



Appendix 1: Character Sheets

Character sheets are provided so that all relevant information may be recorded regarding each character. Each player should photocopy the pages of this appendix for their character, so that the information pertinent to their character may be adequately organized and accessible. With a set of blank character sheets in hand, progress through the chapters of this book and follow the instructions to create a character.

The relevant information for a character is the responsibility of the player, though the MM may complete character sheets for prominent characters under their control. Always record the information with a pencil and have a good eraser handy. From experience, it is suggested that a player should write softly to preserve the paper of the character sheet, since the act of erasing occurs often.

Once the character is created and all relevant information is recorded, staple the sheets together so that they do not become confused with the character of another player. Seeking realism, some players draw a sketch of their character and attach the drawing to their character sheets. Character sketches are useful, though certainly not required, since they allow the MM and other players a better perception of the character.

When a character dies, and when the character will not be resurrected, the fate of the character sheets for the dead character are left to the player's whim. Sometimes, the character sheets are donated to the MM, who stores them for either future reference (such as regarding possessions or wealth) or future use as a character which, after only minor modifications, may be reintroduced into the game as someone new. In this way, MM's have been known to accumulate stockpiles of characters. Some players prefer to honor their fallen character, giving the character a symbolic funeral by setting the character sheets ablaze outdoors. Other players simply prefer tossing the character sheets in the trash. Finally, it is not uncommon for MM's to have a house rule that the character sheets of dead characters must be destroyed, usually torn to pieces, to prevent the player from fraudulently reintroducing the character in a future game or to another MM.

In any case, players are not obligated to use the character sheets provided in this appendix, though using these sheets is probably the easiest and least confusing method to organizing the information of a character.

Character Name:		Disposition:	Race:
Player Name:		Occupation:	
Homeland:		Level:	Religion:
Sex:	Age:	Siblings:	Social Class:
Height:	Weight:	Skin Color:	Birth Rank:
Hair Color:	Eyes:	Marital Status:	Birth Status:
Penis:	Bust:	Facial Feature:	Birthplace:
Waist:	Hips:	Birthday: / /	Vision:
Most Attractive Feature:		Hair Length and Type:	
Most Repulsive Feature:		Appearance:	

Notes:						
(Sub)Ability	Score	Skill Modifier				
PHYSIQUE						
Physical Fitness			Sprint:			
Strength			Dmg:	C&J:	Bench:	DL:
Bodily Attractiveness			Bust:	Waist:	Hips:	
Health			Int/Vom:	All:	Ill. Im.:	
CHARISMA						
Facial						
Vocal						
Kinetic						
Rhetorical			Average Speech Rate:			
DEXTERITY						
Hand-Eye Coordination			Finger Movement Precision:			
Agility			Current Armor Bonus:			
Reaction Speed			Deep Sleep Recovery:			
Enunciation			Maximum Speech Rate:			
INTELLIGENCE						
Language			#:	Vocabulary:		
Math			Highest Possible Math:			
Analytic						
Spatial						
WISDOM						
Drive			Hours Resting:			
Intuition						
Common Sense						
Reflection			Earliest Memory at:			

Life Points	Current Armor
Unconscious (at 20% L.P.)	Magic Points

Base + Armor + Agility + Magic + Armor Skills + Misc.						
General			Specific			

Temperament	
Sanguine (warm, pleasant)	
Choleric (hot-tempered)	
Melancholic (depressed, sad)	
Phlegmatic (slow-moving, apathetic)	
Primary Temperament:	
Secondary Temperament:	

		Reaction		
INITIATIVE		Speed	Misc.	Current Weapon
Modifier	Total	Mod.	Mod.	Delivery Penalty
	_____	= _____	+ _____	+ _____

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Skills					
Skill	Related Ability	Total Modifier	Skill Modifier	Points Invested	Learning Curve
Acting, Drama	Intelligence, Charisma				
Agriculture	Common Sense				
Aim	Hand-Eye Coordination, Vision				
Ambidexterity	Hand-Eye Coordination				
Anatomy	Intelligence				
Animal Conditioning	Drive, Intuition				
Animal Handling	Intuition				
Appraise	Analytic				
Architecture	Math, Spatial				
Armor, General Type	Agility				
Armor, Specific	Agility				
Armorsmithing	Spatial				
Balance	Agility				
Basketweaving	Common Sense				
Blacksmithing	Strength, Spatial				
Blindfighting	Intuition, Agility, Reaction Spd.				
Bookbinding	Common Sense				
Brawling	Strength, Agility				
Bowyer	Spatial				
Brewing	Common Sense				
Carpentry	Spatial				
Cartography	Spatial				
Charioteering	Dexterity				
Chemistry	Math, Analytic, Intuition				
Cheesemaking	Common Sense				
Climb	Phys. Fitness, Strength, Agility				
Cobbling	Common Sense				
Comedy, Buffoonery	Charisma				
Comedy, Physical	Charisma, Agility				
Comedy, Pun	Charisma				
Constellations	Reflection, Spatial, Vision				
Cooking	Common Sense				
Cosmos, General Planes	Intelligence				
Cosmos, Specific Plane	Intelligence				
Dance	Agility, Charisma				
Direction Sense	Intuition				
Disarm	Hand-Eye Coord., Agility				
Disguise	Charisma, Common Sense				
Dismemberment	Strength, Agility				
Divination, Alectromancy	Intuition, Common Sense				
Divination, Anthropomancy	Intuition				
Divination, Astrology	Intelligence				
Divination, Austromancy	Intuition				
Divination, Axinomancy	Intuition				
Divination, Ceraunoscopy	Intuition				
Divination, Chiromancy	Intuition				
Divination, Cleromancy	Intuition				
Divination, Crystalomancy	Intuition				
Divination, Gyromancy	Intuition				
Divination, Hydromancy	Intuition				
Divination, Lithomancy	Intuition				

Skills					
Skill	Related Ability	Total Modifier	Skill Modifier	Points Invested	Learning Curve
Divination, Lunomancy	Intuition				
Divination, Necromancy	Intuition				
Divination, Numerology	Intuition, Math				
Divination, Pyromancy	Intuition				
Divination, Scatomancy	Intuition				
Divination, Stichomancy	Intuition				
Divination, Urimancy	Intuition				
Divination, Xenomancy	Intuition				
Etiquette	Intuition, Cmn Sense, Reflection				
Fishing	Common Sense				
Fletching	Spatial				
Forgery	Hand-Eye Coord., Language				
Gambling	Math, Common Sense				
Gemcutting	Spatial				
Genealogy	Common Sense				
Glassblowing	Spatial				
Heraldry	Common Sense				
Herbalism	Intelligence				
Hide	Agility, Common Sense				
History, Cultural	Intelligence				
History, Legendary	Intelligence				
History, Local	Intelligence				
History, Military	Intelligence				
Hunting	Hand-Eye Coordination, Vision				
Hurl	Strength, Agility, Vision				
Impaling	Strength, Agility				
Intimidation	Physique, Charisma				
Juggling	Hand-Eye Coordination, Agility				
Jump	Physical Fitness				
Law	Intelligence				
Language, Read/Write	Language				
Language, Speak	Language				
Locksmithing	Spatial				
Lock-picking	Hand-Eye Coordination				
Logic	Analytic				
Mangling	Strength, Agility				
Math, Algebra	Math				
Math, Geometry	Math				
Math, Fundamental	Math				
Milking	Common Sense				
Mining	Common Sense				
Mountaineering	Physical Fitness, Strength, Agility				
Mounted Archery	Hand-Eye Coord., Agility				
Music, Counterpoint	Math, Analytic				
Music, Theory	Math				
Musical Instrument	Hand-Eye Coord., Spatial				
Nature, Animals	Intelligence				
Nature, Beasts	Intelligence				
Nature, Birds	Intelligence				
Nature, Fish	Intelligence				
Nature, Geography	Intelligence				

Skills					
Skill	Related Ability	Total Modifier	Skill Modifier	Points Invested	Learning Curve
Nature, Humanoids	Intelligence				
Nature, Mycology	Intelligence				
Nature, Plants	Intelligence				
Nature, Trees	Intelligence				
Painting	Hand-Eye Coord., Spatial				
Papermaking	Spatial				
Persuasion	Charisma				
Philosophy	Intelligence				
Pick Pocket	Hand-Eye Coord.				
Pottery	Common Sense				
Read Lips	Intuition				
Religion, Cultural	Intelligence				
Religion, Specific	Intelligence				
Remember Detail	Reflection				
Research, Library	Intelligence				
Riding	Agility				
Ritual, Complex	Intelligence, Hand-Eye Coord.				
Rope Use	Hand-Eye Coordination				
Sailing	Intelligence, Vision				
Sculpture	Intuition, Hand-Eye				
Search	Intuition, Common Sense				
Seduction	Bodily Attractiveness, Charisma				
Sexual Adeptness	Bodily Att., Facial, Kinetic				
Shipwright	Spatial				
Sight	Vision				
Silence	Agility, Common Sense				
Sound	Health				
Spellcasting, Combat	Drive				
Spellcasting, Familiarity	Intelligence				
Sprint	Physical Fitness				
Stonemasonry	Strength, Spatial				
Storytelling	Charisma				
Swim	Physical Fitness, Strength				
Symbology	Intelligence				
Tanning (hides)	Common Sense				
Taste	Intuition				
Touch	Intuition				
Toxicology	Intelligence				
Tracking	Intelligence				
Trapping	Common Sense				
Trickery	Charisma				
Tumble	Agility				
Ventriloquism	Intelligence, Enunciation				
Weapon, General Type	Strength, Agility				
Weapon, Specific	Strength, Agility				
Weapon, Trick	Hand-Eye Coordination				
Weaponsmithing	Spatial				
Weapon Mastery	Strength				
Weather Prediction	Common Sense, Reflection				
Weaving	Common Sense				

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ADVANCEMENT POINTS	WEALTH
	Bronze:
	Copper:
	Silver:
	Electrum:
	Gold:
	Gems:
	Jewels:
Needed for Next Level:	Plunder:

Spell Level	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
Spells Known										

Describe Spellbook: _____

Spell: _____ Discipline: _____ Level: _____ Range: _____ Duration: _____ Area: _____ Effect: _____ Chant: _____ Ingredients: _____ Pages in Spellbook: _____ Ingredients stored where: _____

Spell: _____ Discipline: _____ Level: _____ Range: _____ Duration: _____ Area: _____ Effect: _____ Chant: _____ Ingredients: _____ Pages in Spellbook: _____ Ingredients stored where: _____

Spell: _____ Discipline: _____ Level: _____ Range: _____ Duration: _____ Area: _____ Effect: _____ Chant: _____ Ingredients: _____ Pages in Spellbook: _____ Ingredients stored where: _____

Spell: _____ Discipline: _____ Level: _____ Range: _____ Duration: _____ Area: _____ Effect: _____ Chant: _____ Ingredients: _____ Pages in Spellbook: _____ Ingredients stored where: _____

Appendix 2: Spell Lists

This appendix consists of several indices of spells. First, spells are indexed alphabetically according to discipline. Second, spells are indexed alphabetically according to level. Spells belonging to ceremonial magic are italicized, such as *Evil Sleep I*, while spells belonging to chaos magic have a normal type set.

Annihilation

Charm to Subject

Conflagration

Cryogenics

Cryoprobe

Detonation

Divine Maul

Electrical Field

Evil Sleep III

Fatal

Fierce Fire

Force Ballista

Force Missile

Greater Electrical Discharge

Greater Holocaust

Inferno

Internal Explosion

Ionic Attack

Lesser Electrical Discharge

Lesser Holocaust

Meltdown

Pillars of Salt

Random Mangling

Recipe for Blistering Death

Recipe for Death

Spermicidal Sphere

Symbol of Ethicality

Symbol of Immorality

Symbol of Morality

Symbol of Unethicality

Truncheon

Convocation

Burning Bush

Call Acid Rain

Call Animals

Call Avalanche

Call Blizzard

Call Chilly Gust

Call Familiar

Call Flood

Call Fog

Call Gale Wind

Call Greater Item

Call Guard Dog

Call Lesser Being

Call Light

Call Lightning

Call Maggots

Call Magic Mail

Call Object

Call Quake

Call Tidal Wave

Call Vermin

Charm for Direct Vision

Charm to Break Enchantment

Divination by Means of a Boy

Drawn and Quartered

Evil Sleep II

Fetching Charm

Fetching Charm for an Unmanageable Woman

Palfrey

Pillar of Smoke

Pillars of Lightning

Prayer of Deliverance

Puddle of Crud

Random Impaling

Request for a Dream Oracle

Restraining Rite for Anything

Resurrection of a Dead Body

Rite for Acquiring an Assistant Demon

Rite to Produce an Epiphany of Kore

Spell for Questioning Corpses

True Name

Wishbone

Deterioration

Bestow Aching Back

Bestow Aeon

Bestow Allergy

Bestow Asphyxiation

Bestow Blindness

Bestow Blistering Boils

Bestow Century

Bestow Contortion

Bestow Convulsion

Bestow Deafness

Bestow Decade

Bestow Disease

Bestow Fatigue

Bestow Greater Harm

Bestow Harm

Bestow Intoxication

Bestow Leprosy
Bestow Lesser Harm
Bestow Loss of Appetite
Bestow Millennium
Bestow Muteness
Bestow Numbness
Bestow Paralysis
Bestow Virus
Brittlebone
Charm to Inflict Harm I
Charm to Inflict Harm II
Charm to Inflict Harm III
Diminish Charisma
Diminish Dexterity
Diminish Intelligence
Diminish Physique
Diminish Wisdom
Fatal Fable
For Ascent of the Uterus
For Swollen Testicles
Living Monstrosity
Madness
Miasma
Pain Berry
Perpetual Bleeding
Pestilential Host
Pestilential Penis
Pestilential Pudenda
Recipe for Blindness
Recipe for Skin Disease
Rot
Soulstealer's Black Bolt

Domination

Agelast
Akeldama
Beguile Enemy
Charm for Causing Separation
Charm Small Mammal
Charm to Induce Insomnia I
Convert to Cannibal
Cup Spell
Discursivity
Eternal Spell for Binding a Lover
Evil Sleep I
*For a Sleeping Woman to Confess the Name of the Man
she Loves*

Force Falsity
Force Favor
Force Fear
Force Fearlessness
Force Mass Fear
Force Rancor
Force Scream
Force Slumber
Greater Bidding
Greater Mass Bidding
Lesser Bidding
Love Spell I
Love Spell II
Love Spell III
Love Spell IV
Love Spell V
Love Spell of Attraction I
Love Spell of Attraction II
Love Spell of Attraction III
Love Spell of Attraction IV
Love Spell of Attraction through Touch
Martyrization
Mass Bidding
Perpetual Slumber
Possession
Predilection
Pudenda Key Spell
Recipe for Making a Woman Mad After a Man
Spell for Causing Talk while Asleep
Spell for Restraining Anger
Spell to Subject and Silence
Spell to Cause a Woman to Hate a Man
Trance

Eradication

*An Excellent Spell for Silencing, for Subjecting, and for
Restraining*
Charm to Induce Insomnia II
Coercive Spell for Restraining
Contraceptive Spell
Greater Vulnerability to Acid
Greater Vulnerability to Air
Greater Vulnerability to Armor
Greater Vulnerability to Bases
Greater Vulnerability to Choleric
Greater Vulnerability to Cold
Greater Vulnerability to Discipline

Greater Vulnerability to Earth
Greater Vulnerability to Electricity
Greater Vulnerability to Ethicality
Greater Vulnerability to Fire
Greater Vulnerability to Immorality
Greater Vulnerability to Melancholics
Greater Vulnerability to Morality
Greater Vulnerability to Phlegmatics
Greater Vulnerability to Poison
Greater Vulnerability to Sanguines
Greater Vulnerability to Skill
Greater Vulnerability to Sonics
Greater Vulnerability to Unethicality
Greater Vulnerability to Weapon
Lesser Vulnerability to Acid
Lesser Vulnerability to Air
Lesser Vulnerability to Armor
Lesser Vulnerability to Bases
Lesser Vulnerability to Choleric
Lesser Vulnerability to Cold
Lesser Vulnerability to Discipline
Lesser Vulnerability to Earth
Lesser Vulnerability to Electricity
Lesser Vulnerability to Ethicality
Lesser Vulnerability to Fire
Lesser Vulnerability to Immorality
Lesser Vulnerability to Melancholics
Lesser Vulnerability to Morality
Lesser Vulnerability to Phlegmatics
Lesser Vulnerability to Poison
Lesser Vulnerability to Sanguines
Lesser Vulnerability to Skill
Lesser Vulnerability to Sonics
Lesser Vulnerability to Unethicality
Lesser Vulnerability to Weapon
Mass Vulnerability to Acid
Mass Vulnerability to Air
Mass Vulnerability to Armor
Mass Vulnerability to Bases
Mass Vulnerability to Choleric
Mass Vulnerability to Cold
Mass Vulnerability to Discipline
Mass Vulnerability to Earth
Mass Vulnerability to Electricity
Mass Vulnerability to Ethicality
Mass Vulnerability to Fire
Mass Vulnerability to Immorality
Mass Vulnerability to Melancholics

Mass Vulnerability to Morality
Mass Vulnerability to Phlegmatics
Mass Vulnerability to Poison
Mass Vulnerability to Sanguines
Mass Vulnerability to Skill
Mass Vulnerability to Sonics
Mass Vulnerability to Unethicality
Mass Vulnerability to Weapon
Restraining Spell
Rite for Driving out Demons

Hallucination

Bestow Aura
Dream Spell
Evanescence
False Alchemy
Greater Hologram
Greater Perpetual Hologram
Indispensable Invisibility
Invisibility
Lesser Hologram
Mass Evanescence
Perpetual Hologram
Putrid Portrait
Worst Nightmare

Prognostication

Demokritos' Sphere
Detect Air
Detect Choleric Temperament
Detect Earth
Detect Emotion
Detect Ether
Detect Ethicality
Detect Evanescence
Detect Fire
Detect Immorality
Detect Lie
Detect Melancholic Temperament
Detect Morality
Detect Object
Detect Phlegmatic Temperament
Detect Sanguine Temperament
Detect Surface Thoughts
Detect Thoughts
Detect Unethicality

Detect Water
Foreknowledge Charm I
Foreknowledge Charm II
Hearing Voices
Oracle
Spell to Catch a Thief
Test of Pregnancy

Reformation

Ablation
Acclimation
Acidic Touch
Alchemy
Alter Temperature
Arachnid Feet
Audio Range
Cover Tracks
Create Species
Decortication
Develop Breasts
Ejaculate Acid
Ejaculate Poison
Flight
Flyweight
Force Fart
Frosty Touch
Happy Cleaver
Heating
Hover
Hurl Voice
Immutable Wound
Intestinal Wreathe
Mass Teleportation
Modify Molecules
Perpetual Burn
Perpetual Orgasm
Phlogistic Augmentation
Preservation
Random Dismemberment
Seal Item
Seal Orifice
Strength
Teleportation
Tenesmus
Transmogrification
Transmogrify Dirt and Mud
Transmogrify Flesh to Stone

Transmogrify Life
Transmogrify Metal and Wood
Transmogrify Object
Unattractive
Vanish
Walk on Water
Waves Be Still
Wooden Carapace

Restoration

Aching Feet
Against Menstruation
Anti-venom
Banish Allergy
Banish Disease
Banish Intoxication
Banish Paralysis
Banish Poison
Complete Healing
Cryotherapy
De Medicamentis
For Coughs
For Discharge of the Eyes
For Fever with Shivering Fits
Greater Healing
Greater Mending
Heal Dislocation or Fracture
Healing
Lesser Healing
Lesser Mending
Mass Complete Healing
Mass Greater Healing
Mass Healing
Mass Lesser Healing
Perpetual Healing
Pleasure Berry
Re-animation
Regeneration
Revivification
Sanitize Food/Beverage
Spell for Removal of Poison
Spermatozoa Rejuvenation

Supportation

Against every Wild Animal, Aquatic Creature and Robbers

Against Evil Sleep

Augment Charisma

Augment Dexterity

Augment Intelligence

Augment Physique

Augment Wisdom

Business Spell

Coal Foot

Favor and Victory Charm

For an Erection

Invincibility

Invincibility to Acid

Invincibility to Air

Invincibility to Bases

Invincibility to Cold

Invincibility to Earth

Invincibility to Electricity

Invincibility to Fire

Invincibility to Gaze

Invincibility to Poison

Invincibility to Water

Magical Warning

Mass Protection from Acid

Mass Protection from Air

Mass Protection from Bases

Mass Protection from Cholerics

Mass Protection from Cold

Mass Protection from Discipline

Mass Protection from Earth

Mass Protection from Electricity

Mass Protection from Ethicality

Mass Protection from Fire

Mass Protection from Gaze

Mass Protection from Immorality

Mass Protection from Melancholics

Mass Protection from Morality

Mass Protection from Phlegmatics

Mass Protection from Physical Harm

Mass Protection from Poison

Mass Protection from Sanguines

Mass Protection from Sonics

Mass Protection from Unethicality

Mass Protection from Water

Multiplication of Loaves and Fish

Protection from Acid

Protection from Air

Protection from Bases

Protection from Cholerics

Protection from Cold

Protection from Discipline

Protection from Earth

Protection from Electricity

Protection from Ethicality

Protection from Fire

Protection from Gaze

Protection from Immorality

Protection from Melancholics

Protection from Morality

Protection from Phlegmatics

Protection from Physical Harm

Protection from Poison

Protection from Sanguines

Protection from Sonics

Protection from Unethicality

Protection from Water

Raise Prowess

Universal

Ascertain Properties

Charm to Break Spells

Charm to Open a Door

Demokritos' Table Gimmicks

Detect Magic

Determine Magic

Imbue Item

Immutability

To Keep Bugs Out of the House

To Win at Dice

Wish

Level One

Annihilation:

Cryoprobe

Detonation

Electrical Field

Fierce Fire

Force Missile

Ionic Attack

Lesser Electrical Discharge

Spermicidal Sphere

Convocation:

Call Chilly Gust

Call Familiar
Call Fog
Call Gale Wind
Call Light
Call Maggots
Call Magic Mail
Fetching Charm
Puddle of Crud

Deterioration:

Bestow Aching Back
Bestow Fatigue
Bestow Intoxication
Bestow Lesser Harm
Bestow Numbness
Bestow Virus
Brittlebone
For Ascent of the Uterus
Pain Berry
Rot

Domination:

Beguile Enemy
Charm Small Mammal
Charm to Induce Insomnia I
Evil Sleep I
*For a Sleeping Woman to Confess the Name of
the Man she Loves*
Force Rancor
Force Scream
Force Slumber
Love Spell I
Spell to Cause a Woman to Hate a Man

Eradication:

Lesser Vulnerability to Air
Lesser Vulnerability to Armor
Lesser Vulnerability to Cold
Lesser Vulnerability to Discipline
Lesser Vulnerability to Earth
Lesser Vulnerability to Electricity
Lesser Vulnerability to Fire
Lesser Vulnerability to Weapon

Hallucination:

Dream Spell
Lesser Hologram

Putrid Portrait

Prognostication:

Detect Air
Detect Earth
Detect Ether
Detect Fire
Detect Water
Oracle
Test of Pregnancy

Reformation:

Acidic Touch
Akter Temperature
Arachnid Feet
Audio Range
Cover Tracks
Ejaculate Acid
Flyweight
Force Fart
Frosty Touch
Heating
Hurl Voice
Phlogistic Augmentation
Preservation
Seal Item
Seal Orifice
Tenesmus
Vanish
Wooden Carapace

Restoration:

Against Menstruation
Anti-venom
Cryotherapy
For Coughs
For Discharge of the Eyes
Lesser Healing
Pleasure Berry
Sanitize Food/Beverage
Spermatozoa Rejuvenation

Supportation:

Against Evil Seep
Business Spell
Coal Foot
Favor and Victory Charm

For an Erection
Magical Warning
Protection from Air
Protection from Cold
Protection from Discipline
Protection from Earth
Protection from Electricity
Protection from Fire
Protection from Water
Raise Prowess

Universal:

Asertain Properties
Demokritos' Table Gimmicks
Detect Magic
Determine Magic
To Keep Bugs Out of the House
To Win at Dice

Level Two

Annihilation:

Force Ballista
Internal Explosion
Random Mangling
Symbol of Ethicality
Symbol of Immorality
Symbol of Morality
Symbol of Unethicality

Convocation:

Call Animals
Call Guard Dog
Call Lesser Being
Call Object
Fetching Charm for an Unmanageable Woman

Deterioration:

Bestow Allergy
Bestow Blistering Boils
Bestow Contortion
Bestow Harm
Bestow Loss of Appetite
Bestow Paralysis
Charm to Inflict Harm I
For Swollen Testicles

Living Monstrosity
Recipe for Skin Disease

Domination:

Agelast
Charm for Causing Separation
Force Favor
Love Spell II
Love Spell of Attraction I
Predilection
Recipe for Making a Woman Mad After a Man
Spell for Restraining Anger
Trance

Eradication:

*An Excellent Spell for Silencing, for Subjecting,
and for Restraining*
Lesser Vulnerability to Acid
Lesser Vulnerability to Bases
Lesser Vulnerability to Choleric
Lesser Vulnerability to Melancholics
Lesser Vulnerability to Phlegmatics
Lesser Vulnerability to Sanguines
Lesser Vulnerability to Sonics

Hallucination:

Bestow Aura
False Alchemy

Prognostication:

Demokritos' Sphere
Detect Choleric Temperament
Detect Melancholic Temperament
Detect Phlegmatic Temperament
Detect Sanguine Temperament

Reformation:

Acclimation
Develop Breasts
Ejaculate Poison
Modify Molecules
Strength
Unattractive

Restoration:

Aching Feet
Banish Intoxication

Heal Dislocation or Fracture
Healing
Lesser Mending
Re-animator
Spell for Removal of Poison

Supportation:

Against every Wild Animal, Aquatic
Creature and Robbers
Protection from Acid
Protection from Bases
Protection from Choleric
Protection from Gaze
Protection from Melancholics
Protection from Phlegmatics
Protection from Sanguines
Protection from Sonics

Universal:

Charm to Open a Door

Level Three

Annihilation:

Cryogenics
Divine Maul
Greater Electrical Discharge

Convocation:

Call Acid Rain
Request for a Dream Oracle
Spell for Questioning Corpses
Random Impaling

Deterioration:

Bestow Disease
Bestow Greater Harm
Madness
Recipe for Blindness

Domination:

Convert to Cannibal
Discursivity
Eternal Spell for Binding a Lover
Force Falsity
Force Fear
Force Fearlessness

Lesser Bidding
Love Spell III
Love Spell of Attraction II
Love Spell of Attraction III
Love Spell of Attraction through Touch
Spell for Causing Talk while Asleep

Eradication:

Coercive Spell for Restraining
Contraceptive Spell
Lesser Vulnerability to Ethicality
Lesser Vulnerability to Immorality
Lesser Vulnerability to Morality
Lesser Vulnerability to Poison
Lesser Vulnerability to Skill
Lesser Vulnerability to Unethicality

Hallucination:

Evanesence
Greater Hologram
Invisibility

Prognostication:

Detect Ethicality
Detect Immorality
Detect Morality
Detect Unethicality
Spell to Catch a Thief

Reformation:

Happy Cleaver
Hover
Intestinal Wreath
Walk on Water

Restoration:

Banish Allergy
Greater Healing

Supportation:

Protection from Ethicality
Protection from Immorality
Protection from Morality
Protection from Physical Harm
Protection from Poison
Protection from Unethicality

Universal:*Charm to Break Spells*

Greater Vulnerability to Weapon

Level Four**Annihilation:***Recipe for Blistering Death**Recipe for Death*

Truncheon

Convocation:

Call Greater Item

Call Lightning

*Charm to Break Enchantment**Divination by Means of a Boy*

Drawn and Quartered

*Evil Sleep II**Resurrection of a Dead Body*

Palfrey

Deterioration:

Bestow Blindness

Bestow Convulsion

Bestow Deafness

Bestow Decade

Bestow Leprosy

Bestow Muteness

Charm to Inflict Harm II

Pestilential Penis

Domination:*Cup Spell*

Greater Bidding

*Love Spell IV**Love Spell of Attraction IV*

Perpetual Slumber

Possession

Eradication:*Charm to Induce Insomnia II*

Greater Vulnerability to Air

Greater Vulnerability to Armor

Greater Vulnerability to Cold

Greater Vulnerability to Discipline

Greater Vulnerability to Earth

Greater Vulnerability to Electricity

Greater Vulnerability to Fire

Hallucination:

Mass Evanescence

Worst Nightmare

Prognostication:

Detect Emotion

Detect Lie

Detect Surface Thoughts

*Hearing Voices***Reformation:**

Decortication

Flight

Immutable Wound

Transmogrify Dirt and Mud

Transmogrify Metal and Wood

Restoration:

Banish Disease

Banish Paralysis

Banish Poison

Mass Lesser Healing

Greater Mending

Supportation:

Mass Protection from Air

Mass Protection from Cold

Mass Protection from Discipline

Mass Protection from Earth

Mass Protection from Electricity

Mass Protection from Fire

Mass Protection from Water

Multiplication of Loaves and Fish

Universal:**Level Five****Annihilation:**

Pillars of Salt

Convocation:

Call Avalanche

Call Tidal Wave

Call Vermin

Charm for Direct Vision

Deterioration:

Bestow Asphyxiation
Bestow Century
Charm to Inflict Harm III
Diminish Charisma
Diminish Dexterity
Diminish Intelligence
Diminish Physique
Diminish Wisdom
Miasma
Pestilential Host
Pestilential Pudenda

Domination:

Love Spell V
Mass Bidding

Eradication:

Greater Vulnerability to Acid
Greater Vulnerability to Bases
Lesser Vulnerability to Choleric
Lesser Vulnerability to Melancholics
Lesser Vulnerability to Phlegmatics
Lesser Vulnerability to Sanguines
Greater Vulnerability to Sonics

Hallucination:

Indispensible Invisibility
Perpetual Hologram

Prognostication:

Detect Thoughts

Reformation:

Ablation
Perpetual Burn
Perpetual Orgasm
Random Dismemberment
Transmogrify Flesh to Stone

Restoration:

For Fever with Shivering Fits
Mass Healing
Regeneration

Supportation:

Mass Protection from Acid
Mass Protection from Bases
Mass Protection from Choleric
Mass Protection from Gaze
Mass Protection from Melancholics
Mass Protection from Phlegmatics
Mass Protection from Sanguines
Mass Protection from Sonics

Universal:

Imbue Item

Level Six

Annihilation:

Charm to Subject
Evil Sleep III

Convocation:

Call Quake
Pillars of Lightning
True Name

Deterioration:

Bestow Millennium
Perpetual Bleeding

Domination:

Akeldama
Greater Mass Bidding
Pudenda Key Spell
Spell to Subject and Silence

Eradication:

Greater Vulnerability to Ethicality
Greater Vulnerability to Immorality
Greater Vulnerability to Morality
Greater Vulnerability to Poison
Greater Vulnerability to Skill
Greater Vulnerability to Unethicality

Hallucination:

Prognostication:

Foreknowledge Charm I
Detect Object

Reformation:

Alchemy
Transmogrify Object

Restoration:

Complete Healing
De Medicamentis
Mass Greater Healing

Supportation:

Augment Charisma
Augment Dexterity
Augment Intelligence
Augment Physique
Augment Wisdom
Mass Protection from Ethicality
Mass Protection from Immorality
Mass Protection from Morality
Mass Protection from Physical Harm
Mass Protection from Poison
Mass Protection from Unethicality

Universal:

Immutability

Level Seven**Annihilation:**

Conflagration

Convocation:

Call Blizzard
Rite for Acquiring an Assistant Demon
Rite to Produce an Epiphany of Kore
Wishbone

Deterioration:

Bestow Aeon

Domination:

Force Mass Fear

Eradication:

Mass Vulnerability to Air
Mass Vulnerability to Armor
Mass Vulnerability to Cold

Mass Vulnerability to Discipline
Mass Vulnerability to Earth
Mass Vulnerability to Electricity
Mass Vulnerability to Fire
Mass Vulnerability to Weapon
Restraining Spell
Rite for Driving out Demons

Hallucination:

Greater Perpetual Hologram

Prognostication:

Detect Evanescence

Reformation:

Transmogrify Life

Restoration:

Revivification

Supportation:

Invincibility to Air
Invincibility to Cold
Invincibility to Earth
Invincibility to Electricity
Invincibility to Fire
Invincibility to Water

Universal:**Level Eight****Annihilation:**

Inferno

Convocation:**Deterioration:**

Fatal Fable

Domination:

Martyrization

Eradication:

Mass Vulnerability to Acid
Mass Vulnerability to Bases
Lesser Vulnerability to Cholerics

Lesser Vulnerability to Melancholics
Lesser Vulnerability to Phlegmatics
Lesser Vulnerability to Sanguines
Mass Vulnerability to Sonics

Hallucination:

Prognostication:

Reformation:
Teleportation

Restoration:
Mass Complete Healing

Supportation:
Invincibility to Acid
Invincibility to Bases
Invincibility to Gaze

Universal:

Level Nine

Annihilation:
Lesser Holocaust

Convocation:
Burning Bush
Prayer of Deliverance
Restraining Rite for Anything

Deterioration:

Domination:

Eradication:
Mass Vulnerability to Ethicality
Mass Vulnerability to Immorality
Mass Vulnerability to Morality
Mass Vulnerability to Poison
Mass Vulnerability to Skill
Mass Vulnerability to Unethicality

Hallucination:

Prognostication:

Foreknowledge Charm II

Reformation:
Mass Teleportation

Restoration:

Supportation:
Invincibility to Poison

Universal:

Level Ten

Annihilation:
Fatal
Greater Holocaust

Convocation:
Call Flood
Pillar of Smoke

Deterioration:
Soulstealer's Black Bolt

Domination:

Eradication:

Hallucination:

Prognostication:

Reformation:
Create Species
Transmogrification
Waves Be Still

Restoration:
Perpetual Healing

Supportation:
Invincibility

Universal:
Wish

Appendix 3:

Random Magical Effects

Under certain conditions, random magical effects are possible. Sometimes these effects are the result of obscure or powerful magical items; sometimes they result from an incorrect chant, ingredient, or ritual; sometimes they are actively sought by experimental casters.

Regarding the table below, ‘caster’ refers to either the caster of a spell, trigger of an effect, or if not applicable, to the original source such as with a magical item. To determine a random magical effect, roll d1000 and consult the table below:

- 0000 Caster and target swap Physique & Dexterity ability scores permanently.
- 0001 Caster immediately defends target with their life for 1d3 rounds.
- 0002 Caster’s skin hardens & looks like tree bark. Permanent +20 bonus to CA.
- 0003 Caster immediately tries to rape the target for 3 rounds and has amnesia about it.
- 0004 Caster’s eyes turn jet black with animate lightning images. Permanent immunity to lightning.
- 0005 Caster grows an extra fully functioning eye on a random body part.
- 0006 Caster’s bones grow brittle. Take 1.5x damage from pounding weapons from now on.
- 0007 Caster immediately gains Weapon Master skill of the next weapon he is struck with.
- 0008 Caster gives birth to a clone through their cock/cunt. The new clone is 1d3 levels higher.
- 0009 Caster permanently loses one casting level.
- 0010 Every time the caster casts a spell from now on, he shoots the “Hershey Squirts” down his leg.
- 0011 Random magical item, already identified, appears in caster’s hands.
- 0012 Caster grows two 12-inch horns from each hand, sprouting out as daggers – 2d6 stabbing dmg.
- 0013 Caster gains an attack bonus of 3 per level.
- 0014 Target falls deeply in love with caster permanently.
- 0015 Target becomes a loyal henchman of a random party member.
- 0016 The next successful hit in a battle causes 2d100 damage + all modifiers, if any.
- 0017 Caster gains the body, CA, and Sprint of a random monster from Grimoirium Monstrum.
- 0018 Caster’s body gives off a blinding-white aura whenever enemies attempt to surprise attack.
- 0019 Caster’s entire living family appears in the battle.

0020 Caster and target each swap weapons and instantly become specialized in its use.
0021 Caster's arm falls off and begins attacking at random for d4 rds.: +25 to hit, 1d4 damage, 2 LP.
0022 Spell bounces off of target and hits random party member.
0023 Target contracts disease. Target twitches as if it were lying on its deathbed.
0024 Target's genitalia are swapped with random party member.
0025 Caster's genitalia grow by 2d4 inches, even if female.
0026 Multi-effect; roll for 1d3 more Random Magical Effects that take effect instantly.
0027 Caster gains a permanent 25% chance of a Random Magical Effect every time a spell is cast.
0028 Battleground (or next one, if not in battle) becomes a pool of sulfuric acid: 15' deep, 100' dia.
0029 Caster and target each become immune to fire. Their heads are permanently ablaze.
0030 Every weapon being used in battle must pass a check at TH 80 or disintegrate.
0031 A random Puissant Command spell is cast on a random entity in battle.
0032 Caster and target each become immune to normal weapons.
0033 Target immediately begins to sniff and lick the ass of the caster for 1d4 rounds.
0034 Caster gains the genitalia of the opposite sex on a random body part.
0035 Nearest enemy's head blows up.
0036 Caster gains the ability to regenerate 1 LP every hour permanently.
0037 Random party member gains 20 Skill Points to allocate as they please without restriction.
0038 Target must pass a Health check at TH 60 or become a quadriplegic.
0039 Next set of enemies seen by caster begin to fight each other until death after taking damage.
0040 Caster gains a breath weapon of hydrochloric acid: 30' long, 30' dia., 3x/day, 6d10 LP dmg.
0041 Caster gains a fecal breath weapon: 30' long, 30' dia., 3x/day, results in -10 TH for 1d4 rds.
0042 Random party member gains night-vision, if already able, it doubles in effectiveness.
0043 Caster's ass is singed for 1d4 LP instantaneously.
0044 Entire party sprouts random-colored wings: 4d3' in length, 4d10 move.
0045 Caster gains random spell useable once per day.
0046 Target attempts to kill itself for 2 rounds.
0047 Random party member becomes immune to all mind attacks and Domination spells.
0048 Caster's height and weight increase by 1d20 in. and 1d100 lbs., respectively.
0049 Caster swaps attack bonuses/penalties with the target permanently.
0050 Caster's spell ability is raised by one level permanently.
0051 Caster and other random party member gains 1d100 percent immunity to magic.
0052 A huge 20-ton container of bile appears over battle scene and pours itself for 10 rds.
0053 Caster's legs now bend the opposite direction, giving him a +30 Sprint.
0054 Caster permanently gives off an odor identical to zombie, suffer -35 Charisma.
0055 Caster's cum becomes magical: it can impregnate ANYTHING and make half-breeds.
0056 Caster is able to shoot flames out of his ass d100' at will, 1d6 LP damage.
0057 Caster ages 6d10 years.
0058 Caster ages 3d10 years.
0059 Caster loses 6d10 years.
0060 Caster loses 3d10 years.
0061 Caster has a permanent hard-on.
0062 Caster must drink everyday, the next liquid to touch him, or suffer random insanity roll.
0063 Target gains additional 5d8 Strength for the next four rounds.
0064 Caster stops and stares incessantly (unaware of anything) for 1d4 hours.
0065 The next hypothetical statement said by the caster immediately comes true.
0066 Caster's eye pops out, but is still fully functional. He feels no pain. Suffer -4d10 Facial Cha.
0067 Caster grows webs between fingers and toes & also a dorsal fin. Can now swim at rate of 250.
0068 Caster's blood becomes random poison type. Now immune to ALL poison.
0069 Caster suffers an itching frenzy. Pass TH 85 or scratch for 3 rds, bleed for 2 LP.
0070 Caster's heart pumps twice as fast. He now ages at twice the rate and suffers 2x bleeding dmg.

0071 Caster gains ability to jump as a giant insect: 50' horizontally, 20' vertically.
0072 Caster is 100% silent as he walks, is also mute, but makes the noise of 100 men as he runs.
0073 Caster gains the ability of to mimic a voice.
0074 Caster shifts to a random occupation equal to current level and with extra 1d3 magical items.
0075 Caster's touch can raise dead 1d3 times, making the undead his servant when brought raised.
0076 Caster gets random spell usable once per day for free, regardless of the spell's level.
0077 Any unidentified item with the party is now identified.
0078 Caster begins to repeatedly punch himself and is unable to function in battle for 2 rounds.
0079 Target grows a tongue from its forehead.
0080 All the stars in the night sky seem to be purple now.
0081 Target's skin is magically peeled like a banana. Innards are exposed and it dies.
0082 Every time the caster performs a magical action, they say "I love you, you lil'...whore!"
0083 Caster feels remorse for every immoral act committed, and seeks forgiveness right now.
0084 Caster contracts Leprosy. In next 1d4 weeks, a random body part falls off.
0085 Two gay ogres appear within 30' radius and begin to butt-fuck as if there is no tomorrow.
0086 Caster grows fangs of a wolf.
0087 The next person to which the caster speaks turns to stone for 1d6 hours.
0088 Each party member becomes *Invisible* for 3 days, regardless of their actions.
0089 Caster grows a hole in his forehead, though somewhat similar to a lubricated vagina.
0090 Next time caster shits their intestines fall out of their ass, though still loosely attached.
0091 The illusion of a 3d10' long schlong appears in battle, trying to fuck the enemy with most LP.
0092 Illusion exists of caster pulling his pants down, cutting off his scrotum, and offering some...
0093 Caster attracts the next member of the opposite sex in sight as if he has Charisma of 300.
0094 Caster's pubic hair grows 10d10 feet in length instantly.
0095 A gerbil pops out of the target's ass.
0096 Caster's and target's noses are turned upside down.
0097 Caster can now hear earthworms crawling.
0098 Caster becomes fascinated with rubies.
0099 Caster develops necrophilia.
0100 Caster becomes color blind.
0101 Caster thinks he is 100 years old.
0102 Caster thinks the nearest human(oid) is a demon.
0103 Caster develops a foot fetish.
0104 Caster thinks it's his birthday.
0105 Caster is terrified of birds.
0106 Caster thinks they are 6 months pregnant.
0107 Caster smells like lilacs.
0108 Caster believes he is the leader of a powerful army.
0109 Caster becomes nocturnal.
0110 Caster will now only eat raw meat.
0111 Caster begins to masturbate after spell to completion.
0112 Caster grows a prehensile tail.
0113 Caster now knows how to speak Devil.
0114 Caster becomes an elf supremacist.
0115 Caster thinks he can fly.
0116 Caster must now skip instead of walk.
0117 Caster screams "I'm blind!" for 6 rounds.
0118 Caster's eyes turn red.
0119 Caster believes he is a housecat for 24 hours.
0120 Caster does cartwheels for 4 rounds.
0121 Caster is unbelievably happy and doesn't know why.

0122 Caster's Sprint speed increases 50%.

0123 Caster grows gills.

0124 Caster's ears become pointed.

0125 Caster is starving for pudding.

0126 Caster becomes flexible enough to kiss their own ass.

0127 Caster drools uncontrollably for 4 hours.

0128 Caster grows a 6th finger on each hand.

0129 Caster does nothing but artistically draw dragons for 24 hours.

0130 Target develops asthma.

0131 Nearest party member becomes alcoholic.

0132 Target becomes a whore.

0133 It begins to snow and doesn't stop for the next 6 hours.

0134 Ground for 20' radius centered on caster becomes ice.

0135 All involved in encounter or within 20' radius of caster dance for the next hour.

0136 Target and caster believe that they are long lost best friends.

0137 Caster believes that the nearest female of same or similar race is their sister.

0138 Caster becomes extremely arrogant.

0139 Caster's hair grows one foot in length.

0140 Day becomes night and vice versa.

0141 Lightning strikes the nearest tree.

0142 Nearest priest believes target is a blasphemer.

0143 Nearest female believes the caster is trying to rape her.

0144 All involved in encounter or 10' radius go take baths together.

0145 Caster is now an acrobat.

0146 Target hops on one foot for 24 hours.

0147 Every rodent in a one-mile radius runs to the caster and stares at them.

0148 Caster becomes a troll (Strength of troll, all else of caster).

0149 Caster is afraid of the dark.

0150 Caster climbs the nearest tree and sings "Ring around the Rosie".

0151 Caster retires from adventuring to become a gardener.

0152 Caster becomes a serial rapist.

0153 Caster becomes narcissistic.

0154 Caster believes they must repair the nearest carriage.

0155 Caster can now speak with animals twice a day.

0156 All backpacks within a 10' radius become monkeys.

0157 All involved must continue to fight on their knees.

0158 Caster grows 6" taller.

0159 Target gains 100 lbs.

0160 Caster's shoes glow in the dark.

0161 Target thinks their foot is broken.

0162 Caster can now read/write one of their languages.

0163 Target trips and falls.

0164 Enemies fail their next Drive check.

0165 Caster craves oral sex.

0166 Caster's weapons turn to silver.

0167 Caster's next spell automatically fails.

0168 Caster's appetite doubles.

0169 Caster buys a tiara and wears it everywhere.

0170 Caster thinks his name is Rufus Pinkwinkle.

0171 Caster grabs the nearest female's breasts.

0172 Caster grabs the nearest male's genitals.

0173 Caster experiences pain while pissing for a week.
0174 Target grows wings like a dove and flies away.
0175 Target morphs into a pixie.
0176 A nightmare appears and is pissed off.
0177 The nearest building catches fire.
0178 The nearest body of water floods.
0179 Caster's clothes turn to silk.
0180 Caster insults the next stranger they see.
0181 The caster now sniffs asses like a dog.
0182 Target believes they are on fire.
0183 Caster's weapons turn to paper.
0184 Caster goes and flies a kite, literally.
0185 Caster develops perma-grin.
0186 Caster drops his pants.
0187 Caster is fully replenished regarding Magic Points.
0188 Caster loses ability to cast spells.
0189 Target is instantly teleported 50 feet away in a random direction.
0190 Caster starts digging and doesn't stop until hole is 2'x2'x10'.
0191 Caster now buries everything he kills.
0192 Caster becomes a klepto for silverware.
0193 Caster can now play the flute.
0194 Caster combs their hair.
0195 Caster now cums in the presence of candles.
0196 Caster develops obsessive-compulsive washing behavior.
0197 Caster now wants to kill everything wearing the color blue.
0198 Caster now only wants to have sex with old people.
0199 Caster now only wants to have sex with preteens.
0200 Caster tries to fist fuck the next sleeping female he sees no matter when or where.
0201 Caster now enjoys fucking farm animals and is now a zoophiliac.
0202 Caster develops a fetish to drink their own cum once at each meal.
0203 The next female with Charisma over 120 cums upon seeing the caster.
0204 Caster strokes himself once in each direction in public.
0205 Caster only wants to have sex, especially oral, with women on their rag.
0206 Caster's ass itches for the next entire day. Suffer -10 initiative.
0207 Caster immediately attempts to perform oral sex upon themselves-even if it brakes their back.
0208 Caster's cock appears in target's mouth for 1 round.
0209 Caster immediately farts and shit squirts out of their ass.
0210 Target gets freckles all over their body for a -10 permanent Bodily Attractiveness penalty.
0211 Target gains the ability to smell and identify live blood within 60 feet.
0212 Caster literally shits a fucking brick—instantly!
0213 Caster gains ability to devour and digest metallic objects.
0214 Target will attempt to tongue-kiss the next entity in sight, no matter what gender.
0215 Target begins speaking in tongues for 1d6 rounds.
0216 Caster develops a fatal attraction for red-headed white trash courtesans.
0217 Caster gains ability to burp at will with perfect pitch (able to create any musical note).
0218 Caster gains ability to fart arpeggios up to 240 beats per minute in 16th notes.
0219 Caster learns to use the next Skill he sees being used.
0220 Caster must play with his cock n' balls in front of 10+ people 1x/day or get random insanity.
0221 Huge veracious vein pops out of targets forehead. Suffer -10 permanent Facial Charisma.
0222 Caster cums on sight every time he sees a turd.
0223 Next time the target takes a dump, it'll be 1d6+2 feet long and 4d4+2 ($\pi/2$) inches in girth.

0224 Caster's breath smells like akki-poo-poo permanently. Suffer -35 penalty to Charisma.

0225 Caster's asshole dilates to 9 inches in circumference every time he smells rain.

0226 One arm of the caster grows d6 inches in girth, the other shrinks d6 inches. +-20% dmg.

0227 Caster vomits 96 times in a row, all within 4 rounds.

0228 Caster immediately begins to give head to the next axe in sight (even if in battle).

0229 Target and caster each believe themselves to be divinity for 1 day.

0230 The next spell cast by anyone in battle (even an enemy) will be targeted on caster.

0231 The next time the caster eats in a bar, he farts, burps, pukes, and coughs, all at the same time.

0232 Caster's and Target's head falls off and he dies.

0233 Caster immediately attacks the next commoner to insult him.

0234 The next female the caster looks at will queef 6d12 times in a row (and LOUDLY).

0235 Caster's blood turns into water. Immune to water based attacks.

0236 Caster's blood turns into ale. Permanently drunk. Suffer appropriate penalties.

0237 Caster's hands lose the thumbs. MM thinks of appropriate penalty.

0238 Target begins to make sexual noises in the presence of 10+ people for the next 2 weeks.

0239 Caster sticks his finger in his ass and sniffs it for 2d4 rounds.

0240 Target's ass grows 3d2 feet in width and gains 4d20 lbs.

0241 Caster develops a phobia of old wenches.

0242 Caster's head grows 2d10 lbs. Suffer -20 Facial Charisma.

0243 Next time the target is struck for any damage, they immediately masturbate until orgasm.

0244 Caster's nuts/clit grow by 1d3 times in proportion.

0245 Caster accidentally casts random 5th level spell on target.

0246 Caster becomes the opposite disposition and sexuality.

0247 Caster gets Tourettes Syndrome for 4d3 rounds. They spasm violently. NO attack allowed..

0248 Caster attempts to pinch the ass of the next animal in sight.

0249 Target loses 1/3 of height and weight. MM decides the appropriate penalties.

0250 Target attempts to butt-slam the next being in sight.

0251 Scratch n' Sniff tattoo of a smelly cunt appears on the forehead of each party member.

0252 Caster's attack TH increases by 2d10 permanently.

0253 Eyeball appears on the caster's cockhead. It can determine truth/falsity once per day.

0254 Caster's and target's cock n' balls are flipped upside-down.

0255 Target gains ability to read minds 3x per day.

0256 Caster's nails turn into steel and can cause 1d3 Hacking damage

0257 Nutsack of caster swells to 10d1000 in volume for 3d3 days.

0258 Next time caster shits, turd comes alive, attacks caster: +80 TH, 1 LP B dmg, CA 20, & 3 LP.

0259 Target turns into a fat, dark, female. MM decides appropriate penalties.

0260 Entire party knows the entire future for 2 days.

0261 Caster's shit is forever white in color.

0262 Caster & Target attack the next being to insult either one of them.

0263 Target magically gains magical Silence with only a 25% TH. Armor penalties still apply.

0264 Caster has an inexplicable love for ogres. MM decides how the ogres are loved.

0265 Caster accidentally casts *Recipe for Death*.

0266 Caster and target gain a random Skill.

0267 Caster and target gain the ability to vomit at will.

0268 Caster becomes more ethical and more immoral.

0269 Target refuses to wear anything but pink clothing, except for magical items.

0270 Caster can morph at will for one day into any dragon of the same disposition.

0271 Caster's and target's main weapon turns into a random magical weapon +5.

0272 Caster's and target's main weapon turns into a random magical weapon +10.

0273 Caster gains perfect night vision.

0274 Target gains the ability to roar like a lion 3x per day.

0275 Next spell the caster attempts to learn is automatically successful.
0276 Caster gains the ability to pass through walls less than 2 feet thick made from stone.
0277 Caster **cannot** resist insulting each and every EM being they meet.
0278 Target immediately becomes middle-aged. Must pass Health TH 80.
0279 Target gains a moderate phobia for water.
0280 *For an Erection* is accidentally cast.
0281 Caster attracts random follower next time in town.
0282 Caster gains the ability to plane travel as an 18th level Druid.
0283 Caster and target gain the ability to animate the dead.
0284 Every single rock within a 1,000' radius is hurled at a random entity.
0285 Three LP for every level of the caster is healed to the caster and also given to the target.
0286 Next spell cast by the caster will no longer require ingredients.
0287 Caster vomits bile through their mouth and blood through nose (violently) for one round.
0288 Caster and target each fall asleep for 2 rounds.
0289 Genie appears and gives the caster 3 wishes. MM decides what type of Genie.
0290 Caster and target gain +20 TH to attacks and reaction speed whenever around unethical beings
0291 Caster will always laugh uncontrollably and eyes will glow red for 4 rounds whenever insulted.
0292 Caster can now track as a Ranger of the same level.
0293 Closest being to caster must pass a Health TH of 90 or implode.
0294 Caster will forever call himself Curly G. and will always attempt to rhyme whenever he speaks.
0295 Target's dick enlarges to 4d12 inches, can be used for 1d2 P damage for every foot in length.
0296 1d6 party members instantly start on fire for 1d4 rounds at 1d10 damage per round.
0297 Target lays an egg that instantly hatches into a baby dragon.
0298 Caster's party immediately dies, (but not caster) from lightning bolts from the sky.
0299 Target's genitalia grow 3-fold and attack 1d3 damage with 12 LP.
0300 Target is immediately trampled by a pride of 12 lions for 3d4 damage.
0301 Target farts, covering an area of 3d20 cubic feet.
0302 The next time the caster is in town, 2 militiamen become provoked and attack the party.
0303 Caster's cum becomes acidic when it meets air: 2 rds to jerk-off, 1d6' range & it does 4d6 dmg.
0304 Caster's ass spontaneously combusts.
0305 Caster's middle finger is eternally "giving the bird."
0306 Caster will attempt to kill on sight the next person he sees who is cooking.
0307 Every time the target lies, his cock grows an inch.
0308 Caster now has a permanent twitch in his left eye.
0309 Next time caster is hit, it is 4x damage.
0310 Target is struck by lightning the very 1st thing the next day as he wakes up for 10d6 damage.
0311 Caster and target forget how to read and write.
0312 Caster must pass Health at TH 70 or take 1 LP dmg/rnd for 10 rds from poison.
0313 Every time a spell is cast by the caster, an eyelash (of his) turns to stone.
0314 Caster falls every time he finishes casting a spell.
0315 Caster belches out loud every time he casts a spell.
0316 Caster can smell his own blood from within his body.
0317 A random magical effect happens every time a spell is cast from the caster for a week.
0318 Caster's cock n' balls fall off for one rd. and reattach themselves...Health TH80 or die.
0319 Caster falls and takes one LP damage every time he casts a spell.
0320 Caster polymorphs into a cock of 1d8+3 inches for two rds. Pass Health at TH 80 or die.
0321 Caster forgets his name and goes by whatever the next person calls him.
0322 Target and nearest 2 beings pass Health at TH 85 or take 1d6 acid damage for the next 3 rds.
0323 Caster mysteriously learns a random spell on accident.
0324 Random 8th level spell is cast accidentally.
0325 Caster's eyes are permanently yellow.

0326 Caster's eyes are permanently purple.
0327 Caster's eyes are permanently red.
0328 Caster's eyes are permanently pink.
0329 Caster's eyes are permanently black.
0330 Caster's eyes are permanently plaid.
0331 Caster's entire body is tattooed with harlots he's fucked.
0332 Caster worships and entire body is tattooed with the symbol of Abaddon
0333 Caster worships and entire body is tattooed with the symbol of Abattur
0334 Caster worships and entire body is tattooed with the symbol of Abigor
0335 Caster worships and entire body is tattooed with the symbol of Abraxas
0336 Caster worships and entire body is tattooed with the symbol of Abu
0337 Caster worships and entire body is tattooed with the symbol of Abudantia
0338 Caster worships and entire body is tattooed with the symbol of Adad
0339 Caster worships and entire body is tattooed with the symbol of Adiririon
0340 Caster worships and entire body is tattooed with the symbol of Adramalech
0341 Caster worships and entire body is tattooed with the symbol of Aegir
0342 Caster worships and entire body is tattooed with the symbol of Aesculapius
0343 Caster worships and entire body is tattooed with the symbol of Aesma Daeva
0344 Caster worships and entire body is tattooed with the symbol of Aeternitas
0345 Caster worships and entire body is tattooed with the symbol of Afi
0346 Caster worships and entire body is tattooed with the symbol of Agares
0347 Caster worships and entire body is tattooed with the symbol of Agas
0348 Caster worships and entire body is tattooed with the symbol of Agnostos Theos
0349 Caster worships and entire body is tattooed with the symbol of Ahriman
0350 Caster worships and entire body is tattooed with the symbol of Aim
0351 Caster worships and entire body is tattooed with the symbol of Aion
0352 Caster worships and entire body is tattooed with the symbol of Aitvaras
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0354 Caster worships and entire body is tattooed with the symbol of Alastor
0355 Caster worships and entire body is tattooed with the symbol of Alloces
0356 Caster worships and entire body is tattooed with the symbol of Alpan
0357 Caster worships and entire body is tattooed with the symbol of Amdusias
0358 Caster worships and entire body is tattooed with the symbol of Ana
0359 Caster worships and entire body is tattooed with the symbol of Anael
0360 Caster worships and entire body is tattooed with the symbol of Anahita
0361 Caster worships and entire body is tattooed with the symbol of Ananke
0362 Caster worships and entire body is tattooed with the symbol of Anauel
0363 Caster worships and entire body is tattooed with the symbol of Andras
0364 Caster worships and entire body is tattooed with the symbol of Andromalius
0365 Caster worships and entire body is tattooed with the symbol of Angerboda
0366 Caster worships and entire body is tattooed with the symbol of Antaios
0367 Caster worships and entire body is tattooed with the symbol of Ardat-lili
0368 Caster worships and entire body is tattooed with the symbol of Ariel
0369 Caster worships and entire body is tattooed with the symbol of Arimanius
0370 Caster worships and entire body is tattooed with the symbol of Artio
0371 Caster worships and entire body is tattooed with the symbol of Asag
0372 Caster worships and entire body is tattooed with the symbol of Asasel
0373 Caster worships and entire body is tattooed with the symbol of Asmodeus
0374 Caster worships and entire body is tattooed with the symbol of Astaroth
0375 Caster worships and entire body is tattooed with the symbol of Astlik
0376 Caster worships and entire body is tattooed with the symbol of Asto Vidatu

0377 Caster worships and entire body is tattooed with the symbol of Ataecina
0378 Caster worships and entire body is tattooed with the symbol of Aurora
0379 Caster worships and entire body is tattooed with the symbol of Ays
0380 Caster worships and entire body is tattooed with the symbol of Bael
0381 Caster worships and entire body is tattooed with the symbol of Balaam
0382 Caster worships and entire body is tattooed with the symbol of Balder
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0385 Caster worships and entire body is tattooed with the symbol of Barkiel
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0387 Caster worships and entire body is tattooed with the symbol of Bechard
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0479 Caster worships and entire body is tattooed with the symbol of Gwydyon
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0530 Caster worships and entire body is tattooed with the symbol of Lama
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0574 Caster worships and entire body is tattooed with the symbol of Midgard-snake
0575 Caster worships and entire body is tattooed with the symbol of Mikal
0576 Caster worships and entire body is tattooed with the symbol of Mimir
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0581 Caster worships and entire body is tattooed with the symbol of Morrigan
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0583 Caster worships and entire body is tattooed with the symbol of Murmur
0584 Caster worships and entire body is tattooed with the symbol of Mutu
0585 Caster worships and entire body is tattooed with the symbol of Mutunus Tutunus
0586 Caster worships and entire body is tattooed with the symbol of Naamah
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0606 Caster worships and entire body is tattooed with the symbol of Nybras
0607 Caster worships and entire body is tattooed with the symbol of Och
0608 Caster worships and entire body is tattooed with the symbol of Ochnotinos
0609 Caster worships and entire body is tattooed with the symbol of Odin
0610 Caster worships and entire body is tattooed with the symbol of Ogmios
0611 Caster worships and entire body is tattooed with the symbol of Olivier
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0620 Caster worships and entire body is tattooed with the symbol of Pazuzu
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0627 Caster worships and entire body is tattooed with the symbol of Pudicitia
0628 Caster worships and entire body is tattooed with the symbol of Pukis
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0632 Caster worships and entire body is tattooed with the symbol of Rahab
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0635 Caster worships and entire body is tattooed with the symbol of Raphael
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0656 Caster worships and entire body is tattooed with the symbol of Sigyn
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0669 Caster worships and entire body is tattooed with the symbol of Sucellos
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0673 Caster worships and entire body is tattooed with the symbol of Surtr
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0677 Caster worships and entire body is tattooed with the symbol of Temeluch
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0679 Caster worships and entire body is tattooed with the symbol of Thanatos
0680 Caster worships and entire body is tattooed with the symbol of Themis
0681 Caster worships and entire body is tattooed with the symbol of Thor

0682 Caster worships and entire body is tattooed with the symbol of Tiamat
0683 Caster worships and entire body is tattooed with the symbol of Tiberinus
0684 Caster worships and entire body is tattooed with the symbol of Torto
0685 Caster worships and entire body is tattooed with the symbol of Tuchulcha
0686 Caster worships and entire body is tattooed with the symbol of Turan
0687 Caster worships and entire body is tattooed with the symbol of Turel
0688 Caster worships and entire body is tattooed with the symbol of Typhon
0689 Caster worships and entire body is tattooed with the symbol of Tyr
0690 Caster worships and entire body is tattooed with the symbol of Udug
0691 Caster worships and entire body is tattooed with the symbol of Ukoback
0692 Caster worships and entire body is tattooed with the symbol of Ull
0693 Caster worships and entire body is tattooed with the symbol of Urakabameel
0694 Caster worships and entire body is tattooed with the symbol of Uriel
0695 Caster worships and entire body is tattooed with the symbol of Utgard-Loki
0696 Caster worships and entire body is tattooed with the symbol of Vadatajs
0697 Caster worships and entire body is tattooed with the symbol of Vahagn
0698 Caster worships and entire body is tattooed with the symbol of Valac
0699 Caster worships and entire body is tattooed with the symbol of Valafar
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0706 Caster worships and entire body is tattooed with the symbol of Verbti
0707 Caster worships and entire body is tattooed with the symbol of Vertumnus
0708 Caster worships and entire body is tattooed with the symbol of Victoria
0709 Caster worships and entire body is tattooed with the symbol of Vidar
0710 Caster worships and entire body is tattooed with the symbol of Vine
0711 Caster worships and entire body is tattooed with the symbol of Virtus
0712 Caster worships and entire body is tattooed with the symbol of Vodnik
0713 Caster worships and entire body is tattooed with the symbol of Vor
0714 Caster worships and entire body is tattooed with the symbol of Vulcanus
0715 Caster worships and entire body is tattooed with the symbol of Wyrđ
0716 Caster worships and entire body is tattooed with the symbol of Xaphan
0717 Caster worships and entire body is tattooed with the symbol of Yekum
0718 Caster worships and entire body is tattooed with the symbol of Yomael
0719 Caster worships and entire body is tattooed with the symbol of Zavebe
0720 Reroll for d4 random magical effects to occur at the same time.
0721 Reroll for d6 random magical effects to occur at the same time.
0722 Reroll for d8 random magical effects to occur at the same time.
0723 Reroll for d10 random magical effects to occur at the same time.
0724 Reroll for d12 random magical effects to occur at the same time.
0725 Reroll for d20 random magical effects to occur at the same time.
0726 Caster is able to perfectly recite any message up to 200 words only by reading or hearing once.
0727 Caster gains ability to dance with the dead in his dreams at will.
0728 Caster gains ability to read minds once per day.
0729 Caster gains ability to speak 1,000 words per minute.
0730 Caster gains ability to write 3 times normal rate.
0731 Caster gains ability to play a random instrument.
0732 Caster gains ability to scream once per day, others nearby must pass Health TH 60 or go deaf.

0733 Caster gains ability to appear as though dead at will.
0734 Caster loses ability to speak softly.
0735 Caster loses ability to tell the truth.
0736 Caster loses ability to lie.
0737 Caster loses ability to go to the bathroom on their own.
0738 Caster loses ability to cast spells.
0739 Caster loses ability to reason.
0740 Caster loses ability to control their temper.
0741 Caster loses ability to regain magic points.
0742 Caster loses ability to remember faces more than a day.
0743 Caster loses ability to use proper etiquette.
0744 Caster loses ability to hold a conversation more than 100 words.
0745 Caster loses ability to dress themselves.
0746 Caster loses the emotion of guilt.
0747 Caster loses the emotion of mercy.
0748 Caster loses the emotion of fear.
0749 Caster loses the emotion of hate.
0750 Caster loses the emotion of anger.
0751 Caster loses the emotion of happiness.
0752 Caster loses the emotion of praise.
0753 Caster loses the emotion of sadness.
0754 Caster loses all emotions. He only does things on command. No facial expression ever again.
0755 Target becomes insanely jealous of the caster and attempts to kill him for 2 rounds.
0756 Target's skin turns black. MM may decide to levy appropriate penalties.
0757 Target's skin turns brown.
0758 Target's skin turns gray.
0759 Target's skin turns green.
0760 Target's skin turns red.
0761 Target's skin turns yellow.
0762 Target's skin turns blue.
0763 Target's skin turns orange.
0764 Target's skin turns purple.
0765 Target's skin turns pink.
0766 Target's skin turns peach.
0767 Target's skin turns white (REAL white).
0768 Target's skin turns salmon.
0769 Target's skin turns magenta.
0770 Target's skin turns topaz.
0771 Target's skin turns black with yellow polk-a-dots.
0772 Target's skin turns blue and pink plaid.
0773 Target's skin turns red with black lightning bolts going down his arms.
0774 Target's skin turns into bile, along with the same skin texture.
0775 Target's skin turns into the color of zebra stripes.
0776 Target's skin turns into the color of tiger stripes.
0777 Target's skin turns into the color of leopard skin.
0778 Target's skin turns into the color brown with the stench of shit.
0779 Target's skin turns gray with a green pentagram on his forehead.
0780 Target's skin turns orange with the tattoo of "777" in pink on his cheek.
0781 Target's skin turns into the color of gold.
0782 Target's skin turns into the color of silver.
0783 Target's skin turns into the color of copper.

0784 Target's skin turns into the color of hazel.
0785 Target's skin turns into the color gray with red polk-a-dots.
0786 Target's skin turns into the color pink with yellow trapezoids on his body.
0787 Target's skin turns into the color of bronze.
0788 Caster's body emits an odor that smells like burning flesh.
0789 Caster's body emits an odor that smells like rotting flesh.
0790 Caster's body emits an odor that smells like diarrhea.
0791 Caster's body emits an odor, forcing all hostile enemies suffer -5 to attack rolls.
0792 Caster's body emits an odor that charms the opposite sex for 1 day (Drive check TH 60).
0793 Caster's body emits an odor that makes invisible creatures visible within 20 feet.
0794 Caster's body emits an odor that makes the caster hungry forever.
0795 Caster's body emits an odor that makes hostile enemies within 30 feet burn for 1 LP/rd.
0796 Caster's body emits an odor that makes all hostile creatures vomit uncontrollably for 2 rounds.
0797 Caster's body emits an odor that smells like fish.
0798 Caster's body emits an odor that smells like sweaty nuts.
0799 Caster's body emits an odor that makes all enemies in a 20' radius freeze in fear for 1 round.
0800 Caster's body emits an odor that attracts unethical beings, with +20 to reactions.
0801 Caster's body emits an odor that attracts ethical beings, with +20 to reactions.
0802 Caster's body emits an odor that attracts moral beings, with +20 to reactions.
0803 Caster's body emits an odor that attracts immoral beings, with +20 to reactions.
0804 Caster's body emits an odor that kills all plant life within a 20' radius instantly.
0805 Caster begins to hallucinate that he is falling off a cliff. Health TH 70 or die.
0806 Caster begins to hallucinate that 1,000 Incubi are chasing him. Flee from battle for 3 rounds.
0807 Caster hallucinates that an old Fire Drake is making love to a Succubus. Stare for 2 rounds.
0808 Caster hallucinates that a Pterodactyl's flying over the party, its name is Jobe. It is his friend.
0809 Caster hallucinates that he is an orange and everyone is trying to peel him.
0810 Caster hallucinates that his flesh is melting away. Wisdom TH 80 or suffer d6 damage.
0811 Caster hallucinates that everyone's skin is turning inside out. Freeze in fear for 2 rounds.
0812 Caster begins to hallucinate that he is an immoral priest for 1 day.
0813 Caster hallucinates that the entire party is dead and that he has necrophilia for 3 rounds.
0814 Caster hallucinates that he knows the meaning of the universe. Wisdom TH 70 or gain insanity.
0815 Caster begins to hallucinate that he is growing an extra limb from his forehead for 4 rounds.
0816 Caster hallucinates that a giant, UI, rabid wallaby named Joe Son, is attempting to rape him.
0817 Caster begins to hallucinate that he has leprosy and his cock n' balls are gonna fall off.
0818 Caster hallucinates his cock has turned to steel and he will wield it in battle for 1d6 LP damage.
0819 Caster begins to hallucinate that his piss is liquid gold and he can sell it.
0820 Caster hallucinates that every shit he's taken will ultimately gain revenge one day by killing him.
0821 Caster hallucinates that he has titan strength, attempts to lift something very heavy to prove it.
0822 Caster hallucinates that everyone looked at instantly dies. If immoral, enjoys it; moral, hates it.
0823 Caster begins to hallucinate that he is blind. Wisdom TH 50 or be blind forever.
0824 Caster begins to hallucinate that the target of the spell is attempting to rape a monkey.
0825 Caster begins to hallucinate that he sees a succubus sucking on a monkey's nipple.
0826 Caster hallucinates that he sees Bahamut and Tiamat fighting each other. Attempts to join in.
0827 Caster hallucinates that it is the opposite season. Will attempt to wear appropriate clothing.
0828 Caster hallucinates that he has morphed into a rock, attempts to roll over enemies next battle.
0829 Caster hallucinates that his god has died before his own eyes. Wallow in sorrow for 1 week.
0830 Caster hallucinates that his head has exploded. Wisdom TH 60 or die, otherwise collect pieces.
0831 Caster hallucinates he's been impaled through the ass + out the mouth. Wisdom TH50 or die.
0832 Caster and target forever believe that they are brothers.
0833 Caster and target forever believe that they are sisters.
0834 Caster and target forever believe that they are lovers.

0835 Caster and target forever believe that they are gay lovers.
0836 Caster and target forever believe that they are both gay.
0837 Caster and target forever believe that they are gay and must “get it on” NOW!
0838 Caster and target forever believe that devils and demons are Ethical Moral.
0839 Caster and target forever believe that the earth is a rhombus.
0840 Caster and target forever believe that they are bounty hunters.
0841 Caster and target forever believe that they must run off together and make babies.
0842 Caster and target forever believe that they are zombies.
0843 Caster and target forever believe that they are zombie whores.
0844 Caster and target forever believe that they are UI.
0845 Caster and target forever believe that they are EM.
0846 Caster and target forever believe that they are EN.
0847 Caster and target forever believe that they are NN.
0849 Caster and target forever believe that they are NI.
0850 Caster and target forever believe that they are UM.
0851 Caster and target forever believe that they are UN.
0852 Caster and target forever believe that they are EI.
0853 Caster and target forever believe that they are NI.
0854 Caster and target forever vow to kill ANYthing that looks at them the wrong way.
0855 Caster and target forever believe that they will marry each other next week.
0856 Caster and target forever believe that they will secretly attempt to kill the rest of the party.
0857 Caster and target believe they’re being pursued by the giant rabid monkey with huge nipples.
0858 Caster and target forever believe that life sucks and must save will power or kill themselves.
0859 Caster and target forever believe monkeys are the top of the food chain, superior in every way.
0860 Caster and target forever believe that rape is wrong.
0861 Caster and target forever believe that rape is fun and should be exercised daily.
0862 Caster and target forever believe that violence with weapons is wrong.
0863 Caster and target forever believe that the stork brings babies to married couples.
0864 Caster and target forever believe that bathing in your own piss is good for the complexion.
0865 Caster and target forever believe that turds are an excellent source of protein.
0866 Caster and target forever believe that farting in public is what the ladies love.
0867 Caster and target forever believe that the taste of the “brown-eye” (the ass) is like chocolate.
0868 Caster and target forever believe that sex with living beings is gross—with dead ones is OK.
0869 Caster and target forever believe that talking things out is overrated. Attack first!
0870 Caster and target believe that dissonance + randomness are a way of life. Become Unethical.
0871 Caster and target forever believe that order and causation are a way of life. Become Ethical.
0872 Caster and target forever believe that helping all is a way of life. Become Moral.
0873 Caster and target forever believe that doing harm to all is a way of life. Become Immoral.
0874 Caster and target forever believe that there is no such thing as bias. Become ethically neutral. 0875 Caster
and target forever believe that there is no such thing as bias. Become morally neutral.
0876 Caster and target forever believe that their purpose in life is to Reign in Blood.
0877 Every time a spell is cast, the caster twitches violently.
0878 Every time a spell is cast, the caster screams rape.
0879 Every time a spell is cast, the caster screams bloody murder.
0880 Every time a spell is cast, the caster does a back flip (with a Dexterity check at TH60).
0881 Every time a spell is cast, the caster falls.
0882 Every time a spell is cast, the caster farts at 125 decibels.
0883 Every time a spell is cast, the caster burps at 125 decibels.
0884 Every time a spell is cast, the caster bleeds from his ass.
0885 Every time a spell is cast, the caster punches himself in the cock n’ balls for 2 LP of damage.
0886 Every time a spell is cast, the caster’s eyes bug-out as if in severe constipation.

0887 Every time a spell is cast, the caster holds his right hand to his chest, attempts to bite his ear.
0888 Every time a spell is cast, the caster jumps for joy.
0889 Every time a spell is cast, the caster flips off the target.
0890 Every time a spell is cast, the caster flicks their nutsack/lips 3 times.
0891 Every time a spell is cast, the caster pukes bile.
0892 Every time a spell is cast, the caster vomits all over himself.
0893 Every time a spell is cast, the caster says “fuck me in the goat-ass!”
0894 Every time a spell is cast, the caster says “I like it in the butt!”
0895 Every time a spell is cast, the caster says “I like to masturbate in front of gramma!”
0896 Every time a spell is cast, the caster says “Me balls are feeling mighty heavy today!”
0897 Every time a spell is cast, the caster says “Selohssans are ok – everyone should own one.”
0898 Every time a spell is cast, the caster says “My cock is very small and limp!”
0899 Every time a spell is cast, the caster says “Incest is best!”
0900 Every time a spell is cast, the caster says “I don’ want to hurt you...I just want to kill you!”
0901 Every time a spell is cast, the caster says “Chop the bodies!”
0902 Every time a spell is cast, the caster says “Decapitation!”
0903 Every time a spell is cast, the caster says “Oh grandma...my what a pretty pussy you have.”
0904 Every time a spell is cast, the caster says “I got two words for ya...SUCK IT!”
0905 Every time a spell is cast, the caster says “Yeah, that’s a good little cunt!”
0906 Every time a spell is cast, the caster says “...Stupid piece o’ trash!”
0907 Every time a spell is cast, the caster says “Me balls are bleeding!”
0908 Every time a spell is cast, the caster says “I’ll trade ya 2 gold pieces...for your fucking heart!”
0909 Every time a spell is cast, the caster says “You look like 50 lbs. of monkey crap in a 10 lb. bag!”
0910 Every time a spell is cast, the caster says “With your spells I die again!”
0911 Every time a spell is cast, the caster says “I spill blood!”
0912 Every time a spell is cast, the caster says “In rapture I’m reborn!”
0913 Every time a spell is cast, the caster says “Pain is a godly reward!”
0914 Every time a spell is cast, the caster says “Bleed for ecstasy!”
0915 Every time a spell is cast, the caster says “My disgust—a fever to kill a thousand more!”
0916 Every time a spell is cast, the caster says “Beast of earth devour!”
0917 Every time a spell is cast, the caster says “I am god’s holy fuck!”
0918 Every time a spell is cast, the caster says “To fucked human shit—I shout blasphemy!”
0919 Every time a spell is cast, the caster says “My hunger spawns the bloody frenzy!”
0920 Every time a spell is cast, the caster says “Kill them all for slander!”
0921 Every time a spell is cast, the caster says “Stain the world with the blood of man!”
0922 Every time a spell is cast, the caster says “Burn in me—I suffer your will!”
0923 Every time a spell is cast, the caster says “Praise the beast!”
0924 Every time a spell is cast, the caster says “Come and taste the fleshy pleasures!”
0925 Every time a spell is cast, the caster says “My heart pumps ice for all who oppose!”
0926 Every time a spell is cast, the caster says “Bow to me faithfully!”
0927 Every time a spell is cast, the caster says “Zi-Zi Badur-Ku-Ku, Kannpa!”
0928 Every time a spell is cast, the caster says “You worship that which means your end!”
0929 Every time a spell is cast, the caster says “Truth is a Weapon no pity it holds!”
0930 Every time a spell is cast, the caster says “Come with storm and blow the flesh from the earth!”
0931 Every time a spell is cast, the caster says “My dream—the continuum that devours all things!”
0932 Every time a spell is cast, the caster says “I am the being that erodes all things!”
0933 Every time a spell is cast, the caster says “Za-A-kam Me-Lam-Ma-Bi-Du, Ki-Bal-A Su-Sa!”
0934 Every time a spell is cast, “How can you defeat that which finds nourishment in your attack?!”
0935 Every time a spell is cast, the caster says “I’m the collector of souls!”
0936 Every time a spell is cast, the caster says “You give offering to metal and stone!”
0937 Every time a spell is cast, the caster says “Leeches!—You steal of our lives!”

0938 Every time a spell is cast, "We rise within the strength – the one who lays them to waste."
0939 Every time a spell is cast, the caster says "You'll perish within my hands!"
0940 Every time a spell is cast, the caster says "Now YOU live the torment!"
0941 Every time a spell is cast, the caster says "Now you'll reap the suffering!"
0942 Every time a spell is cast, the caster says "I am the Hellspawn!"
0943 Every time a spell is cast, the caster says "Eternal dis and torment!"
0944 Every time a spell is cast, the caster says "Heretics!—Taste the hunger of fire!"
0945 Every time a spell is cast, the caster says "Join us!" (backwards)
0946 Every time a spell is cast, "We speak the broken lines of the Great Abyssal Planes!"
0947 Every time a spell is cast, the caster says "May you decay upon your mothers' feces!"
0948 Every time a spell is cast, the caster says "No mercy! Kill them! Kill them!"
0949 Every time a spell is cast, the caster says "I must die while suffering!"
0950 Every time a spell is cast, the caster says "I want to be one with the dead!"
0951 Every time a spell is cast, the caster says "Blood shall flow because killing is all we know!"
0952 Every time a spell is cast, the caster says "The cruelty has just begun!"
0953 Every time a spell is cast, the caster says "Pull their flesh from bone!"
0954 Every time a spell is cast, the caster says "Split their spines!"
0955 Every time a spell is cast, the caster says "May all rejoice in grisly disgust!"
0956 Every time a spell is cast, the caster says "I seek pervasion of viscera!"
0957 Every time a spell is cast, the caster says "Now you're standing in my killing field!"
0958 Every time a spell is cast, the caster says "By the power of debauchery!"
0959 Every time a spell is cast, the caster says "Beheading sustains my desire!"
0960 Every time a spell is cast, the caster says "I feel no remorse!"
0961 Every time a spell is cast, the caster says "Conflagration through my veins!"
0962 Every time a spell is cast, the caster says "Butcher the helpless!"
0963 Every time a spell is cast, the caster says "In pain I revel!"
0964 Every time a spell is cast, the caster says "Slicing the flesh, sculptured wounds my catharsis!"
0965 Every time a spell is cast, the caster says "Feel the fucking pain!"
0966 Every time a spell is cast, the caster says "The executioner I was meant to be!"
0967 Every time a spell is cast, the caster says "Darkness is the only light!"
0968 Every time a spell is cast, the caster says "Unite the dead, revel in death!"
0969 Every time a spell is cast, the caster says "Kill to create whores of our own!"
0970 Every time a spell is cast, the caster says "You must die for me to survive!"
0971 Every time a spell is cast, the caster says "I believe in sacrifice!"
0972 Every time a spell is cast, the caster says "Odium—embedded in my skull!"
0973 Every time a spell is cast, the caster says "You will plead for your scourge!"
0974 Every time a spell is cast, the caster says "Enter the chambers of blood!"
0975 Every time a spell is cast, the caster says "Die, shattered you'll die!"
0976 Every time a spell is cast, the caster says "Every bone broken is my only goal!"
0977 Every time a spell is cast, the caster says "The stench of decay overwhelms my brain!"
0978 Every time a spell is cast, the caster says "Whores long for my flesh and my desire!"
0979 Every time a spell is cast, the caster says "Civilized I shall not be, by this holy strain of laws!"
0980 Every time a spell is cast, the caster says "And again you must die!"
0981 Every time a spell is cast, the caster says "Rejoice as the blood flows!"
0982 Every time a spell is cast, the caster says "Breathe in the pain, blackened souls remain!"
0983 Every time a spell is cast, the caster says "I am insAAAAAAAAAAAAAAAAAAAAne!"
0984 Every time a spell is cast, the caster says "Ea!"
0985 Every time a spell is cast, the caster says "Pain I crave is pain I save!"
0986 Every time a spell is cast, the caster says "I despise what I see in the mirror!"
0987 Every time a spell is cast, the caster says "I am lost and sickened!"
0988 Every time a spell is cast, the caster says "I shall hear rushing liquid!"

0989 Every time a spell is cast, the caster says “Stab, hack, slash, kill!”
0990 Every time a spell is cast, the caster says “I see only red!”
0991 Every time a spell is cast, the caster says “I must achieve my revenge through hatred!”
0992 Every time a spell is cast, the caster says “Suffer to survive, instinct I despise!”
0993 Every time a spell is cast, must chant “You’re as ugly as the poo I left in your mama’s mouth!”
0994 Every time a spell is cast, the caster says “My balls are tastier than all yours combined!”
0995 Caster grows a piece of fruit from his dickhole that ripens every 10 days. If eaten, +1 to Drive.
0996 Caster grows a piece of fruit from his dickhole that ripens every 10 days. If eaten, -1 to Drive.
0997 Caster grows a piece of fruit from his dickhole that ripens every 10 days. If eaten, +1 CA.
0998 Caster grows a piece of fruit from his dickhole that ripens every 10 days. If eaten, -1 CA.
0999 Caster and target begin fucking instantly for 2 rounds. Target enjoys it thoroughly.
1000 Caster and target begin fucking instantly for 2 rds. Target becomes a loyal henchman.
1001 Caster and target begin fucking instantly for 2 rds. Target bites caster’s cock, 2d4 dmg.
1002 Caster and target begin fucking instantly for 2 rds. Target laughs like madman and runs off.
1003 Caster now requires an additional ingredient for this spell just cast: apple skin.
1004 Caster now requires an additional ingredient for this spell just cast: fire ant.
1005 Caster now requires an additional ingredient for this spell just cast: slain cat.
1006 Caster now requires an additional ingredient for this spell just cast: pig nut hair.
1007 Caster now requires an additional ingredient for this spell just cast: severed horse cock.
1008 Caster now requires an additional ingredient for this spell just cast: severed cow tongue.
1009 Caster now requires an additional ingredient for this spell just cast: banana peel.
1010 Caster now requires an additional ingredient for this spell just cast: goat milk.
1011 Caster now requires an additional ingredient for this spell just cast: 3 drops fresh blood.
1012 Caster now requires an additional ingredient for this spell just cast: metal spike.
1013 Caster now requires an additional ingredient for this spell just cast: piece of thread.
1014 Caster now requires an additional ingredient for this spell just cast: squirrel’s eye.
1015 Caster now requires an additional ingredient for this spell just cast: 3 seedless grapes.
1016 Caster now requires an additional ingredient for this spell just cast: a dart.
1017 Caster now requires an additional ingredient for this spell just cast: fresh, smelly turd.
1018 Caster now requires an additional ingredient for this spell just cast: mold.
1019 Caster now requires an additional ingredient for this spell just cast: brown rock.
1020 Caster now requires an additional ingredient for this spell just cast: piece of his own skin.
1021 Caster now requires an additional ingredient for this spell just cast: dab of ink.
1022 Caster now requires an additional ingredient for this spell just cast: poison ivy leaf.
1023 Caster now requires an additional ingredient for this spell just cast: silver spoon.
1024 Caster now requires an additional ingredient for this spell just cast: 1 gram of cane sugar.
1025 Caster now requires an additional ingredient for this spell just cast: tail of any animal.
1026 Caster now requires an additional ingredient for this spell just cast: wing of any animal.
1027 Caster now requires an additional ingredient for this spell just cast: rotten flesh.
1028 Caster now requires an additional ingredient for this spell just cast: burnt flesh.
1029 Caster requires an additional ingredient for spell just cast: fly larvae (maggots)—teaspoonful.
1030 Caster requires an additional ingredient for spell just cast: 1 ounce of human fecal matter.
1031 Caster now requires an additional ingredient for this spell just cast: 1 ounce of a female’s piss
1032 Caster now requires an additional ingredient for this spell just cast: snake’s fang.
1033 Caster now requires an additional ingredient for this spell just cast: 1 strand of his pubic hair.
1034 Caster now requires an additional ingredient for this spell just cast: wombat fur.
1035 Caster now requires an additional ingredient for this spell just cast: gum.
1036 Caster now requires an additional ingredient for this spell just cast: earthworm.

1037 Caster now requires an additional ingredient for this spell just cast: dried-up toad.
1038 Caster now requires an additional ingredient for this spell just cast: a tadpole.
1039 Caster now requires an additional ingredient for spell just cast: a dude (elephant's ass hair).
1040 Caster now requires an additional ingredient for this spell just cast: a shaving of ivory.
1041 Caster now requires an additional ingredient for this spell just cast: fish gills.
1042 Caster now requires an additional ingredient for this spell just cast: spider legs.
1043 Caster now requires an additional ingredient for this spell just cast: snakeskin.
1044 Caster requires an additional ingredient for spell cast: handful of sweat from his cock n' balls.
1045 Caster's and Target's CA gain +35 for the next battle
1046 Caster's and Target's CA gain +30 for the next battle
1047 Caster's and Target's CA gain +25 for the next battle
1048 Caster's and Target's CA gain +20 for the next battle
1049 Caster's and Target's CA gain +15 for the next battle
1050 Caster's and Target's CA gain +10 for the next battle
1051 Caster's and Target's CA gain +5 for the next battle
1052 Caster's and Target's CA suffer -5 for the next battle
1053 Caster's and Target's CA suffer -10 for the next battle
1054 Caster's and Target's CA suffer -15 for the next battle
1055 Caster's and Target's CA suffer -20 for the next battle
1056 Caster's and Target's CA suffer -25 for the next battle
1057 Caster's and Target's CA suffer -30 for the next battle
1058 Caster's and Target's CA suffer -35 for the next battle
1059 Random nearby enemy or party member gains +35 to hit in this battle
1060 Random nearby enemy or party member gains +30 to hit in this battle
1061 Random nearby enemy or party member gains +25 to hit in this battle
1062 Random nearby enemy or party member gains +20 to hit in this battle
1063 Random nearby enemy or party member gains +15 to hit in this battle
1064 Random nearby enemy or party member gains +10 to hit in this battle
1065 Random nearby enemy or party member gains +5 to hit in this battle
1066 Random nearby enemy or party member suffers -5 to hit in this battle
1067 Random nearby enemy or party member suffers -10 to hit in this battle
1068 Random nearby enemy or party member suffers -15 to hit in this battle
1069 Random nearby enemy or party member suffers -20 to hit in this battle
1070 Random nearby enemy or party member suffers -25 to hit in this battle
1071 Random nearby enemy or party member suffers -30 to hit in this battle
1072 Random nearby enemy or party member suffers -35 to hit in this battle
1073 Caster shits a random gem once per day if meat is consumed.
1074 Caster has 50% chance 2 random gems are shit per day if meat is consumed.
1075 Caster has 25% chance 4 random gems are shit per day if meat is consumed. Lose 1 LP
1076 Caster has 12% chance 8 random gems are shit per day if meat is consumed. Lose 2 LP
1077 Caster has 6% chance 16 random gems are shit per day if meat is consumed. Lose 4 LP
1078 Caster has 3% chance 32 random gems are shit per day if meat is consumed. Lose 8 LP
1079 Caster has 1% chance 5000 gp gem is shit per day if meat is consumed. Lose 16 LP
1080 Same as #1079, but a jewel.
1081 Same as #1079, but a jewel and lose twice the LP.
1082 Cumulative 1% chance per spell level of 10 copper appearing.
1083 Cumulative 1% chance per spell level of 100 copper appearing.

1084 Cumulative 1% chance per spell level of 1000 copper appearing.
1085 Cumulative 1% chance per spell level of 10 silver appearing.
1086 Cumulative 1% chance per spell level of 100 silver appearing.
1087 Cumulative 1% chance per spell level of 1000 silver appearing.
1088 Cumulative 1% chance per spell level of 10 gold appearing.
1089 Cumulative 1% chance per spell level of 100 gold appearing.
1090 Cumulative 1% chance per spell level of 1000 gold appearing.
1091 Cumulative 1% chance per spell level of 10 bronze appearing.
1092 Cumulative 1% chance per spell level of 100 bronze appearing.
1093 Cumulative 1% chance per spell level of 1000 bronze appearing.
1094 5% chance the caster's piss hardens into liquid gold pieces after 1 hour.
1095 5% chance/week to puke-up a random gem; pass Health check TH 80 or die.
1096 3% chance/week to puke-up a random jewel; pass Health check TH 80 or die.
1097 1% chance/day of blowing a wad of liquid pearl.
1098 A suit of armor appears on a random party member: +5 field plate.
1099 A suit of armor appears on a random party member: +10 leather.
1100 A suit of armor appears on a random party member: +5 plate mail.
1101 A suit of armor appears on a random party member: +10 4-in-1 chain mail.
1102 A suit of armor appears on a random party member: +5 6-in-1 chain mail.
1103 A suit of armor appears on a random party member: +10 scale mail.
1104 A suit of armor appears on a random party member: +5 brigandine.
1105 A suit of armor appears on a random party member: +10 full plate.
1106 A suit of armor appears on a random party member: +5 studded leather.
1107 A suit of armor appears on a random party member: field plate.
1108 A suit of armor appears on a random party member: leather.
1109 A suit of armor appears on a random party member: plate mail.
1110 A suit of armor appears on a random party member: 4-in-1 chain mail.
1111 A suit of armor appears on a random party member: 6-in-1 chain mail.
1112 A suit of armor appears on a random party member: scale mail.
1113 A suit of armor appears on a random party member: brigandine.
1114 A suit of armor appears on a random party member: full plate.
1115 A suit of armor appears on a random party member: studded leather.
1116 A random weapon appears in the hands of a random enemy: +5 long spear.
1117 A random weapon appears in the hands of a random enemy: +5 long bow.
1118 A random weapon appears in the hands of a random enemy: +5 short sword.
1119 A random weapon appears in the hands of a random enemy: +5 long sword.
1120 A random weapon appears in the hands of a random enemy: +5 footman's flail.
1121 A random weapon appears in the hands of a random enemy: +10 ranseur.
1122 A random weapon appears in the hands of a random enemy: +5 halberd.
1123 A random weapon appears in the hands of a random enemy: +10 scourge.
1124 A random weapon appears in the hands of a random enemy: +5 voulge.
1125 A random weapon appears in the hands of a random enemy: +5 glaive.
1126 A random weapon appears in the hands of a random enemy: +10 footman's war hammer.
1127 A random weapon appears in the hands of a random enemy: +5 falchion.
1128 A random weapon appears in the hands of a random enemy: +15 awl pike.
1129 A random weapon appears in the hands of a random enemy: +10 zwei-hander.
1130 A random weapon appears in the hands of a random enemy: +15 maul.

1131 A random weapon appears in the hands of a random enemy: +5 trident.
1132 A random weapon appears in the hands of a random enemy: +10 whip.
1133 A random weapon appears in the hands of a random enemy: +5 hand crossbow.
1134 A random weapon appears in the hands of a random enemy: +10 dagger.
1135 A random weapon appears in the hands of a random enemy: +5 bipennis.
1136 A random weapon appears in the hands of a random enemy: +15 footman's military pick.
1137 A random weapon appears in the hands of a random enemy: +5 sling.
1138 A random weapon appears in the hands of a random enemy: +10 horseman's military pick.
1139 All coins vanish from the possession of a random party member.
1140 This trained animal becomes henchman for random party member: Boar.
1141 This trained animal becomes henchman for random party member: Bull.
1142 This trained animal becomes henchman for random party member: Camel.
1143 This trained animal becomes henchman for random party member: Guard dog.
1144 This trained animal becomes henchman for random party member: Hunting dog.
1145 This trained animal becomes henchman for random party member: War dog.
1146 This trained animal becomes henchman for random party member: Ass.
1147 This trained animal becomes henchman for random party member: Falcon.
1148 This trained animal becomes henchman for random party member: Draft horse.
1149 This trained animal becomes henchman for random party member: Homing pigeon.
1150 This trained animal becomes henchman for random party member: Bear.
1151 This trained animal becomes henchman for random party member: Ox.
1152 Caster attempts to sniff the target's asshole.
1153 Target gets a 6' erection for the battle and Sprint speed is halved while CA drops by 20.
1154 Caster's entire face shrivels like a prune for 2 rounds.
1155 Caster and target's legs are twisted until broken. MM decides penalties and damage.
1156 Whenever the caster opens their mouth, everyone can see eternity.
1157 Caster gains the tongue of a snake.
1158 Caster runs in a triangular pattern of 10 yards each side for 3 rounds.
1159 Target does somersaults in a 20' radius for 2 rounds.
1160 Caster and target play paper rock scissors (2 out of 3). Winner climbs up a tree and jumps.
1161 Caster runs to the nearest enemy and screams to it's face "I fucked your mama last night!"
1162 Target falls into suicidal mania for 2 hours.
1163 Caster is stricken with homicidal mania for 2 hours.
1164 Caster attempts to flick the genitalia of every party member.
1165 Target says to the nearest enemy: "It's all the caster's fault!—He did it! He did it!"
1166 Caster writes 100x on the next tree he sees: "My name is George...I eat shit for breakfast!"
1167 Caster picks up a strange habit: fondling his balls in public, deliberately in front of bar-maids.
1168 Caster picks up a strange habit: slapping himself in the head whenever he says "the".
1169 Caster picks up a strange habit: picking his ass in his spare time after 3 p.m.
1170 Caster picks up a strange habit: speaking to walls in public places as if his lover.
1171 Caster picks up a strange habit: mooning everyone that has a Charisma of 120 or better.
1172 Caster picks up a strange habit: violent eye-twitching all day, everyday.
1173 Caster picks up a strange habit: eating a mouthful of dirt immediately after hearing "hello".
1174 Caster picks up a strange habit: humping inanimate objects in public places after 2 p.m.
1175 Caster picks up a strange habit: exposing himself to people who mention money at all.
1176 Caster picks up a strange habit: self-inducing vomiting in times of financial crises.
1177 Caster picks up a strange habit: yelling at his left hand in any bar.

- 1178 Caster picks up a strange habit: slapping his ass constantly as if swatting a fly.
- 1179 Caster picks up a strange habit: "Riding the Bull" during battle.
- 1180 Caster picks up a strange habit: screaming at his weapon if he misses.
- 1181 Caster picks up a strange habit: purposely twitching his entire head and arms in towns.
- 1182 Caster picks up a strange habit: tripping himself constantly in residential areas for attention.
- 1183 Caster picks up a strange habit: speak backwards to impress women with Charisma 120+.
- 1184 Caster picks up a strange habit: screaming at random people "I can smell your balls!"
- 1185 Caster picks up a strange habit: screaming at random people "I can smell your cunt!"
- 1186 Caster picks up a strange habit: Humping church stairs whenever he finds them.
- 1187 Caster picks up a strange habit: Masturbating in the faces of sleeping street bums.
- 1188 Caster picks up a strange habit: Shitting, but waiting to wipe his ass until in public.
- 1189 Caster picks up a strange habit: Using his finger's to "quote" everything people say.
- 1190 Caster picks up a strange habit: playing catch by himself w/ a rock and screaming "foul!"
- 1191 Caster picks up a strange habit: sitting down at a bar stool and making loud orgasmic sounds
- 1192 Target's body part falls off: genitalia.
- 1193 Target's body part falls off: left ear.
- 1194 Target's body part falls off: 1d6 front teeth.
- 1195 Target's body part falls off: tongue (really bad if a spell-caster).
- 1196 Target's body part falls off: head (dead).
- 1197 Target's body part falls off: right hand ("no more palming it").
- 1198 Target's body part falls off: nose.
- 1199 Target's body part falls off: lips.
- 1200 Target's body part falls off: ass cheeks.
- 1201 Target's body part falls off: left eye (-20 to hit, -50 Vision).
- 1202 Accidentally casts
- 1203 Accidentally casts
- 1204 Accidentally casts
- 1205 Accidentally casts

Appendix 4: Phobias

The list of phobias presented in this appendix is for use with phobia as a mental illness from *Chapter 5: Mind*. To randomly determine a phobia, roll (d6-1) and treat the result as the hundreds position, and then roll percentile dice; this yields a range from 001 to 600. Consult the listing below:

- 001. Ablutophobia- Fear of washing or bathing.
- 002. Acarophobia- Fear of itching or of the insects that cause itching.
- 003. Acerophobia- Fear of sourness.
- 004. Achluophobia- Fear of darkness.
- 005. Acousticophobia- Fear of noise.
- 006. Acrophobia- Fear of heights.
- 007. Aerophobia- Fear of drafts, air swallowing, or airborne noxious substances.
- 008. Aeroacrophobia- Fear of open high places.
- 009. Aeronausiphobia- Fear of vomiting secondary to airsickness.
- 010. Agateophobia- Fear of insanity.
- 011. Agliophobia- Fear of pain.
- 012. Agoraphobia- Fear of open spaces or of being in crowded, public places like markets. Fear of leaving a safe place.
- 013. Agraphobia- Fear of sexual abuse.
- 014. Agrizoophobia- Fear of wild animals.
- 015. Agyrophobia- Fear of streets or crossing the street.
- 016. Aichmophobia- Fear of needles or pointed objects.
- 017. Ailurophobia- Fear of cats.
- 018. Albuminurophobia- Fear of kidney disease.
- 019. Alektorophobia- Fear of chickens.
- 020. Algophobia- Fear of pain.
- 021. Alliumphobia- Fear of garlic.
- 022. Allodoxaphobia- Fear of opinions.
- 023. Altophobia- Fear of heights.
- 024. Amathophobia- Fear of dust.
- 025. Ambulophobia- Fear of walking.
- 026. Amnesiphobia- Fear of amnesia.

- 027. Amychophobia- Fear of scratches or being scratched.
- 028. Anablephobia- Fear of looking up.
- 029. Ancraophobia or Anemophobia- Fear of wind.
- 030. Androphobia- Fear of men.
- 031. Anemophobia- Fear of air drafts or wind.
- 032. Anginophobia- Fear of angina, choking or narrowness.
- 033. Angrophobia - Fear of anger or of becoming angry.
- 034. Ankylophobia- Fear of immobility of a joint.
- 035. Anthrophobia or Anthophobia- Fear of flowers.
- 036. Anthropophobia- Fear of people or society.
- 037. Antlophobia- Fear of floods.
- 038. Anuptaphobia- Fear of staying single.
- 039. Apeiophobia- Fear of infinity.
- 040. Aphenphosmophobia- Fear of being touched. (Haphephobia)
- 041. Apiphobia- Fear of bees.
- 042. Apotemnophobia- Fear of persons with amputations.
- 043. Arachibutyrophobia- Fear of peanut butter sticking to the roof of the mouth.
- 044. Arachnophobia or Arachnophobia- Fear of spiders.
- 045. Arithmophobia- Fear of numbers.
- 046. Arrhenophobia- Fear of men.
- 047. Arsonophobia- Fear of fire.
- 048. Asthenophobia- Fear of fainting or weakness.
- 049. Astraphobia or Astrapophobia- Fear of thunder and lightning.
- 050. Astrophobia- Fear of stars and celestial space.
- 051. Asymmetriphobia- Fear of asymmetrical things.
- 052. Ataxiophobia- Fear of ataxia (muscular incoordination)
- 053. Ataxophobia- Fear of disorder or untidiness.
- 054. Atelophobia- Fear of imperfection.
- 055. Atephobia- Fear of ruin or ruins.
- 056. Athazagoraphobia- Fear of being forgotten or ignored or forgetting.
- 057. Atomosophobia - Fear of atomic explosions.
- 058. Atychiphobia- Fear of failure.
- 059. Aulophobia- Fear of flutes.
- 060. Auophobia- Fear of gold.
- 061. Auroraphobia- Fear of Northern lights.
- 062. Autodysomophobia- Fear of one that has a vile odor.
- 063. Automatonophobia- Fear of ventriloquist's dummies, animatronic creatures, wax statues - anything that falsely represents a sentient being.
- 064. Automysophobia- Fear of being dirty.
- 065. Autophobia- Fear of being alone or of oneself.
- 066. Aviophobia or Aviatophobia- Fear of flying.
- 067. Ballistophobia- Fear of missiles or projectiles.
- 068. Basophobia or Basiphobia- Inability to stand. Fear of walking or falling.
- 069. Bathmophobia- Fear of stairs or steep slopes.
- 070. Bathophobia- Fear of depth.
- 071. Batophobia- Fear of heights or being close to high buildings.
- 072. Batrachophobia- Fear of amphibians, such as frogs, newts, salamanders, etc.

073. Belonephobia- Fear of pins and needles. (Aichmophobia)
074. Bibliophobia- Fear of books.
075. Blennophobia- Fear of slime.
076. Botanophobia- Fear of plants.
077. Bromidrosiphobia or Bromidrophobia- Fear of body smells.
078. Brontophobia- Fear of thunder and lightning.
079. Bufonophobia- Fear of toads.
080. Cacophobia- Fear of ugliness.
081. Cainophobia or Cainotophobia- Fear of newness, novelty.
082. Caligynephobia- Fear of beautiful women.
083. Cancerophobia- Fear of cancer.
084. Carcinophobia- Fear of cancer.
085. Cardiophobia- Fear of the heart.
086. Carnophobia- Fear of meat.
087. Catagelophobia- Fear of being ridiculed.
088. Catapedaphobia- Fear of jumping from high and low places.
089. Cathisophobia- Fear of sitting.
090. Catoptrophobia- Fear of mirrors.
091. Cenophobia or Centophobia- Fear of new things or ideas.
092. Ceraunophobia- Fear of thunder.
093. Chaetophobia- Fear of hair.
094. Cheimaphobia or Cheimatophobia- Fear of cold.
095. Chemophobia- Fear of chemicals or working with chemicals.
096. Cherophobia- Fear of gaiety.
097. Chionophobia- Fear of snow.
098. Chiraptophobia- Fear of being touched.
099. Chiophobia- Fear of hands.
100. Cholerophobia- Fear of anger.
101. Chorophobia- Fear of dancing.
102. Chrometophobia or Chrematophobia- Fear of money.
103. Chromophobia or Chromatophobia- Fear of colors.
104. Chronophobia- Fear of time.
105. Chronomentrophobia- Fear of clocks.
106. Cibophobia or Sitophobia or Sitiophobia- Fear of food.
107. Claustrophobia- Fear of confined spaces.
108. Cleithrophobia or Cleisiophobia- Fear of being locked in an enclosed place.
109. Cleptophobia- Fear of stealing.
110. Climacophobia- Fear of stairs, climbing or of falling downstairs.
111. Clinophobia- Fear of going to bed.
112. Clithrophobia or Cleithrophobia- Fear of being enclosed.
113. Cnidophobia- Fear of stings.
114. Cometophobia- Fear of comets.
115. Coimetrophobia- Fear of cemeteries.
116. Coitophobia- Fear of coitus.
117. Contreltophobia- Fear of sexual abuse.
118. Coprastasophobia- Fear of constipation.
119. Coprophobia- Fear of feces.

120. Coulrophobia- Fear of clowns.
121. Counterphobia- The preference by a phobic for fearful situations.
122. Cremonophobia- Fear of precipices.
123. Cryophobia- Fear of extreme cold, ice or frost.
124. Crystallophobia- Fear of crystals or glass.
125. Cymophobia- Fear of waves or wave like motions.
126. Cynophobia- Fear of dogs or rabies.
127. Cypridophobia, Cypriphobia, Cyprianophobia, or Cyprinophobia - Fear of prostitutes or venereal disease.
128. Decidophobia- Fear of making decisions.
129. Defecaloesiophobia- Fear of painful bowels movements.
130. Deipnophobia- Fear of dining or dinner conversations.
131. Dementophobia- Fear of insanity.
132. Demonophobia or Daemonophobia- Fear of demons.
133. Demophobia- Fear of crowds. (Agoraphobia)
134. Dendrophobia- Fear of trees.
135. Dermatophobia- Fear of skin lesions.
136. Dermatosiophobia or Dermatophobia or Dermatopathophobia- Fear of skin disease.
137. Dextrophobia- Fear of objects at the right side of the body.
138. Diabetophobia- Fear of diabetes.
139. Didaskaleinophobia- Fear of going to school.
140. Dikephobia- Fear of justice.
141. Dinophobia- Fear of dizziness or whirlpools.
142. Diplophobia- Fear of double vision.
143. Dipsophobia- Fear of drinking.
144. Dishabiliophobia- Fear of undressing in front of someone.
145. Domatophobia or Oikophobia- Fear of houses or being in a house.
146. Doraphobia- Fear of fur or skins of animals.
147. Doxophobia- Fear of expressing opinions or of receiving praise.
148. Dromophobia- Fear of crossing streets.
149. Dysmorphophobia- Fear of deformity.
150. Dystychiphobia- Fear of accidents.
151. Ecclesiophobia- Fear of church.
152. Ecophobia- Fear of home.
153. Eicophobia or Oikophobia- Fear of home surroundings.
154. Eisoptrophobia- Fear of mirrors or of seeing oneself in a mirror.
155. Eleutherophobia- Fear of freedom.
156. Elurophobia- Fear of cats. (Ailurophobia)
157. Emetophobia- Fear of vomiting.
158. Enochlophobia- Fear of crowds.
159. Enosiophobia or Enissophobia- Fear of having committed an unpardonable sin or of criticism.
160. Entomophobia- Fear of insects.
161. Eosophobia- Fear of dawn or daylight.
162. Ephebiphobia- Fear of teenagers.
163. Epistaxiophobia- Fear of nosebleeds.
164. Epistemophobia- Fear of knowledge.
165. Equinophobia- Fear of horses.

166. Eremophobia- Fear of being oneself or of loneliness.
167. Ereuthrophobia- Fear of blushing.
168. Ergophobia- Fear of work.
169. Erotophobia- Fear of sexual love or sexual questions.
170. Euphobia- Fear of hearing good news.
171. Eurotophobia- Fear of female genitalia.
172. Erythrophobia, Erytophobia or Ereuthophobia- 1) Fear of redlights. 2) Blushing. 3) Red.
173. Febriphobia, Fibriphobia or Fibriophobia- Fear of fever.
174. Felinophobia- Fear of cats. (Ailurophobia, Elurophobia, Galeophobia, Gatophobia)
175. Frigophobia- Fear of cold, cold things.
176. Galeophobia or Gatophobia- Fear of cats.
177. Gamophobia- Fear of marriage.
178. Geliophobia- Fear of laughter.
179. Geniophobia- Fear of chins.
180. Genophobia- Fear of sex.
181. Genuphobia- Fear of knees.
182. Gephyrophobia, Gephydrophobia, or Gephysrophobia- Fear of crossing bridges.
183. Gerascophobia- Fear of growing old.
184. Gerontophobia- Fear of old people or of growing old.
185. Geumaphobia or Geumophobia- Fear of taste.
186. Glossophobia- Fear of speaking in public or of trying to speak.
187. Gnosiophobia- Fear of knowledge.
188. Graphophobia- Fear of writing or handwriting.
189. Gymnophobia- Fear of nudity.
190. Gynephobia or Gynophobia- Fear of women.
191. Hadeophobia- Fear of hell.
192. Hagiophobia- Fear of saints or holy things.
193. Hamartophobia- Fear of sinning.
194. Haphephobia or Haptophobia- Fear of being touched.
195. Harpaxophobia- Fear of being robbed.
196. Hedonophobia- Fear of feeling pleasure.
197. Heliophobia- Fear of the sun.
198. Helminthophobia- Fear of being infested with worms.
199. Hemophobia or Hemaphobia or Hematophobia- Fear of blood.
200. Heresyphobia or Hereiophobia- Fear of challenges to official doctrine or of radical deviation.
201. Herpetophobia- Fear of reptiles or creepy, crawly things.
202. Heterophobia- Fear of the opposite sex. (Sexophobia)
203. Hierophobia- Fear of priests or sacred things.
204. Hippophobia- Fear of horses.
205. Hippopotomonstrosesquippedaliophobia- Fear of long words.
206. Hobophobia- Fear of bums or beggars.
207. Hodophobia- Fear of road travel.
208. Hormephobia- Fear of shock.
209. Homichlophobia- Fear of fog.
210. Homilophobia- Fear of sermons.
211. Hominophobia- Fear of men.
212. Hydrargyrophobia- Fear of mercurial medicines.

213. Hydrophobia- Fear of water or of rabies.
214. Hydrophobophobia- Fear of rabies.
215. Hyelophobia or Hyalophobia- Fear of glass.
216. Hygrophobia- Fear of liquids, dampness, or moisture.
217. Hylephobia- Fear of materialism or the fear of epilepsy.
218. Hylophobia- Fear of forests.
219. Hypengyophobia or Hypegiaphobia- Fear of responsibility.
220. Hypnophobia- Fear of sleep.
221. Hypsiphobia- Fear of height.
222. Ichthyophobia- Fear of fish.
223. Ideophobia- Fear of ideas.
224. Illyngophobia- Fear of vertigo or feeling dizzy when looking down.
225. Iophobia- Fear of poison.
226. Insectophobia - Fear of insects.
227. Isolophobia- Fear of solitude, being alone.
228. Isopterophobia- Fear of termites, wood-eating insects.
229. Ithyphallophobia- Fear of seeing, thinking about, or having an erect penis.
230. Kainolophobia- Fear of novelty.
231. Kainophobia- Fear of anything new, novelty.
232. Kakorrhaphiophobia- Fear of failure or defeat.
233. Katagelophobia- Fear of ridicule.
234. Kathisophobia- Fear of sitting down.
235. Kenophobia- Fear of voids or empty spaces.
236. Keraunophobia- Fear of thunder and lightning.
237. Kinetophobia or Kinesophobia- Fear of movement or motion.
238. Kleptophobia- Fear of stealing.
239. Koinoniphobia- Fear of rooms.
240. Kolpophobia- Fear of genitals, particularly female.
241. Kopophobia- Fear of fatigue.
242. Koniophobia- Fear of dust. (Amathophobia)
243. Kosmikophobia- Fear of cosmic phenomenon.
244. Kymophobia- Fear of waves.
245. Kynophobia- Fear of rabies.
246. Kyphophobia- Fear of stooping.
247. Lachanophobia- Fear of vegetables.
248. Laliophobia or Lalophobia- Fear of speaking.
249. Leprophobia or Lepraphobia- Fear of leprosy.
250. Leukophobia- Fear of the color white.
251. Levophobia- Fear of things to the left side of the body.
252. Ligyrophobia- Fear of loud noises.
253. Lilapsophobia- Fear of tornadoes and hurricanes.
254. Limnophobia- Fear of lakes.
255. Linonophobia- Fear of string.
256. Liticaphobia- Fear of lawsuits.
257. Lockiophobia- Fear of childbirth.
258. Logophobia- Fear of words.
259. Lygophobia- Fear of darkness.

260. Lyssophobia- Fear of rabies or of becoming mad.
261. Macrophobia- Fear of long waits.
262. Mageiropophobia- Fear of cooking.
263. Maieusiophobia- Fear of childbirth.
264. Malaxophobia- Fear of love play. (Sarmassophobia)
265. Maniaphobia- Fear of insanity.
266. Mastigophobia- Fear of punishment.
267. Mechanophobia- Fear of machines.
268. Medomalacuphobia- Fear of losing an erection.
269. Medorthophobia- Fear of an erect penis.
270. Megalophobia- Fear of large things.
271. Melissophobia- Fear of bees.
272. Melanophobia- Fear of the color black.
273. Melophobia- Fear or hatred of music.
274. Meningitophobia- Fear of brain disease.
275. Menophobia- Fear of menstruation.
276. Merinthophobia- Fear of being bound or tied up.
277. Metallophobia- Fear of metal.
278. Metathesiophobia- Fear of changes.
279. Meteorophobia- Fear of meteors.
280. Methyphobia- Fear of alcohol.
281. Metrophobia- Fear or hatred of poetry.
282. Microphobia- Fear of small things.
283. Mnemophobia- Fear of memories.
284. Molysmophobia or Molsomophobia- Fear of dirt or contamination.
285. Monophobia- Fear of solitude or being alone.
286. Monopathophobia- Fear of definite disease.
287. Mottephobia- Fear of moths.
288. Musophobia or Murophobia- Fear of mice.
289. Mycophobia- Fear or aversion to mushrooms.
290. Mycrophobia- Fear of small things.
291. Myctophobia- Fear of darkness.
292. Myrmecophobia- Fear of ants.
293. Mysophobia- Fear of germs or contamination or dirt.
294. Mythophobia- Fear of myths or stories or false statements.
295. Myxophobia- Fear of slime. (Blennophobia)
296. Nebulaphobia- Fear of fog. (Homichlophobia)
297. Necrophobia- Fear of death or dead things.
298. Nelophobia- Fear of glass.
299. Neophobia- Fear of anything new.
300. Nephophobia- Fear of clouds.
301. Noctiphobia- Fear of the night.
302. Nomatophobia- Fear of names.
303. Nosophobia or Nosemaphobia- Fear of becoming ill.
304. Nostophobia- Fear of returning home.
305. Novercaphobia- Fear of your step-mother.
306. Nudophobia- Fear of nudity.

307. Numerophobia- Fear of numbers.
308. Nyctohylophobia- Fear of dark wooded areas, of forests at night
309. Nyctophobia- Fear of the dark or of night.
310. Obesophobia- Fear of gaining weight.(Pocrescophobia)
311. Ochlophobia- Fear of crowds or mobs.
312. Ochophobia- Fear of vehicles.
313. Octophobia - Fear of the figure 8.
314. Odontophobia- Fear of teeth.
315. Odynophobia or Odynephobia- Fear of pain. (Algophobia)
316. Oenophobia- Fear of wines.
317. Oikophobia- Fear of home surroundings, house.
318. Olfactophobia- Fear of smells.
319. Ombrophobia- Fear of rain or of being rained on.
320. Ommetaphobia or Ommatophobia- Fear of eyes.
321. Oneirophobia- Fear of dreams.
322. Oneirogmophobia- Fear of wet dreams.
323. Onomatophobia- Fear of hearing a certain word or of names.
324. Ophidiophobia- Fear of snakes. (Snakephobia)
325. Ophthalmophobia- Fear of being stared at.
326. Optophobia- Fear of opening one's eyes.
327. Ornithophobia- Fear of birds.
328. Orthophobia- Fear of property.
329. Osmophobia or Osphresiophobia- Fear of smells or odors.
330. Ostraconophobia- Fear of shellfish.
331. Ouranophobia- Fear of heaven.
332. Pagophobia- Fear of ice or frost.
333. Panthophobia- Fear of suffering and disease.
334. Panophobia or Pantophobia- Fear of everything.
335. Papyrophobia- Fear of paper.
336. Paralipophobia- Fear of neglecting duty or responsibility.
337. Paraphobia- Fear of sexual perversion.
338. Parasitophobia- Fear of parasites.
339. Paraskavedekatriaphobia- Fear of Friday the 13th.
340. Parthenophobia- Fear of virgins or young girls.
341. Pathophobia- Fear of disease.
342. Patroiophobia- Fear of heredity.
343. Parturiphobia- Fear of childbirth.
344. Peccatophobia- Fear of sinning. (imaginary crime)
345. Pediculophobia- Fear of lice.
346. Pediophobia- Fear of dolls.
347. Pedophobia- Fear of children.
348. Peladophobia- Fear of bald people.
349. Peniaphobia- Fear of poverty.
350. Pentheraphobia- Fear of mother-in-law. (Novercaphobia)
351. Phagophobia- Fear of swallowing, or of eating, or of being eaten.
352. Phalacrophobia- Fear of becoming bald.
353. Phallophobia- Fear of a penis, especially erect.

- 354. Phasmophobia- Fear of ghosts.
- 355. Phengophobia- Fear of daylight or sunshine.
- 356. Philemaphobia or Philematophobia- Fear of kissing.
- 357. Philophobia- Fear of falling in love or being in love.
- 358. Philosophobia- Fear of philosophy.
- 359. Phobophobia- Fear of phobias.
- 360. Photoaugliaphobia- Fear of glaring lights.
- 361. Photophobia- Fear of light.
- 362. Phonophobia- Fear of noises or voices or one's own voice.
- 363. Phronemophobia- Fear of thinking.
- 364. Phthiriophobia- Fear of lice. (Pediculophobia)
- 365. Phthisiophobia- Fear of tuberculosis.
- 366. Plutophobia- Fear of wealth.
- 367. Pluviophobia- Fear of rain or of being rained on.
- 368. Pneumatiphobia- Fear of spirits.
- 369. Pnigophobia or Pnigerophobia- Fear of choking or being smothered.
- 370. Pocrescophobia- Fear of gaining weight. (Obesophobia)
- 371. Pogonophobia- Fear of beards.
- 372. Politicophobia- Fear or abnormal dislike of politicians.
- 373. Polyphobia- Fear of many things. Person has 2d20 random phobias.
- 374. Poinophobia- Fear of punishment.
- 375. Ponophobia- Fear of overworking or of pain.
- 376. Porphyrophobia- Fear of the color purple.
- 377. Potamophobia- Fear of rivers or running water.
- 378. Potophobia- Fear of alcohol.
- 379. Proctophobia- Fear of rectum.
- 380. Prosophobia- Fear of progress.
- 381. Psellismophobia- Fear of stuttering.
- 382. Psychophobia- Fear of mind.
- 383. Psychrophobia- Fear of cold.
- 384. Pteromerhanophobia- Fear of flying.
- 385. Pteronophobia- Fear of being tickled by feathers.
- 386. Pupaphobia - fear of puppets
- 387. Pyrexiohobia- Fear of Fever.
- 388. Pyrophobia- Fear of fire.
- 389. Ranidaphobia- Fear of frogs.
- 390. Rectophobia- Fear of rectum or rectal diseases.
- 391. Rhabdophobia- Fear of being severely punished or beaten by a rod, or of being severely criticized.
Also fear of magic.(wand)
- 392. Rhypophobia- Fear of defecation.
- 393. Rhytiphobia- Fear of getting wrinkles.
- 394. Rupophobia- Fear of dirt.
- 395. Sarmassophobia- Fear of love play. (Malaxophobia)
- 396. Satanophobia- Fear of Satan.
- 397. Scabiophobia- Fear of scabies.
- 398. Scatophobia- Fear of fecal matter.
- 399. Scelerophibia- Fear of bad men, burglars.

400. Sciophobia Sciaphobia- Fear of shadows.
401. Scoleciphobia- Fear of worms.
402. Scolionophobia- Fear of school.
403. Scopophobia or Scoptophobia- Fear of being seen or stared at.
404. Scotomaphobia- Fear of blindness in visual field.
405. Scotophobia- Fear of darkness. (Achluophobia)
406. Scriptophobia- Fear of writing in public.
407. Selachophobia- Fear of sharks.
408. Selaphobia- Fear of light flashes.
409. Selenophobia- Fear of the moon.
410. Seplophobia- Fear of decaying matter.
411. Sesquipedalophobia- Fear of long words.
412. Sexophobia- Fear of the opposite sex.
413. Siderophobia- Fear of stars.
414. Sinistrophobia- Fear of things to the left, left-handed.
415. Sitophobia or Sitiophobia- Fear of food or eating. (Cibophobia)
416. Snakephobia- Fear of snakes. (Ophidiophobia)
417. Socceraphobia- Fear of parents-in-law.
418. Social Phobia- Fear of being evaluated negatively in social situations.
419. Sociophobia- Fear of society or people in general.
420. Somniphobia- Fear of sleep.
421. Sophophobia- Fear of learning.
422. Soteriophobia - Fear of dependence on others.
423. Spectrophobia- Fear of specters or ghosts.
424. Spermatophobia or Spermophobia- Fear of loads of splooge, commonly called cum.
425. Spheksophobia- Fear of wasps.
426. Stasibasiphobia or Stasiphobia- Fear of standing or walking. (Ambulophobia)
427. Staurophobia- Fear of crosses or the crucifix.
428. Stenophobia- Fear of narrow things or places.
429. Stygiophobia or Stigiophobia- Fear of hell.
430. Suriphobia- Fear of mice.
431. Symbolophobia- Fear of symbolism.
432. Symmetrophobia- Fear of symmetry.
433. Syngenesophobia- Fear of relatives.
434. Tachophobia- Fear of speed.
435. Taeniophobia or Teniophobia- Fear of tapeworms.
436. Taphephobia Taphophobia- Fear of being buried alive.
437. Tapinophobia- Fear of being contagious.
438. Taurophobia- Fear of bulls.
439. Teleophobia- 1) Fear of definite plans. 2) Religious ceremony.
440. Teratophobia- Fear of bearing a deformed child, or fear of monsters, or deformed people.
441. Testophobia- Fear of taking tests.
442. Tetanophobia- Fear of lockjaw, tetanus.
443. Textophobia- Fear of certain fabrics.
444. Thaasophobia- Fear of sitting.
445. Thalassophobia- Fear of the sea.
446. Thanatophobia or Thantophobia- Fear of death or dying.

- 447. Theatrophobia- Fear of theatres.
- 448. Theologicophobia- Fear of theology.
- 449. Theophobia- Fear of gods or religion.
- 450. Thermophobia- Fear of heat.
- 451. Tocophobia- Fear of pregnancy or childbirth.
- 452. Tonitrophobia- Fear of thunder.
- 453. Topophobia- Fear of certain places or situations, such as stage fright.
- 454. Toxiphobia or Toxophobia or Toxicophobia- Fear of poison or of being accidently poisoned.
- 455. Traumatophobia- Fear of injury.
- 456. Tremophobia- Fear of trembling.
- 457. Trichopathophobia or Trichophobia or Hypertrichophobia- Fear of hair. (Chaetophobia)
- 458. Triskaidekaphobia- Fear of the number 13.
- 459. Tropophobia- Fear of moving or making changes.
- 460. Tuberculophobia- Fear of tuberculosis.
- 461. Tyrannophobia- Fear of tyrants.
- 462. Uranophobia- Fear of heaven.
- 463. Urophobia- Fear of urine or urinating.
- 464. Venustraphobia- Fear of beautiful women.
- 465. Verbophobia- Fear of words.
- 466. Vestiphobia- Fear of clothing.
- 467. Virginitiphobia- Fear of rape.
- 468. Vitricophobia- Fear of step-father.
- 469. Wiccaphobia: Fear of witches and witchcraft.
- 470. Xanthophobia- Fear of the color yellow or the word yellow.
- 471. Xenoglossophobia- Fear of foreign languages.
- 472. Xenophobia- Fear of strangers or foreigners.
- 473. Xerophobia- Fear of dryness.
- 474. Xylophobia- 1) Fear of wooden objects. 2) Forests.
- 475. Zelophobia- Fear of jealousy.
- 476. Zeusophobia- Fear of a god or gods.
- 477. Zoophobia- Fear of animals.
- 478-600 Reroll

Appendix 5: Ingredients

This appendix is a compilation of ingredients which may be selected randomly. The description will indicate whether the ingredient is expended upon casting or reusable. To randomly select an ingredient, roll d1000 and consult the following list.

Note that some of these ingredients are vague. For instance, ingredient #251 is the sweat of the palms of a prosperous business owner. It is the MM's discretion exactly what 'prosperous' means. In this way, spellcasters that seek ingredients should be careful to fulfill the requirements. Upon casting the spell in question, the MM may declare that the spell fails and no effect occurs. The spellcaster is then left to wonder which ingredient failed to meet the necessary criteria. Another example is that #239 is a possession from an honest man. Exactly how honest is honest? This is the MM's discretion.

Although many ingredients are common and easy for spellcasters to obtain, a large number of ingredients will pose difficulties, usually requiring the spellcaster to quest for them. MM's should not overlook the usefulness of the need for ingredients regarding plots.

Above all, it is suggested that MM's use discretion and do what is appropriate or best for their game. If a random ingredient is rolled which, within context, makes no sense, the MM may decide to have the player reroll. Players may have concerns about the validity of many ingredients such as body parts. Vast numbers of magical texts have been burned, and so modern knowledge of ancient and medieval magic is rather limited. Apparently, collections of body parts were popular ingredients for sorcerers. For example, a tale (Fitcher's Bird in The Complete Fairy Tales of the Brothers Grimm) is told of a sorcerer who knocks on random homes, charms maidens, brings them home, tricks them, kills them, dismembers their bodies, and stores the body parts in a cauldron (p. 167-170). Similarly, an advanced sorceress named Pamphila maintains her magical workshop atop her roof, where among ointments and other magical ingredients, she stores a collection of stolen body parts (Metamorphoses by Apuleius of Madaura, Book 2, p. 20-21).

- 0001 A sacrificial female victim that is nude and must be tied or chained to a stone altar, and who will die upon casting the spell.
- 0002 A sacrificial girl victim that is nude and must be tied or chained to a stone altar, and who will die upon casting the spell.
- 0003 A sacrificial baby girl that is placed on a stone altar. She will die upon casting the spell.
- 0004 A sacrificial elderly victim that must be tied or chained to a stone altar, and who will die upon casting the spell.
- 0005 A sacrificial baby boy that is placed on a stone altar. He will die upon casting the spell.
- 0006 A sacrificial boy victim that is nude and must be tied or chained to a stone altar, and who will die upon casting the spell.
- 0007 A sacrificial male victim that is nude and must be tied or chained to a stone altar, and who will die upon casting the spell.
- 0008 A sacrificial retarded victim that must be tied or chained to a stone altar, and who will die upon casting the spell.
- 0009 A sacrificial lamb must be tied or chained to a stone altar. The lamb will die upon casting.
- 0010 A sacrificial anakim must be tied or chained to a stone altar. They will die upon casting.
- 0011 A sacrificial dwarf must be tied or chained to a stone altar. They will die upon casting.
- 0012 A sacrificial elf must be tied or chained to a stone altar. They will die upon casting.
- 0013 A sacrificial half-orc must be tied or chained to a stone altar. They will die upon casting.
- 0014 A sacrificial halfling must be tied or chained to a stone altar. They will die upon casting.
- 0015 A sacrificial human must be tied or chained to a stone altar. They will die upon casting.
- 0016 A sacrificial orc must be tied or chained to a stone altar. They will die upon casting.
- 0017 A sacrificial troll must be tied or chained to a stone altar. They will die upon casting.
- 0018 A sacrificial goblin must be tied or chained to a stone altar. They will die upon casting.
- 0019 A sacrificial dragon will, as a bound victim, die upon casting.
- 0020 A sacrificial human or elven maiden with large breasts, long hair, and a thin waist, and with fresh semen implanted and seeping from three of her orifices must be tied or chained to a stone altar. She will die upon casting the spell.
- 0021 A sacrificial bird must be tied or chained to a stone altar. It will die upon casting.
- 0022 A sacrificial cat must be tied or chained to a stone altar. It will die upon casting.
- 0023 A sacrificial dog must be tied or chained to a stone altar. It will die upon casting.
- 0024 A sacrificial unicorn must be tied or chained to a stone altar. It will die upon casting.
- 0025 A sacrificial horse must be tied or chained to a stone altar. It will die upon casting.
- 0026 A sacrificial victim from the upper class must be tied or chained to a stone altar. They will die upon casting the spell.
- 0027 A sacrificial victim from the lower class must be tied or chained to a stone altar. They will die upon casting the spell.
- 0028 A sacrificial victim with an ethical disposition must be tied or chained to a stone altar. They will die upon casting the spell.
- 0029 A sacrificial victim with an unethical disposition must be tied or chained to a stone altar. They will die upon casting the spell.
- 0030 A sacrificial victim with a moral disposition must be tied or chained to a stone altar. They will die upon casting the spell.
- 0031 A sacrificial victim with an immoral disposition must be tied or chained to a stone altar. They will die upon casting the spell.
- 0032 A sacrificial victim with a predominantly sanguine temperament must be tied or chained to a stone altar. They will die upon casting the spell.

- 0033 A sacrificial victim with a predominantly melancholic temperament must be tied or chained to an altar. They will die upon casting the spell.
- 0034 A sacrificial victim with a predominantly choleric temperament must be tied or chained to an altar. They will die upon casting the spell.
- 0035 A sacrificial victim with a predominantly phlegmatic temperament must be tied or chained to an altar. They will die upon casting the spell.
- 0036 A sacrificial female victim that is an adult and a virgin must be tied or chained to a stone altar. She will die upon casting the spell.
- 0037 A family member must become a sacrificial victim and tied or chained to a stone altar. They will die upon casting the spell.
- 0038 An authority figure must become a sacrificial victim and tied or chained to a stone altar. They will die upon casting the spell.
- 0039 An adulterer or adultress (caster's preference) must become a sacrificial victim and tied or chained to a stone altar. They will die upon casting the spell.
- 0040 The caster must knowingly sacrifice their life to cast the spell; the caster will die upon casting the spell.
- 0041 Ten sacrificial victims must be bound to ten altars. They will die upon casting the spell.
- 0042 Fresh brain - expended
- 0043 Fresh brain - reusable for 1 week
- 0044 Severed limb - expended
- 0045 Severed limb - reusable for 1 week
- 0046 Decapitated head - expended
- 0047 Decapitated head - reusable for 1 week
- 0048 Severed tongue of a mouthy woman - expended
- 0049 Severed tongue of a mouthy woman - reusable for 1 week
- 0050 Severed penis - expended
- 0051 Severed penis - reusable for 1 week
- 0052 Severed penis of an adulterer - expended
- 0053 Severed penis of an adulterer - reusable for 1 week
- 0054 A lock of hair - reusable
- 0055 A lock of hair - expended
- 0056 A testicle - expended
- 0057 A testicle - reusable for 1 week
- 0058 Two testicles - expended
- 0059 Two testicles - reusable for 1 week
- 0060 Fresh breast milk - expended
- 0061 Fresh sperm - expended
- 0062 Fresh blood - expended
- 0063 Fresh urine - expended
- 0064 Fresh menstrual blood - expended
- 0065 Fresh brain juice - expended
- 0066 Fresh, wet, slimy excrement - expended
- 0067 Old, dried excrement - expended
- 0068 Fresh phlegm - expended
- 0069 Fresh stomach acid - expended
- 0070 Bone marrow - expended
- 0071 Bone marrow - reusable for 1 year

0072	Any bone - expended
0073	Any bone - reusable for 1 year
0074	A piece of wood - expended
0075	A piece of wood - reusable for 1 year
0076	A wooden staff - reusable
0077	Feather - expended
0078	Feather - reusable
0079	Stone - expended
0080	Stone - reusable
0081	Living plant - expended
0082	Gemstone worth at least 5 sp - expended
0083	Gemstone worth at least 5 sp - reusable
0084	Gemstone worth at least 1 gp - expended
0085	Gemstone worth at least 1 gp - reusable
0086	Gemstone worth at least 50 gp - expended
0087	Gemstone worth at least 50 gp - reusable
0088	Gemstone worth at least 100 gp - expended
0089	Gemstone worth at least 100 gp - reusable
0090	Gold - expended
0091	Gold - reusable
0092	Silver - expended
0093	Silver - reusable
0094	Copper - expended
0095	Copper - reusable
0096	Bronze - expended
0097	Bronze - reusable
0098	Carbon steel - expended
0099	Carbon steel - reusable
0100	Brass - expended
0101	Brass - reusable
0102	Pewter - expended
0103	Pewter - reusable
0104	Iron - expended
0105	Iron - reusable
0106	Mandrake root - expended
0107	Mandrake root - reusable
0108	Nightshade - expended
0109	Nightshade - reusable
0110	Cloth - expended
0111	Cloth - reusable
0112	Ice - expended
0113	Fire - expended
0114	Lump of coal - expended
0115	Lump of coal - reusable
0116	Fingernail - expended
0117	Fingernail - reusable for 6 months
0118	Severed foot

0119 A freshly severed clitoris - expended
0120 Live fetus - expended
0121 Dead fetus - reusable for 1 week
0122 Rag from a menstruating woman - reusable
0123 Thyroid from an ogre - expended
0124 Rope from a hanged man, it must be taken from the body - reusable for 1 week
0125 Urine sample from someone who partakes of marijuana - expended
0126 Trapped fart gas - expended
0127 Trapped belch - expended
0128 Freshly picked booger, green ones are best - expended
0129 Urine sample from a pregnant woman - expended
0130 Eggs of a lesbian - expended
0131 A lock of pubic hair from an 11 year-old, and they must be 3 inches in length - expended
0132 A freshly regurgitated horse turd
0133 An unbroken hymen - expended
0134 Ordinary mushroom - expended
0135 Magic mushroom - expended
0136 One ounce of marijuana; must be smoked while casting - expended
0137 One tankard of mead - reusable
0138 One tankard of ale - reusable
0139 One tankard of beer - reusable
0134 One tankard of wine - reusable
0135 Fresh urine from a drunk, which must be drunk by the caster - expended
0136 An eyeball - reusable for 1 day
0137 An eyeball of a blind person - expended
0138 The ear of a deaf person - expended
0139 Fingers of a blind person - expended
0140 Vomit - expended
0141 Beeswax - expended
0142 Heart of a murderer - expended
0143 Heart of an innocent child - expended
0144 Eyelashes of a maiden - expended
0145 The scream of a wealthy person - reusable
0146 The blanket from a whore's bed - reusable, as often as she is
0147 Leather - reusable for 6 months
0148 Any holy symbol - expended
0149 Any holy symbol - reusable
0150 Any unholy symbol - expended
0151 Any unholy symbol - reusable
0152 Anal hair - expended
0153 Ear hair - expended
0154 Armpit hair - expended
0155 Gushing tears of sadness - expended
0156 Any meat - expended
0157 Cheese - expended
0158 Spit from a baby - expended
0159 Nasal hair - expended

0160 Water - expended
0161 Milk - expended
0162 Marble - reusable
0163 String from a lute - reusable for 1 week
0164 Boiling water - expended
0165 Frozen urine - expended
0166 A couple in courtly love - reusable
0167 Large intestine - reusable for 1 week
0168 Small intestine - reusable for 1 week
0169 Stomach acid from an eagle - expended
0170 Static electricity - expended
0171 Any corpse - reusable as long as it is not fully decomposed
0172 Parchment - expended
0173 Ink - expended
0174 Glass - reusable
0175 A figurine - expended
0176 A figurine - reusable
0177 Spider web - expended
0178 Cricket - expended
0179 White teeth - reusable
0180 Yellow teeth - reusable
0181 Black teeth - expended
0182 Fang - reusable
0183 Molar tooth - reusable
0184 Thumb from a thief - reusable for 1 week
0185 Grain - expended
0186 Sand - expended
0187 Dirt - expended
0188 A river fish - expended
0189 A sea fish - expended
0190 Blood from the wrist of someone committing suicide - reusable
0191 Blood from a jugular vein - reusable
0192 A dozen severed nipples in a jar - reusable for 1 year if stored in wine and sealed properly
0193 Ass cheek of an athletic child abuser - reusable for 1 week
0194 Pentagram - reusable
0195 Inverted pentagram - reusable
0196 A feather dipped in fresh vaginal blood - expended
0197 Maggots - expended
0198 Veins from a fat person's leg - reusable for 1 week
0199 Monolithic stone - reusable
0200 Hairball coughed up from a cat - expended
0201 Eyeball of an eagle - reusable for 1 week
0202 Rat corpse - reusable for 6 months
0203 Squirrel corpse - reusable for 6 months
0204 Pair of dice - reusable
0205 Frog legs - expended
0206 Broom stick - reusable

0207 Griffon hair - expended
0208 Centipede - expended
0209 Brain of a philosopher - reusable for 1 year
0210 Bicep of a warrior - expended
0211 Spellbook of a mage - expended
0212 Coat of arms of a knight - reusable
0213 Blood from a bruise - reusable
0214 Pen of a sage - reusable
0215 Ink of an octopus - expended
0216 Fifty lit candles - reusable
0217 Scab from a wound - expended
0218 Bloody brown mouse - reusable for 1 month
0219 Severed wrinkle from a grandmother - expended
0220 Wings of a bat - expended
0221 Wings of any bird - expended
0222 Wings of a succubus - reusable
0223 Wings of an incubus - reusable
0224 Honey
0225 Part of a wing of a dragon - reusable
0226 Claw of a dragon - reusable
0227 Fang of a dragon - reusable
0228 Scale from a dragon's hide - reusable
0229 Tadpole - expended
0230 Woman willing to do anything for the caster, and licking the caster's foot at the moment - reusable
0231 Exact intended spell effect must be written on parchment - reusable
0232 Flax - expended
0233 Belt - reusable
0234 Caster's hair - expended
0235 Any possession from the home of a king - reusable
0236 Any possession from the home of a queen - reusable
0237 Any possession from the home of a prince - reusable
0238 Any possession from the home of a princess - reusable
0239 Any possession from an honest man - reusable
0240 Any possession from an honest woman - reusable
0241 Any possession of a woman - expended
0242 Any possession of a man - expended
0243 Bloodclot - expended
0244 Songbird - reusable
0245 Lizard - reusable
0246 Lizard - expended
0247 Snake - expended
0248 Snake - reusable
0249 Book - expended
0250 Book - reusable
0251 Sweat from the palms of a prosperous business owner - expended
0252 Ivory pawn of a chess set - reusable
0253 Vocal chords of a wolf - reusable for 3 months

0254 Orc testicles - reusable for 1 week
0255 Goblin testicles - reusable for 1 week
0256 Hobgoblin testicles - reusable for 1 week
0257 Grass - expended
0258 Arrow - reusable
0259 Lava - reusable
0260 Diamond - reusable
0261 Emerald - reusable
0262 Ruby - reusable
0263 Sapphire - reusable
0264 Agate - reusable
0265 A living ant - expended
0266 Green defecation from a baby - expended
0267 Plucked eyeball from a woman in heat - reusable
0268 Plucked eyebrow hair from someone who seems to have one large eyebrow instead of two - reusable
0269 Chastity belt once worn by a virgin - reusable
0270 Loaf of bread - reusable
0271 Armpit sweat from a bully - expended
0272 Severed big toe from an adult male with abnormally small feet - reusable for 6 months
0273 Sweat off of the testicles of a crucified slave - expended
0274 Oil - expended
0275 Crown of a king - reusable
0276 Elaborate wooden carving - reusable
0277 Unhatched chicken egg - expended
0278 Poisonous plant - expended
0279 Arsenic - expended
0280 Daphne berries - expended
0281 Helm - reusable
0282 Chalice - reusable
0283 Skull - reusable
0284 Jawbone - reusable
0285 Ignited lantern - reusable
0286 Ignited torch - reusable
0287 Brooch - expended
0288 Brooch - reusable
0289 Page ripped out of a book - expended
0290 Weed - expended
0291 Moss - expended
0292 Fungi - expended
0293 Vaginal yeast - expended
0294 Dye - expended
0295 Flute - reusable
0296 Troll blood - expended
0297 Pubic hair from a giant - expended
0298 Sperm from a bull - expended
0299 Wool - expended
0300 Tears of a dragon - expended

0301 Sandals of a messenger - reusable
0302 Mirror - reusable
0303 Buckle - reusable
0304 Rope - expended
0305 Lard - expended
0306 Water from a brook - expended
0307 Water from a well - expended
0308 Mud - expended
0309 Unopened wine at least 50 years old - expended
0310 Unopened wine at least 100 years old - expended
0311 Unopened wine at least 200 years old - expended
0312 Gemstone from the purse of a thief - reusable
0313 The removed heart of a crusader - reusable for 1 week
0314 Fingernail of a bard - reusable for 6 months
0315 Dandruff of an anakim - expended
0316 Popped acne pus - expended
0317 Dead skin mask - reusable
0318 Callous forged from the heat of furious masturbation - expended
0319 One ounce concoction of one part cheese, one part butt-sweat - reusable
0320 Lute string of someone who can pluck faster than 300 b.p.m.in 4/4 time signature - reusable
0321 A maiden's well-used love toy - reusable
0322 A swallowed daphne berry - expended
0323 Hot wax dripped onto your own ass - expended
0324 A musical instrument of a virtuosic player - reusable
0325 Crushed spider - expended
0326 Hooked fish - expended
0327 Two ounces of bear saliva - reusable for 1 day
0328 The caster's last lover's ear - reusable for 1 month
0329 The bloody stump of a hermaphrodite - reusable for 3 months
0330 The third stomach of a cow - expended
0331 The cud of a cow - expended
0332 Some smeary remains from the caster's last sodomy victim - reusable for 3 weeks
0333 Ear wax from a drunk bear that currently has diarrhea - expended
0334 A bloody hammer that smashed someone's face - reusable for 1 year
0335 Tears from a maiden getting stovepiped (see Racial Hatred in *Chap. 2: Gender and Race*) - reusable
0336 An apple with a bee inside it - expended
0337 An intestinal worm - expended
0338 Fetal pig's jaw - reusable for 6 months
0339 Yeast from a smelly slut's slophole - expended
0340 Shackled princess - reusable
0341 A slave whipped with a scourge until their body is a roadmap of pain - reusable until dead
0342 Decapitated head whose mouth is recently filled with caster's defecation - reusable for 1 week
0343 Decapitated head of a moral person - reusable for 1 year
0344 Goopy snot from a woman battered while doing her laundry - expended
0345 The fingernail ripped from the left hand of a virginal maiden - reusable for 6 months
0346 Fractured femur bone of an anakim - reusable for 2 years
0347 Bloodclot from a menstruating troll - expended

0348 A blood splatter that brightens a room - reusable for 1 year in not cleaned
0349 Shoveled earth - expended
0350 Small intestine of ranger tied into the shape of a dog - reusable for 1 month
0351 Tongue of a braggart - reusable for 1 week
0352 Lock of hair from a bitch (any kind works) poisoned by yew (possibly by you) - expended
0353 Belly button grime from guard in platemail - expended
0354 Mirror from a rich, fat person - reusable
0355 The feather of a bird that was chopped in half - expended
0356 The torso of a criminal that's been drawn and quartered - reusable for 6 months
0357 The seventh vertebrae of a seventh son - reusable
0358 The labia of a lovesick and lusty laundress - reusable
0359 The tickled twat of a trollop - reusable
0360 The anally-inserted mast of a ship - reusable
0361 An eel with rigor mortis - reusable for 1 week
0362 The cranium of someone who is criminally insane, locked away, and kept restrained - reusable
0363 A tightened tourniquet around your neck - reusable
0364 The taste of blood trickling through the air - expended
0365 The decapitated head of an executioner, which was decapitated with his own axe - reusable for 1 year
0366 A tooth kicked out from the last bitch that refused to fuck you - reusable until the next time
0367 A sliced piece of skin from a slovenly slut that was suplexed onto a stone - expended
0368 A gemstone that has been worn in the concave chest of a loser for one month - reusable
0369 The defecation remaining on an arm after full insertion into the ass of an ass - reusable for 1 day
0370 Slime on the caster's lips from a dragon's kiss - expended
0371 Ashen remains of a wicker man - reusable
0372 Any stick (called an ugly stick) that has lashed a trollop's face ten times - reusable
0373 Papyrus leaf coated with a heavy seminal load that is still very white - expended
0374 Corpse that has literally been pounded into dust - reusable
0375 Corpse of a criminal rolled down a hill and into a river in a barrel with nails - reusable
0376 Stomach of a floating corpse - reusable for 1 month
0377 Any body dismembered into 69 pieces - expended
0378 Dismembered penis that has been drained of blood by a leech - expended
0379 Two abacinated (burned with a heated poker) eyeballs from the same victim - expended
0380 Dismembered hand of a brat that refuses to eat their porridge - reusable for 1 month
0381 Hand that has been flattened with a loving hammer of justice - reusable for 1 month
0382 A full set of teeth removed with metal pinchers - reusable
0383 The mouth of a whore with a pear (see Torture Devices in *Chap. 9: Equipment*) in it - reusable
0384 Severed arm with a compound fracture - reusable for 3 months
0385 Woman currently experiencing a genuine orgasm - reusable
0386 Dead human collection of at least 7 corpses - reusable
0387 Thunder heard in the sky above - reusable
0388 Black cat - reusable
0389 Possession from a woman with a nasty reputation - reusable
0390 Gold coin stolen or taken by force from a professional pick pocket - reusable
0391 Handwriting of a moral person that is a total stranger - reusable
0392 Handwriting of an immoral person that is a total stranger - reusable
0393 Handwriting of an ethical person that is a total stranger - reusable
0394 Handwriting of an unethical person that is a total stranger - reusable

0395 Severed hamstring of a bounty hunter - reusable for 2 months
0396 Chalice filled with blood - blood is expended
0397 A captured queef (vaginal belch) - expended
0398 Severed triceps of a barbarian - reusable for 2 months
0399 Severed breast of a seductress - expended
0400 Lucky rabbit's foot from an unlucky corpse - reusable
0401 Salt - expended
0402 Semen from seamen - expended
0403 A bowl that is full and overflowing of jism - expended
0404 Dried defecation from the bottom of a sandle, shoe, or boot - expended
0405 Human stew - expended
0406 A cannibalized corpse - reusable while there is still meat on the bones
0407 Any piece of jewelry - reusable
0408 Caster's wildest sexual fantasy written in detail on parchment - reusable
0409 Decapitated head that is ugly enough to make 9 out of 10 little children cry - reusable
0410 Oil that must cover the caster's body from head to toe - expended
0411 Beanstalk seeds - expended
0412 Beanstalk seeds that must be planted in fertile soil - reusable
0413 A fly - expended
0414 Wasp - expended
0415 Bumblebee - expended
0416 Firefly - expended
0417 Lamella (thin metal plate) - reusable
0418 Honey that must be smeared on the caster's genitals - expended
0419 A removed wart - expended
0420 Lard from an epileptic orc - expended
0421 A coin from a dragon's hoard - reusable
0422 Horn of a unicorn - reusable
0423 Scale from a mermaid - reusable
0424 Scale from a merman - reusable
0425 Lock of hair from a werewolf - expended
0426 Lock of hair from a wereboar - expended
0427 Lock of hair from a werebear - expended
0428 Smoking pipe - reusable
0429 Hat of a gnome - reusable
0430 Venom from a giant spider - expended
0431 Eye of a cyclops - reusable for 1 week
0432 Pointy ear of an elf - reusable for 1 month
0433 Beard of a dwarf - expended
0434 Beaver - reusable while still alive
0435 Fur from a brown bear - reusable
0436 Fur from a polar bear - reusable
0437 Badger - reusable while still alive
0438 Severed hoof of a centaur - reusable
0439 Severed hoof of a horse - reusable
0440 Ashen remains of a burnt sea-elf - reusable
0441 Corpse of a fair-elf that was not fair - reusable until fully decomposed

0442 Sulfur - expended
0443 Magical words written in the caster's blood - expended
0444 Cauldron - reusable
0445 Cauldron filled with broth of humanoids - expended
0446 Cauldron filled with blood of enemies - expended
0447 Cauldron filled with porridge - expended
0448 Cauldron filled with living victims - expended
0449 Cauldron filled with dried body parts - expended
0450 Cauldron filled with body parts from places of execution - expended
0451 Cauldron filled with boiling water - expended
0452 12 Monolithic stones in a grove arranged as a calendar - reusable
0453 28 Monolithic stones in a grove arranged as a lunar calendar - reusable
0454 A possessed person - reusable while possessed
0455 Decapitated chicken - reusable for 1 month
0456 Amulet - reusable
0457 Talisman - reusable
0458 Gold ring - reusable
0459 Silver ring - reusable
0460 Bronze ring - reusable
0461 Brass ring - reusable
0462 Iron ring - reusable
0463 Wooden ring - reusable
0464 Stone ring - reusable
0465 Leaf from a conifer - expended
0466 Leaf from a deciduous tree - expended
0467 Branch from a conifer - reusable for 1 year
0468 Branch from a deciduous tree - reusable for 1 year
0469 Twig from a conifer - reusable for 1 year
0470 Twig from a deciduous tree - reusable for 1 year
0471 Sap from a tree - expended
0472 Bird's nest - expended
0473 Knot from a tree - reusable
0474 Wood from a tree aged over 100 years - reusable
0475 Bark from a tree - reusable
0476 A berry from a bush - expended
0477 Bark from a willow tree - reusable
0478 Bark from a yew tree - reusable
0479 Bark from an oak tree - reusable
0480 Dark and moist earth - expended
0481 Dry and brown earth - expended
0482 Dry and reddish earth - expended
0483 Witch's familiar - reusable
0484 Warlock's familiar - reusable
0485 Forearm of a farmer - expended
0486 Finger of a fletcher - expended
0487 Knuckle of a knacker (harness maker) - expended
0488 Wrist bones of an elderly weaver - expended

0489 Shoulder socket of a shepherd - expended
0490 Collarbone of a chandler - expended
0491 Scapula of a shipwright - expended
0492 Neck vertebrae of a navigator - expended
0493 Vertebrae of a vintner - expended
0494 Spine of a sheather - expended
0495 Jawbone of a juggler - expended
0496 Cranium of a cabinetmaker - expended
0497 Teeth of a thatcher - expended
0498 Tongue of a tanner - expended
0499 Cheek of a carpenter - expended
0500 Eyeball of an enamer - expended
0501 Large nose of a rich business owner - expended
0502 Ear of a weaponsmith - expended
0503 Heart of an herbalist - expended
0504 Lung of a laborer - expended
0505 Stomach of a sailmaker - expended
0506 Intestine of a an interpreter - expended
0507 Navel hair of a nameless person - expended
0508 Birth mark that has been scraped from a bashful beggar - expended
0509 Freckles that have been scraped from a fisherman - expended
0510 Blood from the broken nose of a bully - expended
0511 Blood from a victim of a fever or life-threatening disease - expended
0512 Marrow from a mermaid - expended
0513 Femur from a forester - expended
0514 Kneebone from a prostitute - expended
0516 Shin of a stonemason - expended
0517 Calf of a charlatan - expended
0518 Foot of a fuller - expended
0519 Toe of a troll - expended
0520 The black and tanned hide of an orc - reusable for 1 year
0521 Cock of a clockmaker - expended
0522 Balls of a barber - expended
0523 Puss of a perfumer - expended
0524 The unborn baby of a barbarian queen - expended
0525 Red dog with rabies - expended
0526 Testicles of a tailor - expended
0527 Nipples of a good-for-nothing person - expended
0528 Hip of a hosier - expended
0529 Thigh of a tinker - expended
0530 Leg of a locksmith - expended
0531 Arm of an appraiser - expended
0532 Torso of a tilemaker - expended
0533 Hamstring of a half-orc hewer - expended
0534 Urine of an undertaker - expended
0535 Semen of a scribe - expended
0536 Fibula from a flirtatious woman who is fat but also flat-chested - expended

0537 Skin of a person with scabies (one square inch) - expended
0538 Thoroughly sealed cunt-pipe of an elderly virgin - reusable until opened
0539 The loose chin-skin of an elderly bastard - reusable for 3 days
0540 A fingernail torn from the middle finger of a woman who fingers herself - reusable for 1 month
0541 The tongue of a woman who fantasizes about small cocks - reusable for 1 week
0542 The shaved pussy-hair of a smelly little trollop that has an unkempt pussy - expended
0543 A ring that has been lost in a fuck-hole for 3 months or more - reusable (although it reeks)
0544 Parchment that has been lifted so gracefully by the suction of a schoolgirl's twat - reusable
0545 A marble shot from the vaginal depths of a pregnant prostitute - reusable
0546 The juice on someone's face who has just eaten a hairy snatch - expended
0547 The grimoire of a mage who has raptophilia - reusable
0548 Gargling with cum for the duration of the spell - expended
0549 Fecal remains of an ogre - expended
0550 The "love-child" of a peasant and an aristocrat - reusable until dead
0551 A woman's name written on parchment by squatting over it with a feather in her puss - reusable
0552 A correctly proportioned map drawn by a blind person - reusable
0553 Blacksmith's anvil, desecrated in blood - reusable
0554 Religious bread made from flour and the blood of infants - expended
0555 Defecation from a bat - expended
0556 White bird shit taken from someone's shoulder - expended
0557 Most appropriate religious symbol smeared with dung - reusable
0558 A disembodied soul - reusable
0559 A disembodied soul - expended
0560 Fire from hell - reusable until extinguished
0561 Dirt from the underworld - reusable
0562 Dirt from a subterranean cavern - expended
0563 Anything stolen from a temple - expended
0564 Anything stolen from a virgin maiden - expended
0565 Anything stolen from the local government - expended
0566 Anything stolen from a prosperous local merchant - expended
0567 Anything stolen from a moral humanoid - expended
0568 Anything stolen from an immoral humanoid - expended
0569 Anything stolen from an ethical humanoid - expended
0570 Anything stolen from an unethical humanoid - expended
0571 Anything stolen from a neighboring community - expended
0572 Anything stolen from a randomly determined home - expended
0573 Anything stolen
0574 Anything stolen from someone that talks too much - expended
0575 Anything stolen from someone that hardly ever talks - expended
0576 Anything stolen from a happily married couple - expended
0577 Anything stolen from an unhappily married couple - expended
0578 Anything stolen from an orc - expended
0579 Anything stolen from a hobgoblin - expended
0580 Anything stolen from a goblin - expended
0581 Anything stolen from a troll - expended
0582 Anything stolen from an ogre - expended
0583 Anything stolen which is valued at over 100 gold pieces - expended

0584 One year of continual devotion to one's publicly proclaimed god - reusable while devotion lasts
0585 One year of continual devotion to one's god - reusable while devotion lasts
0586 One month of continual devotion to one's god - reusable while devotion lasts
0587 One week of continual devotion to one's god - reusable while devotion lasts
0588 One day of continual devotion to one's god - reusable while devotion lasts
0589 One decade of continual devotion to one's god - reusable while devotion lasts
0590 Caster's body must be free of injuries for at least 1 day - reusable
0591 Caster's body must be free of injuries for at least 1 week - reusable
0592 Caster's body must be free of injuries for at least 1 month - reusable
0593 Caster's body must be free of injuries for at least 1 year - reusable
0594 Caster must be a virgin, or if male, may never have experienced vaginal, oral, or anal penetration
0595 Caster must have abstained from all sexual relations for 1 day - reusable
0596 Caster must have abstained from all sexual relations for 1 week reusable
0597 Caster must have abstained from all sexual relations for 1 month - reusable
0598 Caster must have abstained from all sexual relations for 1 year - reusable
0599 Caster must masturbate to completion in front of a crowd and enjoy it - expended
0600 Caster must masturbate someone else to completion - expended
0601 Bile from a goat - expended
0602 Blood of a black sheep - expended
0603 Breast-milk from a soothsayer - expended
0604 Crystal ball - reusable
0605 Garment from a corpse - reusable
0606 Crop stolen from a farmer that couldn't care less about it - expended
0607 Bucket of water from a horse's trough - expended
0608 Saddle from a fast horse - reusable
0609 Whisker from a cat - expended
0610 Beer from the belly of a belching blonde bimbo - expended
0611 Wicker - expended
0612 Wishbone - reusable for 1 year unless broken
0613 Bell - reusable
0614 Hide from a wild animal - reusable for 6 months
0615 Queen bee - expended
0616 Olive branch from a grove - reusable for 6 months
0617 Ten logical reasons to cast this spell this time, written on parchment - expended
0618 Child who resulted from an orgy - reusable, just like his mother
0619 Necklace with a moonstone worn only under the moon's light - reusable
0620 Slobber from a sleeping soldier - expended
0621 Snot from a snoring sorcerer - expended
0622 Sapphire stolen from a snoozing slut - reusable
0623 Diamond drop-kicked by a dangerous derelict down in a ditch - reusable
0624 Book stolen from a sage - reusable
0625 Walking stick of a wimp - reusable
0626 Iron from an idiot - reusable
0627 Mead from a mischievous moron - expended
0628 Ale from an annoying asshole - expended
0629 Meat from a mild-mannered man - expended
0630 The word of a woman - expended

0631 Bathing in blood - expended
0632 Parched liver of a boy - expended
0633 Robes - reusable
0634 Full moon must be visible overhead - reusable
0635 New moon must be overhead - reusable
0636 Sun must be visible - reusable
0637 Sunset must be visible - reusable
0638 Sunrise must be visible - reusable
0639 Altar - reusable
0640 A pentagram or inverted pentagram, whichever is more appropriate - reusable
0641 Incense - expended
0642 Dagger - reusable
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AP (Advancement Points)

BP (Bonus Points)

CA (Current Armor)

IP (Integrity Points)

LP (Life Points)

MP (Magic Points)

TH (Threshold)

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- Appendix 4 is from:
<http://phobialist.com/>
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<http://militaryhistory.about.com/>
 The concept of chaos magic is from:
<http://www.choronzon.com/>

About the Author

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