and honey

Ritual: To cause a woman to love a man: fruit of acacia; grind with honey; anoint his phallus with it; and lie with the woman!

Description: Casting this spell allows the caster to make any woman love him that sleeps with him.

Love Spell III

Level: 3

Discipline: Domination

Range: Unlimited

Area: One beautiful woman

Duration: 2 weeks to an exponential power equal to the caster's level

Reference: PGM IV. 1265-74.

Chant: NEPHERIERI

Ingredients: Frankincense

Ritual: If you wish to win a woman who is beautiful, be pure for 3 days, make an offering of frankincense, and speak the chant over it. You approach the woman and say it seven times in your soul as you gaze at her, and in this way it will succeed. But do this for seven days.

Description: Casting this spell will cause the beautiful woman to fall in love with the caster. To qualify as beautiful, the woman must have Facial Charisma and Bodily Attractiveness sub-ability scores each in excess of 115.

Love Spell IV

Level: 4

Discipline: Domination

Range: One foot

Area: One passionately kissed partner

Duration: 2 weeks to an exponential power equal to the caster's level

Reference: PGM VII. 661-63.

Chant: ANOK THARENEPIBATHA
CHEOUCHCHA ANOA ANOK
CHARIEMOCHTH LAILAM.

Ingredients: None

Ritual: In conversation while kissing passionately, speak the chant.

Description: Casting this spell causes one passionately kissed partner to fall in love with the caster. The caster may physically abuse the partner if so desired, and their love for the caster will not waiver.

Love Spell V

Level: 5

Discipline: Domination

Range: Lip to lip

Area: The person passionately kissed

Duration: 1 year per caster level

Reference: PGM VII. 405-6.

Chant: I am THAZI N EPIBATHA CHEOUCH
CHA Iam I am CHARIEMOUTH
LAILAM.

Ingredients: None

Ritual: For love, speak the chant while kissing passionately.

Description: Casting this spell causes the person kissed to fall in love with the caster. They will be so attracted to the caster that at any moment they are not touching the caster, they will masturbate. It is impossible for the subject to find others attractive.

Love Spell of Attraction I

Level: 2

Discipline: Domination

Range: Unlimited

Area: One woman

Duration: Until she goes home and has sex with the caster.

Reference: PGM IV. 94-153.

Chant: When she drinks, when she eats, when she has intercourse with someone else, I will bewitch her heart, I will bewitch the heart of her, I will bewitch her breath, I will bewitch her 365 members, I will bewitch her inner part...wherever I desire, until she comes to me and I know what is in her heart, what she does, and of what she thinks, quickly, quickly; immediately, immediately.

Ingredients: Forge a double iron nail with a head, a thin base, and a strong point.

Ritual: Dip the double iron nail in blood and speak the chant.

Description: After casting this spell, every flaming, every cooking, every heating, every steaming, and every sweating that you will cause in this flaming stove, you will cause in the heart, in the liver, in the area of the navel, and in the belly of a specific female you want to attract, until you bring her home and she puts what is in her hand into your hand, what is in her belly onto your belly, what is in her female parts onto your male parts, quickly, quickly; immediately, immediately.

If a large amount of saliva forms in your mouth as you speak, understand that she is distressed, wants to talk to you, and is lovesick; if you yawn frequently, she wants to come to you. But if you sneeze two times or more, she is in good health, unafflicted by the love charm, and is returning to where she lives. If you have a headache and are crying, she is distressed, lovesick, or even dying.

Love Spell of Attraction II

Level: 3

Discipline: Domination

Range: One mile

Area: One woman

Duration: 3 days to an exponential power equal to the caster's level

Reference: PGM IV. 2943-66.

Chant: None

Ingredients: A bat, unbaked dough or unmelted wax, a new drinking vessel, a papyrus strip

Ritual: Take the eyes of a bat and release it alive, and take a piece of unbaked dough or unmelted wax and mold a little dog; and put the right eye of the bat into the right eye of the little dog, implanting also in the same way the left one in the left. And take a needle, thread it with the magical material and stick it through the eyes of the little dog, so that the magical material is visible. And put the dog into a new drinking vessel, attach a papyrus strip to it. Deposit it at a crossroad after you have marked the spot so that, should you wish to recover it, you can find it.

Written on the papyrus strip: "I adjure you three times PHORPHORBA BAIBO PHORBORBA, that she, (speak the name of the female desired), lose the fire in her eye or even lie awake with nothing on her mind except me, (speak your own name), alone. I adjure you by Kore, PHORBEA BRIMO NEREATO DAMON BRIMON SEDNA DARDAR, All-seeing one, OPE, make her, (speak the name of the desired female), lie awake for me through all eternity."

Description: Casting this spell causes a woman to do nothing but think affectionately of the caster. She is unable to concentrate on anything else.

Love Spell of Attraction III

Level: 3

Discipline: Domination

Range: 1 mile

Area: One person

Duration: One hour per caster level

Reference: PGM XXXVI. 69-101.

Chant: None

Ingredients: A pure papyrus, blood of an ass, and magical material (see below), vinegar gum

Ritual: Take a pure papyrus and with blood of an ass write the following names, and put in the magical material (such as her hair, clothing, or other possession) from the woman you desire. Smear the strip of papyrus with moistened vinegar gum and glue it to the dry vaulted vapor room of a bath, and you will marvel. But watch yourself so that you are not struck.

The writing is this: Come, he who sits on top of the gate, IO ERBETH IO PAKERBETH IO BALCHOSETH IO APOMPS IO SESENRO IO BIMAT IAKOUMBIAI ABERRAMENTHO OULER THEXANAX ETHRELUOOTH MEMAREBA TOU SETH, as you are in flames and on fire, so also the soul, the heart of her, (write the name of the desired person), whom (write the name of the desired person's mother) bore, until she comes loving me, (write your own name), and glues her female pudenda to my male one, immediately, immediately; quickly, quickly.

Description: Casting this spell attracts men to women and women to men and makes virgins rush out of their homes. This spell causes lust more than love.

Love Spell of Attraction IV

Level: 4

Discipline: Domination

Range: One mile

Area: One female

Duration: One day

Reference: PGM XXXVI. 361-71.

Chant: SISISOTH, attract to me her, (speak her name) on this very day, in this very hour, because I adjure you by the name CHYCHACHAMER MEROUTH CHMEMINOUTH THIONTHOUTH PHIOPHAO BELECHAS AAA EEE EEE L' S' S' S' N' N'. Attract her, (speak her name), to (speak your own name).

Ingredients: The skin of an ass, a silurus (a particular kind of common fish), and a dead dog.

Ritual: Take the skin of an ass and write the following in the blood from the womb of a silurus (a particular kind of common fish) after mixing in the juice of the plant Sarapis. After speaking the chant, place it in the mouth of a dead dog, and it will attract her in the same hour.

Description: This spell works on the same day it is cast. For one day, this female will love the caster so much, there is nothing she will not do for the caster.

Love Spell of Attraction through Touch

Level: 3

Discipline: Domination

Range: Touch

Area: One female

Duration: One day per caster level

Reference: PGM VII. 973-80.

Chant: THOBARRABAU MICHAEL MICHAEL
OSIRIS PHOR PHORBA ABRIEL
SESEGGENBARPHARAGGES IAO
SABAOOTH ADONAIE LAILAM, compel
her, (speak the name of the desired female),
whom (speak the name of the female's
mother) bore, to follow me should I touch
her.

Ingredients: A scarab, a vetch plant, and a glass
cup

Ritual: Take a scarab and boil it in a good unguent,
and take the beetle and grind it together with
the plant vetch, and place them in a glass
cup and speak the chant twice.

Description: After casting this spell, the caster must
touch the desired female for the spell to take
effect. The female will love the caster for
the duration of the spell.

Madness

Level: 3

Discipline: Deterioration

Range: One mile

Area: One person's mind

Duration: Permanent

Reference: PDM xiv. 1182-87.

Chant: None

Ingredients: Hair of victim and dead man, a hawk

Ritual: To make mad any man or woman: You
should take the hair of the man whom you
wish together with the hair of a dead man;
you should tie them to each other; you
should tie them to the body of the hawk;
and you should release it alive. If you wish
to do it for some days, you should put the
hawk in a place, feeding it in your house.

Description: This spell will cause any man or woman
to acquire a random mental illness. Consult
the table in *Chapter 5: Mind*.

Magical Warning

Level: 1

Discipline: Supportation

Range: None

Area: A cone that matches the visual range of the
eye of a dog.

Duration: Two hours per caster level

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell creates a plucked eye
and severed vocal chord of a dog. This
warning device supports the caster by bark-
ing noisily whenever the eye sights move-
ment. The plucked eye will only see in the
direction in which it is placed, staring intently
without moving.

Martyrization

Level: 8

Discipline: Domination

Range: Touch

Area: One target creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a target
creature touched by the spellcaster to, upon
death, become a martyr. A sizable percent-
age of the nearest population that is aware
of the death of the target creature will mar-
tyrize them. Circumstances vary, but if the
target creature dies a public death in a city,
about 100,000 inhabitants will martyrize
them after death. The exact effect is deter-
mined by the MM, but it is not uncommon
for cults to form for a martyr.

Mass Bidding

Level: 5

Discipline: Domination

Range: 100 feet

Area: 100 creatures

Duration: 2 hours to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes 100 target creatures closest to a point designated by the spellcaster to become subservient to the spellcaster's bidding. The target creatures may be able to avoid the effects of the spell if they pass a Drive check at TH 95.

While under the influence of the spellcaster, the target creatures will not commit suicide, but may be more apt to harm themselves than usual. Generally, they will feel compelled to please the spellcaster by doing the spellcaster's bidding without question. The targets of this spell are mentally dominated by the spellcaster.

When the spell expires, the target creatures will remember the events which occurred during this spell. However, these memories will seem disoriented, as if from a dream.

Perhaps the most popular use of this spell is to raise a military force or create a mob.

Mass Complete Healing

Level: 8

Discipline: Restoration

Range: Touch

Area: d1000 creatures

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to heal d1000 individuals. In order to bestow healing, each creature to be healed must be touched by the spellcaster, which means that a successful Brawling skill check is required (see *Chap. 8: Skills*), unless the creature does not object to being healed, in which case no check is necessary. If successful, each creature regains their full potential of Life Points if they are wounded, regardless of the number. If missed, then the spell is wasted.

Mass Evanescence

Level: 4

Discipline: Hallucination

Range: All must touch each other simultaneously

Area: 10' x 10' x 10'

Duration: Special

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes all creatures or objects touched by the caster in the area to become evanescent, invisible. If a creature is the intended recipient, and if the creature does not desire to become evanescent, then the caster must pass a Brawling skill check (see *Chap. 8: Skills*) to successfully touch the creature.

Evanescence is a hallucination that functions by inducing all onlooking sentient beings to need to pass Intuition checks at a TH of 60 + 3 per caster level. Failure means they do not see the evanescent creature or object.

While evanescent, a creature may be invisible to others, but will still make sound normally. Evanescent creatures may attack others and remain evanescent.

Only whole creatures or objects may become evanescent. For instance, it is not possible for half of a broomstick to become evanescent. Either the whole broomstick will, or none of it will be effected.

Following is the duration for the spell's effect:

<u>Caster Level</u>	<u>Duration</u>
1	1 round
2	1 minute
3	30 minutes
4	1 hour
5	12 hours
6-7	1 day
8	1 week
9-10	1 year
11	1 decade
12-14	1 century
15+	Caster's desire

Mass Greater Healing

Level: 6

Discipline: Restoration

Range: Touch

Area: d1000 creatures

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to heal d1000 individuals. In order to bestow healing, each creature to be healed must be touched by the spellcaster, which means that a successful Brawling skill check is required (see *Chap. 8: Skills*), unless the creature does not object to being healed, in which case no check is necessary. If successful, each creature regains 2d20 Life Points if they are wounded. If missed, then the spell is wasted.

Mass Lesser Healing

Level: 4

Discipline: Restoration

Range: Touch

Area: d10 creatures

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to heal d10 individuals. In order to bestow healing, each creature to be healed must be touched by the spellcaster, which means that a successful Brawling skill check is required (see *Chap. 8: Skills*), unless the creature does not object to being healed, in which case no check is necessary. If successful, each creature regains d10 Life Points if they are wounded. If missed, then the spell is wasted.

Mass Healing

Level: 5

Discipline: Restoration

Range: Touch

Area: d100 creatures

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to heal d100 individuals. In order to bestow Healing, each creature to be healed must be touched by the spellcaster, which means that a successful Brawling skill check is required (see *Chap. 8: Skills*), unless the creature does not object to being healed, in which case no check is necessary. If successful, each creature regains 2d8 Life Points if they are wounded. If missed, then the spell is wasted.

Mass Protection from Acid

Level: 5

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from non-magical acid by diminishing damage. Magical acid is unaffected by this spell. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All acid-based attacks on the target creatures have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Mass Protection from Air

Level: 4

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from air attacks by diminishing damage. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All air-based attacks on the target creatures have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Mass Protection from Bases

Level: 5

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from non-magical bases by diminishing damage. Bases, here, are meant as the opposite of acids. Magical bases are unaffected by this spell. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All base-based attacks on the target creatures have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Mass Protection from Cholerics

Level: 5

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from attacks made by creatures with a predominantly choleric temperament by diminishing damage. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All attacks by choleric creatures on the target creatures have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Mass Protection from Cold

Level: 4

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from non-magical cold by diminishing damage. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All cold-based attacks on the target creatures have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Mass Protection from Discipline

Level: 4

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: 3 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from all spells of a magical discipline. The discipline, such as annihilation or deterioration, must be specified during casting. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

Any time during the duration of the spell in which the target creatures must make a skill check, a bonus of (5 x caster level) is applied. Further, damage resulting to the target creatures from a spell or magical effect of the specified discipline is reduced by (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Mass Protection from Earth

Level: 4

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from earth-based attacks by diminishing damage. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All earth-based attacks on the target creatures have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Mass Protection from Electricity

Level: 4

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from non-magical electricity by diminishing damage. Magical electricity is unaffected by this spell. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All electricity-based attacks on the target creatures have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Mass Protection from Ethicality

Level: 6

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from attacks made by ethical creatures by diminishing damage. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All attacks by ethical creatures on the target creatures have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Mass Protection from Fire

Level: 4

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from non-magical fire by diminishing damage. Magical fire is unaffected by this spell. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All fire-based attacks on the target creatures have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Mass Protection from Gaze

Level: 5

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from non-magical gaze by diminishing damage and increasing skill checks. Magical gaze is unaffected by this spell. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

Any time during the duration of the spell in which the target creatures must make a skill check, a bonus of (5 x caster level) is applied. All gaze-based attacks on the target creatures have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Mass Protection from Immorality

Level: 6

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from attacks made by immoral creatures by diminishing damage. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All attacks by immoral creatures on the target creatures have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Mass Protection from Melancholics

Level: 5

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from attacks made by creatures with a predominantly melancholic temperament by diminishing damage. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All attacks by melancholic creatures on the target creatures have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Mass Protection from Morality

Level: 6

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from attacks made by moral creatures by diminishing damage. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All attacks by moral creatures on the target creatures have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Mass Protection from Phlegmatics

Level: 5

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from attacks made by creatures with a predominantly phlegmatic temperament by diminishing damage. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All attacks by phlegmatic creatures on the target creatures have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Mass Protection from Physical Harm

Level: 6

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from all physical harm by diminishing damage. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

Damage is reduced for all physical attacks on the target creatures for the duration of the spell. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Mass Protection from Poison

Level: 6

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from non-magical poison by diminishing damage. Magical poison is unaffected by this spell. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All poison-based attacks on the target creatures have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Mass Protection from Sanguines

Level: 5

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from attacks made by creatures with a predominantly sanguine temperament by diminishing damage. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All attacks by sanguine creatures on the target creatures have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Mass Protection from Sonics

Level: 5

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from non-magical sonics by diminishing damage. Magical sonics are unaffected by this spell. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All sonic-based attacks on the target creatures have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Mass Protection from Unethicity

Level: 6

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from attacks made by unethical creatures by diminishing damage. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All attacks by unethical creatures on the target creatures have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Mass Protection from Water

Level: 4

Discipline: Supportation

Range: Touch

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Three rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects touched creatures from water-based attacks by diminishing damage. If a target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All water-based attacks on the target creatures have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creatures can experience.

Mass Teleportation

Level: 9
Discipline: Reformation
Range: Touch
Area: Two creatures to an exponential power equal to the level of the caster
Duration: Instantaneous
Chant: To be determined
Ingredients: To be determined
Ritual: To be determined
Description: Casting this spell causes multiple creatures to be instantly moved or transported to a location envisioned by the caster. The caster must have personally been in the exact location where the target creatures are to be transported. The spell functions by converting the bodies of the targets into pure energy, which then seeks the appropriate location at the speed of light, instantly transforming back into the target creatures at the specified destination. All target creatures will appear in the same proportion regarding distance to each other, and all must appear at the same destination; the spellcaster may not specify multiple destinations. One of the target creatures must become a main target creature who will appear at the exact location, while the others will appear in correct proportion around the main target creature.

An improvement over the spell Teleportation, a spellcaster may teleport creatures regardless of their size.

In order for the target creatures to successfully be transported to the correct location, the spellcaster must pass a Reflection sub-ability check. The spellcaster must consult the MM to determine the TH of the Reflection check. Below are some suggestions:

TH	Reason
05	Caster has not been at the exact destination for at least 1 hour
10	Caster has not been at the exact location for at least 1 day
25	Caster has not been at the exact

	destination for at least 1 month
50	Caster has not been at the exact destination for at least 1 year
75	Caster has not been at the exact destination for at least 5 years
95	Caster has not been at the exact destination for at least 25 years
98	Caster has not been at the exact destination for at least 50 years
99	Caster has not been at the exact destination for at least 100 years

However, the significance of the destination is equally important to Reflection. If a major life event happened at the location (such as marriage or divorce, death of a friend, close call with death, etc.), then the MM may lower the TH by no more than 50.

If the spellcaster fails their Reflection check, then the target creatures are not transported to the destination. Instead, roll percentile dice and consult the table below:

Roll	Result
01-25	The target creatures are totally unaffected by the spell
26-50	The targets are converted into pure energy, and the caster does not know where their energy is
51-75	The target creatures are transported (d100)% of the distance in a random direction
76-100	The target creatures are transported (d100%) of the distance in the correct direction

Mass Vulnerability to Acid

Level: 8

Discipline: Eradication

Range: Direct line of sight

Area: Two creatures or objects to an exponential power equal to the level of the caster

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the targets to automatically take 300% IP or LP of damage from any and all acid attacks, natural or magical, for the duration of the spell. The spellcaster must be able to see the targets and specify them during casting.

Mass Vulnerability to Air

Level: 7

Discipline: Eradication

Range: Direct line of sight

Area: Two creatures or objects to an exponential power equal to the level of the caster

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the targets to automatically take 300% IP or LP of damage from any and all air attacks, natural or magical, for the duration of the spell. The spellcaster must be able to see the targets and specify them during casting.

Mass Vulnerability to Armor

Level: 7

Discipline: Eradication

Range: Direct line of sight

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes armored creatures to become more vulnerable, losing 10 CA per level of the caster. The spellcaster must be able to see the targets and specify them during casting.

Mass Vulnerability to Bases

Level: 8

Discipline: Eradication

Range: Direct line of sight

Area: Two creatures or objects to an exponential power equal to the level of the caster

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the targets to automatically take 300% IP or LP of damage from any and all base attacks, natural or magical, for the duration of the spell. By base, it is meant the opposite of acid. The spellcaster must be able to see the targets and specify them during casting.

Mass Vulnerability to Cholerics

Level: 8

Discipline: Eradication

Range: Direct line of sight

Area: Two creatures or objects to an exponential power equal to the level of the caster

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the targets to automatically take 300% LP of damage from any and all attacks made by creatures with a predominantly choleric temperament for the duration of the spell. The spellcaster must be able to see the targets and specify them during casting.

Mass Vulnerability to Cold

Level: 7

Discipline: Eradication

Range: Direct line of sight

Area: Two creatures or objects to an exponential power equal to the level of the caster

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the targets to automatically take 300% IP or LP of damage from any and all cold attacks, natural or magical, for the duration of the spell. The spellcaster must be able to see the targets and specify them during casting.

Mass Vulnerability to Discipline

Level: 7

Discipline: Eradication

Range: Direct line of sight

Area: Two creatures or objects to an exponential power equal to the level of the caster

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes targets to automatically take 300% IP or LP of damage from any magical attacks of a specified discipline for the duration of the spell. The specific magical discipline must be named prior to casting. Also, the spellcaster must be able to see the targets and specify them during casting.

Mass Vulnerability to Earth

Level: 7

Discipline: Eradication

Range: Direct line of sight

Area: Two creatures or objects

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell necessitates the targets to automatically take 300% IP or LP of damage from any and all earthen attacks, natural or magical, for the duration of the spell. The spellcaster must be able to see the targets and specify them during casting.

Mass Vulnerability to Electricity

Level: 7

Discipline: Eradication

Range: Direct line of sight

Area: Two creatures or objects

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the targets to automatically take 300% IP or LP of damage from any and all electrical attacks, natural or magical, for the duration of the spell. The spellcaster must be able to see the targets and specify them during casting.

Mass Vulnerability to Ethicality

Level: 9

Discipline: Eradication

Range: Direct line of sight

Area: Two creatures or objects to an exponential power equal to the level of the caster

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the targets to automatically take 300% LP of damage from any and all attacks made by ethical creatures for the duration of the spell. The spellcaster must be able to see the targets and specify them during casting.

Mass Vulnerability to Fire

Level: 7

Discipline: Eradication

Range: Direct line of sight

Area: Two creatures or objects to an exponential power equal to the level of the caster

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the targets to automatically take 300% LP of damage from any and all fire attacks, natural or magical, for the duration of the spell. The spellcaster must be able to see the targets and specify them during casting.

Mass Vulnerability to Immorality

Level: 9

Discipline: Eradication

Range: Direct line of sight

Area: Two creatures or objects to an exponential power equal to the level of the caster

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the targets to automatically take 300% LP of damage from any and all attacks made by immoral creatures for the duration of the spell. The spellcaster must be able to see the targets and specify them during casting.

Mass Vulnerability to Melancholics

Level: 8

Discipline: Eradication

Range: Direct line of sight

Area: Two creatures or objects to an exponential power equal to the level of the caster

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the targets to automatically take 300% LP of damage from any and all attacks made by creatures with a predominantly melancholic temperament for the duration of the spell. The spellcaster must be able to see the targets and specify them during casting.

Mass Vulnerability to Phlegmatics

Level: 8

Discipline: Eradication

Range: Direct line of sight

Area: Two creatures or objects to an exponential power equal to the level of the caster

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the targets to automatically take 300% LP of damage from any and all attacks made by creatures with a predominantly phlegmatic temperament for the duration of the spell. The spellcaster must be able to see the targets and specify them during casting.

Mass Vulnerability to Morality

Level: 9

Discipline: Eradication

Range: Direct line of sight

Area: Two creatures or objects to an exponential power equal to the level of the caster

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the targets to automatically take 300% LP of damage from any and all attacks made by moral creatures for the duration of the spell. The spellcaster must be able to see the targets and specify them during casting.

Mass Vulnerability to Poison

Level: 9

Discipline: Eradication

Range: Direct line of sight

Area: Two creatures or objects to an exponential power equal to the level of the caster

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the targets to automatically take 300% IP or LP of damage from any and all poison, natural or magical, for the duration of the spell. The spellcaster must be able to see the targets and specify them during casting.

Mass Vulnerability to Sanguines

Level: 8

Discipline: Eradication

Range: Direct line of sight

Area: Two creatures or objects to an exponential power equal to the level of the caster

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the targets to automatically take 300% LP of damage from any and all attacks made by creatures with a predominantly sanguine temperament for the duration of the spell. The spellcaster must be able to see the targets and specify them during casting.

Mass Vulnerability to Sonics

Level: 8

Discipline: Eradication

Range: Direct line of sight

Area: Two creatures or objects to an exponential power equal to the level of the caster

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the targets to automatically take 300% IP or LP of damage from any and all sonic attacks, natural or magical, for the duration of the spell. The spellcaster must be able to see the targets and specify them during casting.

Mass Vulnerability to Skill

Level: 9

Discipline: Eradication

Range: Direct line of sight

Area: Two creatures to an exponential power equal to the level of the caster

Duration: Two minutes to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes multiple targets to automatically suffer penalties to all skill checks. The penalty is -5 per level of the caster. The caster must see the targets upon casting the spell to bestow Mass Vulnerability to Skill.

Mass Vulnerability to Unethicality

Level: 9

Discipline: Eradication

Range: Direct line of sight

Area: Two creatures or objects to an exponential power equal to the level of the caster

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the targets to automatically take 300% LP of damage from any and all attacks made by unethical creatures for the duration of the spell. The spellcaster must be able to see the targets and specify them during casting.

Mass Vulnerability to Weapon

Level: 7

Discipline: Eradication

Range: Direct line of sight

Area: Two creatures or objects to an exponential power equal to the level of the caster

Duration: Two rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the targets to automatically take 300% IP or LP of damage from any and all attacks that result from a specific type of weapon envisioned by the caster during casting. The spellcaster must see the targets and specify them during casting.

Meltdown

Level: 4

Discipline: Annihilation

Range: 1,000 feet

Area: 1 creature or object

Duration: 1 round per level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell creates a magical fire capable of melting one creature or object, unless they are immune to magical fire. Meltdown causes d100 IP or LP of damage per round.

Miasma

Level: 5

Discipline: Deterioration

Range: 1 mile

Area: Special

Duration: Special

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the air of an area to become vaporous and harmful if inhaled. Both the size of the area and the amount of LP in damage depend on the level of the caster. Consult the following table:

<u>C. Level</u>	<u>Area</u>	<u>Damage</u>
1-10	50 foot cube	d4/round
11-14	100 foot cube	d8/round
15-17	500 foot cube	2d20/round
18-19	1,000 ft. cube	d100/rd.
20+	10,000 ft. cube	4d100/rd.

Damage occurs for each round of inhalation. Creatures that breathe the Miasma will cough severely for 2d20 minutes after exiting the vapors, their eyes will become bloodshot, and snot will flow freely from their nostrils.

The duration of the Miasma depends upon the ventilation of the area. If indoors, it could linger for years. If outdoors, it usually dissipates in 2d20 minutes.

Modify Molecules

Level: 2

Discipline: Reformation

Range: None

Area: Caster

Duration: 10 minutes per caster level

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to assume the form of anything within two feet of the caster's height. The caster still retains the same physical properties of their normal self, they just appear differently. For instance, the caster may take the shape of a huge pile of shit, but the caster will still smell like their normal self (for some this change will make their appearance match that of their horrific odor).

Multiplication of Loaves and Fish

Level: 4

Discipline: Supportation

Range: Touch

Area: A quantity of loaves and fish

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes any loaves of bread and fish before the spellcaster to multiply by 500 times. Hence, one loaf of bread would become 500 loaves of bread. Only bread and fish may be multiplied. The bread and fish must each be lighter than five pounds.

Oracle

Level: 1

Discipline: Prognostication

Range: This earth

Area: One person

Duration: Instantaneous

Reference: PGM LXII. 47-51.

Chant: None

Ingredients: A die and a bowl

Ritual: Make the inquirer throw a die in a bowl.

Let him fill this with water. Add to the cast of the die 612, which is the numerical value of a god, and subtract from the sum 353, which is the numerical value of another. If then the number remaining be found divisible by two, he lives; if not, death has him.

Description: Casting this spell allows the caster to discern whether a man currently unseen is alive or has died.

Pain Berry

Level: 1

Discipline: Deterioration

Range: Touch

Area: Up to 12 berries per caster level

Duration: 24 hours

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell creates bad berries. Each Pain Berry ingested produces immediate and intense burning. If swallowed, these magical berries produce intestinal burning. Eating only a few berries may be lethal to a small child. Each berry eaten causes 2 LP of damage. The effect of these magical berries is identical to the poisonous berries of the daphne plant, which may be found in *Chapter 17: Natural Substances*.

Palfrey

Level: 4

Discipline: Convocation

Range: 1 mile

Area: 1 riding horse

Duration: 3 minutes to an exponential power
equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell summons a palfrey, a dainty riding horse, from the surrounding mile. There is nothing remarkable about the horse. The mount will faithfully serve the caster as though it has known the caster for a lifetime.

Perpetual Bleeding

Level: 6

Discipline: Deterioration

Range: Touch

Area: One target creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell requires the spellcaster to touch the target creature, which necessitates a successful Brawling skill check (see *Chap. 8: Skills*). Once the target creature is successfully touched, they are not harmed...yet. The next time the target creature suffers damage which makes them bleed, they will discover that the wound will bleed eternally. Women are the only exception to this rule, since they bleed naturally. Hence, this spell may give a woman eternal menstruation.

The rate of bleeding is determined by the level of the caster. Consult the table below:

<u>Caster Level</u>	<u>Rate of Bleeding</u>
1-4	1 LP/day
5-8	1 LP/hour
9-11	1 LP/minute
12-15	1 LP/round
16-17	1 LP/second
18-19	10 LP/second
20+	100 LP/second

No matter what is done, it will bleed forever. Even if magical healing is applied, the wound will not heal. Therefore, centuries later, the corpse of a human will still be bleeding.

Perpetual Burn

Level: 5

Discipline: Reformation

Range: Touch

Area: Special

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell creates a magical fire that burns for eternity. The flame cannot be extinguished. The size of the fire depends on the level of the spellcaster. See below:

<u>Caster Level</u>	<u>Size of Fire</u>
1-4	candle
5-8	torch
9-11	campfire
12-15	bonfire
16-17	housefire
18-19	burning village
20+	volcano

Perpetual Healing

Level: 10

Discipline: Restoration

Range: Self

Area: One creature touched

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Once this spell is cast for the first time, there is no need to ever cast it again. Casting this spell eternally allows the caster to heal any creature by touch without limitation. In order to bestow healing, the creature to be healed must be touched by the caster, which means that a successful Brawling skill check is required (see *Chap. 8: Skills*), unless the creature does not object to being healed, in which case no check is necessary. If successful, the creature regains their full potential of Life Points if they are wounded, regardless of the number. Any creature that physically contacts the caster, provided the caster wills the effect to happen, is instantly healed.

Perpetual Hologram

Level: 5

Discipline: Hallucination

Range: 500 feet + 100 feet per caster level

Area: One hundred cubic feet

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to create an illusion no larger than 100 cubic feet. The illusion may be mobile if so desired, though the object cannot move beyond the area of the spell. For instance, the illusion may be any sort of small animal, as long as the caster has seen it before.

An improvement over Greater Hologram, Perpetual Hologram remains in effect permanently, once cast. This spell allows sound and smell to accompany the visual illusion, though this hallucination cannot provide sensations of taste or touch. The only sound and smell which may accompany the hallucination is a sound or smell which the caster has physically heard or smelt before and remembers. Imagined sounds and smells fail.

All creatures that view this hologram must make a successful check of their Analytic Intelligence at a TH of 94 in order to recognize that this is not real. If they fail the check, then they will behave as if it were real. If the spellcaster creates an illusion which suggests a threat to the life of a believing creature, onlookers may also be subjected to making a successful Health check or suffering appropriate penalties as deemed by the MM. For instance, a caster may choose to create a hologram of a knife hurling through the air at the head of some poor little trollop. If the trollop believes, then the MM may make her roll against an appropriate TH for the situation and may also decide the appropriate penalties.

Perpetual Orgasm

Level: 5

Discipline: Reformation

Range: Touch

Area: One target creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell requires the caster to touch the target creature, which necessitates a Brawling skill check (see *Chap. 8: Skills*). If successful, the target creature will orgasm without end and for eternity.

As good as a neverending orgasm sounds, no creature is capable of remaining alive while experiencing a Perpetual Orgasm. For the first 1-2 minutes, the effects of this spell will seem like the greatest blessing to the target creature. Thereafter, survival depends on the sub-ability of Health. Every round after the initial 1-2 minutes necessitates a Health check. The check must be passed to remain alive. Initially, the check is a TH of 30. However, the TH increases by 15 per minute. The target creature will die of a heart attack. However, even after death, their corpse continues to orgasm. To an observer, it will seem as though the corpse convulses from the hips.

Spellcasters often chuckle, thinking that if you have to die, what a way to go.

Perpetual Slumber

Level: 4

Discipline: Domination

Range: Touch

Area: One target creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell requires the caster to touch a target creature, necessitating a Brawling skill check (see *Chap. 8: Skills*). Upon touching a target creature, the creature is forced into eternal sleep. No matter what is done to the sleeping target creature, they will not awaken.

Pestilential Host

Level: 5

Discipline: Deterioration

Range: Touch

Area: One creature

Duration: 1 month per caster level

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the target creature touched to become a Pestilential Host. If the target creature does not desire to be touched, a Brawling skill check must be made (see *Chap. 8: Skills*).

The Pestilential Host will spread magically induced fever and plague wherever they go. Roll d100 to determine the radius in feet that the Pestilential Host is contagious. Any creature passing within this radius of the Pestilential Host has a chance of acquiring a fever or plague. The chance does not reoccur everytime the creature enters the radius. The chance to acquire a fever or plague occurs only once. The chance to acquire a fever or plague is (d100)%. Therefore, every creature that enters the radius specified above of the Pestilential Host for the first time must roll percentile dice, and hope to roll above this amount to avoid the fever or plague. If a creature passes this check, then they are immune to the effects of the fever or plague.

If a creature becomes afflicted with a fever or plague, then a roll will determine the results. Roll d100 and consult the table below:

<u>Roll</u>	<u>Result</u>
01	Instantly fatal
02-05	Fever for d10 days, fatal
06-25	Fever for 2d20 days, fatal
26-65	Fever for 4d100 days, fatal
66-85	Fever for 4d100 days, recovery
86-95	Fever for 2d20 days, recovery
96-100	Fever for d10 days,

recovery

While afflicted with a fever or plague, a creature will be confined to bedrest. They will be unable to fight or work. Symptoms will include a high and neverending fever, excessive sweating, a lack of energy, and they will be borderline unconscious.

When the spell expires, the Pestilential Host will no longer be contagious to others. However, the pestilence will continue to affect others for its full course as determined on the table above.

Pestilential Penis

Level: 4

Discipline: Deterioration

Range: Direct line of sight

Area: One male creature

Duration: 6 months per caster level

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the penis of the male creature seen during casting to seem to have no affliction during daily life, but if it impregnates a woman, it causes the child to have birth defects such as deformity or disease. The exact nature of the birth defect is determined by the MM.

If, however, someone with a Pestilential Penis impregnates someone with a Pestilential Pudenda, the result will be determined by percentile dice: 01-50 = healthy, normal child, 51-100 = born dead.

Pestilential Pudenda

Level: 5

Discipline: Deterioration

Range: 1 mile

Area: 100,000 cubic feet

Duration: 6 months per caster level

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes all pudendas, which are vaginas, within the area of the spell to only give birth to deformed or diseased children. The MM determines the birth defect. In all other respects, such as in daily life, the pudenda seems to have no affliction.

If, however, someone with a Pestilential Penis impregnates someone with a Pestilential Pudenda, the result will be determined by percentile dice: 01-50 = healthy, normal child, 51-100 = born dead.

Phlogistic Augmentation

Level: 1

Discipline: Reformation

Range: 50 feet

Area: 10' diameter

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell enhances the voraciousness of a chosen fire. The affected fire will blind all within the area who look at it. Otherwise, it increases the damage done by the fire to the next higher die, such as from a d12 to a d20. This spell only affects natural fires.

Pillar of Smoke

Level: 10

Discipline: Convocation

Range: 500 feet

Area: A cylinder 5d20 feet in diameter and 4d100 feet in height

Duration: 1 round per caster level

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell summons a pillar of dark smoke as though a volcano erupted underneath. The boundaries of the pillar are clearly defined. Itself, the pillar is quiet. However, a low and booming voice from within will address the spellcaster. The voice from within is a deity, and most likely an elder deity, though no spellcaster has ever learned its true name. The deity refuses to identify itself. Yet, it has been renowned for wielding godly might in the past at the behest of the spellcaster. The MM determines the reactions of the god to being summoned. If asked its name, the god replies "I am who I am," so that the spellcaster will not know its true name and have any power over it. Further, this god will refuse to emerge from the dark smoke and not allow anyone to see it.

Pillars of Lightning

Level: 6

Discipline: Convocation

Range: 10 miles per caster level

Area: 10 cubic miles per caster level

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell summons energy from the skies, harnessing enough to create one gigantic source of electrical power miles above the ground. At the instant this source forms, the energy bursts forth toward the ground with thunder louder than encountered in natural thunderstorms. The energy separates into a number of lightning bolts equal to the caster's level and strikes random points on the ground below. This effect creates a momentous maze of lightning in the sky and is extremely bright, though it will not blind an onlooker. Each bolt strikes the ground doing 10d10 Integrity Points or Life Points of electrical damage.

Pillars of Salt

Level: 5

Discipline: Annihilation

Range: Direct line of sight

Area: Special

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a bolt of white lightning to project from the caster's open palm toward a target creature or object. The target must be within a direct line of sight. In order to strike the target with the bolt, the caster must pass an Aim skill check (see *Chap. 8: Skills*). If the target is missed, the bolt will continue in its direction until an object is struck. In either case, the bolt will carry a potential damage of 4d1000 IP or LP. Upon contacting a creature or object, the bolt will distribute as much of this damage as the target can take. Oftentimes, the target will be reduced to zero IP or LP. If the target is a creature, a deposit of salt will be the only remains. The bolt of white lightning will continue, though the energy will travel until all energy is absorbed. Interestingly, the bolt always seeks the nearest living target. If two are equally close, the bolt will strike the target with the most LP. When this spell is cast, spellcasters usually use it to annihilate humanoids, which leaves numerous Pillars of Salt in its wake.

If the bolt of white lightning strikes metal, the metal will not take damage so much as become hot and refract the bolt in a random direction determined by the MM. If the bolt of white lightning strikes stone, the stone will not take damage, though it may become scorched, but it will become hot and refract the bolt in a random direction determined by the MM.

If the bolt strikes a creature wearing metal armor, the bolt will strike the creature where its flesh is exposed, even if it must go through the eye-slits of a visor, it WILL get the target creature.

Pleasure Berry

Level: 1

Discipline: Restoration

Range: Touch

Area: Up to 12 berries per caster level

Duration: 24 hours

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell creates berries, which heal or allow a creature to recover 2 LP when ingested. Each Pleasure Berry tastes fresh and sweet. When swallowed, these berries soothe the stomach. The berries disappear after the spell duration.

Possession

Level: 4

Discipline: Domination

Range: One mile

Area: One creature

Duration: Special

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows a nearby spirit to possess a living body. The target creature and the spirit must compete for the highest Drive check. The winner controls the body of the target creature. If the spirit wins, then it enters the body of the target creature and continues to suppress the owner.

The owner may fight with the possessing spirit continually, if desired, but they suffer -50 to ability and skill checks while being possessed. However, if the owner is submissive and only fights for control once per week, then an ability or skill check may be made with only a penalty of -10. An owner may eject a possessing spirit only if a Drive check of the owner exceeds the Drive check of the possessing spirit by at least 50.

Creatures other than the owner are unable to eject the possessing spirit except by magical means.

Prayer of Deliverance

Level: 9

Discipline: Convocation

Range: Self

Area: Caster

Duration: One hour

Reference: PGM I. 195-222.

Chant: I call upon you, lord. Hear me, holy god who rest among the holy ones, at whose side the Glorious Ones stand continually. I call upon you, forefather, and I beseech you, eternal one, eternal ruler of the sun's rays, eternal ruler of the celestial orb, standing in the seven-part region, CHAO CHAO CHA OUPH CHTHETHONIMEETHE-CHRINIA MEROUMI ALDA ZAO BLATHAMMACHOTH PHRIXA EKETHAMASTRA PHATIRI TAOCH IALTHEMEACHE; you who hold fast to the root, who possess the powerful name which has been consecrated by all angels. Hear me, you who have established the mighty archangels, and beside whom stand untold myriads of angels. I call upon you, lord of the universe, in an hour of need; hear me, for my soul is distressed, and I am perplexed and in want of everything. Wherefore, come to me, you who are lord over all angels; shield me against excess of all magical power of aerial demon and fate. Rescue me in an hour of need.

Ingredients: None

Ritual: Speak the chant above as a prayer to one's moral god.

Description: This is the prayer of deliverance for a powerful moral god. If the caster is moral, then the god will grant the caster immortality for the duration of the spell as a means of rescue. Further, an angel is 50% likely to appear and aid the caster for the duration of the spell.

Predilection

Level: 2

Discipline: Domination

Range: 50 feet

Area: 20' diameter

Duration: 3 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the next person that looks the caster in the eye to desire to perform the next task stated verbally by the caster in a language understood by both caster and target. The task cannot entail danger or harm. However, the target creature will not only perform the task, but will truly enjoy performing it. The target creature is immune to the effects of the spell and the spell is wasted if the target creature rolls percentile dice and the result is higher than their Sanguine score.

Preservation

Level: 1

Discipline: Reformation

Range: Touch

Area: One dead creature

Duration: Two days to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell preserves a corpse from decay for the duration of the spell. For the spell to take effect, the target corpse must be touched. If cast immediately after the creature's death, then no signs of death will develop, such as livor mortis, rigor mortis, or putrefaction. For more information on the decay of a cadaver, see Character Death in *Chap. 10: Combat*.

Protection from Acid

Level: 2

Discipline: Supportation

Range: Touch

Area: One creature

Duration: 3 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from non-magical acid by diminishing damage. Magical acid is unaffected by this spell. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All acid-based attacks on the target creature have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creature can experience.

Protection from Air

Level: 1

Discipline: Supportation

Range: Touch

Area: One creature

Duration: 3 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from air attacks by diminishing damage. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All air-based attacks on the target creature have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creature can experience.

Protection from Bases

Level: 2

Discipline: Supportation

Range: Touch

Area: One creature

Duration: 3 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from non-magical bases by diminishing damage. Bases, here, are meant as the opposite of acids. Magical bases are unaffected by this spell. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All base-based attacks on the target creature have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creature can experience.

Protection from Cholerics

Level: 2

Discipline: Supportation

Range: Touch

Area: One creature

Duration: 3 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from attacks made by creatures with a predominantly choleric temperament by diminishing damage. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All attacks by choleric creatures on the target creature have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creature can experience.

Protection from Cold

Level: 1

Discipline: Supportation

Range: Touch

Area: One creature

Duration: 3 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from non-magical cold by diminishing damage. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All cold-based attacks on the target creature have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creature can experience.

Protection from Earth

Level: 1

Discipline: Supportation

Range: Touch

Area: One creature

Duration: 3 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from earth-based attacks by diminishing damage. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All earth-based attacks on the target creature have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creature can experience.

Protection from Discipline

Level: 1

Discipline: Supportation

Range: Touch

Area: One creature

Duration: 3 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from all spells of a magical discipline. The discipline, such as annihilation or deterioration, must be specified during casting. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

Any time during the duration of the spell in which the target creature must make a skill check, a bonus of (5 x caster level) is applied. Further, damage resulting to the target creature from a spell or magical effect of the specified discipline is reduced by (5 x caster level)%. One LP of damage is the least the target creature can experience.

Protection from Electricity

Level: 1

Discipline: Supportation

Range: Touch

Area: One creature

Duration: 3 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from non-magical electricity by diminishing damage. Magical electricity is unaffected by this spell. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All electricity-based attacks on the target creature have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creature can experience.

Protection from Ethicality

Level: 3

Discipline: Supportation

Range: Touch

Area: One creature

Duration: 3 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from attacks made by ethical creatures by diminishing damage. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All attacks by ethical creatures on the target creature have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creature can experience.

Protection from Fire

Level: 1

Discipline: Supportation

Range: Touch

Area: One creature

Duration: 3 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from non-magical fire by diminishing damage. Magical fire is unaffected by this spell. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All fire-based attacks on the target creature have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creature can experience.

Protection from Gaze

Level: 2

Discipline: Supportation

Range: Touch

Area: One creature

Duration: 3 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from non-magical gaze by diminishing damage and increasing skill checks. Magical gaze is unaffected by this spell. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

Any time during the duration of the spell in which the target creature must make a skill check, a bonus of (5 x caster level) is applied. All gaze-based attacks on the target creature have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creature can experience.

Protection from Immorality

Level: 3

Discipline: Supportation

Range: Touch

Area: One creature

Duration: 3 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from attacks made by immoral creatures by diminishing damage. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All attacks by immoral creatures on the target creature have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creature can experience.

Protection from Morality

Level: 3

Discipline: Supportation

Range: Touch

Area: One creature

Duration: 3 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from attacks made by moral creatures by diminishing damage. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All attacks by moral creatures on the target creature have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creature can experience.

Protection from Melancholics

Level: 2

Discipline: Supportation

Range: Touch

Area: One creature

Duration: 3 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from attacks made by creatures with a predominantly melancholic temperament by diminishing damage. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All attacks by melancholic creatures on the target creature have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creature can experience.

Protection from Phlegmatics

Level: 2

Discipline: Supportation

Range: Touch

Area: One creature

Duration: 3 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from attacks made by creatures with a predominantly phlegmatic temperament by diminishing damage. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All attacks by phlegmatic creatures on the target creature have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creature can experience.

Protection from Physical Harm

Level: 3

Discipline: Supportation

Range: Touch

Area: One creature

Duration: 3 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from all physical harm by diminishing damage. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

Damage is reduced for all physical attacks on the target creature for the duration of the spell. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creature can experience.

Protection from Poison

Level: 3

Discipline: Supportation

Range: Touch

Area: One creature

Duration: 3 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from non-magical poison by diminishing damage. Magical poison is unaffected by this spell. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All poison-based attacks on the target creature have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creature can experience.

Protection from Sanguines

Level: 2

Discipline: Supportation

Range: Touch

Area: One creature

Duration: 3 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from attacks made by creatures with a predominantly sanguine temperament by diminishing damage. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All attacks by sanguine creatures on the target creature have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creature can experience.

Protection from Sonics

Level: 2

Discipline: Supportation

Range: Touch

Area: One creature

Duration: 3 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from non-magical sonics by diminishing damage. Magical sonics are unaffected by this spell. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All sonic-based attacks on the target creature have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creature can experience.

Protection from Unethicality

Level: 3

Discipline: Supportation

Range: Touch

Area: One creature

Duration: 3 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from attacks made by unethical creatures by diminishing damage. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All attacks by unethical creatures on the target creature have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creature can experience.

Puddle of Crud

Level: 1

Discipline: Convocation

Range: 50 feet

Area: 20' diameter

Duration: 3 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell convokes crud from elsewhere in the world, depositing it in the form of a puddle in an area designated by the caster. All who contact the Puddle of Crud are effectively slowed in the area to 50% of their Sprint Speed, unless a Balance skill check is passed at TH 80. Those who successfully pass their check will be unhindered.

Protection from Water

Level: 1

Discipline: Supportation

Range: Touch

Area: One creature

Duration: 3 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell protects a touched creature from water-based attacks by diminishing damage. If the target creature does not desire to be touched, then a Brawling skill check must be made (see *Chap. 8: Skills*).

All water-based attacks on the target creature have reduced damage. Damage is reduced by a (5 x caster level)%. One LP of damage is the least the target creature can experience.

Pudenda Key Spell

Level: 6

Discipline: Domination

Range: This earth

Area: One woman

Duration: Permanent

Reference: PGM XXXVI. 283-94.

Chant: I say to you, womb of (speak the name of the female), open and receive the seed of (speak your own name) and the uncontrollable seed of the IARPHE ARPHE. Let her, (speak her name), love me for all her time and let her remain chaste for me. And do you, womb, remember me for all the time of my life, because I am AKARNACHTHAS.

Ingredients: An egg of a crow, juice of the plant crow's-foot, and gall of a river electric eel

Ritual: Take an egg of a crow and the juice of the plant crow's-foot and gall of a river electric eel, and grind them with honey and speak the chant whenever you grind and whenever you smear it on your genitals. Speak the chant while grinding and whenever you rub your genitals, and in this way have intercourse with the woman you wish, and she will love you alone and by no one else will she ever be laid just by you alone.

Description: Casting this spell and having intercourse with a woman guarantees that the woman will deeply love the caster, regardless of the caster's actions. The woman will never have sex with another. Wise spellcasters select a pubescent girl whom they believe will become beautiful and remain pure, cast the spell on her, seduce her, take her virginity, and enjoy the rest of their life with a woman who has had none other.

Putrid Portrait

Level: 1

Discipline: Hallucination

Range: 50 feet

Area: 5' x 7' (two-dimensional)

Duration: One round per caster level

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell creates paint that will magically form a hideously artistic and disfigured portrait of the target, selected by the caster's thoughts. The target must pass a Drive ability check at TH 30. If failed, the target will flee for 4 rounds per caster level. If passed, the target is unaffected and the spell is wasted.

Raise Prowess

Level: 1

Discipline: Supportation

Range: None

Area: One creature

Duration: One hour per caster level

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell enhances the following abilities of the mentally selected target by 5 points for every odd-numbered level of the caster: Physical Fitness, Strength, Health, Hand-Eye Coordination, Agility, Reaction Speed, Enunciation, Language, Analytic, Math, Spatial, Drive, and Common Sense.

Random Dismemberment

Level: 4

Discipline: Reformation

Range: Caster

Area: Randomly determined, see below

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a randomly selected victim within the area to become dismembered, and therefore die unless they are capable of regenerating. Since the caster is also within the area (the caster is the center of the area), the caster may also be randomly dismembered. Regardless of a creature's LP, it will die. Magical forces tear each limb from its socket, including the removal of the head. The body parts will be scattered nearby and inexplicable to bystanders.

The area is randomly determined as follows. First, roll d4. The unit of measurement is either (1) inches, (2) feet, (3) yards, or (4) miles. Next, multiply one unit of this measurement by d1000. This is the area of the spell's effect.

Random Impaling

Level: 3

Discipline: Convocation

Range: Caster

Area: Randomly determined, see below

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a randomly selected victim within the area to become impaled with a randomly selected sharp or pole-like object capable of impaling. The victim suffers 2d20 LP of damage. The impaling object is real, preferably rusted, and summoned from the surrounding area. Since the caster is also within the area (the caster is the center of the area), the caster may also be randomly impaled. Magical forces propel a random object into the torso (if possible) of the victim. The random act of violence will be inexplicable to bystanders.

The area is randomly determined as follows. First, roll d4. The unit of measurement is either (1) inches, (2) feet, (3) yards, or (4) miles. Next, multiply one unit of this measurement by d1000. This is the area of the spell's effect.

Random Mangling

Level: 2

Discipline: Annihilation

Range: Caster

Area: Randomly determined, see below

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a randomly selected victim within the area to become mangled, suffering 2d8 LP of damage. Since the caster is also within the area (the caster is the center of the area), the caster may also be randomly mangled. Magical forces assault the victim with enough force to “beat up” an average human. The act of magical violence will be inexplicable to bystanders.

The area is randomly determined as follows. First, roll d4. The unit of measurement is either (1) inches, (2) feet, (3) yards, or (4) miles. Next, multiply one unit of this measurement by d1000. This is the area of the spell's effect.

Re-animation

Level: 2

Discipline: Restoration

Range: Touch

Area: One target creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a target creature to be re-animated. The effect of Re-animation differs significantly with *Resurrection of a Dead Body* or Revivification. Re-animation does not return the soul of the deceased to its body. Since re-animating a corpse violates a creature's body after death, many consider casting this spell to be an immoral act; moral spellcasters avoid casting this spell.

The Re-animation of a corpse takes 2d8 rounds. During this time, parts of the corpse wiggle and twitch, such as fingers and toes, as it gains the ability to move. At the end of this time, the re-animated corpse will be as capable as it ever will be.

When a corpse is re-animated, it is not the same as it was before death. Wounds are not healed, but the re-animated creature does not feel pain from them either. In fact, re-animated corpses have twice the LP that they had when originally alive. Re-animated corpses walk with a disjointed gait. Sub-abilities are modified as follows:

- 30% decrease in Physical Fitness
- 10% increase in Strength
- 20-80% (2d4 x 10) decrease in Bodily Attractiveness and Facial Charisma depending on duration of death
- Health becomes 330 (they are not able to become sick or intoxicated)
- 80% decrease in Kinetic Charisma
- 100% decrease in Rhetorical Charisma (the re-animated are no longer able to speak)
- 25% decrease in Hand-Eye Coordination

- 50% decrease in Agility and Reaction Speed
- 100% decrease in Enunciation, Language
- 75% decrease in Math, Analytic, and Spatial
- 100% increase in Drive
- 100% decrease in Intuition, Common Sense, and Reflection

Essentially, the spell repairs and inspires just enough of the basic brain functions, such as aggression, to be able to restore what seems to be life to a corpse. Re-animated corpses are considered to be not living or dead, but undead.

The number of potential LP a creature had before Re-animation determines whether or not the caster can re-animate it. Consult the table below:

<u>Caster Level</u>	<u>Original LP Potential</u>
1-3	10
4-5	20
6-7	40
8-9	80
10-11	160
12-13	320
14-15	640
16-17	1,280
18-19	2,560
20-21	5,120
22-23	10,240
24+	20,480

Therefore, a 3rd level spellcaster should be able to re-animate a cat. Re-animated corpses have no desire to copulate.

Finally, there is a chance that the spellcaster who re-animates a corpse influences it. In addition to Chance to Influence, there is a Degree of Influence. Degree of Influence represents the chance, per command, that the re-animated corpse will obey the command. These chances depend on the level of the spellcaster. Consult the table below:

<u>Caster Level</u>	<u>Chance of I.</u>	<u>Degree of I.</u>
1-3	10%	d100%
4-5	20%	d100%
6-7	30%	20+4d20%
8-9	40%	20+4d20%
10-11	50%	40+3d20%
12-13	60%	40+3d20%
14-15	70%	60+2d20%
16-17	80%	60+2d20%
18-19	90%	60+d20%
20-21	95%	80+d20%
22-23	97%	80+d20%
24+	99%	80+d20%

Hence, at 7th level a spellcaster has a 30% chance of having any influence at all over the re-animated corpse. If successful, the spellcaster has a 24-100% chance per command to influence the actions of the re-animated corpse.

Next, the MM rolls percentile dice for the re-animated corpse. The MM must roll above the percent for Degree of Influence for the re-animated corpse to disobey the command of the spellcaster. If possible, the re-animated corpse will mash the brains of the spellcaster.

Recipe for Blindness

Level: 3

Discipline: Deterioration

Range: Ingestion

Area: One victim

Duration: Permanent

Reference: PDM xiv. 376-94.

Chant: None

Ingredients: A shrew mouse

Ritual: Drown the ingredient in some water and make a victim drink it, and they will go blind in both eyes.

Description: Casting this spell causes a person who drinks the result of the ritual to go permanently blind in both eyes.

Recipe for Blistering Death

Level: 4

Discipline: Annihilation

Range: Ingestion

Area: One victim

Duration: As long as the caster maintains concentration

Reference: PDM xiv. 376-94.

Chant: None

Ingredients: A shrew mouse

Ritual: If you grind the ingredient with any piece of food and you make a victim eat it, then they will suffer a blistering death; they will swell up and die.

Description: Casting this spell will cause a victim to bloat, swell up, and blister all over their body, suffering 1 LP per round until death or the spell expires.

Recipe for Death

Level: 4

Discipline: Annihilation

Range: Ingestion

Area: One victim

Duration:

Reference: PDM xiv. 376-94.

Chant: None

Ingredients: Gall of a shrew mouse, wine

Ritual: If you put the gall of a shrew mouse into a measure of wine and the man drinks it, he dies at once.

Description: Casting this spell causes the imbiber to die immediately, regardless of LP.

Recipe for Making a Woman Mad After a Man

Level: 2

Discipline: Domination

Range: Ingestion

Area: One woman

Duration: 2 hours per caster level

Reference: PDM xiv. 376-94.

Chant: None

Ingredients: A shrew mouse, the caster's blood, and a cup of wine

Ritual: To make a woman mad after a man, you should take the body of the shrew mouse when it is dry; you should pound it; you should take a little of it together with a little blood from your second finger and the little finger of your left hand; you should mix it with it; you should put it in a cup of wine; you should give it to the woman so that she drinks it. Then she rages after you.

Description: Casting this spell causes a woman to rage madly after the caster or another man of the caster's choosing. This spell does not produce love, so much as lust, passion not purity.

Recipe for Skin Disease

Level: 2

Discipline: Deterioration

Range: One mile

Area: One victim

Duration: Permanent

Reference: PDM xiv. 376-94.

Chant: None

Ingredients: Two lizards and oil

Ritual: If you wish to produce a skin disease on a man so that it does not heal: A hantous lizard and a haflela lizard; you should cook them with oil and you should wash the man with them.

Description: Casting this spell causes a permanent skin disease to appear on a man whom the caster envisions. The magical skin disease will cover d% of the victim's body, and is either (roll d6) evenly distributed (1-3), or concentrated on one limb (4-6) or body area. Though the disease looks horrid (blotchy, purplish discoloration) and contagious, it is harmless and cannot be transmitted to others.

Regeneration

Level: 5

Discipline: Restoration

Range: Touch

Area: One creature touched

Duration: 2 minutes to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to bestow the ability to regenerate via touch. The rate of regeneration depends on the level of the caster:

<u>Caster Level</u>	<u>Regeneration Rate</u>
1-3	1 LP/week
4-6	1 LP/day
7-9	1 LP/hour
10-12	1 LP/minute
13-15	1 LP/round
16-17	2 LP/round
18-19	4 LP/round
20+	10 LP/round

While the spell is in effect, wounds will continue to regenerate, even after a creature falls below 0 Life Points. In this case, keep track of the negative damage and apply the rate of Regeneration to their LP. Eventually, regenerating creatures will gain more than 0 LP and seem to come back to life. If a limb is dismembered, the torso will grow another one in time.

Wounds that occur due to acid, decapitation, or fire will not regenerate. For this reason, one culture decapitates all foes on the battlefield.

Rend Asunder

Level: 6

Discipline: Annihilation

Range: 2,000 feet to an exponential power equal to the level of the caster

Area: 4d1000 x 10 LP within 100,000,000 cubic feet

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a total of 4d1000 x 10 IP of objects and LP of creatures to be torn to pieces, separated and thrust in an outward motion to the perimeter of the spell area by a magical force. This force explodes the amount of matter, determined above, from the center of the designated area outward. If alive, a Health check of TH 90 must be passed to not be rended asunder.

Request for a Dream Oracle

Level: 3

Discipline: Convocation

Range: Self

Area: One dream

Duration: One dream cycle

Reference: PGM VII. 250-54.

Chant: NAIENCHRE NAIENCHRE, mother of fire and water, you are the one who rises before, ARCHENTECHTHA; reveal to me concerning the (state the issue) matter. If yes, show me a plant and water, but if no, fire and iron; immediately, immediately; quickly, quickly.

Ingredients: A lamp

Ritual: The chant must be spoken before a lamp before going to sleep.

Description: During the next dream of the spellcaster, the symbol for a 'yes' or a 'no' may become vivid.

Restraining Rite for Anything

Level: 9

Discipline: Convocation

Range: This world

Area: Special

Duration: Special

Reference: PGM VII. 429-58.

Chant: Read the text written below (under *Ritual*)

Ingredients: Lead plate from a cold-water channel, bitter aromatics (see below)

Ritual: Engrave in a plate made of lead from a cold water channel what you want to happen, and when you have consecrated it with bitter aromatics such as myrrh, bdellium, styrax, and aloes and thyme, with river mud, late in the evening or in the middle of the night, where there is a stream or the drain of a bath, having tied a cord to the plate throw it into the stream -- or into the sea -- and let it be carried along. Use the cord so that, when you wish, you can undo the spell. Then should you wish to break the spell, untie the plate. Speak the chant seven times and you will see something wonderful. Then go away without turning back or giving an answer to anyone, and when you have washed and immersed yourself, go up to your own room and rest, and use only vegetable food.

Write the spell with a headless bronze needle. The text to be written is: "I conjure you by your holy names OUCHIOCH OUSENARATH, O U S E R R A N N O U P H T H I OSORNOUPHE, OUSERSEMENTH AMARA MACHI CHOMASO EMMAI SERBONI EMER, ARATOPHI ERACHAX ESEOIOTH ARBIOTHI AMEN CHNOUM MONMONT OUZATHI PER OUNNEPHER EN OOO, I give over to you and I deposit with you this matter."

Description: This restraining spell is said to work on anything, even on chariots. It also causes enmity and sickness, cuts down, destroys, and overturns, for whatever you wish. The spell, when chanted, conjures demons out and makes them enter objects or people. The

player must describe the desired effect to the MM, who will explain what actually occurs.

Restraining Spell

Level: 7

Discipline: Eradication

Range: This earth

Area: People named

Duration: Caster's discretion

Reference: PGM VII. 417-22.

Chant: None

Ingredients: A tin lamella and a bronze stylus

Ritual: Write on a tin lamella with a bronze stylus before sunrise the names "CHREMILLON MOULCH KAMPY CHRE OPHTHO MASKELLI EREKISIPHTE IABEZEBYTH." Then throw it into the river or into the sea before sunrise. Also, write on it "Mighty gods, restrain (write the name or names of those you desire to restrain)."

Description: Casting this spell restrains one or more people named by the spellcaster from movement of any kind, utterly paralyzing them, though they are able to breathe.

Resurrection of a Dead Body

Level: 4

Discipline: Convocation

Range: Carcass in sight

Area: One carcass

Duration: Permanent

Reference: PGM XIII. 1-343.

Chant: I conjure you, spirit coming in air, enter, inspire, empower, resurrect by the power of the eternal god, this body; and let it walk about in this place, for I am he who acts with the power of Thayth, the holy god.

Ingredients: None

Ritual: Speak the chant.

Description: Casting this spell will summon the nearest spirit (hopefully the right one) back into the carcass. Following are the odds that the correct spirit enters:

<u>Length of Time Dead</u>	<u>Chance</u>
Immediate	100%
1 round	99%
1 minute	95%
1 hour	90%
1 day	75%
1 week	50%
1 month	25%
1 year	10%
1 decade	5%
1 century	2%
1 millennium	1%

Revivification

Level: 7

Discipline: Restoration

Range: Touch

Area: One creature

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell revives a creature who has died within a number of days equal to the level of the caster. The target creature must desire to return to life. Otherwise, they will remain dead. If a creature is revived, they return with their full potential Life Points. However, a spellcaster may only revive creatures with certain limits of LP depending on the level of the caster.

<u>Caster Level</u>	<u>LP Revived</u>
1-4	5
5-7	10
8-10	20
11-14	50
15-19	100
20+	Unlimited

Rite for Acquiring an Assistant Demon

Level: 7

Discipline: Convocation

Range: All Planes of the Cosmos

Area: One Demon

Duration: Special

Reference: PGM I. 1-42.

Chant: A EE EEE IIII OOOOO YYYYYY

OOOOOOO, come to me, Good Demon,
HARPON KNOUPHI BRINTANTEN
SIPHRI BRISKYLMA AROUAZAR
BAMESEN KRIPHI NIPOUMICH-
MOUMAOPH. Come to me, you
who lie in the north, who cause the currents
to roll down and mingle with the sea, trans-
forming them with life as it does man's seed
in sexual intercourse, you who have estab-
lished the world on an indestructible foun-
dation, who are young in the morning and
old in the evening, who journey through the
subterranean sphere and rise, breathing fire,
you who have parted the seas in the first
month, who ejaculate seeds into the sacred
tree continually.

Ingredients: 2 fingernails, all hairs, a falcon, milk
of a black cow, honey, cloth, papyrus, ink,
wine, a shrine made of juniper wood, and
non-animal foods.

Ritual: Take two of your own fingernails and all
the hairs from your head, and take a falcon
and drown it in the milk of a black cow af-
ter mixing honey with the milk. Once the
falcon is drowned, thoroughly wrap the fal-
con with an undyed piece of cloth and place
beside it your fingernails along with your
hairs. Next, take a piece of papyrus and in-
scribe in ink the following: A EE EEE IIII
OOOOO YYYYYY OOOOOOO. Set it
in the same manner along with the hairs and
fingernails. Then, plaster it with old wine.
Take the milk with the honey and drink it
before the rising of the sun. Take the
wrapped falcon and set it up as a statue in a
shrine made of juniper wood. After having
crowned the shrine, make an offering of
non-animal foods and have on hand some
old wine. Before you recline, speak the chant

to the bird itself. Conceal the entire ritual,
and for seven days refrain from having in-
tercourse with a woman.

Description: This rite requires complete purity.

Casting this spell causes a demon to be sum-
moned into the circle of nine feet in diam-
eter. While bound within the circle, the
spellcaster must negotiate with the demon
task with which the demon must assist the
spellcaster. Demons are immortal, and so
most have lived what seems an eternity com-
pared to mere mortals. Therefore, most
demons are cunning and experienced. The
spellcaster must semantically offer a firm
deal. The demon will abide exactly by the
terms given, but deviate in every other pos-
sible way. Once the spellcaster is satisfied
with the terms, the spellcaster must break
the circle. If the pact was poorly worded,
the demon will most likely attack the
spellcaster instantly. Otherwise, the demon
will assist the spellcaster. The MM is en-
couraged to, in role-playing the demon, be
as difficult and tricky as possible.

Rite for Driving out Demons

Level: 7

Discipline: Eradication

Range: 7 feet

Area: One person

Duration: Permanent/Instantaneous

Reference: PGM IV. 1227-64.

Chant: I conjure you, demon, whoever you are.

Come out, demon, whoever you are, and stay away from him, (speak the name of the possessed person), now, now; immediately, immediately. Come out, demon, since I bind you with unbreakable adamantine fetters, and I deliver you into the balck chaos in perdition.

Ingredients: 7 olive branches

Ritual: Place 7 olive branches before the person possessed by demons. Tie the two ends of six of them together, but for the remaining one use it like a whip as you utter the chant. Now, stand before them and speak the chant.

Description: Casting this spell exorcises demons and other spirits that are immoral and immortal from a possessed person. The chance that the demon or demons are driven depends on the Life Points of each demon. This spell may only be cast once per spellcaster on a particular subject; further castings will surely be ineffective.

<u>Life Points of Demon</u>	<u>Chance</u>
<50	99%
50-100	90%
101-200	75%
201-500	50%
501-1,000	25%
1,001 +	10%

If the spell fails, some demons respond angrily, demonstrating defiantly that they still control the possessed person. Others are more cunning and pretend to be exorcised, waiting until the spellcaster leaves, then returning.

Rite to Produce an Epiphany of Kore

Level: 7

Discipline: Convocation

Range: Special

Area: Special

Duration: Eight hours at night

Reference: PGM XII. 1-13.

Chant: THERMOCH CHTHABOI ACHAPH

MARMILYCHA BERTHIOCH CHAREL
... BAIOCH ... THACH DERPHO
PHIRBSAT SOTHORAI PHAUXAI IOA
MEILICH IABAI EIA KARSE
REUTHRA ENROUCH ZERPHRECH
PSERPHERCHO THNERBECH
CHARCHERBER YEICH PHCHYAR PA
... CHA MILCHITHER CHLELOR
PHACHILER MAZ MACHAIRIOCH.

Ingredients: A funeral shroud (burial garment) and a sword

Ritual: Unfold a funeral shroud and carry it; also take a sword. Then speak the chant. After you speak the chant, a maiden from the underworld will come carrying torches. Say: "PHERTHELILOCH PEIY," and her firebrands will be extinguished, and she will stand there in distress and complain. Then say, "Do (such-and-such) and I will light your torches." If she sends a dream you are to light them and she will fly away. If you send her to kill somebody, give her the sword and she will give you the torches and return with the sword covered with blood. Tell her that the torches belong to her; they will catch fire and she will take flight.

While doing this, say: "MOZERPHER TACHCHAPS." Attach a phylactery to you right and left hand at night and wear it.

Description: Casting this spell causes a maiden of the underworld to appear to the caster in a dream the following night; the caster must dream at night. She may be commanded to carry out orders, even to kill someone. She will obey and, unless the MM declares otherwise, return by the end of the night after completing the deed. As far as killing someone, she will kill them in their sleep.

Rot

Level: 1

Discipline: Deterioration

Range: Touch

Area: One creature

Duration: d6 rounds

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the skin of the target creature to weaken, effectively doubling the threat of Crucial Damage by stabbing and hacking weapons, increasing the severity of such a blow by 20. For the duration of the spell, the skin of the target creature will feel extremely supple.

The target creature must be touched by the spellcaster for the spell to take effect. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8: Skills*).

Sanitize Food/Beverage

Level: 1

Discipline: Restoration

Range: Touch

Area: One cubic foot of food or beverage per caster level

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to purify food or beverage through touch so that it may be ingested without harm, risk of natural disease, or natural poison.

Seal Item

Level: 1

Discipline: Reformation

Range: Touch

Area: Item touched

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows a spellcaster to lock any closeable and non-living item, preventing others from opening or accessing it. It will only open for the caster unless countered by more powerful magic. The size of the item which may be sealed depends on the level of the spellcaster. The caster may seal an item which is 2 cubic inches to an exponential power equal to the level of the spellcaster.

For example, if a spellcaster passes an unusually large door of thirty feet in height, the spellcaster does not have to calculate the dimensions of the entire door, but only the lock on the door and/or the bolt behind it.

Seal Orifice

Level: 1

Discipline: Reformation

Range: Direct line of sight

Area: One square inch per level of the caster

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes an orifice of a target creature seen by the caster to seal itself. The caster must point at the target creature with their finger, which necessitates a successful Aim skill check (see *Chap. 8: Skills*). Upon casting, the spellcaster must declare which orifice is selected. Popular options include the anus, ear, mouth, nostril, or vagina.

An orifice will not partially seal. It either seals completely, or not at all. The size of the orifice which may be sealed depends on the level of the spellcaster. An orifice may be reopened, though cutting through the flesh which seals it may be painful. A quarter-inch of sealant flesh per caster level must be penetrated to reopen the orifice. Below are listed common results depending on the orifice sealed.

Anus: On average, humans defecate once per day. If the anus is sealed, the creature will be unable to defecate. Constipation will be uncomfortable after one day of a sealed ass. The next d4 days will seem unbearable and the creature will not be able to concentrate on any stimulus or perform any action. After this duration, the creature will die.

Ear: All checks regarding hearing are reduced by 50%.

Mouth: The target will starve to death in d6+2 days.

Nostril: With one nostril sealed, Physical Fitness will be reduced by 40% and Strength by 25%. However, if both nostrils are sealed, the victim may breathe through their mouth, and suffer a 60% reduction in Physical Fitness, and Strength by 50%.

Vagina: The female creature will not only be unable to have intercourse, but every month she is likely to become backed up with menstrual blood. Each week after the first blocked menstruation, she must pass a Health check with a TH of 60 or die.

Soulstealer's Black Bolt

Level: 10

Discipline: Deterioration

Range: Line of sight

Area: One soul

Duration: Instantaneous/Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a black bolt to project forth from the caster's palm and unerringly strike a victim whom the caster is thinking of at the moment. The black bolt crackles loudly during the instant that it is unleashed on the victim. Upon striking the victim, the black bolt deteriorates the victim's life force by draining them of 2d20 occupational levels, or only (2d20)/2 if the victim is an atheist or agnostic. If the victim has levels in several occupations, then the highest levels are drained first, regardless of the occupation. Otherwise, the most recent levels are drained first. Advancement Points must be redetermined by the MM to fit the victim's new level. All adjustments gained due to those levels are now lost (such as Life Points, Magic Points, Skill Points, etc.).

If the victim is reduced to 0 occupational levels, then the victim dies. If the victim dies, then their soul will leave the body, which is reduced to cinders, of the victim and assimilates with the caster. If this ever becomes publicly known, the caster will be referred to as a "Collector of Souls."

If the caster accumulates 1,000 souls, it has been rumored that the caster may acquire immortality at the MM's discretion. The outcome depends on what the MM deems most appropriate, but it has been rumored that others have become demons in the employ of powers of the lower planes.

Moral spellcasters may only acquire a soul from a victim with a disposition that is immoral or neutral. If a moral spellcaster collects a moral soul, the acquired soul will not count toward the 1,000 stated above and the spellcaster must randomly acquire a men-

tal illness (see *Chap. 5: Mind*).

Neutral spellcasters may only acquire a soul from a victim with a disposition that is moral or immoral. If a neutral spellcaster collects a neutral soul, the acquired soul will not count toward the 1,000 stated above and the spellcaster must randomly acquire a mental illness (see *Chap. 5: Mind*).

Immoral spellcasters may acquire any soul without penalty.

Spell for Causing Talk while Asleep

Level: 3

Discipline: Domination

Range: Touch

Area: One female

Duration: Two minutes per level

Reference: PGM VII. 411-16.

Chant: None

Ingredients: A heart, ink, and hieratic papyrus

Ritual: Take a heart and place it in ink. Write on a strip of hieratic papyrus and place it upon her pudenda and ask your questions. She will confess everything to you. Write: "DARYGKO IAU IAU."

Description: Casting this spell causes a female to truthfully answer any question asked.

Spell for Questioning Corpses

Level: 3

Discipline: Convocation

Range: Touch

Area: One corpse

Duration: 2 minutes per caster level

Reference: PGM IV. 2140-44.

Chant: None.

Ingredients: red ochre, burnt ink, juice of fresh wormwood, evergreen, and flax.

Ritual: Make an ink from the ingredients, and also take an additional flax leaf and write "AZEL BALEMACHO" on the leaf. Put it in the mouth of the corpse.

Description: This spell enables a spellcaster to ask questions of a corpse by summoning the spirit of the deceased. One complication is that a different spirit may answer instead, or no spirit may answer at all. The MM must roll percentile dice:

<u>Roll</u>	<u>Result</u>
01-30	No answer
31-50	Malevolent, lying spirit
51-60	Random but honest spirit
61-100	Correct spirit replies

Spell for Removal of Poison

Level: 2

Discipline: Restoration

Range: Ingestion

Area: One person

Duration: Permanent/Instantaneous

Reference: PDM xiv. 563-74.

Chant: Hail, hail, IABLY! The three gods drank and after them I myself drank in order that you will not let me get drunk, you will not let me list, you will not make me fall, you will not make me be thrown down, you will not make me be troubled of heart, you will not make my mouth curse. May I be healed of all poison, pus, and venom. They shall be removed from my heart. When I drink you, may I vomit them up in her name of SARBITHA, the daughter of the Agathodaimon, for I am SABRA BRIATHA BRISARA. HER is my name. I am Horus SHARON coming from receiving greetings. IAHO, the child, is my name, being my real name.

Ingredients: A cup of wine and rue.

Ritual: Speak the chant to a cup of wine. Add fresh rue; add it to it; speak to it seven times, and make the man drink it at dawn before he has eaten.

Description: This spell is to be said in order to extract the venom from the heart of a man who has already been made to drink a potion or poison.

Spell for Restraining Anger

Level: 2

Discipline: Domination

Range: 50 feet

Area: One person

Duration: 1 day per caster level

Reference: PGM XII. 179-81.

Chant: I am restraining the anger of all, especially of him, (speak the name of the angry person), which is CHNEOM.

Ingredients: Ink and linen

Ritual: If you want someone to cease being angry with you, write with ink on linen this name of anger: "CHNEOM." Hold it in your left hand and speak the chant.

Description: Casting this spell causes a person who is named and angry with the caster to restrain their anger.

Spell to Catch a Thief

Level: 3

Discipline: Prognostication

Range: One mile

Area: One eye

Duration: 5 minutes

Reference: PGM V. 70-95.

Chant: I conjure you by the holy names; hand over the thief who made off with it, CHALCHAK CHALKOUM CHIAM CHARCHROUM ZBAR BERI ZBARKOM CHRE KARIOB PHARIBOU, and by the shudderful names: A EE EEE IIII OOOOO YYYYYY OOOOOOO, hand over the thief who stole it. As long as I strike the eye with this hammer, let the eye of the thief be struck, and let it well up until it betrays him."

Ingredients: A plant, bugloss, and gallows wood.

Ritual: Take a plant and bugloss, strain them, burn what you strain out, mix them well with juice, and write "CHOO" with it on a wall. Take gallows wood and carve a hammer. With the hammer strike the eye while speaking the chant.

Description: Casting this spell allows the caster to hit their own eye with a hammer, but instead of their own eye swelling, the eye of the thief swells. After the spell expires, the damage done will still be evident on the thief.

Spell to Subject and Silence

Level: 6

Discipline: Domination

Range: This earth

Area: One person

Duration: Permanent

Reference: PGM IX. 1-14.

Chant: I'll give you rest from wrath and soothe your raging. Come, lord BAINCHOOOCH, with your father ANIBAINCHOOOCH, with your mother CHECHPHIO, with your two bodyguards CHENGEBIOCHTHO MYSAGOTH ECHE OO MYSAGOTH ACHPHIPHIO IAIA OCH SEBAU PHRE IO REXICHTHON YOEO AEAEEIOYO CHYCHBACHYCH BAUACHYCH BAKAXICHYCH BAZABACHYCH MENEBAACHYCH BADEDOPHO BAINCHOOOCH. Bring into subjection, put silence, and enslave every race of people, both men and women, with their fits of wrath, and those who are under the earth beneath the feet of him, (speak the name of the man you wish to silence), for you have been put beneath my feet, like my robe, the heart of SABAOTH.

Ingredients: A lamella (a thin, metal plate)

Ritual: On the back of a lamella, inscribe:

“EULAMO SISIRBBAIERSESI
PHERMOU CHNOUOR ABRASAX.
Bring into subjection, enslave, and put to
silence the soul, the wrath of him, (write
the name of the man you wish to silence),
because I adjure you by the awful Necessity
MASKELLI MASKELLO PHMOUKE-
NTABAOTH OREOBAZAGRA REXI-
CHTHON HIPPOCHTHON PYRIPE-
GANYX LEPETAN LEPETAN
PHNOUNOBOE.”

On the front of the lamella, write
the person's name. Write
IAOMORMOROTOKONBAI at the top
of the metal leaf (lamella). Speak the chant.

Description: Casting this spell causes any person
to become silent, submissive, and a servant
with respect to the caster.

Spell to Cause a Woman to Hate a Man

Level: 1

Discipline: Domination

Range: One mile

Area: One woman

Duration: 1 month per caster level

Reference: PDM xxi. 108-18 [PGM XII. 466-68).

Chant: May (speak the name of the woman), born
of (speak the name of the woman's mother),
hate (speak the name of the man), born of
(speak the name of the man's mother)!

Here are the true names:
IAKYMBIAI IAO IOERBETH
IOBOLGHOSETH BASELE OM
GITATHNAGS APSOPS O.EL.T, separate
(speak the name of the woman), born of
(speak the name of the woman's mother),
from (speak the name of the man), born of
(speak the name of the man's mother); hurry,
hurry; be quick, be quick!

(Speak the last paragraph seven
times.)

Ingredients: Dung and hair from both people

Ritual: In order to cause a woman to hate a man
you must bring both dung and hair which is
dead and both from the woman and that
man she is to hate, and you mix them with
fresh blooms, and you put it in a new papy-
rus after writing on the papyrus first with
ink and speak the chant. Bind the papyrus
and put it in a body of water.

Description: Casting this spell will cause the speci-
fied woman to hate the specified man.

Spermatozoa Rejuvenation

Level: 1

Discipline: Restoration

Range: Touch

Area: Two testicles

Duration: Until the next ejaculation

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the full rejuvenation of a pair of testicles fondled gently by the caster. When balls are this full, the overabundance of sperm increases the Drive of the target by 15, Choleric Temperament by d100, and they may also experience restlessness as well as perpetual sexual thoughts. If and when vaginal penetration occurs within one day, the use of the ramrod necessitates a roll of the percentile dice. The mounter is 95% likely to impregnate the tramp, regardless of species. Due to the misuse of this spell, many new races or species have been bred.

Spermicidal Sphere

Level: 1

Discipline: Annihilation

Range: 15 feet

Area: 10-foot radius

Duration: One hour

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the caster to choose the location of the sphere. Everything within this sphere at the time of casting will instantaneously lose any and all reproductive fluids for an hour. Effected males lose 15 Drive for the duration of the spell and unless under duress, feel compelled to sleep.

Strength

Level: 2

Discipline: Reformation

Range: None

Area: Caster's muscles

Duration: d100 minutes

Reference: PGM LXIX. 1-3.

Chant: PHNOUNEBEE, PHNOUNEBEE, give me your strength, IO ABRASAX, give me your strength, for I am ABRASAX.

Ingredients: None

Ritual: Speak the chant seven times while holding your two thumbs.

Description: Casting this spell enhances the Strength sub-ability of the caster by d100 points.

Symbol of Ethicality

Level: 2

Discipline: Annihilation

Range: Touch

Area: Special

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a magical symbol to appear. The symbol may be inscribed onto any solid and immobile material. Itself, the symbol has no color, but is merely an inscription. The symbol is permanent until physically destroyed. Physical destruction depends on the material in which it was inscribed. Examples below describe how much damage is necessary to render the symbol ineffective:

<u>Material</u>	<u>IP Damage Necessary</u>
Sand	1
Earth	2
Wood	5
Stone	30

The diameter of the symbol relates to its power and the level of the caster when it was created. See the table below:

<u>Caster Level</u>	<u>Diameter</u>	<u>Damage</u>
1	1 inch	1d4
2	2 inches	1d6
3	3 inches	1d8
4	6 inches	1d10
5	12 inches	1d12
6	18 inches	1d20
7	2 feet	2d20
8	3 feet	1d100
9	5 feet	2d100
10	10 feet	4d100
11	15 feet	1d1000
12	20 feet	2d1000
13-14	30 feet	4d1000
15+	100 feet	4d1000 x 10

All creatures who have a predomi-

nantly unethical or neutral disposition suffer Life Points of damage upon entering an area of proximity to the symbol. The area of proximity in which they suffer damage is ten times the diameter of the symbol. For example, if an unethical creature comes within ten feet of a Symbol of Ethicality cast by a 5th level spellcaster, then they will suffer 1d12 LP of damage.

Symbol of Immorality

Level: 2

Discipline: Annihilation

Range: Touch

Area: Special

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a magical symbol to appear. The symbol may be inscribed onto any solid and immobile material. Itself, the symbol has no color, but is merely an inscription. The symbol is permanent until physically destroyed. Physical destruction depends on the material in which it was inscribed. Examples below describe how much damage is necessary to render the symbol ineffective:

<u>Material</u>	<u>IP Damage Necessary</u>
Sand	1
Earth	2
Wood	5
Stone	30

The diameter of the symbol relates to its power and the level of the caster when it was created. See the table below:

<u>Caster Level</u>	<u>Diameter</u>	<u>Damage</u>
1	1 inch	1d4
2	2 inches	1d6
3	3 inches	1d8
4	6 inches	1d10
5	12 inches	1d12
6	18 inches	1d20
7	2 feet	2d20
8	3 feet	1d100
9	5 feet	2d100
10	10 feet	4d100
11	15 feet	1d1000
12	20 feet	2d1000
13-14	30 feet	4d1000
15+	100 feet	4d1000 x 10

All creatures who have a predomi-

nantly moral or neutral disposition suffer Life Points of damage upon entering an area of proximity to the symbol. The area of proximity in which they suffer damage is ten times the diameter of the symbol. For example, if a moral creature comes within ten feet of a Symbol of Immorality cast by a 5th level spellcaster, then they will suffer 1d12 LP of damage.

Symbol of Morality

Level: 2

Discipline: Annihilation

Range: Touch

Area: Special

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a magical symbol to appear. The symbol may be inscribed onto any solid and immobile material. Itself, the symbol has no color, but is merely an inscription. The symbol is permanent until physically destroyed. Physical destruction depends on the material in which it was inscribed. Examples below describe how much damage is necessary to render the symbol ineffective:

<u>Material</u>	<u>IP Damage Necessary</u>
Sand	1
Earth	2
Wood	5
Stone	30

The diameter of the symbol relates to its power and the level of the caster when it was created. See the table below:

<u>Caster Level</u>	<u>Diameter</u>	<u>Damage</u>
1	1 inch	1d4
2	2 inches	1d6
3	3 inches	1d8
4	6 inches	1d10
5	12 inches	1d12
6	18 inches	1d20
7	2 feet	2d20
8	3 feet	1d100
9	5 feet	2d100
10	10 feet	4d100
11	15 feet	1d1000
12	20 feet	2d1000
13-14	30 feet	4d1000
15+	100 feet	4d1000 x 10

All creatures who have a predomi-

nantly immoral or neutral disposition suffer Life Points of damage upon entering an area of proximity to the symbol. The area of proximity in which they suffer damage is ten times the diameter of the symbol. For example, if an immoral creature comes within ten feet of a Symbol of Morality cast by a 5th level spellcaster, then they will suffer 1d12 LP of damage.

Symbol of Unethicality

Level: 2

Discipline: Annihilation

Range: Touch

Area: Special

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a magical symbol to appear. The symbol may be inscribed onto any solid and immobile material. Itself, the symbol has no color, but is merely an inscription. The symbol is permanent until physically destroyed. Physical destruction depends on the material in which it was inscribed. Examples below describe how much damage is necessary to render the symbol ineffective:

<u>Material</u>	<u>IP Damage Necessary</u>
Sand	1
Earth	2
Wood	5
Stone	30

The diameter of the symbol relates to its power and the level of the caster when it was created. See the table below:

<u>Caster Level</u>	<u>Diameter</u>	<u>Damage</u>
1	1 inch	1d4
2	2 inches	1d6
3	3 inches	1d8
4	6 inches	1d10
5	12 inches	1d12
6	18 inches	1d20
7	2 feet	2d20
8	3 feet	1d100
9	5 feet	2d100
10	10 feet	4d100
11	15 feet	1d1000
12	20 feet	2d1000
13-14	30 feet	4d1000
15+	100 feet	4d1000 x 10

All creatures who have a predomi-

nantly ethical or neutral disposition suffer Life Points of damage upon entering an area of proximity to the symbol. The area of proximity in which they suffer damage is ten times the diameter of the symbol. For example, if an ethical creature comes within ten feet of a Symbol of Unethicality cast by a 5th level spellcaster, then they will suffer 1d12 LP of damage.

Teleportation

Level: 8

Discipline: Reformation

Range: Touch

Area: One creature

Duration: Instantaneous

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a creature touched to be instantly moved or transported to a location envisioned by the caster. The caster must have personally been in the exact location where the target creature is to be transported. The spell functions by converting the body of the target into pure energy, which then seeks the appropriate location at the speed of light, instantly transforming back into the target creature at the specified destination.

The amount of matter that a spellcaster may teleport depends on their occupational level. Consult the table below:

<u>Caster Level</u>	<u>IP or LP</u>
1-4	10
5-8	20
9-12	50
13-16	100
17-20	1,000
21+	10,000

In order for the target creature to successfully be transported to the correct location, the spellcaster must pass a Reflection sub-ability check. The spellcaster must consult the MM to determine the TH of the Reflection check. Below are some suggestions:

<u>TH</u>	<u>Reason</u>
05	Caster has not been at the exact destination for at least 1 hour
10	Caster has not been at the exact location for at least 1 day
25	Caster has not been at the exact destination for at least 1 month

50	Caster has not been at the exact destination for at least 1 year
75	Caster has not been at the exact destination for at least 5 years
95	Caster has not been at the exact destination for at least 25 years
98	Caster has not been at the exact destination for at least 50 years
99	Caster has not been at the exact destination for at least 100 years

However, the significance of the destination is equally important to Reflection. If a major life event happened at the location (such as marriage or divorce, death of a friend, close call with death, etc.), then the MM may lower the TH by no more than 50.

If the spellcaster fails their Reflection check, then the target creature is not transported to the destination. Instead, roll percentile dice and consult the table below:

<u>Roll</u>	<u>Result</u>
01-25	The target creature is totally unaffected by the spell
26-50	The target is converted into pure energy, and the caster does not know where their energy is
51-75	The target creature is transported (d100)% of the distance in a random direction
76-100	The target creature is transported (d100%) of the distance in the correct direction

Tenesmus

Level: 1

Discipline: Reformation

Range: 50 feet

Area: One creature

Duration: 2 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a creature seen by the spellcaster during casting to experience a painful and distressing but ineffectual urge to either (01-50%) defecate or (51-100%) urinate. This constipated feeling produces a state of excitation and restlessness. For the target creature to be able to concentrate on other activities or stimuli, such as combat, a successful Drive check at a TH of 60 must be passed each round. Failure indicates that the creature is squatting or doing anything reasonable to fulfill their urge.

The size of the target creature depends on the level of the spellcaster:

<u>Caster Level</u>	<u>Creature Size</u>
1	cat
2	dog
3	human
4	ogre
5+	troll

Test of Pregnancy

Level: 1

Discipline: Prognostication

Range: Touch

Area: One woman

Duration: Instantaneous

Reference: PDM xiv. 956-60.

Chant: None

Ingredients: A plant

Ritual: The way to know it of a woman whether she will be pregnant: You should make the woman urinate on this plant, above, again, at night. When morning comes, if you find the plant scorched, she will not conceive. If you find it green, she will conceive.

Description: Casting this spell will determine whether or not a woman is pregnant.

To Keep Bugs Out of the House

Level: 1

Discipline: Universal

Range: 50 feet

Area: One dwelling

Duration: Two days to an exponential power equal to the caster's level

Reference: PGM VII. 149-54.

Chant: None

Ingredients: Goat bile and water

Ritual: Mix the ingredients together and sprinkle them about the house.

Description: This spell keeps bugs out of the house. An alternate form of this spell is specifically for fleas: grind wet rosebay and salt water together and spread it about the house.

To Win at Dice

Level: 1

Discipline: Universal

Range: Dice in caster's hand

Area: A number of dice equal to the caster's level

Duration: One toss

Reference: PGM VII. 423-28.

Chant: "THERTHENITHOR DYAGOTHERE
THERTHENITHOR SYAPOTHEREUO
KODOCHOR make me a winner at dice,
O prevailing Adriel." Then, into your hand
say repeatedly before each throw: "Let not
even one of these playing with me be equal,
and I am going to throw what I want."

Ingredients: None

Ritual: Speak the chant.

Description: Casting this spell alters the roll of dice in the favor of the caster's desires. Unfortunately, many have heard of this, and upon hearing the caster chant, they may become furious. The result of the dice is exactly what the caster wants.

Trance

Level: 2

Discipline: Domination

Range: 50 feet

Area: One creature per two levels of the caster

Duration: 2 rounds to an exponential power
equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a number of creatures to need to pass a Drive sub-ability check at TH 60. If the creatures fail the check, they are forced to enter a Trance for the duration of the spell. While in a Trance, creatures are receptive to questions, but lack physical motivation and remain at their present location. Creatures with an Intelligence less than 100 will answer questions honestly and without restraint, while those who are more intelligent will refuse to answer questions they do not want to answer.

Transmogrification

Level: 10

Discipline: Reformation

Range: Direct line of sight

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the spellcaster to be able to transform any single creature or object into any other. For the spell to take effect, the target creature or object must be visible to the spellcaster. If the target is a creature and does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8:Skills*). If the target creature passes a Health check at TH 99, then they are unaffected by the spell. No size limitations exist on this spell.

Transmogrify Dirt and Mud

Level: 4

Discipline: Reformation

Range: Touch

Area: 1,000 cubic feet

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes either dirt to be transformed into mud, or mud into dirt. Upon casting, the spellcaster must specify whether dirt will be transformed into mud or vice versa.

Transmogrify Flesh to Stone

Level: 5

Discipline: Reformation

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a living creature to change form from flesh to stone, from life to death. For the spell to take effect, the target creature must be touched by the spellcaster. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8:Skills*). If the target creature passes a Health check at TH 90, then they are unaffected by the spell. Stone may not be transmogrified into flesh.

Transmogrify Life

Level: 7

Discipline: Reformation

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a living creature to change form into another living creature, as selected by the spellcaster. The spellcaster may transform any living creature into the physical appearance and size of any other. A living creature may not be transformed into an object. For instance, the spellcaster may transform a human into a toad or a cat into a dragon. For a creature to be transformed by this spell, they must begin and end no larger than 100,000,000 cubic feet, which is not even 500 feet cubed.

For the spell to take effect, the target creature must be touched by the spellcaster. If the target creature does not desire to be touched by the spellcaster, then a Brawling skill check is required (see *Chap. 8:Skills*). If the target creature passes a Health check at TH 90, then they are unaffected by the spell.

The target creature will take on all physical characteristics of the new form. However, magical effects and innate abilities do not accompany the change. For instance, the body of a cat may be transmogrified into a Fire-Drake dragon, but the creature will not be able to use a breath weapon. However, after the transformation the cat has the LP of a dragon.

Transmogrify Metal and Wood

Level: 4

Discipline: Reformation

Range: Touch

Area: 1,000 cubic feet

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes either metal to be transformed into wood, or wood into metal. Upon casting, the spellcaster must specify whether metal will be transformed into wood or vice versa. Wood may not be transformed into precious metals such as bronze, copper, silver, or gold.

Transmogrify Object

Level: 6

Discipline: Reformation

Range: Touch

Area: One creature

Duration: Permanent

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a non-living object to change form into another non-living object, as selected by the spellcaster. The spellcaster may transform any non-living object into the physical appearance, substance, and size of any other. A non-living object may not be transformed into a living creature. For instance, the spellcaster may transform a shoe into a boulder. For an object to be transformed by this spell, it must begin and end no larger than 100,000,000 cubic feet, which is not even 500 feet cubed.

For the spell to take effect, the target object must be touched by the spellcaster.

The target object cannot be transformed into an object with magical properties. If this is attempted, no magical properties will function. The object will have the IP of the new object.

True Name

Level: 6

Discipline: Convocation

Range: None

Area: None

Duration: Special

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell conjures an omniscient being, usually a demon, while the caster stands within a 9' circle. The caster must form a pact with the being. The being will want compensation in proportion to the importance of the individual whose true name is desired by the caster, or at least the importance to the caster. The MM must determine the being's demands.

Learning the true name of a creature gives the spellcaster considerable power. The true name of a creature is often an ingredient or part of a chant in a spell, and knowledge of such a name usually grants spellcasters the ability to cast spells that specifically affect that creature.

Truncheon

Level: 4

Discipline: Annihilation

Range: 1,000 feet

Area: 100' radius

Duration: 2 rounds per caster level

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell creates a magical maul (which is 20 lbs., 5' in length, made of granite) that appears and immediately seeks out any vertebrates. Upon finding a vertebrate, living or dead, within the area of the spell, this unholy Truncheon attempts to bludgeon until it is powder. The Truncheon attacks only once per round, which is first in every round. The weapon receives no bonuses or penalties while attacking. If it hits, however, the Truncheon delivers 4d100 Life Points of damage. Crucial Damage is possible, and when such a hit is scored, the Truncheon hits as though swung by a size Large assailant. The Truncheon will never attack the caster. If there is no vertebrate within the area, the Truncheon will pound the ground.

Unattractive

Level: 2

Discipline: Reformation

Range: 50 feet

Area: One person

Duration: d100 minutes multiplied times the caster's level

Reference: PGM XIII. 1-343.

Chant: I sever (speak their name) from (speak their name).

Ingredients: Dog's excrement

Ritual: If you want someone to be unattractive, either a woman to a man and a man to a woman: Take a dog's excrement and put it in the post-hole of their door, speaking the chant.

Description: Casting this spell will cause the subject of the spell to lose d100 Bodily Attractiveness and d100 Facial Charisma.

Vanish

Level: 1

Discipline: Reformation

Range: 50 feet

Area: One object per two caster levels that does not exceed d10 IP

Duration: d6 rounds per caster level

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell will cause an object of no more than d10 IP that is designated and touched by the caster to vanish, removing it from this plane of existence for a short duration. The object is temporarily stored in otherworldly ether. An object that exceeds d10 IP as determined above will not vanish even in part. The object reappears in exactly the same location. For example, if a spellcaster caused someone's ring to Vanish, and the victim moved from the initial location, the ring would reappear not on their finger, but where it was exactly when it vanished. Since planets are in motion, this is almost never likely to be where anticipated.

Inventive spellcasters have been known to take a link out of a chain (such as in a drawbridge), a support spike out of a bridge, a rudder from a ship, and a shoe from a person walking over broken glass.

Walk on Water

Level: 3

Discipline: Reformation

Range: Touch

Area: The water underneath one creature

Duration: Two rounds to an exponential power equal to the level of the caster level

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell allows the spellcaster to bestow through touch the ability to Walk on Water. The spell functions by hardening the water underneath the feet of the recipient. This spell will support no more than 200 lbs.

Waves Be Still

Level: 10

Discipline: Reformation

Range: None

Area: 10 square miles of waves

Duration: 2 rounds to an exponential power equal to the level of the caster

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the waves which surround the caster to be calm and idle.

Wish

Level: 10

Discipline: Universal

Range: Special

Area: Special

Duration: Special

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes a wish of the spellcaster to become reality. The wish must be verbalized. The MM is encouraged to be semantically discriminating regarding how the wish is stated. To be clear, the MM should ask that the wish is written, only so that the MM may pause and examine it. Any ambiguous terms may be exploited. Anything unstated may be exploited.

For example, if a spellcaster casts Wish and declares “I wish for a lot of gold,” there are numerous problems with this simple statement. Exactly how much is a lot”? Is a “lot” a quantity or a straw used to draw and decide something? Could “lot” be interpreted as a share, portion, or allotment? If so, what does this mean? More importantly, the spellcaster wished “for” something, which in no way implies ownership or that it should appear before the spellcaster.

Perhaps more important than what is stated is what is not stated. In the simple Wish of “I wish for a lot of gold,” there is no mention of time. A substantial amount of gold may appear just before the end of the spellcaster’s lifetime.

Due to the ease with which the Wish spell may be abused, the MM is cautioned to use their best judgment and be quite literal regarding the interpretation of the wish. If multiple interpretations of a word exist, then select one randomly. If multiple meanings of a phrase exist, write them down and select one randomly. Anytime an ambiguity arises, handle it randomly. A Wish is a serious matter and extremely powerful. As the MM, do not feel rushed or pressured to de-

live the outcome in a timely fashion. Take your time and consider the Wish.

Wishbone

Level: 7

Discipline: Convocation

Range: 50 feet

Area: Special

Duration: 1 minute

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes two

shadowy demonic beings to appear outside the circle used for convocation. The caster stands within the circle. Protected inside the circle on the ground, the caster points at a target creature outside the convocation circle. Each of the beings immediately grabs a leg of the target creature and they hold the creature upside down and off the ground. The target creature may be no larger than ten feet in height or one ton in weight, nor have a Strength greater than 500. If so, the demonic beings are unable to perform their ritual.

Once the demonic beings have the target creature in position, they pause and wait for the spellcaster to make a wish. By custom, the spellcaster does not verbalize the wish, but merely thinks it. After thinking the wish, the spellcaster customarily nods to the demonic beings. Upon seeing the spellcaster nod, the demonic beings finalize the wish by pulling in opposite directions on the target creature's legs, effectively ripping each leg from its hip socket. The victim will die upon completion of the spell.

While the spellcaster may wish for whatever their heart desires, only simple wishes are effective. The MM is the final arbiter of the effects. The limitations of this spell are as follows:

If riches are wished for, no more than 100 gp will result, usually falling from the sky before the caster.

No one may be brought back from the dead. Similarly, no one, besides the sacrificial wishbone, will die as a result of this spell.

A maximum of 100 LP may be distributed as healing or damage.

The caster may wish for the casting of a spell which is familiar to them and no higher than spell level 3.

Wooden Carapace

Level: 1

Discipline: Reformation

Range: Touch

Area: Creature touched

Duration: d6 rounds to an exponential power equal to the caster level per caster level

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell bestows protection on one target mentally selected by the caster. The effect of the spell is a hardening of the outer body and grants a bonus of 15 CA for the duration of the spell.

Worst Nightmare

Level: 4

Discipline: Hallucination

Range: Direct line of sight

Area: One creature

Duration: 2 rounds to an exponential power equal to the caster level per caster level

Chant: To be determined

Ingredients: To be determined

Ritual: To be determined

Description: Casting this spell causes the Worst Nightmare of the target creature to seem to appear before them. The target creature must be seen by the spellcaster during casting. The target creature must pass a Common Sense check at TH 90 to disbelieve the hallucination. Only the target creature experiences the hallucination; other creatures in the area do not see the Worst Nightmare of the target creature.

The exact nature of the Worst Nightmare is determined by the MM, or a player may determine the Worst Nightmare of their character. Suggestions include a dragon or a previous lover.

Once it has appeared, whatever it may be, the Worst Nightmare will attack the target creature. The Worst Nightmare will attack in every respect as though it were real. Damage in LP will be felt as though they were real. If LP are reduced to zero, the target creature dies.

Chapter 13: Magical Items

Upon adventuring, characters are likely to encounter magical items. This chapter is a compilation of magical items and explanations of their functions or powers. Below is a list of the major categories of magical items. To randomly select a magical item, roll d1000 (3 ten-sided dice):

001-020	Alchemical, Elixirs
021-050	Alchemical, Oils
051-070	Alchemical, Ointments
071-080	Alchemical, Philters
081-150	Alchemical, Potions
151-160	Alchemical, Salves
161-180	Apparel, Boots
181-190	Apparel, Bracers
191	Apparel, Braziers
192-220	Apparel, Cloaks
221-222	Apparel, Dresses
223-240	Apparel, Girdle
241-250	Apparel, Gloves
251-270	Apparel, Robes
271	Armor, Barding
272-290	Armor, Helmets
291-310	Armor, Light
311-330	Armor, Medium
331-360	Armor, Heavy
361-390	Armor, Shields
391	Canes
392-405	Household Items, Bags
406-415	Household Items, Beads
416-417	Household Items, Braziers
418-425	Household Items, Brooms
426-430	Household Items, Candles
431-444	Household Items, Cauldrons
445-453	Household Items, Censers
454-461	Household Items, Chalices
462	Household Items, Chess Sets
463-469	Household Items, Chests
470-471	Household Items, Coins
472-474	Household Items, Dice
475-484	Household Items, Figurines
485-487	Household Items, Flagons
488-490	Household Items, Goblets
491-502	Household Items, Horns
503	Household Items, Hourglasses
504-505	Household Items, Incense
506-510	Household Items, Jars

511-517	Household Items, Maps
518-521	Household Items, Mirrors
522-523	Household Items, Seeds
524	Household Items, Spinning Wheels
525-531	Household Items, Stones
532	Household Items, Tables
533	Household Items, Urns
534-535	Household Items, Wells
536-540	Jewelry, Amulets
541-542	Jewelry, Anklets
543-545	Jewelry, Bracelets
546-550	Jewelry, Brooches
551-554	Jewelry, Charms
555	Jewelry, Crowns
556-557	Jewelry, Earrings
558-560	Jewelry, Locket
561-570	Jewelry, Medallions
571-580	Jewelry, Necklaces
581-590	Jewelry, Pendants
591-600	Jewelry, Religious Symbols
601-630	Jewelry, Rings
631-650	Jewelry, Talismans
651-660	Musical Instruments
661-670	Powders
671-700	Rods
701-715	Scripture, Books
716-720	Scripture, Codexes
721-730	Scripture, Grimoires
731-735	Scripture, Librams
736-745	Scripture, Scrolls
746-755	Scripture, Spellbooks
756-760	Scripture, Tomes
761-788	Staves
789	Torture Devices
790-800	Wands
801-900	Weapons, Melee
950-950	Weapons, Miscellaneous
998-998	Weapons, Missile
999	Weapons, Sentient
1000	Weapons, Siege Engines

Next, proceed to the corresponding table and randomly determine the specific item.

Alchemical Liquids, Notes on

Alchemical liquids, even of the same magical effect or name, tend to be different each time. Therefore, if a particular mage makes two Elixirs of Life, they are likely to be of different colors and odors. Hence, experimenting with alchemical liquids in attempts to determine their nature can prove dangerous and is often futile or misleading.

Warning: Do not mix alchemical liquids, as the mere contact of the two liquids necessitates a roll on *Appendix 3: Random Magical Effects*.

Alchemical, Elixirs

Elixirs may be substances capable of transmuting metals into gold and prolonging life or a cure-all. The imbiber of the elixir experiences magical effects.

Elixir of Gold: Upon imbibing, the effect of this elixir is to magically convert d12 ounces of metal in immediate fleshly contact with the imbiber into gold. According to ancient elven records, there once was a king who favored this elixir named Midas.

Elixir of Healing Sleep: Upon imbibing, this elixir forces the imbiber to fall asleep for d8 hours. Upon awakening, they have recovered all Life Points. That was the best sleep they've ever experienced.

Elixir of Life: Regardless of the total potential number of Life Points of the imbiber, and regardless of how wounded the imbiber may be, upon drinking this elixir they are fully revived, recovering all Life Points. Additional Elixirs of Life do not increase Life Points beyond normal potential.

Elixir of Years: Imbiber does not age for d20 years.

Alchemical, Oils

Oils are magical liquids that must be thickly applied to a person or object to enact the magical effects. Thoroughly coating the object with the al-

chemical oil is usually necessary.

Oftentimes, the entire body must be covered for the magical oil to function correctly. Anakim require 15 vials or fluid ounces of oil, hobbits only 3 vials, and dwarves, elves, and humans require 5 vials. It is not fully possible to apply the oil to oneself; someone else must do it. Applying the oil thoroughly takes roughly an hour, two for anakim.

Oil of Armor: Upon applying this oil to one's unarmored body, each vial bestows protection. The entire body must be covered for it to function correctly. Once the entire body is covered, CA increases by 2d20 for d4 hours.

Oil of Lubrication: This oil provides friction-free lubrication between any two surfaces for a duration of d4 hours.

Oil of Poison Oak: Upon applying this oil to one's body, each vial seems to have no effect. However, 3 hours after application, the oil creates itchy welts everywhere the oil contacts skin. For 4 days, Initiative suffers a -20 penalty, Bodily Attractiveness and Facial Charisma suffer -30, and the character is compelled to itch constantly.

Alchemical, Ointments

Ointments are magical liquids that must be sprinkled onto a person or object to enact the magical effects.

Ointment of Magnetic Attraction: Anything upon which this ointment is sprinkled becomes a powerful magnet, attracting all metal within a d100' radius. A Strength of 100 + d100 to remove metal objects from the object with the ointment. Magnetism lasts for 1 hour. Beware of sharp flying objects. Flying objects do damage according to the damage modifier with the Strength of the magnetism.

Ointment of Sores: If this ointment is applied to living creatures, sores immediately appear where the ointment is

sprinkled. If it is applied generously, they will be covered with sores. Each dash of the ointment produces d4 sores, and each full vial may contain 20 dashes. Each sore may either be a lesion or a puss bubble. Each sore causes 1 Life Point of damage, Facial Charisma and/or Bodily Attractiveness to suffer -2.

Alchemical, Philters

Philters are liquid magical charms having the power to excite sexual passion. The imbiber of the philter experiences magical effects.

Philter of Anakim Lust: Whoever imbibes this philter will be a sexual object for all anakim within a 100' radius. All anakim within 100' seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is d6 hours.

Philter of Angelic Lust: Whoever imbibes this philter will be a sexual object for all angels within a 100' radius. All angels within 100' seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is d6 hours.

Philter of Demonic Lust: Whoever imbibes this philter will be a sexual object for all demons within a 100' radius. All demons within 100' seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is d6 hours.

Philter of Disinterest: Whoever imbibes this philter loses all sexual desire for d6 weeks.

Philter of Dragon Lust: Whoever imbibes this philter will be a sexual object for all dragons within a 100' radius. All dragons within 100' seek to mate with the target,

even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is d6 hours.

Philter of Dwarven Lust: Whoever imbibes this philter will be a sexual object for all dwarves within a 100' radius. All dwarves within 100' seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is d6 hours.

Philter of Elven Lust: Whoever imbibes this philter will be a sexual object for all elves within a 100' radius. All elves within 100' seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is d6 hours.

Philter of Gnomish Lust: Whoever imbibes this philter will be a sexual object for all gnomes within a 100' radius. All gnomes within 100' seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is d6 hours.

Philter of Goblin Lust: Whoever imbibes this philter will be a sexual object for all goblins within a 100' radius. All goblins within 100' seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is d6 hours.

Philter of Hobbit Lust: Whoever imbibes this philter will be a sexual object for all hobbit within a 100' radius. All hobbit within 100' seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is d6 hours.

Philter of Hobgoblin Lust: Whoever imbibes this philter will be a sexual object for all hobgoblins within a 100' radius.

All hobgoblins within 100' seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is d6 hours.

Philter of Human Lust: Whoever imbibes this philter will be a sexual object for all humans within a 100' radius. All humans within 100' seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is d6 hours.

Philter of Incubi Fly: Whoever imbibes this philter will be a sexual object for all females within a 100' radius. All females within 100' seek to be impregnated by the imbiber, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is d6 hours.

Philter of Mammal Lust: Whoever imbibes this philter will be a sexual object for all mammals within a 100' radius. All mammals within 100' seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is d6 hours.

Philter of Orkish Lust: Whoever imbibes this philter will be a sexual object for all orcs within a 100' radius. All orcs within 100' seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is d6 hours.

Philter of Succubi Fly: Whoever imbibes this philter will be a sexual object for all males within a 100' radius. All males within 100' seek to impregnate the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is d6 hours.

Philter of Troll Lust: Whoever imbibes this philter will be a sexual object

for all trolls within a 100' radius. All trolls within 100' seek to mate with the target, even if it must be accomplished by force. They will not stop until physically unable to continue. The duration of these effects for the imbiber is d6 hours.

Alchemical, Potions

Potions are magical liquids. The effects of potions are diverse. The imbiber of the potion experiences magical effects.

Potion of Evanescence: Upon imbibing this potion, the imbiber becomes totally invisible, unable to be seen by others. The effect of this potion lasts d20 minutes. While invisible, attacks may be made and invisibility is not jeopardized, but the defender may estimate the location of the invisible individual for the round with a Intuition check of TH 90. If so, the defender may attack the invisible assailant without penalty, though only for one attack. Otherwise, the defender may attempt to attack the invisible assailant, though with a penalty of 90 to attack rolls.

Potion of Impregnation: If any female imbibes this potion, then she instantaneously becomes pregnant, though she will not show until three months later, though morning sickness may offer a clue; female imbibers must pass a Intuition check at TH 80 to guess that they are pregnant. If a male imbibes this potion, the next female with which he copulates will become pregnant upon ejaculation with a 100% chance.

Potion of the Magister: Upon imbibing this potion, a mage or sorcerer temporarily gains 2d4 levels in their occupation, thereby gaining the appropriate amount of Magic Points. New spells are not gained, however, spells currently known have a more powerful effect. The effects of this potion upon the imbiber last for d100 rounds.

Potion of Mental Health: Upon

imbibing this potion, one mental illness will be permanently cured.

Potion of Mental Illness: Upon imbibing this potion, one random mental illness is permanently acquired. See *Chap. 5: Mind*.

Potion of Permanent Sterilization: Upon imbibing this potion, all sperm in the male will forever be dead and useless, and all eggs in the female will forever be dead and useless.

Potion of Quintuplet Impregnation: Identical to the Potion of Impregnation, this potion insures that five children will result.

Potion of Tormenting Madness: Upon imbibing this potion, the imbiber believes that a ring of fire surrounds the imbiber's head, though no one else sees it. Further, male imbibers envision incubi dancing around their head in the ring of imagined fire, demanding sexual favors. Female imbibers envision succubi dancing around their head in the ring of imagined fire, demanding sexual favors. Further unrelenting craziness happens, which depends from person to person. Popular reports have been that the demons rip open their intestines and swing them about gleefully. The effects do not cease just because the person is able to sleep from exhaustion. The effects of this potion last for d6 weeks. A base Drive check of TH 10 must be passed to not become openly suicidal. The TH increases by 15.

Alchemical, Salves

Salves are applied to wounds for healing and remedies, and may be comforting or soothing. The imbiber of the salve experiences magical effects.

Salve of Curing: Upon imbibing this salve, the imbiber is instantly cured of any disease.

Salve of Inflicting: Upon imbibing this salve, the imbiber is immediately in-

flicted with a random disease. See *Chap. 3: Body*.

Salve of Life: Upon imbibing this salve, the imbiber recovers d10 Life Points.

Salve of Pestilence: Upon imbibing this salve, the imbiber becomes a pestilential host, though the imbiber is immune to the affects of the pestilence; for the duration of this salve's effects, the imbiber is immune to tuberculosis. The duration of this salve's effects is 2d20 days. All who come within 50 feet of the imbiber must pass a Health Check at TH 40 to avoid acquiring tuberculosis (see *Chap. 3: Mind*).

Salve of Poison: Upon imbibing this salve, the imbiber acquires a random poison. See *Chap. 17: Natural Substances*.

Salve of Wounding: Upon imbibing this salve, the imbiber loses d10 Life Points.

Apparel, Girdles

Chastity Belt of Cursed Impregnation: This cursed chastity belt will immediately and magically impregnate any woman who wears it. Worse, the child will be a girl.

Chastity Belt of Impregnation: This cursed chastity belt will immediately and magically impregnate any woman who wears it.

Apparel, Robes

Poison Robes of the Hidden Flame: These robes are dark-golden in color, and while the wearer will not detect anything until fully worn, these robes will both poison the victim (Health TH of 60 or die) and burn their marrow with an invisible fire (d8 LP damage per round worn).

Jewelry, Rings

A ring is an object worn around a finger. Rings are cosmetic, not performing any useful func-

tion other than adornment. Rings may be made from many materials, though each ring listed herein may have stipulations. Commonly, rings are shaped from metal, stone, or wood.

Magical rings are rings imbued with magical power, and the magic will not take effect unless the ring is placed directly on a finger or toe; the ring must contact the skin.

Wearing more than one magical ring is possible, though not safe. For each magical effect in use that results from multiple magical rings worn at the same time, a cumulative 10% chance exists for an effect to occur from *Appendix 3: Random Magical Effects*.

Ring of the Spirit Master: Each of these rings have 2d4 spirits that are bound to serve the whim of the wearer. Details of each of the spirits are determined by the MM. These spirits are noncorporeal, so they cannot touch or move anything. However, their shimmering form as they died may be observed and their shrieking voices may be heard. Spirits of this ring have 2d20 LP. Though they may emerge from the ring and roam as the wearer commands, the spirits are unable to travel farther than 50 feet from the ring.

Scripture, Grimoires

Liber Spiritum, or the Book of Spirits, must be written on virgin paper. On the left hand pages have pictures of demons, while the right hand pages have oaths that the demons must take to serve the wizard. Each oath is signed by the demon's mark. The book must be consecrated by a priest, who chants three holy masses over it.

The Key of Nomolos is an ancient magical text, an artifact. Most of the magic within is concerned with personal gain. The magic within deals with the drawing of pentacles, five-pointed stars inscribed with magical charms.

The Lemegeton a magical text divided into four parts: Goetia, Theurgia

Goetia, The Pauline Art, and The Almadel. The Lemegeton includes a complete hierarchy of 72 demons, whom the wizard evokes for their benefit.

Pseudomonarchia Daemonium was written by Wier, Agrippa's pupil. The Sacred Magic of Abramelin the Mage, Grimoirium Verum, Grand Grimoire, The Red Dragon, The Arbatel of Magic, and The Magical Elements of Heptameron are artifacts, treasured magical texts.

Weapons, Melee

To randomly determine a magical melee weapon, two rolls must be made. First, roll percentile dice to determine the specific type of weapon:

Roll	Weapon
01-02	Axe, Battle, Footman's
03	Axe, Battle, Horseman's
04-05	Axe, Hand
06-08	Club
09	Club, Great
10-14	Dagger
15	Dagger, Dirk
16	Dagger, Stiletto
17	Flail, Footman's, Holy Water Sprinkler
18	Flail, Footman's Military
19	Flail, Horseman's w/1 spiked ball
20	Flail, Horseman's w/2 spiked balls
21	Garrote
22	Hammer, Maul
23-24	Hammer, War, Footman's
25-26	Hammer, War, Horseman's
27	Lance, Light
28	Lance, Heavy
29	Lance, Jousting
30	Mace, Footman's
31-32	Mace, Horseman's
33	Mace-axe
34-35	Morgenstern
36	Pick, Military, Footman's
37	Pick, Military, Horseman's
38	Polearm, Awl Pike

39-40	Polearm, Berdeesh
41	Polearm, Bec de Corbin
42	Polearm, Bill-Guisarme
43	Polearm, Bill
44	Polearm, Bipennis
45	Polearm, Fauchard
46	Polearm, Glaive
47	Polearm, Glaive-Guisarme
48	Polearm, Guisarme
49	Polearm, Guisarme-Voulge
50-51	Polearm, Halberd
52	Polearm, Hook-Fauchard
53	Polearm, Lucerne Hammer
54	Polearm, Mancatcher
55	Polearm, Military Fork
56	Polearm, Partisan
57	Polearm, Poleaxe
58	Polearm, Ranseur
59	Polearm, Spetum
60	Polearm, Voulge
61-66	Quarterstaff
66	Sap
67	Spear, Long
68-73	Spear, Medium
74	Spear, Short
75	Spear, Trident
76	Sword, Bastard
77-81	Sword, Broad
82	Sword, Cut and Thrust
83	Sword, Falchion
84	Sword, Flamberge
85-86	Sword, Gladius
87-90	Sword, Long
91	Sword, Scimitar
92-95	Sword, Short
96	Sword, Zweihander
97	Whip
98	Whip, Bull
99	Whip, Cat-o-nine tails
100	Whip, Scourge

Next, roll percentile dice to determine the bonus or penalty applied to the weapon:

<u>Roll</u>	<u>Result</u>
01	The weapon has a penalty of (80 + d20)% to attack and damage rolls.

02	The weapon has a penalty of (60 + d20)% to attack and damage rolls.
03-04	The weapon has a penalty of (40 + d20)% to attack and damage rolls.
05-09	The weapon has a penalty of (20 + d20)% to attack and damage rolls.
10-20	The weapon has a penalty of d20% to attack and damage rolls.
21-65	The weapon has a bonus of d20% to attack and damage rolls.
66-85	The weapon has a bonus of (20 + d20)% to attack and damage rolls.
86-95	The weapon has a bonus of (40 + d20)% to attack and damage rolls.
96-99	The weapon has a bonus of (60 + d20)% to attack and damage rolls.
100	The weapon has a bonus of (80 + d20)% to attack and damage rolls.

Weapons, Miscellaneous

To randomly determine a magical miscellaneous weapon, two rolls must be made. First, roll percentile dice to determine the specific type of weapon:

<u>Roll</u>	<u>Weapon</u>
1-10	Axe, hatchet
11	Bottle
12	Bucket
13	Chain
14	Chair
15-25	Cleaver
26	File, Metal
27-30	Flail, Grain
31-40	Fork, Pitch
41	Fork, Serving
42-51	Hammer, Tool
52-61	Hammer, Sledge
62	Hoe
63	Hook, Grappling
64-67	Knife, Hunting or Tool
68-72	Mallet
73	Quill
74	Pan, Frying

75-77	Pry Bar
78	Rolling Pin
79	Scissors
80-91	Scythe
92	Shoe
93	Shoe, Horse
94	Shovel
95-99	Sickle
100	Spade

Next, roll percentile dice to determine the bonus or penalty applied to the weapon:

Roll	Result
01	The weapon has a penalty of (80 + d20)% to attack and damage rolls.
02	The weapon has a penalty of (60 + d20)% to attack and damage rolls.
03-04	The weapon has a penalty of (40 + d20)% to attack and damage rolls.
05-09	The weapon has a penalty of (20 + d20)% to attack and damage rolls.
10-20	The weapon has a penalty of d20% to attack and damage rolls.
21-65	The weapon has a bonus of d20% to attack and damage rolls.
66-85	The weapon has a bonus of (20 + d20)% to attack and damage rolls.
86-95	The weapon has a bonus of (40 + d20)% to attack and damage rolls.
96-99	The weapon has a bonus of (60 + d20)% to attack and damage rolls.
100	The weapon has a bonus of (80 + d20)% to attack and damage rolls.

Weapons, Missile

To randomly determine a magical missile weapon, two rolls must be made. First, roll percentile dice to determine the specific type of weapon:

Roll	Weapon
01-10	Arrows, dozen
11-15	Axe, hatchet
16	Bolas

17-26	Bolts, score
27	Boomerang
28	Bottle
29-45	Bow, Short
46-50	Bow, Long
51-55	Cleaver
56-58	Crossbow, Hand
59	Crossbow, Wheel and Ratchet
60-64	Dagger
65-66	Dart
67	Flask
68	Hammer, Tool
69	Hammer, War, Horseman's
70	Hook, Grappling
71	Hurlbat
72-73	Javelin
74-76	Knife, Hunting or Tool
77	Net, Weighted
78-81	Pilum
82	Rock
83-84	Sling
85-95	Spear, Medium
96-99	Staff Sling
100	Vial

Next, roll percentile dice to determine the bonus or penalty applied to the weapon:

Roll	Result
01	The weapon has a penalty of (80 + d20)% to attack and damage rolls.
02	The weapon has a penalty of (60 + d20)% to attack and damage rolls.
03-04	The weapon has a penalty of (40 + d20)% to attack and damage rolls.
05-09	The weapon has a penalty of (20 + d20)% to attack and damage rolls.
10-20	The weapon has a penalty of d20% to attack and damage rolls.
21-65	The weapon has a bonus of d20% to attack and damage rolls.
66-85	The weapon has a bonus of (20 + d20)% to attack and damage rolls.
86-95	The weapon has a bonus of (40 + d20)% to attack and damage rolls.
96-99	The weapon has a bonus of (60 + d20)% to attack and damage rolls.

100 The weapon has a bonus of (80 + d20)% to attack and damage rolls.

Weapons, Sentient

Sentient weapons are weapons that some argue are living. While sentient weapons are genderless and have no skills unrelated to their type of weapon, they have abilities, disposition, temperament, and more. First, the type of weapon must be determined. Roll percentile dice and consult the table below:

Roll	Result
01-70	Roll on the table under Melee Weapons as magical items.
71-75	Roll on the table under Miscellaneous Weapons as magical items.
99-99	Roll on the table under Missile Weapons as magical items.
100	Roll on the table under Siege Weapons as magical items.

Abilities for sentient weapons use the same tables as those listed in *Chapter 1: Abilities* for characters. However, the ability scores are determined differently by rolling 2d100. All sentient weapons have the following for sub-abilities: Strength, Hand-Eye Coordination, Agility, Reaction Speed, Math, Analytic, Spatial, Drive, Intuition, Common Sense, and Reflection. When figuring the abilities based on the sub-abilities, if a sub-ability is absent, consider it a score of 0.

30% of sentient weapons are capable of speech. If so, they also have the sub-abilities of Vocal, Rhetorical, Enunciation, and Language. Further, sentient weapons capable of speech know a random number of languages as delimited by their Language Intelligence sub-ability.

Next, the disposition of the weapon must be determined. Roll percentile dice and consult the table below:

Roll	Disposition
01	Ethical Moral

02-13	Ethical Neutral
14	Ethical Immoral
15-16	Neutral Moral
17-76	Neutral Neutral
77-91	Neutral Immoral
92	Unethical Moral
93-95	Unethical Neutral
96-100	Unethical Immoral

The more the weapon's disposition differs with that of its wielder, the more the sword is likely to reject or be uncooperative with the wielder. For each gradation of difference between both ethics and morals, there is a 20% chance of rejection upon touching the weapon for the first time. For example, an Ethical Moral weapon has an 80% chance of rejecting an Unethical Immoral wielder, or only a 40% chance of rejecting an Ethical Immoral wielder.

Now, determine the Temperament of the weapon, just as with a character. The more the weapon's temperament differs with that of its wielder, the more the sword is likely to reject or be uncooperative with the wielder. Take the numeric difference of each of the four temperaments, add them together and divide the total by four to represent the average difference in Temperament. This is the chance of the weapon rejecting the wielder.

Finally, the sentient weapon may have magical abilities.

Sentient weapons may have the following effects: they may intentionally or inadvertently cause a mental illness to develop after prolonged use.

Weapons, Siege Engines

To randomly determine a magical missile weapon, two rolls must be made. First, roll percentile dice to determine the specific type of weapon:

Roll	Weapon
1-20	Ballista
21-50	Battering Ram
51-80	Catapult
81-100	Trebuchet

Next, roll percentile dice to determine the

bonus or penalty applied to the weapon:

<u>Roll</u>	<u>Result</u>
01	The weapon has a penalty of $(80 + d20)\%$ to attack and damage rolls.
02	The weapon has a penalty of $(60 + d20)\%$ to attack and damage rolls.
03-04	The weapon has a penalty of $(40 + d20)\%$ to attack and damage rolls.
05-09	The weapon has a penalty of $(20 + d20)\%$ to attack and damage rolls.
10-20	The weapon has a penalty of $d20\%$ to attack and damage rolls.
21-65	The weapon has a bonus of $d20\%$ to attack and damage rolls.
66-85	The weapon has a bonus of $(20 + d20)\%$ to attack and damage rolls.
86-95	The weapon has a bonus of $(40 + d20)\%$ to attack and damage rolls.
96-99	The weapon has a bonus of $(60 + d20)\%$ to attack and damage rolls.
100	The weapon has a bonus of $(80 + d20)\%$ to attack and damage rolls.

Chapter 14: Treasure

Herein lie descriptions of the treasure, the predominant motivation for most adventurers. This chapter subdivides treasure into individual, hoards, gems, jewelry, and plunder.

Individual

Oftentimes, individuals have treasure of some sort in their possession when they are slain, subdued, beguiled, or taken prisoner.

Hoards

Hoards are collections, accumulations, or amassments of treasure. Usually, hoards are hidden, put aside for safekeeping, or for the future. While individuals certainly may have hoards, most often hoards are the treasure from lairs, and may be the collective property of numerous creatures or the sole property of a powerful ruler.

In any case, if necessary, roll d1000 to determine the size of the hoard, or select the appropriate size:

<u>Roll</u>	<u>Size of Hoard</u>
001-600	Small (manor)
601-950	Medium (lair)
951-999	Large (kingly)
1000	Colossal (dragon)

Now roll on the appropriate Hoard table below. Then, note that there are percentile chances of acquiring treasure in each of eight categories. If it is determined that magical items exist, consult *Chapter 13: Magical Items*.

Small Hoard									
Roll	Bronze	Copper	Silver	Electrum	Gold	Gems	Jewelry	Plunder	Magical
01-40	100% d1000	64% 5d100	32% d100	24% 3d20	16% 2d20	8% 2d6	4% d4	2% 2d6	1% d6
41-60	64% d1000	100% 5d100	64% d100	48% 3d20	32% 2d20	16% 2d6	8% d4	4% 2d6	2% d6
61-75	32% d1000	64% 5d100	100% d100	82% 3d20	64% 2d20	32% 2d6	16% d4	8% 2d6	3% d6
76-85	16% d1000	32% 5d100	64% d100	82% 3d20	100% 2d20	64% 2d6	32% d4	16% 2d6	4% d6
86-93	8% d1000	16% 5d100	32% d100	48% 3d20	64% 2d20	100% 2d6	64% d4	32% 2d6	5% d6
94-97	4% d1000	8% 5d100	16% d100	24% 3d20	32% 2d20	64% 2d6	100% d4	64% 2d6	6% d6
98-99	2% d1000	4% 5d100	8% d100	12% 3d20	16% 2d20	32% 2d6	64% d4	100% 2d6	7% d6
100	1% 2d1000	2% d1000	4% 5d100	6% d100	8% 3d20	16% 2d10	32% 2d6	64% 2d10	100% 2d6

Medium Hoard									
Roll	Bronze	Copper	Silver	Electrum	Gold	Gems	Jewelry	Plunder	Magical
01-40	100% 2d1000	64% d1000	32% 5d100	24% 2d100	16% d100	8% 2d10	4% 2d6	2% 2d10	1% d6
41-60	64% 2d1000	100% d1000	64% 5d100	48% 2d100	32% d100	16% 2d10	8% 2d6	4% 2d10	2% d6
61-75	32% 2d1000	64% d1000	100% 5d100	82% 2d100	64% d100	32% 2d10	16% 2d6	8% 2d10	3% d6
76-85	16% 2d1000	32% d1000	64% 5d100	82% 2d100	100% d100	64% 2d10	32% 2d6	16% 2d10	4% d8
86-93	8% 2d1000	16% d1000	32% 5d100	48% 2d100	64% d100	100% 2d10	64% 2d6	32% 2d10	5% d8
94-97	4% 2d1000	8% d1000	16% 5d100	24% 2d100	32% d100	64% 2d10	100% 2d6	64% 2d10	6% d8
98-99	2% 2d1000	4% d1000	8% 5d100	12% 2d100	16% d100	32% 2d10	64% 2d6	100% 2d10	7% d8
100	1% 5d1000	2% 2d1000	4% d1000	6% 8d100	8% 5d100	16% 2d20	32% 2d10	64% 2d20	100% 2d8

Large Hoard									
Roll	Bronze	Copper	Silver	Electrum	Gold	Gems	Jewelry	Plunder	Magical
01-40	100%	64%	32%	24%	16%	8%	4%	2%	1%
	5d1000	2d1000	d1000	8d100	5d100	2d20	2d10	2d20	d12
41-60	64%	100%	64%	48%	32%	16%	8%	4%	2%
	5d1000	2d1000	d1000	8d100	5d100	2d20	2d10	2d20	d12
61-75	32%	64%	100%	82%	64%	32%	16%	8%	3%
	5d1000	2d1000	d1000	8d100	5d100	2d20	2d10	2d20	d12
76-85	16%	32%	64%	82%	100%	64%	32%	16%	4%
	5d1000	2d1000	d1000	8d100	5d100	2d20	2d10	2d20	d20
86-93	8%	16%	32%	48%	64%	100%	64%	32%	5%
	5d1000	2d1000	d1000	8d100	5d100	2d20	2d10	2d20	d20
94-97	4%	8%	16%	24%	32%	64%	100%	64%	6%
	5d1000	2d1000	d1000	8d100	5d100	2d20	2d10	2d20	d20
98-99	2%	4%	8%	12%	16%	32%	64%	100%	7%
	5d1000	2d1000	d1000	8d100	5d100	2d20	2d10	2d20	d20
100	1%	2%	4%	6%	8%	16%	32%	64%	100%
	10d1000	5d1000	2d1000	d1000	d1000	d100	2d20	d100	2d20

Colossal Hoard									
Roll	Bronze	Copper	Silver	Electrum	Gold	Gems	Jewelry	Plunder	Magical
01-40	100%	64%	32%	24%	16%	8%	4	2%	1%
	10d1000	5d1000	2d1000	d1000	d1000	d100	%2d20	d100	2d20
41-60	64%	100%	64%	48%	32%	16%	8%	4%	2%
	10d1000	5d1000	2d1000	d1000	5d100	d100	2d20	d100	2d20
61-75	32%	64%	100%	82%	64%	32%	16%	8%	3%
	10d1000	5d1000	2d1000	d1000	5d100	d100	2d20	d100	2d20
76-85	16%	32%	64%	82%	100%	64%	32%	16%	4%
	10d1000	5d1000	2d1000	d1000	5d100	d100	2d20	d100	d100
86-93	8%	16%	32%	48%	64%	100%	64%	32%	5%
	10d1000	5d1000	2d1000	d1000	5d100	d100	2d20	d100	d100
94-97	4%	8%	16%	24%	32%	64%	100%	64%	6%
	10d1000	5d1000	2d1000	d1000	5d100	d100	2d20	d100	d100
98-99	2%	4%	8%	12%	16%	32%	64%	100%	7%
	10d1000	5d1000	2d1000	d1000	5d100	d100	2d20	d100	d100
100	1%	2%	4%	6%	8%	16%	32%	64%	100%
	50d1000	20d1000	10d1000	d1000	5d1000	d1000	5d100	d1000	d100

Gems

Gems are precious and semiprecious stones having value and beauty that are intrinsic and not derived from its setting. They are often cut and polished for ornament, and are highly prized.

Below is a table for the random determination of gems. Note, the prices on the table below assume that the gem is cut and finished, not rough. Rough gems are only worth a small fraction, possibly 1%, of their potential value. Roll d1000 and consult the table below:

Die Roll	Finished Gem	Carats	Value/Carat
001-050	Obsidian	6d1000	3 cp
051-100	Agate	d1000	5 cp
101-150	Turquoise	d100	6 cp
151-160	Bloodstone	d100	8 cp
161-170	Coral	d100	8 cp
171-250	Iolite	d100	8 cp
251-351	Cat's Eye	d100	9 cp
352-500	Quartz	6d1000	9 cp
501-550	Citrine	d100	1 sp
551-600	Amber	3d100	1 sp
601-675	Amethyst	d1000	2 sp
676-800	Onyx	d100	2 sp
801-810	White Opal	d100	3 sp
811-850	Peridot	4d100	3 sp
851-860	Lapis Lazuli	d100	4 sp
861-884	Chalcedony	d100	4 sp
885-935	Fire Opal	d100	5 sp
936-968	Topaz	d100	7 sp
969-983	Moonstone	d100	8 sp
984-991	Green Tourmaline	d100	10 gp
992-996	Sapphire	2d20	50 gp
997-998	Emerald	d100	100 gp
999	Diamond	d100	125 gp
1000	Ruby	2d20	200 gp

Carats: The weight of a gem is expressed in carats. An extremely small measure of weight, one carat equals 3 grains, 141 carats equal one ounce, or there are 2,267 carats in a pound.

Gems: Below is an alphabetical listing of each gem and a description:

Agate – Rock composed of layers of quartz, sometimes of different colors. Composition varies greatly, and it may be polished to a high gloss. Agate is often used for ornamental purposes. This stone is typically valued at 5 copper pieces per carat. It has been highly valued as a talisman or in amulets. This stone is said to quench thirst and protect from fevers. Mages have been known to use it to avert storms. It is mainly mined in the central mainland, and is commonly used to make bowls.

Amber – Actually made of fossilized pine tree sap, amber is especially valuable if it has an insect inside. Amber is more commonly found in the north. Some have claimed amber to be tears dried by the sun. Others declare that it is electrically charged by the sun and when rubbed by a cloth. Still, others persist that amber is the juice or essence of the setting sun congealed in the sea and cast up on the shore. Amber is often used as earrings and as a necklace of beads. It is especially valued when in the shape of little figurines, and has been known to be worth more in this form than the life of a living, healthy slave. Some call it “burn stone”, and burn it as incense. Amber is typically worth 1 silver piece per carat.

Amethyst – A variety of quartz, this stone has a violet to purple color. It is a common stone and is often associated with February. Some have said that amethysts dissipate evil and quicken intelligence. Further, it is thought to encourage celibacy and symbolize piety, so it is often a stone associated with moral churches. Many moral hierophants wear amethyst rings. Finally, this stone is thought to symbolize sobriety and is considered a strong antidote to drunkenness. For this reason, many wine goblets are carved from amethyst. Amethyst may be found in a wide variety of sizes and shapes. The value of amethyst is typically 2 silver pieces per carat.

Bloodstone – A semi-precious stone of dark green chalcedony, also called Heliotrope. In the finished stone, red spots resemble drops of blood. This stone serves as the birthstone for March. Typically, bloodstones are valued at 8 copper pieces per carat.

Cat's Eye – When cut in an oval, rounded form, it shows a light-colored line that changes position as the gem is turned, giving the stone a resemblance to the eye of a cat. It is a valuable gemstone commonly used in jewelry. The color ranges from a honey-brown to an apple-green, though rich golden colors are the most valued. It is reputed to have the presence of a familiar, and as a powerful talisman it may direct fortune. The most important factor for value is the strength and sharpness of the eye. Typically, this stone is valued at 9 copper pieces per carat.

Chalcedony – This stone varies in color and may be white, gray, yellow, brown, green, or blue. The many colors resulting from the high luster of polishing render it valuable for brooches, necklaces, and other ornaments. This stone is valued at 4 silver pieces per carat.

Citrine – This stone is one of the most affordable gemstones, and is also durable. Citrines have a juicy, lemon color. It has been carried as protection against snake venom and evil thoughts. This stone is available in large sizes and a variety of shapes. The darker stones are valued more. The value of citrine is typically 1 sp per carat.

Coral – An ancient gem, coral has a history of religious significance. It is thought to be a powerful talisman that can stop bleeding, protect from evil spirits, and ward off hurricanes. Its color ranges from white to red. Found coastally, it grows in branches that look like underwater trees. The most valuable colors include red, black, and pink. It is a very soft and porous gem, and should be stored carefully to avoid scratches. Coral is typically valued at 8 copper pieces per carat.

Diamond – This precious stone is the hardest substance known, exhibited in its resistance to scratching. In fact, the origin of the word means ‘invincible’. Diamonds exhibit a wide range of transparency and color. Good quality diamonds of clear, strong, and unusual color are highly prized. Colorless stones known as white diamonds are extremely valuable, while yellow or brown tinged stones are regarded as imperfect. Green and blue diamonds are rarities, and red diamonds are the rarest of all. The luster and fire for a diamond are higher than for any other natural, transparent, colorless stone.

Diamonds have incredible resistance to the corrosive effects of acids and bases. Typically, diamonds are valued at 125 gold pieces per carat.

Emerald – This valuable green stone is alleged to have the power of healing regarding diseased eyes. Flawless specimens of good color and size are exceedingly rare and command higher prices than diamonds of equal weight. To some, this gem symbolizes love. Most emeralds are valued at 100 gold pieces per carat.

Fire Opal – In some cultures, possession of an opal brings bad luck to the owner. In other cultures, it is believed to be beneficial to eyesight, and is worn in necklaces by blonde women to protect the hair from losing its color. Some think the effect of the opal on eyesight can render the wearer invisible, and is recommended for thieves. The color of this stone is yellow to red. This stone should be protected from heat and strong light, which can dry it out, causing cracks. Likewise, acids should be avoided. Exposed corners or points are subject to wear, and the stone is best set in a protected mounting. Typically, fire opals are valued at 5 silver pieces per carat.

Green Tourmaline – This gem is valued at 10 gold pieces per carat. These stones are usually cut in long rectangular shapes, due to their long and narrow crystal shape. This is a hard and durable gemstone which can withstand years of wear, though it is advisable to avoid heat.

Iolite – Mined from the north, this stone, when cut properly, appears a violet-like, blue, almost like sapphire from one side, clear as water from the other, and honey-yellow from the top. Cutting this gem, however, demands great skill, and must be cut in precisely the right direction, or it is ruined. It is reliably hard, but should be protected from blows. Iolite is readily available and surprisingly affordable, considering its beauty. Typically, iolite is valued at 8 copper pieces per carat.

Lapis Lazuli – This blue rock has been loved by nearly every culture. It is popular in inlays, and is the shade of blue that artists use to paint the sky. Most believe it is a powerful aphrodisiac, and it is widely accepted that this stone keeps the limbs healthy, and frees the soul from error, envy, and fear. The stone is porous, not very hard, and easily sus-

ceptible to becoming scratched. Lapis Lazuli is typically valued at 4 silver pieces per carat.

Moonstone – The birthstone of June, this blue stone seems magical with a ghostly, shimmering glow. Some believe this stone is formed out of moonlight. This stone, however, may come in a variety of colors, such as gray, brown, and green, though blue is the most valuable. A favorite is to fashion these into beads and display them against a black dress. Typically, moonstone is valued at 8 silver pieces per carat.

Obsidian – This stone is not very valuable, and it is easy to shape by flaking. Ancient cultures used it to make weapons and tools. Typically, obsidian is valued at 3 copper pieces per carat.

Onyx – This stone has alternating straight bands colored black and white. Onyx is typically valued at 2 silver pieces per carat.

Peridot – An olive colored stone, peridot is associated with the month of August. This gemstone is born in fire, and is known as the volcanic gem. Called “evening emerald”, the green color does not darken at night, but is still visible by torchlight. Peridot has been found in large quantities, even over 200 carats apiece. Peridot is said by mages to have the power to drive away evil, and the power is said to be stronger when the gem is set in gold. Further, peridot is said to strengthen any medicine drunk from goblets carved from this gemstone. Typically, peridot is valued at 3 silver pieces per carat.

Quartz – The stone from which crystal balls are made, quartz is known as “rock crystal”, and is also used to make bowls. Some believe it is a compact form of ice. Large instances of rock crystal quartz, such as those necessary to make a crystal ball, are rare. Typically, quartz is valued at 9 copper pieces per carat.

Ruby – This is a precious red stone, and the transparent deeper reds are highly prized. In ancient times, it was known as the “king of precious stones”, and is the most valued, even more valued than the finest diamonds. Rubies larger than five carats are especially rare, and a 32 carat ruby is the largest found to date. Most rubies are worth 200 gold pieces per carat.

Sapphire – This stone is transparent blue, though true sapphires are deep blue. An ancient

culture believed that the earth rests upon a giant sapphire, and its reflection colors the sky. The sapphire has long symbolized truth, sincerity, and faithfulness. This stone has been valued in talismans for protection, and is said to be so powerful, it protects a wearer even after it has been passed on to someone else. Aside from diamonds, sapphires are the toughest and most durable gemstones. Most sapphires are valued at 50 gold pieces per carat.

Topaz – This stone may be colorless, yellow, green, blue, or red. The most popular color for a topaz is a rich orange-yellow. Topaz is often associated with November. Topaz has been used in amulets to protect the faithful against harm. Legend has it that topaz dispels all enchantments and improves eyesight as well. Some believe that it has the power to increase strength and make its wearer invisible in times of emergency. Topaz is also said to change color in the presence of poisoned food or drink. Its mystical curative powers are said to wax and wane with the phases of the moon: it is said to cure insomnia, asthma, and hemorrhages. Topaz is a very hard gemstone, though it may be split from a single blow. As a result, it should be protected from hard knocks. Typically, topaz is valued at 7 silver pieces per carat.

Turquoise – This stone is of medium hardness and the color ranges from blue and blue-green to greenish-gray. It is used for ornamental purposes. Turquoise is thought to have powerful metaphysical properties. For instance, it is believed to be protection against Agas, the evil eye. Others believe that the health of a person can be assessed by the variations of the color in the stone. Finally, it is also thought that this stone promotes prosperity. This stone is commonly mined with copper deposits. Turquoise is porous and should be kept away from acids. Typically, this stone is valued at 6 copper pieces per carat.

White Opal – In some cultures, possession of an opal brings bad luck to the owner. In other cultures, it is believed to be beneficial to eyesight, and is worn in necklaces by blonde women to protect the hair from losing its color. Some think the effect of the opal on eyesight can render the wearer invisible, and is recommended for thieves. The color of this stone is white. This stone should be pro-

tected from heat and strong light, which can dry it out, causing cracks. Likewise, acids should be avoided. Exposed corners or points are subject to wear, and the stone is best set in a protected mounting. The typical value of a white opal is 3 silver pieces per carat.

Chapter 15:

Conducting the Game

The goal of this chapter is to guide and aid MM's in making their games an enjoyable experience.

Preparation

Familiarity

The best advice for an MM is to observe that more preparation correlates to a better game. The more familiar the MM is with the rules of the game, the fewer times the game will come to a halt while rules are consulted. Obviously, no one can anticipate every choice of every player. In fact, oftentimes the unexpected is the most enjoyable part of the game. Nonetheless, within reason there is no such thing as being under-prepared.

Atmosphere

The setting in which the game is played can have a substantial impact upon the enjoyment of the participants. While different groups prefer different gaming atmospheres, here are some suggestions:

Choose a quiet place where interruptions are unlikely to occur such as a good room or a garage with a comfortable temperature. Some groups prefer a temperature slightly cooler than ideal, so that players are not apt to fall asleep.

Anything suggestive of medieval times is a tremendous aid in setting the mood. Common choices include candles, a candelabra, incense, or possibly even supplying mead and tankards! Some gaming groups even display replicas of medieval weapons, hanging them on the walls near the gaming table.

Proxemics

Using space wisely is advantageous. Generally, the MM should be seated higher than the players, so that when the MM speaks, the players literally look up the MM. One means of accomplishing this is for the MM to sit on a stool, while the players sit in regular chairs.

Should a particular player be suspected of dishonest dice rolling, which among players should be visible to all anyway, this type of player may be requested to sit close to the MM so that this may be

observed and handled if necessary.

Condiments

As gaming is a time-consuming social event, a majority of gaming groups pitch in and get a pizza and beer or soda. While the tastes may differ from group to group, most games last for several hours and snacks become nearly a necessity.

Game Mechanics

When Dice Contradict Reason

On occasion, the results of the dice may contradict reason or other rules. There is no easy answer for this dilemma, other than the fact that the MM must deliberate carefully. Altering the results of the dice can be a very slippery slope and a bad habit to begin. Whenever possible, the results of the dice should be adhered to, taking the good with the bad. After all, if people can pick or choose whether or not to accept the results of the dice, then there is no reason to roll them to begin with! Dice rolling exists so that events occur according to probability, and when possible, need to remain that way. Logic, on the other hand, must also be exercised.

Leadership

Overall, the MM is the leader, so to speak, of the game. If issues and disagreements arise, especially over rules, the MM is the final arbiter; the decision of the MM must be final. Of course, if an MM makes bad decisions and the gaming group is not pleased with the MM's performance, the players are not obligated to continue the game or return for another gaming session. It should always be the goal of the MM to make the best decision possible, though not necessarily the most entertaining decision, but the most fair or the decision that deviates the least from the rules when a contradiction or conflict arises.

Oftentimes, one player will become a leader regarding the other players. Sometimes this is a good thing, and sometimes bad. Ideally, each player should be able to participate as much as any other, should they desire to. Some players are naturally quiet or followers, while others tend to be assertive, aggres-

sive, or natural leaders. Though it can be difficult, one duty of the MM is to attempt to referee a player's leadership behavior to correspond to their abilities and personality. For instance, a character with a low charisma, poor rhetorical skills, and passive personality is unlikely to be a dominant party leader. Group dynamics will differ from group to group, but the ultimate goal of gaming is to have fun and should be remembered at all times. Try to make the game an enjoyable experience for everyone, if possible.

Concerning Players and Characters

Argumentative Players

Occasionally, gaming groups may be comprised of one or more argumentative players, players who seem to disagree with everything. These players need to understand that even though this is a game, one of the roles of the MM is as an authority figure, referee, or moderator. Assuming the MM is competent and familiar with the rules, the argumentative player must either accept the MM's authority or leave the game. Issues such as these are often handled best by not embarrassing the player and asking to speak with them privately.

Dominating Players

Usually, one player will, either intentionally or unintentionally, dominate the others and the game. It is, in fact, rare to have perfectly even input from all participants; inevitably someone will participate more than others. However, if this becomes a problem, usually the best way to handle it is to not embarrass the player in front of the others, but to ask to speak with them privately. Those who are troublesome beyond this point, at the MM's discretion, should seek a new gaming group.

Non-Participating Players

Some players do not participate very much, which may be indicative of many things. Some truly enjoy the game but feel inhibited, lack the confidence, or lack the experience necessary for them to feel comfortable participating. Conversely, others are simply disinterested and lack of participation is

a symptom. If they are disinterested, don't let a wet blanket spoil the fun for everyone else. Without embarrassing the person, pull them aside and speak with them privately. If they do not want to be in the game, perhaps they shouldn't be. More often than not, quiet or passive players are interested, but need encouragement. As the MM, you may attempt to make their character more integral to the plot, introduce an immediate encounter or incident which revolves around them, or anything else imaginable to evoke their participation.

Powerful Characters

Here and there, a character may become too powerful, either in relation to the other characters or the gaming world around them. Many things may be done to balance the situation. Perhaps a pickpocket will steal their gold or a disease will sap their superhuman strength. Regardless of what it is that specifically is so unbalancing about this character in question, there is always an easy means of a maintaining game balance.

Powerless Characters

Sometimes players end up with characters that are simply undesirable. As a general rule, if all five abilities together average less than 90, then the MM may consider telling the player to discard the character and begin a new one.

If characters have survived and advanced several levels and they are powerless compared to other characters or the world around them, perhaps they should consider changing their occupation. Generally, no compensation should be yielded. If they have low LP or MP from several low rolls, this is simply what they have.

Many players become so caught up in what numbers are on their character sheets that they overlook the fact that this is a role-playing game. Oftentimes, a character that looks terrible on paper may be extraordinarily fun to role-play.

Mortification

Unfortunately, not everyone will enjoy this game. This game is not meant for minors and can be very blunt and non-politically correct in a politically correct world. If someone is mortified by the

inherent violence or sexual content, then the game may not be suitable for them. Whenever possible, the material and rules for this game have a firm historical or mythological basis. For instance, a quote from Homer's *Odyssey* reveals the prevalence of violence and sexual content in much classical mythology: "...I sacked the city, killed the men, but as for the wives and plunder, that rich haul we dragged away from the place – we shared it round..."

Inventing Adventures

Plot

The most important part of any adventure is the plot. Something must give the overall adventure coherence and purpose. Perhaps the characters have been captured and the plot of the adventure is to escape. Plots may seem overwhelmingly numerous, so below is a compilation of some ideas to stimulate brainstorming:

- The party has been captured and must escape.
- A dungeon has been discovered and the party is hired to explore it.
- An army of darkness marches on the town, and the characters must defend their homes.
- The local town is at war with a neighboring town. The characters must engage in battle.
- A sage hires the party to find an obscure ingredient.

Setting

The MM must decide on the setting for the adventure. Will this adventure be primarily in town, the wilderness, a dungeon, the desert, at sea, in Hell, etc. While many hours of enjoyment may be had in any setting, usually the best advice is to attempt to work in a small number of settings per adventure – usually three works best.

Organization

Since adventures are primarily stories, they often share the same organization. Most stories have an introduction, a body, and a conclusion. These

three elements are key to any adventure. Most often, the introduction consists of the MM reading a few paragraphs of background information, describing circumstances to the players as well as background history. The body is the adventure itself, and may take numerous forms. Finally, the conclusion is the end of the adventure. Closure of some form is sought in the conclusion, though sometimes suspenseful hooks in the plot are useful to maintain interest until the next session.

In addition to this basic organizational structure, other methods may be considered. Typically, there is a climax just before the conclusion. Further, the timing of major events throughout the story may be key to how well the adventure is received among the players. If most major events occur together, for instance, and the majority of game time consists of hours of minor events, the players may become bored and disinterested.

Novelty and Predictability

Juggling these opposites can be an art in itself. Each adventure should be novel or new. If the players can easily second-guess the MM, then the group will surely be bored. On the other hand, being entirely novel would be the same as being unpredictable. Gamers will lose interest if they never know what to expect, or every time they take a guess at what will happen they are thoroughly wrong or taken by surprise. Predictability and unpredictability are both desirable, though only in moderation. When in doubt, it is safer to err in the direction of novelty than predictability.

Combat and Difficulty

While this can be difficult to assess, the goal of each combat implemented in an adventure is to both offer them an enjoyable challenge and to not deviate from realism. Generally, encounters should not occur with hostile foes who are powerful enough in combat that the characters don't stand a reasonable chance. However, occasionally characters should encounter forces which they cannot defeat; otherwise, they may attempt to fight every creature they meet, thinking the MM would never put them in a blatantly losing situation. On the other hand, if combats are consistently too simple for the charac-

ters, the players may lose interest. The balance of difficulty in combat is difficult and is different for each group. As a guideline, the Life Points of the party should roughly equal the Life Points of the enemy encountered.

Magical Research

As spellcasters and sages increase in level, they often desire to research magic, aspiring to develop their own spells or magical items. Generally, this should not be allowed until they advance to the 10th occupational level. However, depending on circumstance and the specific research, at the MM's discretion it may be possible to research minor magic as early as 5th level.

MM Characters

As the MM conducts a game, inevitably the characters of the players will interact with other characters, such as bartenders and wenches, militia and criminals, and employers as well as other adventurers. These characters are controlled by the MM. The work involved in fully developing each character with which the player's characters may interact may be overwhelming and unrealistic. Therefore, some shortcuts are offered as suggestions:

- Only the most important of the MM's characters should be fully developed. The less significant the role of a character of the MM, the less detail should be devoted to them. On the other hand, if time allows for the information to be determined, this is always better.
- Oftentimes, abilities need to be determined on the spot, usually to determine skill checks. Instead of rolling $(2[3d20] + 37)$ each time an ability needs to be determined, other methods may be more convenient. The most convenient is to simply decide that the ability in question is 100 and therefore has no adjustment. This can prove boring if overused, as every character would be identical. If only a small amount of variation is desired, then $d20 + 90$ will yield an average

character every time, yet still allow for small variation. Perhaps the best method overall is $d100 + 50$, since it is simple, fast, and allows for wide variation.

- As interaction occurs, try to portray different characters differently. Use different voices and inflections, speech rates and habitual words, mannerisms, etc. In this respect, characters presented by the MM will seem more alive or real to the players, and hopefully the players will react with more interest and realism.

Chapter 16: Advancement

Different occupations advance in different ways. For instance, wizards gain Advancement Points (AP) for casting spells, while warriors get them for physically attacking creatures. The means for advancement in the different adventuring occupations is provided in *Chapter 7: Occupations*.

In addition to these basic goals, other rewards may be granted by the MM to deserving players. Before the adventure begins, determine the average number of points needed to advance a level among the characters. Consider this to be the maximum possible number of Bonus Points (BP) to be granted as described below. Upon the conclusion of the game, consider the following adjustments:

Group Cohesiveness

When all the participants in a group work well together, then the group is cohesive. If a group experienced substantial conflict that detracted from the evening's entertainment, then no AP should be awarded for Group Cohesiveness. If the group performs better than merely the sum of its parts, then the MM may award up to a maximum of 25% of the BP to each surviving character.

Task Performance

Each gaming session is organized around a plot and a purpose. Depending on the adventure that the MM has designed for the players, the goal of the characters may be to plunder a dragon's lair, explore a nearby dungeon, find a missing person, and too many other possibilities to list here. If the task is performed well, then up to a maximum of 25% of the BP may be awarded to each surviving character.

Insurmountable Odds

Whenever a character beats insurmountable odds, surviving when the vast majority of characters would not, they deserve a maximum BP of 10% awarded to that character alone. A good example is that there was once a muscular gladiator named Tiny that became trapped in an orc lair with roughly a hundred orcs. Most characters would clearly die, but amazingly, Tiny hacked and slashed his way through dozens of them, living to tell the tale.

Noteworthy Creativity

Should a player do something that constitutes noteworthy creativity, then up to a maximum of 10% of the BP may be awarded to that player's character at the MM's discretion.

Rate of Advancement

While the appropriate rate of advancement may differ somewhat from group to group, a few guidelines are recommended. First, assuming that each gaming session is at least six hours in duration, no character should be allowed to advance at a rate faster than one level per game session. If they have earned more than enough points to advance two levels, for instance, then their AP should be truncated just below this second level. Usually, even this rate is far too fast, as most adventures organized around a plot take multiple gaming sessions to accomplish, and typically gaining one level per adventure is too fast a rate for this as well.

What, then, is not too fast a rate of advancement? Generally, a level should at least require between one and two adventures, therefore several gaming sessions, before advancement occurs.

Conversely, if the rate of advancement is too slow, then the gaming sessions probably lack enough adventuring tasks to be exciting, though this is not always the case. It is probably worse to err in the direction of slow rather than fast advancement, and this is a dynamic that each MM will have to tailor to the gaming group and their style.

Chapter 17:

Natural Substances

Natural substances, as far as this chapter is concerned, include acids and bases, herbs, and poisons.

Acids and Bases

Acid

Following is a list of common acids and their damaging effects per round on either flesh or metal, as well as how long a quantity of a vial splashed on flesh or metal will continue to corrode. Acids taste sour, provided the sample is small enough to not do damage. Further, acids generally dissolve in water, and the stronger the acid, the better it conducts electricity. As a general rule, acids do not react with glass, react poorly with wood, and strongly with metal and flesh. Bases are explained below. Acids and bases are both summarized in *Table 17-1: Acids and Bases*.

Hydrochloric (stomach) acid is a strong acid, reacting strongly with metals (though not silver, gold, and platinum), and in small amounts may be used to clean or galvanize metals, and in a very small amount, it also coats our stomach. It is either a colorless liquid with a pungent odor or a colorless to slightly yellow gas. Hydrochloric acid also reacts well with flesh and is non-flammable. However, it reacts most violently with alcohol, aluminum, and sulfuric acid. Moderate reactions occur with water. Hydrochloric acid is toxic by inhalation and is a highly corrosive irritant of the skin and eyes.

Nitric acid is a colorless, yellow, or red fuming liquid. It has a characteristic choking odor that is acrid and suffocating. It is not combustible, but may give off poisonous fumes when heated in a fire. It will react with water or steam to produce toxic, corrosive, and flammable vapors. It stains animal tissue a bright yellow. If it comes into contact with flesh, it may cause damage, but death is not likely. However, 1/3 of a vial (roughly 10 ml) is usually fatal for a human if ingested. Nitric acid corrodes steel and reacts violently with alcohol or copper.

Perchloric acid is a colorless, odorless, noncombustible liquid that is highly corrosive to all tissues. This acid is a severe reactant with a body wherever it may contact it, causing severe burns upon contact. Reactions with wood, paper, or cotton usually produce fires and are explosive.

Phosphoric acid exists as a clear liquid that is oily, thick, colorless, and odorless. It reacts with most metals to form flammable hydrogen gas. The liquid can solidify in arctic temperatures. It is soluble in alcohol and hot water. It also reacts strongly with flesh and will burn it away.

Sulfuric acid is a clear, colorless, oily, dense, and odorless liquid. Concentrated sulfuric acid can catch fire or explode when it comes into contact with alcohols or metals, although alone it is not combustible. It is reactive with organic materials (flesh) and water. It can cause severe, deep burns upon skin contact, destroying tissue due to its dehydrating effect. Permanent scars will result with contact. Eye contact often results in permanent blindness. Sulfuric acid mist severely irritates the eyes, respiratory tract, and skin. When mixed with water it gets very hot due to its powerfully dehydrating effect.

Base

Similar and yet opposite to an acid, bases react with non-basic substances, and most notably with acids. Bases conduct electricity and taste bitter. Since water is a weak base, adding it to a base is generally not a good idea.

Lithium Hydroxide is an off-white, translucent solid that is odorless. This base affects the body if it is inhaled, ingested, or contacts the skin. Ingestion may cause nausea, muscle twitches, mental confusion, blurring of vision, coma, and death. It is a severe eye irritant and may cause tissue damage. Contact with acids will cause fires and explosions. Contact with water will cause the formation of flammable and explosive gas. Due to its dehydrating effect, this base will ignite in moist air even at ambient temperatures.

Lye is a white, odorless solid (formally, it is sodium hydroxide). It may be in the form of a solid, dust, mist, or solution. Lye can affect the body if it is inhaled, ingested, or contacts the skin. It is corrosive to any tissue it contacts. It will cause severe burns, scarring, and death may result. Contact with water, acids, or flammable liquids may cause fires and explosions, although alone it is not combustible.

Table 17-1: Acids and Bases

Acid	Life Points of Damage/Round	Inches of Metal Eaten/Round	Vial on Flesh Duration	Vial on Metal Duration
Hydrochloric	1d6	1	d4 rounds	d4 rounds
Nitric	1	- (1 if copper)	(d6 + 1) rounds	-
Perchloric	2d4	-	1 round	-
Phosphoric	1-2	0.5	d4 rounds	2d4 rounds
Sulfuric	1d4	2	(d4 + 1) rounds	1 round
Base	Life Points of Damage/Round	Inches of Metal Eaten/Round	Vial on Flesh Duration	Vial on Metal Duration
Lithium hydroxide	1-2	-	d4 rounds	-
Lye	1-2	-	d4 rounds	-

Herbs

Herbs may be used for many purposes, such as healing, stimulants, aphrodisiacs, etc. Oftentimes, herbs are incorporated as ingredients in spells. Here, however, herbs are noted for their physical effects and uses.

Anemone, also known as wildflower or pasque flower, is commonly used for healing. Gather a perfect bloom when the first are seen in spring, tie them up in a red cloth, and carry as a guard against disease.

Angelica, also known as masterwort and archangel, bears leaves that, when dried, assist exorcisms.

Basil is a plant of the mint family. It is a sweet herb used for fragrance and as a seasoning for food. It grows about 12 inches tall. Basil is reputed to have protective properties, as well as assist in purification and banishing.

Cypress trees are symmetrical evergreens resembling poplar trees and often grow over 90 feet in height. Cypress trees have a close-grained yellow or reddish wood so resinous that it resists rotting even after prolonged submersion in water. It has been used to assist in banishing.

Dill grows wild in grain fields and is cultivated as an herb. Dill has a strong, aromatic taste. Its leaves are used for flavoring pickles and sauces. Dill is associated with protection.

Dragon's Blood is a resin, usually dark red in color, derived from the coat of the ripe fruit of several species of trees. Dragon's Blood may also be made into a chalky substance that is somewhat powdery. When lit, the resin bubbles and looks like blood.

Fennel is a plant characterized chiefly by its aromatic leaves and seeds that grows between 2 and 4 feet tall. Its leaves and seeds are used for flavoring and its seeds are used as a medicine. The plant is associated with protection.

Frankincense is obtained from the bark of the northern Spruce tree. When boiled in water and strained, the resin becomes Burgundy pitch and is used for medicinal purposes. The resin contains volatile oils that diffuse a strong fragrance in burn-

ing.

Garlic is a strongly scented herb. The bulbs of these plants are used as a flavoring. In medicine, garlic is used as a digestive stimulant, diuretic, and antispasmodic. Garlic is associated with protection, namely against vampires.

Horehound is a plant of the mint family that grows as tall as 12 inches and bears grayish-white, hoary leaves. An aromatic oil may be obtained from the leaves and is used to make a syrup tonic. It is associated with protection.

Hyssop grows about 2 feet in height and has aromatic leaves. The leaves are used as a medicinal herb for pulmonary disorders as well as the common cold and influenza. The plant is also associated with protection.

Juniper shrubs and trees are conifers that contain an oil that often deters moths and is used to line chests. Further, juniper oil is used for healing.

Marijuana, though an herb, has an intoxicating effect, and is dealt with in detail in *Chapter 3: Body*.

Magic Mushrooms have an intoxicating effect and are dealt with in detail in *Chapter 3: Body*.

Mistletoe usually grows on apple and juniper trees. It is an evergreen plant with small, greenish flowers and white berries. Mistletoe is used as a cure for sterility and as an antidote for poisons.

Rosemary is an evergreen shrub of the mint family that is widely cultivated in dry soils for its aromatic leaves used for seasoning, which yield a volatile oil. Rosemary oil is used in medicine as a stimulant, though it is also used in perfumes. It is commonly used for healing, purification, and protection.

Rue is a medium-sized flowering plant, both shrubs and trees. It is useful in medicine and perfumery, as well as aromatically. Rue is associated with protection.

Sage is a plant of the mint family. It is grown for its leaves, which contain a pungent oil and are used in stuffing meats, poultry, and sausage. A tea may also be made from the leaves. The plant is also associated with purification.

Tarragon is an aromatic, bitter herb that reaches a height of 2 feet. The green parts of the plant are used as seasoning for food. The plant is

associated with protection.

Thyme is a plant of the mint family that is used for healing. Commonly, thyme grows 6 to 10 inches in height. This plant contains an aromatic, essential oil. Thyme helps purify the bloodstream regarding mild poisons.

Valerian shrubs vary in height from 2 to 5 feet and have thick, acrid-smelling roots. Growing in cool, northern regions, the roots of this shrub contain a sedative drug and are also used to assist in banishing.

Willow, as a shrub, occurs most often in the tundra and above the timberline on mountains, although they may be found nearly everywhere. Willow bark contains salicin, which is used medicinally to counter fever and pain. If ingested, however, it is bitter and irritates the stomach. Willow bark is a popular first choice for fevers, mild to moderate pain, and inflammation due to injury. (Note: Aspirin is developed from willow bark.) Willow bark may be applied only once per day per subject and heals one Life Point per application.

Yarrow is found in pastures and by roadsides, and ranges in height from 1 to 3 feet. Yarrow is associated with purification.

Forms of Extracted Herbs

Herbs are often extracted into the following forms described below: decoctions, infusions, macerates, oils, ointments, poultices, syrups, tinctures, and washes.

Decoctions: A decoction is comprised of herbs that have been simmered in water. It is the best method for drawing the healing elements from tough plant parts such as bark roots, stems and heavy leaves. To make a decoction use 1 ounce of dried herbs to 1 pint of water that has been brought to a boil. Keep water just below boiling for about 30 minutes and let herbs simmer. Simmering may take up to 1 hour, depending on plant used. A higher heat than infusions is necessary because of the toughness of the plant parts.

Infusions: This is the origin of the idea of witches potion. It is a process of soaking herbs in water. To make an infusion boil water. Add the boiled water to 1 teaspoon dried herb. Cover and

let steep for 9-13 minutes. Strain, cool. Infusions are drunk, added to bath, rubbed into furniture and floors, and used to anoint body.

Macerates: This is to steep an herb in fat, such as done with salve and ointments. The best oils to use are almond and sesame. Warm one cup of oil over a low flame and place one-half ounce of herbs wrapped in cheesecloth to soak. Continue until the herbs have lost their color and the oil is rich with their scent.

Oils: Oil extracts are made from fresh herbs that contain volatile oils used for healing. Fresh herbs are necessary for the extraction of the oils. The fresh herbs are crushed with a mortar and pestle. Olive or sesame oil is then added, at the ratio of one pint of oil for every two ounces of herbs. The mixture is allowed to stand in a warm place, out of direct light, for three days. The oils are stored in dark, glass containers. This process is best done on the new moon.

Ointment: This is a fatty substance such as lard to which herbs are added. Choose herbs according to the effect you desire, or enchant them, or both. For healing ointments, choose according to the physical ailment. Three teaspoons of herb to one cup of fat, steeped and heated several times should prove adequate. All ointments should be kept cool and in air tight containers for best results. For magic, ointments work best when applied to parts of the body where the pulse may be felt.

Poultices: To make a poultice, use fresh or dried herbs that have been soaked in boiling water until soft. Mix with enough slippery elm powder to make poultice stick together. Place on affected part then wrap body part and poultice with clean cloth.

Syrups: To make an herbal syrup, add 2 ounces of dried herbs with 1 quart water in a large pot. Boil down and reduce to 1 pint, then add 1-2 tablespoons of honey. If you want to use fresh fruit, leaves, or roots in syrups, you should double the amount of herbs. Store for up to a week. Honey-based syrups are simple and effective way to preserve healing qualities of herbs. Syrups can soothe sore throats and provide some relief from coughs.

Tinctures: To make a tincture, grind plant parts with mortar and pestle. Add just enough high-

quality alcohol to cover herbs. Let sit for 21 days then add a small quantity of glycerine (about 2 tbs per pint) and about 10% volume of spring water. Strain and store in airtight amber colored glass. If kept cool and dry, it will last for up to 5 years. Dose is usually 20 drops in a cup of warm water, 4 times a day.

Washes: This is an infusion meant only for external use. A mild form of a wash would be $\frac{1}{4}$ ounce of herb to one pint of boiling water, steeped until lukewarm, then applied.

Poisons

Poisons are any substance that produces disease conditions, tissue injury, or otherwise interrupts natural life processes when in contact with or absorbed by the body. Most poisons, taken in sufficient quantities, are lethal. Sources of poison include minerals, plants (zootoxins), or animals (phytotoxins). Poisons may take the form of a solid, liquid, or gas. Types of poisons are classified according to their effects: corrosives, irritants, or narcotics.

Corrosives include strong acids or alkalis that cause local tissue destruction, externally or internally; that is, they “burn” the skin or the lining of the stomach. Vomiting occurs immediately, and the vomitus is intermixed with blood. Diluted corrosive poisons commonly act as irritants. (Common corrosive poisons include hydrochloric acid, carbolic acid, bichloride of mercury, and ammonia.)

Irritants (such as arsenic, mercury, iodine, and laxatives) act directly on the mucous membrane, causing gastrointestinal irritation or inflammation accompanied by pain and vomiting; diluted corrosive poisons also have these effects. Irritants include cumulative poisons, those substances that can be absorbed gradually without apparent harm until they suddenly take effect.

Narcotic poisons act upon the central nervous system or upon important organs such as the heart, liver, lungs, or kidneys until they affect the respiratory and circulatory systems. These poisons can cause coma, convulsions, or delirium. Narcotic poisons include alcohol, opium and its derivatives, belladonna, turpentine, potassium cyanide, chloroform, and strychnine. Also included in this category is one of the most dangerous poisons known, botulin toxin, a potent bacterial toxin that causes acute food poisoning (Botulism).

Blood poisoning, also bacterial in nature, is a condition that occurs when virulent microorganisms invade the bloodstream through a wound or an infection. Symptoms include chills, fever, prostration, and often infections or secondary abscesses in various organs. Most poison gases also affect the bloodstream. Because these gases restrict the body's

ability to absorb oxygen, they are often considered in a separate category called asphyxiants, to which group ordinary carbon monoxide belongs. Gas poisons, however, may also be corrosives or irritants.

Regarding the ingestion of poisonous plants, usually more than 2 ounces of the plant must be ingested by an adult before effects are noticeable, though some are toxic in small amounts.

Treatments: in most cases dilution is advisable by ingesting large quantities of water or milk. In other cases, an emetic is necessary, a substance which induces vomiting and rids the stomach of the poison, though they should not be used on a person who has ingested corrosive poison. An antidote, unlike an emetic, counteracts the effects of the poison chemically, although it may result in vomiting indirectly. An antidote may work against a poison by neutralizing it, rendering it insoluble, absorbing it, or isolating it. Charcoal, mistletoe, and olive oil are often used as an antidote.

Descriptive Terms: Each poison listed below is categorized in several ways. The format is as follows:

These terms are also described in the skill Toxicology in *Chapter 8: Skills*. *Find* refers to the likelihood of finding the poison in an average setting (common, uncommon, rare, very rare). *Identify* refers to the chance of being able to identify the poison once it has been extracted and prepared, such as detecting whether or not a glass of wine handed to a character by an evil elf is poisoned or not (obvious, ordinary, obscure). *Extract* refers to the difficulty of extracting the poison from its natural setting, such as removing venom from a spider's sac (simple, moderate, difficult, impossible). Finally, *prepare* refers to how hard it is to prepare the extracted poison for use (easy, average, hard).

Poisons: Alphabetically

<u>Poison</u>	<u>Find</u>	<u>Identify</u>	<u>Extract</u>	<u>Prepare</u>
Aconitine	Common	Obvious	Simple	Average
Arsenic	Very Rare	Obscure	Difficult	Easy
Baneberry	Common	Obvious	Simple	Easy
Belladonna	Rare	Ordinary	Moderate	Average
Bittersweet	Rare	Ordinary	Moderate	Average
Botulism	Very Rare	Obscure	Moderate	Average
Cantharides	Uncommon	Ordinary	Moderate	Average
Cocklebur	Uncommon	Ordinary	Moderate	Average
Daphne	Common	Obvious	Simple	Easy
Destroying Angel	Uncommon	Ordinary	Simple	Easy
Diphtheria	Very Rare	Obscure	Impossible	Hard
Dysentery	Very Rare	Obscure	Impossible	Hard
False Hellebore	Uncommon	Ordinary	Simple	Easy
Henbane	Uncommon	Obvious	Simple	Easy
Histamines	Common	Ordinary	Moderate	Easy
Mercury	Rare	Obvious	Moderate	Average
Oleander	Common	Obvious	Simple	Easy
Poison Hemlock	Common	Obvious	Simple	Easy
Poison Ivy	Common	Obvious	Simple	Average
Rhubarb	Uncommon	Obscure	Moderate	Easy
Sapremia	Very Rare	Obscure	Impossible	Hard
Serums	-	Ordinary	Difficult	Easy
Snake Venoms	Uncommon	Obvious	Moderate	Easy
Spider, Black Widow	Rare	Obvious	Difficult	Easy
Spider, Brown Recluse	Rare	Obvious	Difficult	Easy
Spider Venoms	Common	Obvious	Difficult	Easy
Tetanus	Very Rare	Obscure	Difficult	Hard
Water Hemlock	Uncommon	Obvious	Moderate	Average
Wild Black Cherry	Common	Ordinary	Moderate	Easy
Yew	Common	Obscure	Simple	Easy

Aconitine is known as “the queen mother of poisons”. It is a common toxin, easily obtained from such deceptively pretty flowers as monkshood or wolfsbane. Aconitine has no smell, but tastes bitter. Only 1/6th of a vial of this extract or one gram of the plant is fatal to a human when ingested. Within d10 moments of ingestion, aconitine produces a freezing sensation that creeps outward from the core of the body. Provided a lethal dose was imbibed, paralysis stops the workings of the victim’s heart within 2d100 minutes. Symptoms during the onset may include chest pain, extreme anxiety, irregular heart beat, loss of speech control, nausea, pinpoint pupils, numb throat, numb hands, numb mouth, and vomiting. Life Points will decrease proportionally. A fatal dose for a horse is 12 ounces of the plant.

Arsenic is found in many ores, gray-metallic in appearance, and it is a favorite. It is easily prepared by heating a common ore called arsenopyrite, although occasionally the pure element is found in nature. Typically, when the ore is roasted, the arsenic sublimates and can be collected from the dust as a by-product. Arsenic is poisonous in doses significantly larger than one grain. Interestingly, repeated exposure to minute amounts of arsenic allows a person to build a tolerance, so that doses normally fatal to others do not affect the person with tolerance. For each grain ingested, 15 LP of damage occur.

Baneberry is a poisonous plant widely distributed in the woods and it grows up to two feet in height. Small, feathery, white flowers bloom in the spring. Black berries ripen in autumn. The berries are poisonous, containing an oil which causes abdominal pain, fever, nausea or vomiting, and diarrhea. After ingesting the berries, it takes from 8d6 hours for the effects to occur, and they last for (d6+2) days. This poison is only rarely lethal. Each berry eaten lowers the character’s LP by 1 until the effects wear off or the character dies from ingesting too many. Multiply the number of berries eaten by 3 and add this result to 50. The character that ingested these berries must pass a Health check at this TH for each of the symptoms to avoid them (abdominal pain, fever, nausea, vomiting, diarrhea).

Belladonna, a variety of nightshade known

as deadly nightshade, is a plant with large simple leaves and bell-shaped flowers. The fruit is a single green berry that becomes purple to black with maturity. All parts of this plant are poisonous and narcotic. The leaves and roots contain atropine, which dilates the pupils of the eyes. Women use extracts of belladonna for the cosmetic value of this dilating effect. Each berry does 2 LP damage. If a fatal amount is eaten (enough to reduce a character to 0 LP), then they will die in 6d4 hours. Otherwise, after this time they will recover 2 LP per hour.

Bittersweet, a variety of nightshade, is a woody and vine-like northern plant with small and greenish flowers. While the flowers are inconspicuous, the fruits are brightly colored. All parts of this plant are poisonous, and if eaten in generous quantities, may be fatal. One to ten pounds of plant material may be lethal to a horse. Therefore, 1d10 ounces of the plant are a lethal dose to a human. If at least an ounce is ingested, then Health checks must be passed at TH 60 to avoid each of the following signs of poisoning, which will appear in d6 hours and last for d6 hours. Signs of poisoning include vomiting, poor appetite, abdominal pain, depression, difficulty breathing, weakness, collapse, convulsions, and diarrhea, which may become bloody.

Botulism is a poison resultant from bacteria. Symptoms begin (d20+16) hours after ingestion. Botulism affects the central nervous system and interrupts nerve impulses, though the mind continues functioning normally. Disability progresses from difficulty in walking and swallowing and impaired vision and speech to occasional convulsions and ultimately to paralysis of the respiratory muscles, suffocation, and death, all within a few hours or days depending on the amount ingested. 66% of those who ingest botulism die.

Cantharides are powders made from poisonous beetles. If placed on clothing, when worn this produces suppurating skin lesions.

Cocklebur is a poisonous plant which is poisonous when young, but harmless after it matures. The seeds and seedlings contain the highest quantities of poison, yet the whole plant may be considered toxic. Any species may become poisoned upon consumption. Once ingested, death may follow in (2d20 + d8) hours.

Daphne is a poisonous shrub in which the poisonous parts are the berries, bark, and foliage. Its flowers are yellow-greenish, its foliage is like an evergreen, and its berries are either bluish-black or bright red. When taken into the mouth, the berries produce an immediate and intense burning. Chewing the bark or fruits causes painful blistering of the lips, mouth, and throat, with salivation, thirst, and inability to eat or drink, followed by swelling of the eyelids and nostrils, intense burning of the digestive tract, vomiting, bloody diarrhea, weakness, headaches, and in severe cases, delirium, convulsions, coma, and death. Eating only a few berries may be lethal to a small child. Each berry eaten causes 2 LP damage. The sap of *Daphne* may cause severe skin irritation and ulceration, and the poison may enter the body through skin contact.

Destroying Angel is a large, white, poisonous mushroom. A lethal dose for a healthy adult human male is about half of a mushroom cap. Symptoms will begin 10 hours after ingestion, though death may be delayed as long as 10 days later. The toxin causes severe abdominal upset, followed by failure of the liver, kidney, and circulatory system. It is a painful experience and is known for the inherent suffering. No known antidote prevents death once eaten. Each half of a mushroom cap eaten causes 25 LP damage, which is distributed proportionally over the progression of symptoms prior to death.

Diphtheria is poison which is destroyed by gastrointestinal juices, though it carries a highly infectious air-borne disease that mostly affects children. If breathed in, it forms a false membrane in the passages of the upper respiratory system. From here, a toxin seeps in, damaging the heart and central nervous system, and may lead to death. If they survive, then five days after the initial infection, a gray-white exudates is formed on the walls of the nose and throat. It increases in size and thickness, eventually blocking off air passages and suffocating the person. The mortality rate is one in three.

Dysentery is caused from a parasite, which in turn is usually caused by unsanitary conditions, most commonly spread by water or uncooked food. Dysentery is an acute or chronic disease of the large intestine, characterized by frequent passage of

small, watery stools, often containing blood and mucus, accompanied by severe abdominal cramps.

False Hellebore is a plant with numerous wide leaves that are narrow at both ends, and is widely distributed in swamps. The vegetation, if eaten at a particular time during pregnancy by sheep and other animals, may produce birth abnormalities. The susceptible period is less than one day. The common deformity produced, called cyclopia, is malformation of the face resulting in a single median eye or two eyeballs in a single central socket.

Henbane is a coarse, hairy, and foul-smelling herb that bears alternate, bluntly lobed leaves. The flowers are bell-shaped, displaying dull yellow streaked with purple and surrounded with green. The leaves and seeds of henbane are poisonous, contain atropine, and have been used for medicinal purposes since ancient times. If the roots are ingested, humans develop symptoms of thirst, dry mouth, dilated pupils, warm and flushed skin, increased heart rate, purposeless motions, and hallucinations. If the flowers are ingested, humans develop symptoms of agitation, restlessness, dry skin, and pupil dilation. If more than an ounce of either is ingested, a Health check must be passed at TH 60 to avoid death. Each ounce eaten beyond increases the TH by 10.

Histamines are poisons that result from insect stings, producing irritation and swelling. Histamine also causes contractions of involuntary muscles, especially of the genital tract.

Mercury, also known as quicksilver, varies greatly in toxicity depending on the route of exposure. Ingestion is largely without effects. Inhalation of the vapor, which is colorless, odorless, and tasteless, causes severe respiratory irritation, digestive disturbances, and marked kidney damage, often instantly. It has been known to cause violent vomiting and eventual circulatory or kidney failure in its victims. It is a silvery, noncombustible, odorless liquid.

Oleander is a poisonous plant which affects the heart. Also called rose laurel, this is an evergreen shrub with flowers and leathery leaves. Its sap is highly toxic, and a single leaf may contain a lethal dose. A lethal dose for a horse is 1/4 pound of leaves (usually 30-40 leaves). Occasionally, animals

die after ingestion without warning. Otherwise, symptoms include depression, vomiting, diarrhea, abdominal pain, irregularities in the heart rate and rhythm. Each of these symptoms may be avoided by passing a Health check at TH 60. As the poison progresses, the extremities may become cold. Symptoms occur in a few hours. Trembling and collapse (two Health checks at TH 70) can occur, followed by coma (30% chance) and death (70% chance) within a few hours.

Poison Hemlock is a poisonous plant that may reach ten feet in height, and in which the poison is distributed throughout the entire plant and upon reacting with the nervous system, causes paralysis. This plant is of the parsley family and is a large, coarse, unpleasant-smelling plant. Poison hemlock induces trembling, loss of coordination, respiratory paralysis, and eventually death. As it takes effect, it ascends the body, progressing from the feet to the head. The victim's mind remains clear to the end. A lethal dose is 4-5 pounds of leaves for a horse, 1-2 pounds for cattle, and less than ½ pound for sheep. A fatal dose for a human is (d8+8) ounces of the plant or the equivalent when extracted. Each ounce does 2 LP damage. Within 2 hours of eating the plant, animals become nervous, tremble, and grow uncoordinated. After the excitement phase, the animal becomes depressed; the heart and respiratory rates slow down. The legs, ears, and other extremities become cold and bloating may occur. In lethal cases, the animal dies (d6+4) hours after ingestion.

Poison Ivy is a poisonous plant which brings about skin irritation. A lacquer-like resin in the sap is the source of irritation. The effects do not become apparent for hours. First, the skin reddens and begins to itch. Small, watery blisters soon appear and the itching becomes intense. Recovery occurs in d4 weeks. Scratching may cause it to spread.

Rhubarb is a plant with edible stalks and poisonous leaves. When the leaves are eaten, the poison passes to the bloodstream and crystallizes in the kidneys, rupturing the tubules. Affected creatures will appear depressed, may stagger and tremble (Health check at TH 60), and appear weak. Often, they will drink and urinate more as kidney function

declines. A lethal dose of ingested leaves for a human may only be 1.5% of their body weight (Health check at TH 20), 3% of body weight (TH 40), 4.5% of body weight (TH 60), 6% of body weight (TH 80, or 7.5% of body weight (TH 99). Additional symptoms include abdominal pain, nausea, vomiting, and drowsiness.

Sapremia is a form of blood poisoning caused by toxic products resulting from the action of putrefactive microorganisms on dead tissue. Sapremia often accompanies gangrene.

Serums against venoms can be obtained by injecting animals (such as horses) with small amounts of the venom and extracting the immune serum or antivenin that the animal's body produces in defense.

Snake venoms are broadly classified as either hemotoxic (damaging blood vessels and causing hemorrhage) or neurotoxic (paralyzing nerve centers that control respiration and heart actions), though sometimes are a combination of the two categories.

Spider, black widow – only the female is poisonous and she bites only defensively, not aggressively. Her poison is neurotoxic (paralyzing nerve centers that control respiration and heart actions) and is followed by local pain and swelling, nausea, difficulty in breathing, and is sometimes fatal (Health check at TH 50).

Spider, brown recluse – the bite of this spider causes a long-lasting sore that involves tissue death, and severe reactions to it may become life-threatening (Health check at TH 50).

Spider venom – all spiders are venomous, though many cannot break human skin or lack the potency in small doses to be dangerous to humans. Spider (arachnid) venom is neurotoxic (paralyzing nerve centers that control respiration and heart actions).

Tetanus is a poison which is destroyed by gastrointestinal juices. The infection of the nervous system causes muscle spasm. Also called lockjaw, it is obtained from contact with rust in wounds. The incubation period lasts from two weeks to several months, but most often is two weeks (80% of the time, otherwise roll 2d8 weeks). The first symptoms are headache and depression, followed by difficulty in swallowing and in opening the jaws. Stiff-

ness of the neck develops and gradually a spasm of the cheek muscles sets the face in a peculiar, sardonic grin. Eventually, the spasms spread to other muscles of the body. About two in three cases are fatal (Health check at TH 66).

Water Hemlock is a poisonous plant in which the most poisonous part is the roots. Water hemlock, when eaten, brings about convulsions. The roots grow in clusters of tubes roughly two feet in length. The amount of root that must be eaten to cause death is very small; one or two bites of the root may be fatal to a human. Only 8 ounces will kill a horse. The root does 20 LP damage per bite to humans. The plant grows in swamps, along streams, and in other moist conditions. Once ingested, signs will develop within an hour, though often within 10-15 minutes (50% chance of developing in 8+2d4 minutes, otherwise roll d6 and d10 for a result from 1-60 minutes). The syndrome is very violent. First, nervousness occurs and the pupils become dilated. Later, muscle tremors occur, the animal has difficulty breathing, falls down and goes into convulsions. Death from respiratory paralysis and terminal convulsions is a typical outcome, occurring within 3d10 minutes of the onset of symptoms.

Wild Black Cherry is a poisonous plant in which the poisonous part is damaged foliage. Cyanide is released in the plant whenever the leaves are damaged. Most animals can consume small amounts of healthy leaves, bark, and fruit safely. As little as 2 ounces of damaged leaves, however, may be fatal. 10 LP of damage occurs in a human per ounce of damaged leaves ingested. Some make poisonous tea from the leaves. Cyanide prevents the body from being able to utilize oxygen, so although animals may be physically capable of breathing, their entire bodies are suffocating. After ingestion, signs will (60% of the time) manifest within a d4 minutes, though it may take as long as an hour (in this case, roll d6 and d10 to determine 1-60 minutes). The animal will try to breathe more rapidly and deeply, and then become anxious and stressed. Later, trembling, incoordination, attempts to urinate and defecate and collapse is noted, which can proceed to a violent death from respiratory and/or cardiac arrest within a 3d20 minutes. If an affected animal is still alive 2

or 3 hours after consumption, chances are good that it will live.

Yew is an evergreen, needle-bearing tree and shrub that persists through the winter. The fruit is an attractive scarlet berry. The wood is slow-growing, strong, and fine grained, and is utilized in cabinetry and archery bows. The branches are often twisted or gnarled, and the bark is red and scaly. Yew trees are often sacred to Druids. The foliage and seeds contain potent poisons that act to stop the heart of an animal so suddenly that no symptoms are seen; the animal simply drops dead. The poison reacts with the nervous system, causing heart block. The berries are the least poisonous part of the plant. One mouthful is enough to kill a horse or cow in d6 minutes. As little as 0.1 – 0.6% (roll d6) of the fresh plant per body weight is lethal.

NOTES to be worked out for this Chap. later:

Protective herbs

Angelica
Betony
Mugwort
Mullein
Rose Geranium
Vervain

Purification herbs

Angelica
Bay
Mugwort

Healing herbs

Eucalyptus

Banishing herbs

Agrimony

Symbolic Qualities of Trees

- Apple = magic, youth, beauty, and happiness
- Ash = sacrifice, sensitivity, and higher wisdom
- Aspen = determination, overcoming fears and doubts
- Beech = tolerance, past knowledge, softens over-criticism
- Birch = new beginnings, cleansing of past, vision quests
- Cedar = healing, cleansing, protection
- Cherry = death and rebirth, new awakenings
- Cypress = understanding of role of sacrifice
- Elder = birth and death, renaissance of Faerie Realm
- Elm = strength of will, intuition
- Hawthorne = fertility and creativity, magic
- Hazel = hidden wisdom, dowsing and divination
- Heather = healing from within, immortality, and initiation
- Holly = protection, overcoming of anger, spiritual warrior
- Honeysuckle = learning from the past, discrimination, change
- Lilac = spiritualization realization of true beauty
- Maple = balance, practical expression of psychic, promise
- Oak = strength and endurance, helpfulness, continuity
- Orange = clarity to emotions, release of trauma
- Palm = protection, peace, opportunity
- Pine = balance of pain and emotions, creativity
- Spruce = new realizations, healing, intuition
- Sycamore = communication, love, learning to receive
- Walnut = eases transitions, following a unique path
- Willow = magic, healing, inner vision and dreams

Chapter 18: Warfare

In F.A.T.A.L., warfare means combat involving large numbers of combatants. The difference between *Chapter 10: Combat* and this chapter is scale. It is appropriate to consult the former regarding combats which may be enacted on an individual basis, where each combatant is considered individually. Warfare, on the other hand, is concerned with large-scale combats in which it is not feasible to proceed individually.

The larger the scale of combat, the more abstract it is. Regarding warfare and the game, there are several ways to conduct it depending on circumstance. In some cases, it is most desirable and appropriate to conduct warfare round by round. In other cases, it is more useful to be able to determine the result of a battle with one roll of the dice.

Outcome-Focused Warfare

Following is a step by step procedure for determining the outcome of a battle with one roll of the dice. Each leader or general of a force in a battle must complete the following procedure. For the following calculations, round all numbers to two decimal places.

1. Size and Power of Forces

- a. For each force in the battle (usually, there are only two) sum the total number of combatants and multiply them by their Life Points. For example, a force comprised of 80 orcs (average of 23 LP each) and 20 trolls (average of 152 LP each) is summed into $(80 \times 23) + (20 \times 152) = (1840 + 3040) = 4880$. Consider this sum to be called 'F' for friendly forces and 'E' for enemy forces. For the sake of a complete battle example, another force may simply consist of 31 human farmers (average of 20 LP each) defending their hamlet. This force is summed into $(31 \times 20) = 620$.
- b. Each general or leader of a force must calculate the following: F/E. That is, divide the total from the previous step (1a.). For instance, the example above, from the human side of the force, would become $620/4880 = 0.13$. However, for the non-human force, the result is $4880/620 = 7.87$.
- c. If the result from the previous step (1b.) is greater than 1.0, then take 1 divided by the number. For example, the non-human force would become $(1/7.87) = 0.13$. Next, subtract this result from 1. For example, the non-human force would become $(1 - 0.13) = 0.87$. Square this result. For example, the non-human force would become $(0.87 \times 0.87) = 0.76$. Finally, multiply this number by 100 to have the result for "Size and Power of Forces", which will be en-

tered in the final calculation.

- d. If the result from 1b is less than or equal to 1.0, then consider the result, which represents advantage, for this force for "Size and Power of Forces" to be 0 in the final calculation.

2. Home Advantage

- a. If a force battles on its home territory, such as in the example above when the orcs and trolls attack the hamlet of the humans, the force battling on its home territory gains a Home Advantage of 5.
- b. Those who are not fighting on home territory do not gain a bonus or suffer a penalty.

3. Leader Age

- a. Refer to *Chapter 3: Body* for Lifespan and the age categories, such as Middle Age.
- b. If the leader of a force is in the Middle Age category, that force gains +10 for Leader Age.
- c. If the leader of a force is in the Old Age category, that force gains +5 for Leader Age.
- d. If the leader of a force is in the Puberty or Venerable category, that force suffers -5 for Leader Age.

4. Leader Competence

- a. Here, the competence of a leader is the number of previous cumulative victories in battles. Leaders that have prior success leading forces in battle are better likely to make good decisions regarding battle and also to instill Drive from the combatants and fear or cautious respect in the enemy.
- b. Multiply the number of cumulative victories of a leader by 3 and add this consider this number "Leader Competence" in the final calculation for each force.

5. Fortification

- a. If a defending force has a fortifica-

tion, this adds to their overall effectiveness in battle.

- b. If a defending force has only a town wall, add 5 for “Fortification”.
- c. If a defending force has only a town wall and siege engines, add 10 for “Fortification”.
- d. If a defending force has a castle, add 15 for “Fortification”.
- e. If a defending force has a castle on a mountaintop with a moat and siege engines, add 20 for “Fortification”.

6. Miscellaneous Variables

- a. The MM may determine other miscellaneous variables are relevant to the battle, such as soldier sickness, technological or training superiority, the extent of the use of magic, etc.

Calculation for All Above Variables

(Size and Power of Forces) + (Home Advantage) + (Leader Age) + (Leader Competence) + (Fortification) + (Miscellaneous Variables) = Bonus Per Force

Finally, the leader of each force must roll d100 and add the Bonus Per Force calculated above. The force with the highest number wins. The winner of the force may slaughter and give them no quarter at their own discretion. Otherwise, they may roll d% to determine what percent of the enemy's forces are subdued and may be taken prisoner. When the trolls and orcs attacked the human hamlet, the remainder of the enemy's forces were slaughtered in battle.

To determine the casualties of the winner, simply subtract the number of survivors or prisoners of the loser's force at the time victory is determined above from the winner's initial total number of forces. Roll d% and apply it to this amount to determine what percent of this number is the casualties for the winner.

For example, above we determined that a human force had a “Size and Power of Forces” of 0, while a non-human force had 76. The human force gains a “Home Advantage”, while the attacking non-human force does not. The human farmers, we'll say, end up being led by a middle-aged

leader, so they gain 10, while the non-human force is led by a young adult, which results in no modifier. Next, we'll say that these particular farmers have never participated in combat before, and so the leader has not demonstrated “Leader Competence”, earning no bonus. Meanwhile, the leader of the non-human force has successfully destroyed 5 other hamlets, equating to gaining 15. Finally, the hamlet has nothing to qualify it for a “Fortification” bonus. In sum:

Human Force = $(0 + 10 + 0 + 0) = +10$.

Non-human Force = $(76 + 0 + 15 + 0) = +91$.

The leader of the human force rolls d100, and gets a 55, adds the +10 bonus, and has an end result of 65. The leader of the non-human force rolls d100 and gets an 02, adds +91 bonus, and has an end result of 93. The non-human force successfully slaughters the human force, giving them no quarter.

Warfare by Unit of Time

Since it is possible for battles to last for days on end, the unit of time for battles will not be a round consisting of ten seconds, but a round consisting of ten minutes.

Organization

Different states and races have differing methods, if any, of organizing their combatants. This system of warfare will utilize a dominant method of organization for the sake of consistency. However, depending on the state and race in question, organization may be quite different.

Since soldiers and mercenaries are different occupations, warriors refer to general combatants. The table below illustrates how warriors are organized into groups:

<u># of Warriors</u>	<u>Name of Group</u>
10	Squad (or contubernium)
100	Century (10 squads)
1,000	Cohort (10 centuries)
10,000	Legion (10 cohorts)

The use of these differentiations is to separate types and races of warriors, as well as to allow for varying tactics (see below).

All warriors in a century, which must consist of two to ten squads, are typically unable to fight at once. However, combinations of infantry are common, such as a front line of swordsmen who are reinforced by warriors with polearms. Usually, only the warriors on the frontline of combat may fight, which is the first squad. Meanwhile, the duty of the second squad is to wait for the first squad to die so they may advance. Most often, the inexperienced and youngest warriors are placed in front, while the older and more experienced warriors stand behind them.

The warriors of each squad share a tent when on campaign. It is assumed that squads are comprised of warriors who do not differ from each other; they are the same race, wear the same armor, swing the same weapons, etc. The characteristics of a squad include the following:

LP: The sum of all Life Points

CA: The average Current Armor of the warriors

Drive: The average Drive

Sprint: The slowest Sprint speed applies to the squad

Typically, centuries are all comprised of the same type of as well, such as heavy cavalry, light cavalry, charioteers, heavy infantry, light infantry, archers, shield-bearers, slingers, etc.

Officers are trained and educated warriors. Few armies have officers, but those that do benefit from organization tend to be significantly more effective. Very few officers command warriors. The commanding officer of an army is called a legate. Below the legate are tribunes. One tribune, called a senior tribune, is in charge of each legion. Beneath the senior tribune are five tribunes, each in charge of two cohorts.

Instead of officers, most armies are led by nobles, who are educated, but often they are not trained or experienced warriors.

As far as demonstrating combat in miniature scale, it depends on the scale of combat and the size of your tabletop. It is recommended that a 1" x 1" grid is used, and that 1" represents one squad, or roughly 30'.

Types

Below are discussed the type or function of warriors within an army. The type of warriors are arranged alphabetically:

Archer, Crossbow: Archers are trained warriors, usually either soldiers or mercenaries. This type of archer specializes with the crossbow and usually has experience with the shortbow. The shortbowmen with the finest aim are usually selected to be crossbowmen, also called arbalestiers. Crossbowmen are renowned to require very little training, as the crossbow is one of the easiest weapons to use. Archers are usually organized into centuries, as explained below. The common archer wears a gambeson and uses their crossbow.

Archer, Longbow: Archers are trained war-

riors, usually either soldiers or mercenaries. This type of archer specializes with the longbow and usually has experience with the shortbow. The finest shortbowmen are usually selected to be longbowmen. Archers are usually organized into centuries, as explained below. The common archer wears a gambeson and uses their bow.

Archer, Shortbow: Archers are trained warriors, usually either soldiers or mercenaries. This type of archer specializes with the shortbow. Archers are usually organized into centuries, as explained below. The common archer wears a gambeson and uses their bow.

Cavalry, Heavy: Cavalry are trained and mounted warriors, usually either soldiers or mercenaries. Heavy cavalry use heavy warhorses capable of sustaining the great weight of the armored warrior. Heavy warhorses usually wearing barding as armor for their protection. These warriors usually resemble heavy infantry, except that the most common weapons tend to be battle axes, flails, or warhammers. Special warriors that are heavy cavalry are called knights (see Chivalry in *Chap. 6: Sociality*).

Cavalry, Light: Cavalry are trained and mounted warriors, usually either soldiers or mercenaries. Light cavalry use light horses capable of speed, and they are not weighed down with barding. These warriors usually resemble light infantry, except that the most common weapons tend to be battle axes, flails, or warhammers.

Charioteer: A charioteer is a trained warrior, usually either a soldier or a mercenary. Charioteers usually have experience as both infantry and cavalry. The most common charioteer wears leather armor and wields a spear and a sword.

Infantry, Heavy: Infantry are trained warriors, usually either soldiers or mercenaries. Heavy infantry are usually experienced veterans. Heavy infantry tend to have sufficient armor and may have a variety of weapons. While heavy infantry may vary considerably depending on the army, the most common type of heavy infantry wears chainmaille, holds a shield, and wields a broadsword.

Infantry, Light: Infantry are trained warriors, usually either soldiers or mercenaries. Light infantry are usually inexperienced and young. Light

infantry usually have little armor and simple weapons. While light infantry may vary considerably depending on the army, the most common type of light infantry wears a gambeson and wields a short sword.

Peasants: Peasants are commoners that lack military training. Peasants tend to not have poor abilities pertinent to warfare such as Health or Physical Fitness. Generally, peasants only join an army or partake in military action in extreme situations, such as home defense. Peasants often have no armor, though some may wear a gambeson. The weapons of peasants are only those which are easily available, such as pitchforks, knives, cleavers, clubs, etc.

Shield-bearers: A shield-bearer is a warrior with minimal training who bears a large shield. The purpose of a shield-bearer is to protect others, usually archers, from missile attacks.

Siegeworks artisan: A siegeworks artisan, also called a siegeworks technician, is a common laborer, usually either a carpenter or a miner. They usually accompany an army so that siege engines may be built or tunnels may be dug so that a wall of an enemy's fortification may be toppled. Siegeworks artisans do not command the operation of siege engines (see *Chap. 8: Equipment*), but assist siegeworks master artisans. A siegeworks artisan typically wears a gambeson and carries either a military pick if they are a miner, or common tools if a carpenter.

Siegeworks master artisan: A siegeworks master artisan is a siegeworks artisan with previous experience as a siegeworks artisan. The duty of a siegeworks master artisan is to command the siegeworks artisans regarding siege engines and warfare. For instance, it is the siegeworks master artisan who commands the siegeworks artisans to adjust the aim of a catapult, its tension, and the weight of the projectile.

Slingers: Slingers are warriors skilled with the use of the sling, which is a difficult weapon (see *Chap. 8: Equipment*). Slingers require substantial room to adequately use a swing, so they may not be as concentrated as archers.

Tactics

The science and art of maneuvering warriors or ships in relation to each other and the enemy and of employing them in combat is tactics. For most human cultures, tactics are extremely simple. Most armies are undisciplined masses of warriors. Both sides simply line up their masses of cavalry with infantry in the front. The infantry usually open the battle. When a leader on one side or the other judges the moment to be appropriate, cavalry are commanded to charge. The timing of the charge of the cavalry usually decides the victor.

Armies that value organization utilize the cohort and consider it to be a good formation. Such armies often organize a legion into three lines. The front line consists of four cohorts abreast, while the middle and rear groups each consist of three cohorts.

As two opposing fronts rush to meet each other, a thoughtful maneuver is called a wedge. To enact a wedge tactic, one small portion of the front is allowed to be farther ahead than the others, who successively hang farther back the farther they are away from the small portion in front. When a warriors in a wedge formation rush at an even front, a break may be forced in the opponent's front line, which allows the enemy to be attacked from within and behind their own ranks.

Archers

Archers are often organized into centuries of ten ranks in depth. The commander of a century of a hundred archers is called a Centenaur. When trained to function as a unit, archers quickly learn at what angle to aim their bows to strike a target at a certain distance. The most experienced archers are placed in the front row to provide a guide for the others. The Centenaur specifies the distance and the century releases arrows accordingly, even though only the archers in the first few ranks can see the enemy. A typical army may have 50 centuries of such archers available. In overall command of the centuries is the Master of the Archers, an experienced knight that is, unlike most knights, skilled with the bow.

When appropriate, the Master of the Ar-

chers yells to the Centenaur "Ready," then his estimate of the range to the enemy, then yells "loose." Then, the Centenaur echo the command and thousands of arrows fly skyward. On occasion, the Master of the Archers might only order specific archery centuries to fire if enemy warriors are only advancing on a portion of the front. In most battles, however, the onslaught is either all or nothing.

Council of War

As armies march across land, word of the approaching army may be brought to an enemy by a scout, peasant, or traveller. If the presence of an army is reported, most military leaders attempt to hold a council of war. Heralds often work out the details of conflicts before warfare is necessary. If unsuccessful, the location of the battle is often mutually determined. If no agreement can be reached or heralds are murdered, a siege is often the result.

Siege Warfare

A siege is a method of warfare in which an attacking army surrounds a defender's fortification. Armies take siege technicians with them on campaign. Siege technicians are usually carpenters, miners, while master siege artisans have years of experience with siege warfare. Once the defender's fortification is surrounded, siege technicians employ the use of various siege engines or techniques, such as catapults, battering rams, scaling ladders, and digging under walls to topple them.

By custom among enemies of the same species or race, if the defenders surrender without a fight, the fortification will not be pillaged. Both sides prefer to end the confrontation through negotiation, which is usually a war of nerves. In general, the besieger does not want to attack due to the expense, death of many troops, the fact that sieges are difficult endeavors, and that a siege can ruin the value of the fortification. For different reasons, the defender wants to avoid confrontation. For instance, time is often on the side of the besieger, and the prospect of losing one's home and life is discouraging. Therefore, negotiations via heralds are usually underway since the beginning of the siege.

If a portion of a wall is toppled, defenders

often surrender when the wall topples to avoid bloodshed. Throughout the siege, the heralds of the besieger attempt to convince the defender that it is never too early to surrender. The defender, however, has much at stake. Even if a surrender is successful and honored, the defender may be sentenced to death by their allies for allowing the loss of the fortification without every possible measure taken.

Assuming that time is not a concern and that reinforcements will not arrive for the defender, a common strategy for the besieger is not to attack at all, but to prevent all entry and exit. In time, the defenders will starve, quarrel with each other, and surrender. However, this strategy might take months, and in the meantime, the besieger's army must be paid and fed.

Upon encountering moats and ditches, besiegers often attempt to fill them with bundles of wood or earth. Nevertheless, depending on the quality of the fortification, the defender usually has the favored position when a besieger simply attempts to directly storm the fortification.

When storming a fortification, a thoughtful tactic is called a testudo formation. Warriors in a testudo formation carry body shields, stand close together, and hold them over their heads. This formation significantly reduces damage from missiles above.

Raising an Army

While cultures and states differ, generally speaking the most effective humanoid armies consist of professional, paid warriors. Mercenaries play a vital role, as well as soldiers (see *Chap. 7: Occupations*). Mercenaries are popular because maintaining private armies is expensive. Oftentimes, each landholder is obligated to render 40 days of armed service to their overlord. Though, this depends on how much land is held and the original arrangement. It is expected that landowners are the most motivated warriors, because they may lose their homes. However, raising landowners as warriors is often ineffective. For instance, when the obligatory term of 40 days expired, landowners quickly abandon the army. Since most military campaigns outlast 40 days,

this can be disruptive and dangerous.

Elsewhere, it is popular for the landowners to be paid for service instead of obligated to 40 days. Usually, enlisted soldiers are paid every 90 days. Moreover, upon retirement from the army, it is customary that a plot of land or fixed sum of money will be granted to the soldier. Of course, all of this varies greatly depending on the state, race, and culture.

Wages

Below are common wages for military personnel. Pay is listed per 90 days of service:

Wages	Type of Troop
4 gp	Untrained peasants
9 gp	Infantry, light
11 gp	Infantry, heavy
14 gp	Cavalry, light
22 gp	Cavalry, heavy
27 gp	Charioteer
45 gp	Knight
108 gp	Noble, lesser or officer
225 gp	Noble, greater or officer
9 gp	Slinger
9 gp	Shield-bearer
9 gp	Archer, shortbow
11 gp	Archer, longbow
14 gp	Archer, crossbow
9 gp	Siegeworks artisan or technician
90 gp	Siegeworks master artisan

Movement

Armies move across land at the rate of the slowest member of the army. Consult the headings of Walk and Forced March under the Sprint skill (see *Chap. 8: Skills*), as well as the Physical Fitness subability (see *Chap. 1: Abilities*), and Encumbrance (see *Chap. 9: Equipment*). Consider the slowest member of the army to determine the maximum that an army may move.

For instance, if the slowest member of an army is a human of average Physical Fitness (200 Sprint Speed), and he is unencumbered, then the army may move at 3 (200/58) miles per hour, or 24 miles after 8 hours of marching.

Next, consider the terrain over which the army moves. Armies are more hindered by terrain than individuals. Multiply the number of miles covered in a given terrain by its Movement Modifier below:

<u>Terrain</u>	<u>Movement</u>
City Blocks	1.00
Plains w/Road	1.00
Plains w/Trail	0.95
Plains	0.90
Forest w/Road	0.95
Forest w/Trail	0.90
Forest	0.80
Hills w/Road	0.80
Hills w/Trail	0.75
Hills	0.70
Forested Hills w/Road	0.75
Forested Hills w/Trail	0.70
Forested Hills	0.65
Mountains w/Road	0.40
Mountains w/Trail	0.35
Mountains	0.30
Forested M. w/Road	0.35
Forested M. w/Trail	0.30
Forested Mountains	0.25

Logistics

The method of supplying warriors with food is known as logistics. Few armies have a system of logistics. Without such a system, the warriors have to live off the land. This, however, is not as easy as it sounds.

Each human needs three pounds of food per day, and twenty for each horse. If these requirements are not met, first hunger occurs, then dissention or they starve to death. The horses may be grazed, but grazing does not leave much time for the army to travel. Grazing requires four to six hours per day. During this time, however, the warriors may forage the countryside for food. The local peasants of enemy territory consider the foraging of invading armies to be pillaging. However it is termed, armies which are foraging or pillaging move between 5-10 miles per day. Armies may not forage more than 60 miles from their line of march. Foraging or pillaging armies strip the surrounding ten miles clean of all food, grass, and hay. Anyone entering that area in the next few days finds only a wasteland. Local peasants flee when an invading army is sighted.

If an army can support itself, it could move twenty or more miles per day. If close to a coast or river, ships may carry their supplies.

Warriors can carry about a week of food with them. In most armies, each warrior is expected to tend to their own needs of supply. While warriors might purchase food from the locals, warriors on military campaign often take what they want by force. This is especially true in enemy territory, where the thefts are considered part of the damage done to a foe.

Well organized armies set up regular foraging parties for each major contingent, rather than allowing warriors to wander freely. Foraging, however, can be a risky means of logistics. For example, sometimes local peasants become irate, arm themselves, and murder the foragers.

Pillage, Plunder, and Ransom

Pillage

The loyalty of warriors may be maintained by occasional opportunities to pillage the countryside and plunder particularly rich locales, such as towns. The warriors know that rich opportunities do not always present themselves during a military campaign. But, a share of the plunder can make even a common soldier rich beyond their wildest dreams. As armies travel, the warriors live off of unarmed locals, taking food and other valuables by force or intimidation. Pillage is usually discouraged by military leaders while in friendly territory. Once in enemy territory, however, pillage is encouraged. After all, pillaging the enemy's lands and peoples serves to demoralize their population, and at the same time pillage makes warriors happy and allows military leaders to skip a payday and get away with it.

Plunder

Plunder, however, is quite different from pillage. Plunder is organized pillage, and is only encouraged when concentrated wealth is nearby. Towns and castles are the most likely objects of plunder. The loyalty of warriors is often maintained during long sieges because they anticipate plunder. Not being able to plunder a town is a big disappointment to warriors. Maybe more than anything, warriors look forward to raping the local women.

Ransom

A custom of warfare is to capture nobles and knights alive, if possible. The family of a captured noble or knight will pay ransom to get them back. On the battlefield, the strategy is to knock down the valued and armored man, pile on him, and disarm him. At this point, surrender usually comes quickly.

Military Training

Though military training differs depending on the state and race, the following typifies organized training.

Rounded shields of wicker are woven so that the frame is double the weight of a battle shield. Similarly, recruits are given wooden foils that are double the weight of battle swords. Training grounds consist of man-sized wooden stakes driven into the ground. Recruits practice attacking these stakes just as if they were the enemy. Practice occurs in the morning and afternoon. During training, recruits are instructed to attack the head foremost, and the hamstrings or shins secondarily. In fact, besides soldiers, gladiators also train with such stakes. Training with the stake has proven to be significant preparation for actual warfare.

Recruits are often taught with a wooden sword to stab, not hack. Most trained swordsmen mock those who attack by hacking with swords. A hack with a sword, even if delivered with force, frequently does not kill when the vitals are protected. In contrast, stabbing proves fatal when a point is inserted two inches. Next, it is reasoned, that when a hack is delivered, the right arm and flank is exposed. A stabbing point, however, is delivered with the cover of the body and often wounds the enemy before they see it.

During training, recruits are given a heavy wooden sword and heavy wicker shield so that when the recruit takes up the real and lighter weapons, the warrior will fight faster, more safely, and feel freed from the weight. Besides the sword, other weapons are utilized in training at the stakes, such as spears and bows.

Vaulting onto horses is always insisted upon not only of recruits, but also of serving soldiers. Practice is continued until it seems easy. In winter, wooden horses are set up under a roof -- in summer, in the open. Recruits are first encouraged to mount these unarmed. When used to it, they arm themselves and practice until comfortable. Warriors learn to leap both on and off, and from the right side as well as the left.

Recruits, as well as seasoned warriors, are made to march with the burden of carrying sixty pounds while keeping a military pace. In this way,

during an actual military campaign, warriors will be able to carry their armor, weapons, and supplies.

At all times, military training is done in proper armor. It is believed that if this tenet is relaxed, that the warriors will get used to not wearing it and see it as a burden. If this happens, this perception which results from habit will negatively affect the performance of the warrior in actual warfare.

Aerial Warfare

Not all warfare occurs on land.

Flight speed (Physical Fitness, Strength)
Maneuverability (function of Agility and Weight)

Ceiling limit

Climb, Dive

Naval Warfare

Warfare on the seas is prevalent. Different states and races approach naval warfare differently. Sailors are often peasants or slaves. For most humans, service in a military fleet is for 26 years, after which sailors receive citizenship. Occasionally, sailors are drafted as recruits into an army.

Water ways are patrolled to control piracy and allow shipments of supplies and warriors to travel unhindered.

For naval military, ten ships comprise a squadron.

The military commander of a ship is known as the ship's captain or a trierarch. The commander of a naval squadron bears the title of navarch. Each ship also has a full detachment of infantry.

Commonly, warships are equipped with a battering ram on the front of the ship. Some rams are heavy, such as those made of bronze and weighing over 1,000 pounds.

If possible, a large boarding plank called a Corvus is dropped onto an enemy ship so that warriors may attack the enemy. The Corvus is 36 feet in length, 4 feet wide, and has a side rail that is 2 feet high. Warriors can cross this plank two abreast behind shield and weapons.

Sometimes a siege tower is mounted on two ships which have been latched together.