



**The Nameless Grimoire**







# Making Things More Magical

This book does not constitute a complete role-playing game in and of itself. It is merely a grimoire of additional rules for *The Nightmares Underneath*, and although it can be used with other games as well, it does require an actual game system to be fully functional. These rules all relate to magic and the arcane—spells, magical monsters, divine patrons, and supernatural lineages—and thus they will increase the prominence of those elements in your game if they are used.

## Contents

*The Nameless Grimoire* is divided into five sections. This section, **Part One**, contains all the basic rules of magic. **Part Two** contains all the new rules that players will be concerned with, and consists of three distinct chapters. **Part Three** is a small collection of new monsters for the GM to use. **Part Four** contains some additional random tables, and **Part Five** contains the index.

Although *The Nightmares Underneath* includes the rules for casting spells and using magic, they have been reprinted here in **Chapter 1: Casting Spells Revisited**, in a slightly expanded and clarified format. Some changes have been made in order to take the rest of the rules and content in this book into account, but they are fairly minor. This chapter will also allow you to use this book with a different set of rules, should you prefer, since the vast list of spells relies on these rules specifically.

**Chapter 2: Magical Devices to Plague and Delight** includes the rules for magical items as well as some more examples. It is a rather short chapter.

**Chapter 3: New Paths for the Brave and Foolish to Pursue** introduces new professions for players to use, as well as marks of heritage to make characters more unique and stand out from each other. None of these new rules are necessary for this game to work—the character creation rules in *The Nightmares Underneath* are perfectly adequate as-is—but these newer options may hopefully provide some additional utility, and entertainment as well.

**Chapter 4: Patrons in Whose Service One Might Toil** introduces an entirely different way to gain and exercise arcane power. Instead of sorcerous spell formulas, you can devote yourself to a divine entity, obtaining powers from them and doing their bidding on Earth.

**Chapter 5: Six Hundred and Sixty-Six Spells and More** is the real heart of this book. This list of spells replaces the one in *The Nightmares Underneath*, increasing the variety of magical effects and situations greatly. Most of the new professions and the divine patrons make use of these spells. They are listed in alphabetical order, and many include variations you might prefer, including some named variations. Referencing spells by level requires the proper index at the back of the book, but all of the spell schools are detailed prior to the spell descriptions themselves. These schools also include details for characters that are specialist casters, devoted to one or more specific schools.

Some of the spells in this book reference specific monsters, especially elementals. Those monsters not already described in *The Nightmares Underneath* are included in **Part Three**, the **Sorcerous Monsters** section. It should be noted that none of these monsters are nightmares, nor are they intended to be.

Finally, **A Slight Appendix of Useful Random Tables** contains exactly that: a series of random tables that hopefully will be able to assist you in creating magical creatures and items, as well as colourful names for spells and wizards.

An index has been provided to help you navigate this book, and especially to find and organize the spells you want to use in your game.

## *Using this Book with Other Games*

The rules in this book are similar enough to other old school games that you should be able to use them alongside those rules, but they are different enough that some conversion is definitely necessary. To start with, you can assume that Disposition means hit points (except it is re-rolled on a regular basis), Ferocity is Strength, Health is Constitution, and Willpower is Wisdom. Attribute points can be temporarily depleted; assuming the character survives, they return at the rate of 1 point per day of rest (to a maximum of two different attributes).

Saves are made by rolling an attribute score or lower on a d20; or half that score (rounded down) or lower if the level of the effect or enemy is higher than the target. Advantage means you roll an extra die and discard the lowest single die result. Disadvantage means you roll an extra die and discard the single highest die result. Any die roll, including rolls involving multiple dice, can be subject to both advantage and disadvantage, but they do cancel each other out and only a single extra die is ever added.

*The Nightmares Underneath* allows spellcasters to use spells of any level; if you are using an established spell progression system instead, consult the index of spells by level on pages 416-424. You may need to create your own shorter spell lists separated by level, especially if you are using patrons. If you prefer a much more free-form spellcasting system, you can generate random spell names using the tables on pages 393-409, and compare them to existing spells when deciding on their effects.

## *Spellcasters Quick Reference:*

**If you have mastery of spells**, you have a spellbook containing either full spell formulas or synecdoches (i.e. scrolls) of all your spells, your choice. You can choose to bring this spellbook with you when you go adventuring, or leave it somewhere safe, but if you don't have your spell formulas, you can only work with the spells you already have memorized.

**When you embark upon an adventure**, choose which spells you are going to memorize. You may only memorize a maximum number of spells equal to your level plus your Intelligence modifier (but not fewer than zero).

**If you get your spells from a divine patron**, you do not have a spellbook and you do not need to use spell formulas. You can commune with your patron to memorize spells, and you may cast memorized spells via rituals.

**When you have a spell memorized**, you may...

- Cast the spell as a complicated combat action, unless you have been injured already in the same combat round. You must roll to control the spell as normal, and then you forget the spell. Your profession may give you special abilities that affect these rules.
- Forget the spell at any time. It leaves your memory.

**When you have a full or complete spell formula**, you may...

- Cast the spell as a ritual. This takes hours equal to the spell's level. If you destroy the formula, the spell is cast and there is no need to roll to control it. If you retain the spell formula, you must roll equal to or lower than your Intelligence score on a d20 to retain control of the spell. If you fail, roll on the miscasting table.
- Read the spell from the formula. The spell is cast immediately and the formula is destroyed. You must roll to control the spell as normal.
- Memorize the spell. It takes 1d4 hours to memorize any number of spells up to your maximum limit, which is equal to your level plus your Intelligence modifier (but not less than zero). Anyone can memorize a spell from a full spell formula.

**When you have a simplified formula (a scroll or synecdoche)**, you may...

- Read the spell from the formula. The spell is cast immediately and the formula is destroyed. You must roll to control the spell as normal.
- Memorize the spell, if you have this spell mastered. It takes 1d4 hours to memorize any number of spells up to your maximum limit.

## *Casting a Spell Quick Reference:*

### **To cast a spell as a ritual:**

- Requires a complete spell formula or a divine patron. A scroll or synecdoche cannot be used.
- Casting time is equal to the spell's level in hours.
- If the formula is destroyed, the spell is cast as expected, no need to roll to control it.
- If the formula is not destroyed, you must roll to control it as if it were a spell of your level or lower (even if it is not).

### **To cast a spell from its formula (complete or synecdoche):**

- Read the spell and roll to control it.
- If you lose control of the spell, roll on the miscast table.
- The formula is destroyed.

### **To cast a spell from memory:**

- Either commune with your patron or study a spell formula (including a synecdoche if you have mastered the spell; must be a full formula if not), and memorize the spell (takes 1d4 hours).
- Cast the spell from memory and roll to control it.
- If you lose control of the spell, roll on the miscast table.
- Lose the spell from your memory.

## *Spell Formula Quick Reference:*

### **Complete spell formulas:**

- Can be cast as a ritual.
- Can be memorized by anyone.
- Can be read out and cast, but are destroyed in the process.
- Any magical profession can master spell formulas: roll Intelligence or less on a d20 if the spell is equal or lower level, or half Intelligence (rounded down) or less on a d20 if the spell is higher level.

### **Synecdoches (simplified spell formulas):**

- Can be read out and cast, but are destroyed in the process.
- Can only be memorized by those who have mastered the spell.
- Cannot be used in a ritual.
- Scholars and wizards can learn spells from scrolls, if they are lucky.



## Good Luck Charms

Every culture knows how to make its own charms and talismans granting good luck, for those going into danger to make use of. Most good luck charms are purely psychological in nature, acting on the placebo effect, but there are those that occasionally possess real magic in them. Good luck charms made by talented hedge wizards and real enchanters contain a limited number of “charges,” each of which will give you advantage on a single roll, should you choose to use one of those charges. Once a good luck charm is devoid of charges, its power can either be replenished by its creator, or any other sorcerer who knows how, or it can become a mere decoration, the same as any other charm.

Roll 1d6 to determine how many charges a particular good luck charm has left, and 1d20 to determine what types of rolls you can expend those charges to gain advantage on:

Roll	Charm Advantage
1	Any combat roll.
2	Any roll involving Charisma.
3	Any roll involving Dexterity.
4	Any roll involving Ferocity.
5	Any roll involving Health.
6	Any roll involving Intelligence.
7	Any roll involving Willpower.
8	Any roll involving magic.
9	Any social roll.
10	Attack rolls.
11	Damage rolls.
12	Disposition rolls.
13	Evasion rolls.
14	Healing rolls.
15	Initiative rolls.
16	Orienteering rolls.
17	Research rolls.
18	Search rolls.
19	Spellcasting rolls.
20	Surprise rolls.

Alternately, a good luck charm might give you a better Armour rating against certain types of enemies, or impose disadvantage on attacks made against you, spells cast upon you, or social machinations arrayed to malign your name. Or it might have one of the following miscellaneous benefits in addition to, or instead of, granting advantage to rolls (choose or roll 1d12):

Roll	Miscellaneous Benefit
1	Alerts the bearer to magic.
2	Attracts a type of animal.
3	Attracts a type of monster.
4	Causes a magical effect.
5	Identifies a type of foe.
6	Is magnetic or adhesive.
7	Points north.
8	Repels a type of animal.
9	Repels a type of monster.
10	Reveals a type of illusion.
11	Reverses a magical effect.
12	Smells nice.



## *The Harmonious Harp*

Made in ancient times by the great sorceress Inyalla for one of her queens, this wooden instrument is a glossy, warm beige in colour, and more durable than steel. It has been lost and recovered over the course of several expeditions into the wasteland of Shahrazar, and no one know where it lies now.

**If a bard plays upon this harp for companions who are resting**, those allies may re-roll any Disposition dice that land on a 1 or 2, even before removing the lowest die (because of the advantage conferred by the bard). Dice may be re-rolled only once, and if you re-roll a 2 and get a 1, tough luck.

**If a character who is not a bard plays upon this harp for their companions**, as long as they succeed at a skill roll, their allies gain advantage to their Disposition rolls, exactly as if they had a bard with them.





Chapter 3.

New Paths

for the  
Brave and Foolish

to  
Pursue





# New Options

A setting even more replete with magic and sorcery than the Kingdoms of Dreams normally are also deserves more options for players to choose from.

## Marks of Heritage

These options can be used to customize your character, defining their supernatural lineage or special background. Each contains both a special bonus as well as a downside, so that players who take them do not gain any undue advantage over players who choose to ignore these rules.

## New Professions

Although *The Nightmares Underneath* features several magical professions already, even these have not exhausted the possibilities for sorcerous characters.

**Avatars** are those who not only follow a divine patron, but derive more of their special powers from that patron than other followers do.

**Battle Wizards** fight with spells and steel both, expending their Ferocity to boost their sorcery, much as other wizards spend their Willpower.

**Blood Casters** are magicians who can power their magic with blood, carving wounds in their own flesh or sacrificing the lives of others.

**Chaos Mages** embrace the uncertain nature of magic. Unlike other wizards, they are not afraid of the many random magical effects that follow them around.

**Druids** are magicians of the wilderness, the natural world, and the animals in it. They have special powers, in addition to spells, much like disciples (and followers of patron deities) do.

**Mystics** are used to giving themselves over to powers greater than themselves, but they also know how to offer assistance to other spellcasters.

**Shadowsneaks** are sorcerous thieves, their special powers cloaking them in darkness or granting them entrance to places where they should not go. Like druids, they also have both spells and special abilities.

**Spellslingers** are troublemakers and thrill-seekers, able to cast their spells in the middle of violence much better than other wizards are.

**Witches** are spellcasters who have tied their soul to a familiar, a creature that is either a once-mundane, now-sorcerous animal, or something of a more magical nature.



# Marks of Heritage

Characters can also have special abilities based on their cultural, magical, or genetic heritage. Or perhaps they have unique special abilities that need to be expressed by special rules. To reflect this, you can add these heritage rules to your characters if you want. Each one gives you a special bonus as well as a weakness, to prevent them from providing unfair advantage. Characters who have them remain at roughly the same power level as characters without them.

Marks of heritage may represent a supernatural lineage or special circumstances in your history. Perhaps your incredible strength of will was forged in the fires of the last great religious war? Or maybe your demonic traits are not the fruits of infernal seductions, but result from deals you made unwittingly, as a child? Backgrounds can represent cultural upbringing, work history, or past experiences. Your lineage could be noble, or famous, as opposed to supernatural in nature. Or you could have been touched by some kind of magic, whose marks have never left you.

The signs that followers of divine patrons exhibit are similar to marks of heritage, as are the signs that identify wizards who specialize in specific schools.

## Angelic Heritage

Not every Messenger of Creation is able to enter the physical plane without the clothes of imperfect flesh. And even if they do, they can still fall from grace. When the nefiliyyim sojourned upon the Earth, for example, they lay with mortal women. And so the features of their lineage can still be seen today, though it is by no means common. Choose 1 or more of the following to indicate your angelic nature:

- **Angel Magic:** You get advantage on rolls to control Healing and Law spells, but disadvantage on rolls to control Evocation and Illusion spells. You cannot cast, master, or memorize Summoning spells at all.
- **Bastion Against the Darkness:** When you fight specifically to defend someone, you have advantage to your attack and damage rolls, but your damage die is one size lower during a fight if your side started it.
- **Enemy of Hell:** You can tell by conversing with someone if they are of chaotic or evil alignment, but dwellers in the deep, the undead, and those of evil alignment never fail their morale tests when they fight you.
- **Heavenly Beacon:** You always get advantage when rolling against Charisma or when your Charisma modifier is involved, but you cannot hide from demons, dwellers in the deep, or the undead.
- **Herald:** You can fly, but you are always surprised by chaotic and evil enemies, even when you know they are coming.
- **Leader of Men:** You may command the loyalty of twice as many hirelings as normally allowed, but you may never knowingly take command of those whose alignment is chaotic or evil.





# Spellslinger

The consummate trickster and troublemaker, you are no stranger to making problems and getting into trouble. But with magic at your disposal, you can turn yourself into a problem-solving troubleshooter your critics cannot help but admire. Or can you? Maybe you just leave trouble behind in your wake for other people to solve.

**Hit Die:** 1d6.

**Primary Attributes:** Dexterity and Intelligence.

## Restrictions:

- You can't fight or cast spells while encumbered, wearing a suit of plate, or using a shield.

**Skills:** Spellslingers are good at travelling and surviving in the wilderness; gambling, stage magic, and minor sleight of hand tricks; and a roguish style of persuasion and showmanship. You may have knowledge of one particular tradition of magic, but you are not so much an academic.

You might also be skilled at some other profession that does not pay you particularly well, such as acting or writing. Discuss your character's background and history with the GM, either before or during the game. You may need to elaborate on how and where you learned a skill when you perform an appropriate action during play.

## Special Abilities:

- In combat, you may cast a spell as a simple action, or instead of moving. Thus, you may attack, dodge, or move and still cast a spell in the same round. You may also cast a spell in the same round you are injured.
- When you cast a spell you have memorized, whether you retain control or not, you may lose points of Dexterity in order to keep it in your memory, instead of forgetting it. If the spell is your level or lower, lose 1 point of Dexterity. If the spell is higher level than you are, lose 2 points of Dexterity.
- You have mastery of 2 spells per level, plus additional spells equal to your Intelligence modifier. If the total of your level and modifier is less than 1, you have mastery over no spells.
- You have Psychic Armour. Roll a number of Hit Dice (d6s) equal to your level and add them together to determine your Psychic Armour score, just as you do for Disposition. You are not required to re-roll this score when you take a rest, but you may, if you like.

For each spell you start with, you may either roll on the full table or roll on the specific school table of your choice. When you gain new spells upon advancing a level, you must roll on the full table to determine each of them.







# Witch

Other people go through life alone. Sorcerers lock themselves inside their arcane laboratories for weeks on end, while hedge wizards roam the hills where no other people go. But the witch is never by herself. Every witch has a familiar, their souls bound together by an unbreakable bond. Where you see one, look for the other.

**Hit Die:** 1d4.

**Primary Attributes:** Your sole primary attribute is Intelligence. If your Intelligence is 8 or lower, you suffer a -10 percent penalty to your experience points. If your Intelligence is 13-15, you gain a +5 percent experience point bonus, and if your Intelligence is 16 or higher, you gain a +10 percent experience point bonus. Each level, you must roll to increase your Intelligence, as well as one other attribute of your choice.

## Restrictions:

- You cannot cast spells when you are encumbered, wearing a suit of plate, or using a shield.

**Skills:** Witches are skilled in arcane arts such as alchemy, herbalism, and negotiating with supernatural beings, as well as skulking around the fringes of civilization and speaking authoritatively in public (especially when pronouncing curses). When you use one of your skills in a risky manner, you must roll equal to or lower than one of your attribute scores on a d20 to successfully perform your task. The GM will tell you which attribute score to use.

You may also be skilled in other areas, depending on your background and history—accounting, farming, or prostitution, for example. Discuss your character's identity with the GM, either before or during the game. You may need to elaborate on how and where you learned a skill when you perform an appropriate action during play.

## Special Abilities:

- You have a familiar, which you can play like a second character.
- You have mastery over 2 spells per level, plus spells equal to your Intelligence modifier. If the total of your level and modifier is less than 1, you have mastery of no spells. For each of your spells, you may either roll on the full table, or on the sub-table of any of the following schools: Animals, Darkness, Divination, Enchantment, Illusion, Plants, Prophecy, Revelation, or Summoning.
- You have Psychic Armour. Roll a number of Hit Dice (d4s) equal to your level and add them together to determine your Psychic Armour score, just as you do for Disposition. You are not required to re-roll this score when you take a rest, but you may, if you like. Your Psychic Armour can be used to defend your familiar as well as yourself.

## A Witch's Familiar

You have a familiar, which you can play like a second character. It is an animal or an inhuman spirit bound in flesh (a faerie queen, prince of Hell, or some eldritch intelligence from beyond time and space, for example) that follows your orders and acts independently of you. You can see through its eyes and hear through its ears. It is not like the kind of familiar you get when you cast the Familiar spell.

It is the same level and alignment as you and uses your attributes and initiative scores, but has its own Hit Die and Disposition score. It cannot employ hirelings. You may cast a spell through your familiar as if it were part of your body, but it cannot cast your spells when you are unable to cast them.

If it suffers damage after its Disposition score is reduced to zero, you can choose to let it die, or suffer the damage to your own Health instead. If your familiar dies, reduce your Health score by 1, permanently, and choose another familiar. It takes a full lunar month to obtain a new familiar.

**When you or your familiar is affected by a spell**, cast by yourself or someone else, you may lose 1 point of Intelligence, or 2 points of Intelligence if the spell is higher level than you are, to have the spell affect both of you as if you were the same person, as long as that makes sense. A spell cannot emanate from both yourself and your familiar and then affect another creature, item, or location twice.

**There are four sizes of familiars:** large, small, tiny, and a doppelgänger that is the same size as your are. When you choose your familiar, choose its size and its type. When you reach Level 4, you may choose a second special ability from any of the sizes, as long as it makes sense. When you reach Level 7, you may choose a third.

### Doppelgänger

Your familiar is a magical twin that looks like a creepy version of you. Its Hit Die is 1d4 and it can talk but has disadvantage on any social rolls it makes because it has trouble behaving like a normal person. Choose 1 special ability, based on what type of creature this doppelgänger is:

- **Alluring:** Your familiar is able to speak to, converse with, and persuade others normally (even if you choose this for an animal), instead of suffering disadvantage. It can also cast your spells when you are unable to.
- **Earthen:** Your familiar is made of crystal, metal, or stone. It has Armour 17, and takes half damage from acid, fire, lightning, and piercing weapons.
- **Enabler:** When your familiar helps you or someone else do witchy things, it grants advantage to any rolls made. It can only help one person at a time and it may do nothing else at the same time.
- **Shadow:** Your familiar is a shadow, and thus insubstantial. It cannot affect the physical world or talk without magic, nor can it be harmed by mundane things.



## Large

Your familiar is larger than a human—something like an ox, a lion, or a crocodile, perhaps. Its Hit Die is 1d8. Choose 1 special ability your familiar has, based on whether it is either a predator or a steed:

- **Predator:** Add your level to your familiar's attack rolls.
- **Steed:** You can ride your familiar. It moves as if it had Speed 12.

## Small

Your familiar is smaller than a human and its Hit Die is 1d6. Choose 1 special ability, your familiar has, based on what type of animal it is (or choose a similar animal):

- **Goat:** When your familiar fights alongside someone else (including you), it grants them advantage to attack rolls because it can sneak up and ram people.
- **Hawk:** Your familiar is able to fly.
- **Jackal:** Your familiar may track by scent.
- **Leopard:** Add your level to your familiar's attack rolls.

## Tiny

Your familiar's Hit Die is 1d4 and it cannot attack creatures larger than itself. It is skilled at being stealthy and fitting into small spaces. Choose 1 special ability your familiar has, based on what type of animal it is (or choose a similar animal):

- **Cat:** Your familiar always goes first in the initiative order, and so do you.
- **Crow:** Your familiar is able to fly.
- **Monkey:** Your familiar has hands that can manipulate objects.
- **Snake:** Your familiar is poisonous, so it may attack larger creatures.
- **Toad:** Your familiar allows you to memorize 1 additional spell.

### Fantastic Familiars

Alternately, you might prefer to start with a more powerful familiar right away. Maybe it is a supernatural creature, like a pegasus or mantichore. Each level, you can choose to either gain 2 more mastered spells, as normal, or you can choose an additional special ability for your familiar instead.

Or, instead of choosing additional special abilities, you may instead choose marks of heritage for your familiar, to reflect its true nature. Demonic, serpentine, and wild heritages are particularly apt.



# Mog-Mnogoth

Called by a thousand different names in as many lands or more, on the Highland Coast the opener of ways is known as Mog-Mnogoth, the One that is All, and the Web of Ruin. Some say this being is mindless, and its power can be tapped the same as any spell—through arcane rituals—while others say its mind is so far advanced that mere humans have no comprehension of its workings. Among its followers, there are yet others who care nothing for this distinction, so long as Mog-Mnogoth can help them achieve their goals.

**Alignment:** Chaotic.

**Followers:** Mog-Mnogoth is not noticeably conscious of its followers, who seem to tap into its power of their own accord. It accepts anyone who survives the initiation rituals, showing favour and demanding action seemingly at random (for no mere mortal can truly understand its motives).

**Initiation:** The initiation rite is a complex magical procedure that must be performed at a site of some significance to travellers. The rite may or may not include casting the spell *Opening the Way*, depending on the tradition you receive.

In every version of the ritual, you must build a complicated box in a remote wilderness area, then imprison yourself inside it for a week, with only the food and water that will fit in there with you. For the entire time you remain conscious, you must chant the seven hundred ritual phrases of the *Opener of Ways*, until your mind expands and you see the true complexity of the universe smashing its terrible way through your consciousness.

At the end of the ritual, you lose 1d12 points of Willpower, or you can save against half your Intelligence to lose only 1d6 (Mog-Mnogoth counts as higher level than any mortal person). If your Willpower is reduced to zero, you become a slave to Mog-Mnogoth, and your body transforms into an interplanar portal over the course of several days, ending your life. If you survive this ordeal, you become a follower of Mog-Mnogoth.

## Aspects

The *Opener of Ways* is generally depicted by a series of interconnected circles and rings, certain interlocking geometric patterns (which can be hidden in orthodox geometries), and a spiralling style of writing. Because the iridescent globes are strongly associated with Mog-Mnogoth (both on the Highland Coast and some other places), rainbow swirls and multicoloured patterns can also be used to indicate a connection to it.

If Mog-Mnogoth manifests physically, as the result of a miscasting, the caster manifests the *Opener of Ways* outside themselves, as described in the spell *Opening the Way* (page 296), and everyone in that location touches it for a single round.





## Quests

Mog-Mnagoth demands followers enact its will. Open all the doorways, crash through all the gates, tear down all the walls. Barriers of all kinds offend the Opener of Ways. There are certain limits, however. This being would destroy the barrier between life and death, but the actual state of individual creatures—dead or alive, or undead—are meaningless to it. As much as it can give you the power to travel into the past or the future, Mog-Mnagoth does not see time as a barrier. It does not experience time in a linear or teleological manner, and it cannot die. Space must all become one, but time needs no compressing, and death needs no reversing.

If the Opener of the Way demands a follower destroy a specific barrier, they must try for at least a month and a day, or they lose all powers it grants for a year.

## Signs

- **Changing on the Inside:** Your bones transmute into a strange, brittle metal. They are harder than bone but break just the same. Your teeth appear greyish or metallic when they are clean.
- **Daily Aging:** You look your natural age only at dusk and dawn. You appear almost a decade younger at noon, almost a decade older at midnight.
- **Doorways:** You become slightly blurry when you pass through a liminal space, such as a doorway or other passageway.
- **Eyes of the Other World:** There is nothing but darkness in your eyes.
- **Fading:** When you cast spells, have spells cast upon you, or otherwise come into contact with magic, you become slightly transparent.
- **Flexible:** You become extremely double-jointed. Sometimes your limbs even pop out of their sockets and must be put back in.
- **Foresight:** You get advantage to your initiative and surprise rolls but you cannot re-roll your Disposition after a short rest, even if you eat and drink.
- **Limbs of Mog-Mnagoth:** One of your limbs is made of strange cones, rods, and wires all made of metal, with the occasional glass lens, instead of meat.
- **Mind-Gnawing Madness:** You get +1 Willpower but -1 Intelligence.
- **The Opener's Apprentice:** You can pick locks as if you were skilled, and suffer no penalties for using even the most rudimentary of tools when you do so, but you can never intentionally leave a cabinet, door, lid, window, or other portal locked.
- **Preternatural Movements:** You have advantage on evasion rolls and rolls to run, jump, or perform other athletic maneuvers, but your resentment score in any settlement always starts at 1 and cannot be lowered to zero.
- **Transitions:** You become slightly blurry during liminal times, such as twilight, during rituals beginning or ending an activity, or when casting a spell.

## Spells Granted

Roll 1d100 for each spell that Mog-Mnogoth is able to grant:

Roll	Spell	Roll	Spell
1	Arcane Connection	40	Magic Pockets
2-6	Arcane Portal	41-43	Mental Map
7-8	Astral Projection	44-46	Message
9-11	Astral spell (page 139)	47-51	Open
12-13	Bridge	52-60	Opening the Way
14	Call to Hand	61	The Outer Noise
15-16	Colours from Beyond	62-64	Secret Space
17-18	Conjuration	65-67	Shadow Walking
19	Conjure Vehicle	68-69	Spell Conduit
20-24	Correspondences spell (page 142)	70-74	Summoning spell (page 167)
25-26	Create Path	75-76	Sympathetic Link
27-31	Create Portal	77-79	Teleport Others
32	Drag the Waters	80-84	Teleport Self
33-34	Ethereal Projection	85-86	Tesseract
35-37	Group Teleport	87-90	Trading Places
38	House of Leaves	91-95	Translocate
39	Instant Return	96-100	Warp Distance

## *Boons of Mog-Mnogoth*

### Absolute Knowledge

Mog-Mnogoth grants you 1 additional spell per level, from its spell table. You may select this boon multiple times, for more spells. **When you miscast a spell**, there is a 50/50 chance that a spell you cast by accident is one of Mog-Mnogoth's spells. You may select this boon multiple times, to gain more spells.

### Advanced Casting of the Ways

You may cast a spell that Mog-Mnogoth has made available to you but you do not currently have memorized. Roll to control it as normal, then lose 1d6 points of Intelligence. You may select this boon additional times, each time gaining one of the following additional bonuses when you use this ability:

- You get advantage on your roll to control this spell.
- You may cast any spell on Mog-Mnogoth's spell list table above (excluding spell school results), not just those Mog-Mnogoth has made available to you.
- You only lose 1d4 points of Intelligence instead of 1d6.





## The Eyes of the Opener

**Each time you select this boon**, choose 1 of: creatures, locations, or objects. You may use Mog-Mnogoht's senses to perceive things in the categories you have selected. Name the target you want to perceive and reduce your Willpower by 1d4 points. You experience a vision of the target named—where it is, what is happening there, etc. Then save against your Intelligence. If you are successful, you may ask 1 question about the target for each point of Willpower lost and receive a true answer. If you fail, you have seen too much and you must roll 1d12 on the table below. If any of your attributes are reduced to zero, you are consumed by Mog-Mnogoht, body and soul.

### Roll Seen Too Much Through the Eyes of the Opener

1	For a moment, your mind melds with that of an alien god and you lose 1d12 points of Intelligence.
2	Mog-Mnogoht manifests in your location.
3-4	A random dweller in the deep is summoned, alone, to your location.
5	A random elemental is summoned to your location.
6	You are transported to your target's location.
7-8	You experience inhuman visions and lose 1d4 points of Intelligence.
9-10	You gain a nightmare curse (even if you are not inside an incursion).
11-12	You lose an additional 1d4 points of Willpower and you must ask a single question about the target for each point lost.

## The Longest Reach

Mog-Mnogoht bends space around you, allowing you to run twice as fast and jump twice as far. Your weapon always counts as longer than the weapon of any creature that charges you.

## Maps of Mog-Mnogoht

Your sense of direction is unerring. You can never become lost. You always know how to find a place you have been to before, even if you were transported there by magic.

## Opening Steps

You may step through solid matter, up to 5 feet per level, in a single step. You lose 1d4 points of Willpower each time. As long as your Willpower is not reduced to zero, you instantly appear on the other side. If the material is too thick, you lose 1 point of Willpower and you cannot step through. You may step through living as well as inert matter, but not energy or invisible forces.

## Walking the Angles

Your Speed is 10 plus your Dexterity modifier and you get advantage on your initiative rolls. Space is not the same to you as it is to others.



## *Taboos of Mog-Mnogoth*

### **The Colours from Beyond**

**When you miscast a spell**, you also summon 1d20 iridescent globes, in addition to the normal effects. They appear 1d100 feet away from you in a random direction.

### **Dehumanizing Assimilation**

Lower your Charisma score by 1d6 points, permanently. If this reduces your score to zero, you are consumed by the Opener of Ways and become part of its body, never to be seen or heard from again. You may select this taboo multiple times.

### **Inhuman Nature**

You have seen too much of the universe, in your mind's eye. You are no longer able to communicate the way normal human beings do, or present yourself believably as such. You have disadvantage on all social rolls that do not include threats of severe physical harm or spiritual ruin.

### **Meaningless Magic**

You can no longer cast, master, or memorize spells of the Abjuration and Necromancy schools, unless they are also Correspondences spells. You also cannot produce the same effects through a miscasting; roll again if the results indicate Abjuration or Necromancy spells.

### **The Mind of Mog-Mnogoth**

You can no longer cast, master, or memorize spells of the Enchantment and Illusion schools, other than Message. You also cannot produce the same effects through a miscasting; roll again if the results indicate Enchantment or Illusion spells.

### **Objective Instability**

**When you cast a spell**, one random item you are carrying teleports to a new location 1d100 feet away in a random direction. If the new location is not empty, the teleported item becomes embedded in whatever matter is there. **When a spell is cast upon you**, the same thing happens, both to you and to the person who cast the spell. If you are carrying no possessions (i.e. you are completely naked), you are teleported instead.

### **Spatial Instability**

**Each time you select this taboo**, choose a type of location, such as bakeries, forges, palaces, or prisons (but not more specific than that). When you enter such a place, you are instantly transported to another location 1d10 × 100 feet away in a random direction. You cannot appear in mid-air, but if this transportation would put you inside a solid object, you lose 1d6 points of Health and appear nearby instead.



## Plants Spells

That which grows in the earth is the start of all life. Without the world of plants, what chance does the flesh have to thrive? Wizards of both the civilized world and wilderness revere the flora that surrounds them, learning to influence and control the natural world.

The sultan of Geth has a collection of greenhouses tended by arcane arborists to supply the palace with the most succulent of produce year-round. The view from inside these greenhouses becomes bizarre and otherworldly on days of heavy smog, when the oily charcoal clouds crawl their way across the outside of their glass walls. The air inside the glass remains warm, humid, and clean year-round as the arborists walk the rows, tending their fruits and vegetables. They are less revered by far than Geth's battle wizards, but they have much greater access to the palace.

In the wastelands of Shahrazar, where few people live, there are wizards whose skins become prickly, like a cactus. Some of them have claimed to even pass for plants by remaining motionless when adventurers passed by them. If you can find one of these cactus wizards when you are stranded out in the desert, perhaps they will give you water, which they can find in even the driest of places, so that you don't die.

### Signs of the Vegemancer

- **Bacchante:** Your hair is full of vines and leaves.
- **Ent-like:** Your skin has the colour and texture of bark.
- **Forest Friend:** You get advantage on orientation rolls in lush wilderness, but disadvantage on orientation rolls in deserts and wastelands.
- **Herbal:** Your hair is like leaves or moss.
- **Life Speaks to Life:** Plants seem to reach out to you with their leaves when you pass by them.
- **Loamy:** You smell of the deep forest.

Roll 1d20 to determine individual Plants spells:

Roll	Plants Spell	Roll	Plants Spell
1	Control Fungi	10	Plant Form
2	Create Ooze Golem	11-12	Plant Growth
3-4	Create Path	13	Pollen
5	Create Wood Golem	14-15	Reshape Plants
6	Ignore Plants	16	Servant of Rubber
7	Ironwood	17	Speak with the Forest
8	Living Armour	18-19	Speak with Plants
9	Petrify Plants	20	Summon Plant



## Detect Evil

Level 2

**Duration:** 1 intention per caster level,  
1 hour per caster level.      **Range:** Senses.  
**School:** Divination.

**Effect:** Caster only.

By concentrating on someone you can see, hear, or touch, you may detect evil intentions in them, such as the intent to harm, steal, threaten someone, or otherwise deliberately inconvenience them. Once you have detected a number of intentions equal to caster level, the spell ends.

### Variations:

- Level 1. Duration: Instantaneous. The spell informs you if anyone you can see, hear, or touch is of evil alignment, but gives you no more information than that.
- Level 1. Range: Touch.
- Level 3. The target of the spell glows with a faint red light whenever you detect harmful intentions in them. This can be seen by everyone around them.
- Level 5. Duration: 1 hour per caster level. You may use the spell as much as you like until the duration is over.

## Detect Illusion

Level 1

**Duration:** 1 turn per caster level.      **Range:** 30 feet per caster level.  
**Effect:** Caster only.      **Schools:** Divination, Illusion.

For its duration, this spell informs you of any illusions, invisible things, and other magical falsehoods within range. Even if you cannot perceive an illusion with your mundane senses, you will feel its presence, knowing in what direction it lies and approximately how far away from you it is. This spell does not automatically allow you to penetrate the illusions it detects.

## Detect Invisible

Level 1

**Duration:** 1 turn per caster level.      **Range:** Senses, 50 feet per caster level.  
**Effect:** Caster only.      **School:** Divination.

For the duration of the spell, you can see creatures and objects that are magically invisible, as well as something else (roll 1d8 each time you cast the spell).

### Roll    Other Invisible Thing You Can Now Detect

- |   |   |
|---|---|
| 1 | Concealed traps in your location.                           |
| 2 | Concealed valuables in your location.                       |
| 3 | Concealed weapons on the people around you.                 |
| 4 | The intended meaning of things people in your presence say. |
| 5 | The intentions or motives of the people in your presence.   |
| 6 | The relationships of the people in your presence.           |
| 7 | The spells people you can see have memorized.               |
| 8 | The truth of any magical illusion you can see.              |



## Psychic Movement

Level 1

**Duration:** 1 day.

**Range:** None.

**Effect:** Caster only (and steed, if applicable).

**School:** Correspondences.

For the duration of the spell, you can move your body around with your mind, at a Speed equal to caster level. You cannot fly or levitate, but you do not need to walk or move your limbs in any way. If you are attached to something or riding something, you may add caster level to its Speed, and direct it to your will if it is not a thinking creature itself. This allows you to move boats and floating objects you might be using as a vehicle (or trying to).

## Purify Food and Drink

Level 2

**Duration:** Immediate.

**Range:** Senses.

**Effect:** Food and drink for a dozen.

**School:** Healing.

This spell purifies food and drink that you can see, touch, or taste, enough for up to a dozen people. Food that was spoiled or rotten becomes fresh, and non-magical poisons are neutralized.

### Variations:

- Level 1. Effect: Food and drink for one.
- Level 4. Effect: All food and drink within 10 feet per caster level.

## Questioning Touch

See Inquiry, page 272.

## Quicksand

Level 3

**Duration:** Instantaneous.

**Range:** Senses.

**Effect:** 1 location.

**Schools:** Earth, Transmutation.

This spell transforms the earth of the target location into loose mud that is completely impassable by humans or animals. No more than one acre can be affected. Once the earth has been turned to mud, it dries at a normal rate.

## Radiant Beam

Level 3

**Duration:** Instantaneous.

**Range:** 10 feet per caster level.

**Effect:** 5 foot wide beam.

**Schools:** Evocation, Radiance.

This spell creates a beam of radiant light that deals 1d6 per caster level damage to all chaotic, evil, extraplanar, and undead creatures it touches. Other chaotic, evil, extraplanar, and undead creatures who can see the beam must save against their Dexterity or be blinded for 1 round.



## Scrying Pool

Level varies.

**Duration:** 1 turn per caster level.**Range:** Infinite.**Effect:** 1 creature, item, or location.**Schools:** Correspondences, Divination.

This spell grants you a visions of a target you name, along with whatever is happening where they are. You must cast this spell at the same level as your target.

## Second Wind

Level 4

**Duration:** Instantaneous.**Range:** Touch**Effect:** 1 creature per caster level.**School:** Healing.

This spell heals those you touch of all their fatigue, misery, and minor wounds. Their Dispositions increase to their maximum possible score. You lose 1 Disposition for each person you grant a Second Wind to, and you cannot cast this spell on yourself.

## Secret Space

Level 2

**Duration:** Until dispelled.**Range:** Touch.**Effect:** 1 item or built location.**Schools:** Correspondences, Manipulation.

This spell creates a special compartment in an object that only the caster, and others named during the casting, may access. This spell can add secret pockets to a garment, additional pages to a book, extra space to a cabinet, or even an extra room to a building. This space is approximately the same size as other spaces it is intended to mimic, but adds no extra size or weight to the item affected.

## See in the Dark

Level 2

**Duration:** 1 day.**Range:** Touch.**Effect:** 1 creature.**Schools:** Darkness, Enhance.

For the duration of the spell, the target can see in the dark as if it were daytime, with no difficulty, aside from the sensation of peering through tinted glass. To properly discern colours, they must successfully save against their Intelligence.

**Variations:**

- Level 4. Effect: 1 creature per caster level.

## See Through Air

Level 1

**Duration:** 1 turn per caster level.**Range:** Sight.**Effect:** Caster only.**Schools:** Air, Divination.

For the duration of the spell, you may see through clouds, smoke, and haze as if they were faint outlines. Likewise, other, similar distortions of the air cannot interfere with your sight, but complete darkness still prevents you from seeing anything.

## Self Explosion

See Explosion, page 243.

## Self Projection

Level 6

**Duration:** 1 turn per caster level.

**Range:** 30 feet per caster level.

**Effect:** Caster only.

**School:** Illusions.

This spell creates a duplicate image of yourself that acts independently of you, doing whatever you want it to do. Any spells you cast appear to come from your duplicate. This illusion vanishes when someone touches it.

## The Semblance of Death

Level 1

**Duration:** 1 hour per caster level.

**Range:** Touch.

**Effect:** 1 creature.

**Schools:** Alteration, Illusion, Necromancy.

For the duration of the spell, the target appears to be dead. They are cold to the touch and seem not to breathe. They can remain conscious and move about, though the more active they are, the more alive they begin to appear. If they remain still, even the undead will not realize they are among the living.

### Variations:

- Level 3. Effect: 1 creature per caster level. Range: Senses.

## Send Dreams

Level 4

**Duration:** 1 image or sentence per  
caster level.

**Range:** Infinite.

**Effect:** 1 person.

**School:** Mind.

You send images or spoken messages to the a target you can name or have met before. They will experience this message in their dreams for 1 night per caster level.

### Variations:

- Level 5. Effect: 1 person per caster level. Targets experience the dream once only.

## Sense Destiny

Level 3

**Duration:** Instantaneous.

**Range:** Senses.

**Effect:** 1 creature.

**School:** Prophecy.

This spell grants you a vision of one thing the target will do or be responsible for in the future, if they are not stopped. You are usually shown their most important act or contribution to the world, or it might only be what will have the most impact on you.

## Sense Emotions

Level 1

**Duration:** 1 turn per caster level.

**Range:** Senses.

**Effect:** 1 creature.

**Schools:** Divination, Mind.

For the duration of the spell, you can sense the emotions of one target you can see, hear, or touch.

### Variations:

- Level 3. Effect: Caster only. You can sense the emotions of all creatures you can see, hear, or touch.

## Sense Fear

Level 2

**Duration:** 1 turn per caster level.

**Range:** Senses.

**Effect:** Caster only.

**Schools:** Divination, Mind.

For the duration of the spell, you can tell if any creatures that you can see, hear, and touch are afraid or not, and if they are, what the source of that fear is.

## Sense Messages

Level 2

**Duration:** 1 turn per caster level.

**Range:** Special.

**Effect:** 1 message.

**School:** Divination.

This spell reveals to you the presence of a message or signal, along with its contents. This message can be contained in magical signals, radio waves, spoken language, telepathy, or writing. An unknown language is decoded for you, as long as living creatures that know it still exist. You must know of, or at least suspect the existence of, a message in order to sense it.

## Sense Motives

Level 2

**Duration:** Instantaneous.

**Range:** Senses.

**Effect:** 1 creature.

**Schools:** Divination, Mind.

This spell allows you to sense the desires and motivations behind the present activities of one target you can see, hear, or touch.

### Variations:

- Level 1. Range: Touch.
- Level 4. Effect: 1 creature per caster level.

## Sense Nightmares

Level 1

**Duration:** Instantaneous.

**Range:** Senses.

**Effect:** 1 creature, item, or location.

**School:** Divination.

This spell reveals to you whether a target has been corrupted, influenced, or traumatized by nightmares. You discover what nightmare curses afflict them and if they serve the nightmare realm. You get a general sense of how long either taint has existed, but no other details. This spell also reveals if the target is immune to the pervasive madness of the nightmare realm, the way PCs are.

## Serpents

Level 3

**Duration:** 1 turn per caster level.

**Range:** 10 feet per level.

**Effect:** Caster only.

**Schools:** Animals, Summoning.

This spell creates 2d6 snake-like monsters that obey your commands (Level 1 monsters, Armour 13, Hit Die 1d4, Speed 3). They disappear when killed or when the spell ends.





## Stigmata

Level 3

**Duration:** 2d6 rounds.

**Range:** Senses.

**Effect:** 1 creature.

**Schools:** Alteration, Entropy.

For the duration of the spell, one target you can see, hear, or touch bleeds profusely through their skin and orifices, losing 1 point of Health per round and becoming extremely messy. If they work to staunch the bleeding, the spell ends. If the target cannot bleed, this spell has no effect.

### Variations:

- Level 4. The blood transforms into some other, non-magical substance that is not valuable and does not cause additional damage, once it leaves the target.
- Level 5. The blood transforms into flammable oil once it leaves the target.

## Stone Armour

Level 2

**Duration:** 1 turn per caster level.

**Range:** Touch.

**Effect:** 1 creature.

**Schools:** Alteration, Earth, Protection.

For the duration of the spell, one target you touch gains a stone-like exterior coating. Their Armour rating is increased by caster level, but their Speed is reduced by 2.

### Variations:

- Level 4. Range: Senses.

## Stone Form

Level 4

**Duration:** 1 turn per caster level.

**Range:** None.

**Effect:** Caster only.

**Schools:** Alteration, Earth.

For the duration of the spell, you are made of earth, as is anything you are carrying. You can still move around normally. In this form, you receive a bonus to your Armour rating equal to caster level, you are immune to blades and piercing weapons, and you do not need to breathe.

## Stoneskin

Level 2

**Duration:** 1 turn per caster level.

**Range:** Touch.

**Effect:** 1 creature.

**Schools:** Alteration, Protection.

For the duration of the spell, all physical attacks on the target have their damage reduced by caster level.

### Variations:

- Level 1. Effect: Caster only. Range: None.
- Level 4. Effect: 1 creature per caster level.
- Level 4. Range: Senses.
- Level 6. All close combat attacks that strike the target also inflict caster level damage to the attacker as well. Ranged attacks do not suffer this penalty.

## Stormcrow

Level 3

**Duration:** 1 season per caster level.**Range:** Senses, 20 feet per caster level.**Effect:** 1 creature, item, or location.**Schools:** Air, Enchantment.

This spell curses a target you can see, hear, or touch. Bad weather follows them everywhere: wind and rain, sleet and snow, thunder and lightning. Black clouds and howling winds are a common occurrence in their presence.

**Variations:**

- Level 2. Duration: 1 week per caster level.

## Stream of Metal

Level 2

**Duration:** Instantaneous.**Range:** 20 feet per caster level.**Effect:** 1 creature, item, or location.**Schools:** Earth, Evocation.

This spell causes a stream of molten metal to project from your hand or other body part toward the target. Whatever it strikes, either the target or the first obstacle in the way, suffers 1d12 + caster level damage.

## Strength

Level 2

**Duration:** 1 hour per caster level.**Range:** Touch.**Effect:** 1 creature.**School:** Enhance.

For the duration of the spell, the target's Ferocity score is increased by 1d8 points, with their modifier increasing accordingly. This can keep someone reduced to zero Ferocity alive and active temporarily. Once the spell ends, these points disappear immediately. If the target loses points of Ferocity while this spell is in effect, these bonus points are lost first, and do not allow another creature to gain them or any other benefit from them (as, for example, a Life Drain spell allows its caster to do).

## Suffocation

Level 5

**Duration:** Concentration.**Range:** Senses.**Effect:** 1 creature.**School:** Entropy.

While you concentrate, one target you can see, hear, or touch begins to suffocate, losing 1 point of Health each round until dead. Creatures that do not need to breathe are not affected by this spell.

## Summon Air Elemental

Level 4

**Duration:** 1 turn per caster level.**Range:** Senses, 20 feet per caster level.**Effect:** 1 elemental.**Schools:** Air, Summoning.

This spell summons a being made of air, in the form of clouds, smoke, or a tornado, that obeys your commands. Choose the exact form the elemental takes when you cast the spell. It is Level 1d6 or caster level, whichever is lower.



## Summon Animal

Level varies.

**Duration:** Instantaneous.

**Range:** 1 mile per caster level.

**Effect:** All animals within range.

**Schools:** Animals, Summoning.

This spell summons a mundane animal, your choice of what type, to your presence. You may give it one further command, but otherwise it does not automatically fall under your influence. You must cast this spell at the same level as the animal you summon.

## Summon Beastling

Level 2

**Duration:** 1 round per caster level, or  
1 mission.

**Range:** 10 feet per caster level.

**Schools:** Animals, Summoning.

**Effect:** 1 beastling.

This spell summons one random beastling that will obey you for mere moments or undertake a single mission for you before disappearing. If the beastling can save against its Willpower, it may remain, uncontrolled, instead of disappearing.

### Variations:

- Level 5. The beastling must disappear when the spell ends.
- Level 7. Effect: 1d6 + caster level beastlings.

## Summon Children

Level 3

**Duration:** Special.

**Range:** Senses.

**Effect:** 1 community.

**School:** Summoning.

This spell causes all or most of the children in a community to congregate at your location. Adults with particularly underdeveloped intellect or weak will may also be attracted. Once they have congregated, they mill about as if in a trance for a few minutes, then return to their senses.

## Summon Creature of Death

Level 6

**Duration:** 1 turn per caster level.

**Range:** Senses.

**Effect:** 1 location.

**Schools:** Chaos, Necromancy,  
Summoning.

This spell summons a creature of the unquiet lands of the dead, where it spends its existence torturing guilty souls. You must specify the spot where it appears. Roll 1d6 to determine this creature's level and 1d8 to determine its actions.

### Roll Action

- |     |   |
|-----|---|
| 1-2 | Creature attacks most guilty target.                              |
| 3   | Creature attacks nearest living target.                           |
| 4   | Creature attacks nearest living target that is of evil alignment. |
| 5   | Creature attacks nearest living target that is of good alignment. |
| 6-8 | Creature attacks target of the caster's choice.                   |

## Unseen Hand

Level 7

**Duration:** Concentration.

**Range:** Senses, 30 feet per caster level.

**Effect:** 100 pounds per caster level.

**School:** Manipulation.

This spell allows you to move 100 pounds per caster level of matter with your mind. It moves at a normal walking speed and cannot be used as a weapon.

**Variations:**

- Level 3. Effect: 1 pound per caster level.
- Level 5. Effect: 10 pounds per caster level.

## The Urge

Level 2

**Duration:** 1 hour per caster level.

**Range:** Touch.

**Effect:** 1 creature.

**School:** Enchantment.

When you cast this spell, name an urge or desire that you awaken in the target—greed, hunger, sexual desire, or the urge to escape, for example. They must act on that urge, but retain control over their actions. Creatures with no emotions are not affected by this spell.

**Variations:**

- Level 1. This spell awakens one specific urge only. Choose which urge when you learn the spell.
- Level 4. Range: Senses.

## Uttering the Dread Name

Level 3

**Duration:** 1 utterance.

**Range:** None.

**Effect:** Caster only.

**Schools:** Abjuration, Astral, Chaos.

This spell allows you to properly speak the syllables of the Dread Name of Blind Chaos. Anyone who hears you uttering the Dread Name suffers 1d10 damage, and creatures not native to the current plane are driven back 1d6 feet per caster level. These creatures must also check for morale, as the Dread Name is a painful experience on a spiritual level, reminding them that they do not belong here.

## The Vandal's Curse

See Deface, page 228.



## Venomous Weapons

Level 2

**Duration:** 1d8 + caster level rounds.

**Range:** Senses, 10 feet per caster level.

**Effect:** 1 creature.

**School:** Entropy.

For the duration of the spell, one creature you can see, hear, or touch becomes venomous. Any attack they make that cuts or pierces a foe's body deals an additional 1d6 + caster level damage due to the arcane poison.

### Variations:

- Effect: 1 creature per caster level. Range: Touch.
- Level 5. Duration: 1 turn per caster level.

## Ventriloquism

Level 1

**Duration:** 1 turn per caster level.

**Range:** 50 feet per caster level.

**Effect:** Caster only.

**Schools:** Evocation, Illusion.

For the duration of this spell, you may cause your voice to emanate from anywhere within range. You may also mimic other sounds. **In order to mimic another human voice**, roll your Charisma or lower on a d20. **In order to mimic inhuman sounds**, roll half your Intelligence, rounded down, or lower on a d20.

### Variations:

- Level 4. You can always mimic a sound or voice you have heard before, without needing to roll.

## Verminous Form

Level 3

**Duration:** 1 turn per caster level.

**Range:** None.

**Effect:** Caster only.

**Schools:** Alteration, Animals.

This spell transforms you into the form of any small, non-magical pest or verminous creature that you have observed before. You gain whatever physical, mundane abilities your new form has, but cannot deal additional damage or use venom. You may not appear to be a specific, individual creature. This spell ends if you suffer harm.

### Variations:

- Level 4. Duration: 1 hour per caster level.
- Level 5. You may assume the form of a specific vermin you have seen before.

## Vision Quest

See Divine Guidance, page 236.

## Visions of the Past

Level 5

**Duration:** 1 turn per caster level.

**Range:** Senses.

**Effect:** 1 location.

**Schools:** Correspondences, Divination.

For the duration of this spell, the historical events of a location are communicated to you in visions. You may choose any moment in the past, but the scene plays out in real time, until the spell's duration is over.





## *Basilisks*

*They call it the king of lizards but when the basilisk arrives, it does not reign. It only destroys, poisoning the land, turning all about itself to ruin. What strange world beyond the depths of the Astral Sea gave birth to this thing, so its poison from the outer dark could leak its way into Earth? Some say it is a god, an idol of poison. All we can do is hope there is only one, and not more.*

### **Level 7 evil dweller in the deep.**

Armour 17, Hit Die 1d8, Morale +2, Numbers 1, Size Large, Speed 8, Surprise +1. Cha 1, Dex 14, Fer 18, Hth 18, Int 8, Wil 6.

**1 bite attack** per round (damage reduces Health directly).

Each round, living creatures in the basilisk's presence suffers 1d8 poison damage unless they can save against their Health, and most non-living creatures decay for 1d8 damage unless they can save against their Willpower. The basilisk emanates a field of metaphysical entropy that manifests in the form of poison in living creatures and material weakening in golems or the undead. Elementals and other creatures whose conscious intelligence is suffused throughout their inanimate form are not affected. This field extends only 50 feet, and is blocked by most solid objects.

The basilisk has walked the material plane before, and the deep scars from its previous visit are still there, buried deep down beneath the cities, sand, and jungles. Will it walk those same pathways again, or will it find new vistas to ruin?

## Cockatrices

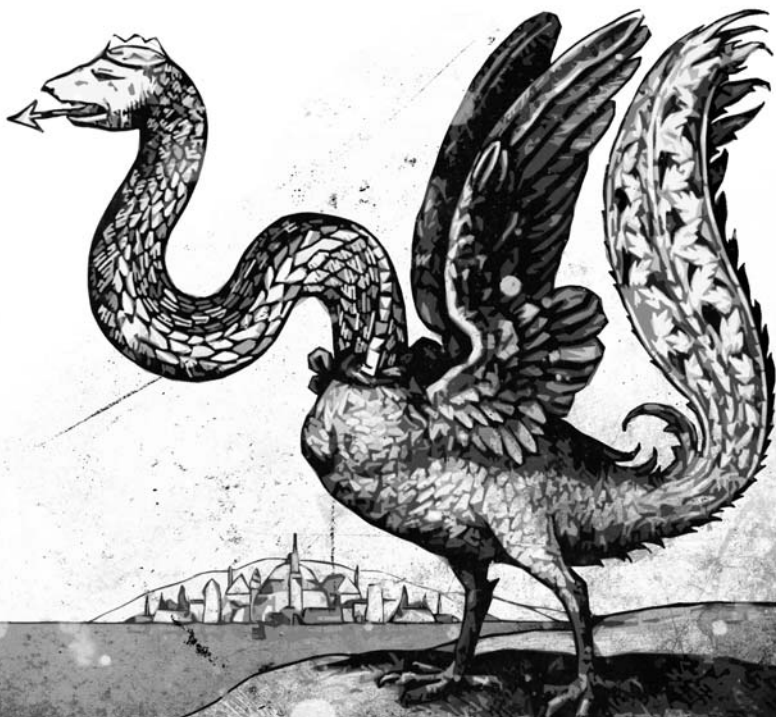
*Said to be the issue of an egg laid by a dead crocodile—or perhaps birthed live from the belly of a giant snake killed by leprosy—the cockatrice is feared for beams emanating from its eyes that petrify the unwary. When this dread lizard-bird appears, the people scatter, afeared of its murderous eye and the foul wind that seemingly follows in its wake.*

### Level 3 neutral beastling.

Armour 12, Hit Die 1d6, Morale 0, Numbers 1, Size Small, Speed 5 (moves 15 flying), Surprise -1. Cha 4, Dex 10, Fer 10, Hth 14, Int 12, Wil 8.

**1 gaze attack** per round. Target loses 1d6 points of Dexterity on a miss and 2d6 points of Dexterity on a hit. Anyone whose Dexterity is reduced to zero is completely immobilized for at least a day, and is left vulnerable to the wizard who employs the cockatrice. Golems and animated objects cannot be petrified, though the undead can be.

Though scholars believe the cockatrice petrifies its victims, this is not true. It merely paralyzes them and leaves them vulnerable. The formula for creating a cockatrice is a jealously-guarded secret passed down through several lineages of sorcerers and it is typically used to procure victims for their experiments. The process requires the feathers of rare and valuable songbirds worth at least 200 cyphers. When the cockatrice is slain, it transforms back into these feathers.



## Creatures of Death

*Beyond death, beyond dreams, beyond even the stars themselves, there are strange realms of suffering, where the souls of the guilty receive their just desserts at the hands of inhuman torturers. Called demons by primitive human societies, modern scholars of the arcane (and especially those uncanny necromancers who dare to rage against the cosmic boundaries their magics have revealed to them) have other names to call them by. But even their knowledge seems lacking, for they offer no real explanations of these realms or what happens inside them.*

Creatures of death can be summoned to the terrestrial sphere by sorcery, or they can find their way here through gaps in the barrier between the worlds of the quick and the dead. In either case, they are much rarer than ghosts or even the vengeful dead.

### Level 1-9 evil dwellers in the deep.

Armour 11, Hit Die 1d6, Morale +2, Numbers 1, Speed 8, Surprise -1.

Cha 10, Dex 14, Fer 14, Hth 10, Int 12, Wil 12.

**1 attack as a fighter** per round.

- Creatures of death suffer harm from healing magic, and may be abjured as if they were undead (as well as dwellers in the deep).
- Double damage from necromantic magic and radiance.
- Immune to disease, mind control, mundane weapons, poison, and unarmed attacks by living creatures.

Ash tree branches, weapons made of ash or silver, or covered in ashes and charcoal, and ceremonial grave goods can all inflict damage upon creatures of death, despite not being magical.

## Theme

Creatures of death are amplifiers of guilt. They carry around their own, self-contained environments where they confine and manipulate the souls of the dead. In the Astral Sea, these realms are the only solid environment around, but on Earth, they must be found inside other spaces, including the creature's own body.

Use the procedures for creating a nightmare concept in *The Nightmares Underneath*, and treat these realms like nightmare incursions, but with no crown and a creature of death for an anchor. The theme of the creature and its realm is always tailored to a specific type of transgression and/or punishment, however, as opposed to being built out of any kind of negative experience, or out of many different experiences, the way incursions are.

You might also decide to add one or more of the following aspects: accounting ledgers, an axe made of teeth, bestial features, cages, cannibalism, corpse-faced people dressed in leather, empty halls, expressionless eyes, flayed skin, ice picks, insects, the killing floor, large size, maggots, mutilated faces, nailed hands, needles, open graves, oppressive heat, a puzzle box, ravens, scavenging dogs, skeletal armour, slime, smoke, a terrible stench, vivisections, weeping wounds, or weird technology.

## Minor Powers

Creatures of death have a number of minor powers equal to their level. Choose or roll 1d12 for each:

Roll	Minor Death Power
1	1 Darkness spell per level.
2	1 Enchantment spell per level.
3	1 Entropy spell per level.
4	1 Necromancy spell per level.
5	Charisma 18 and Willpower 18.
6	Dexterity 18 and Intelligence 18.
7	Ferocity 18 and Health 18.
8	Hit Die 1d10.
9	Immune to cold and frost.
10	Immune to fire and heat.
11	Immune to lightning.
12	May not be abjured as undead.

## Major Powers

High-level creatures of death get major powers: only one if they are Level 7, two if Level 8, and three powers if they are Level 9. Choose or roll 1d6 for each:

Roll	Major Death Power
1	1 additional attack per round.
2	1 Summoning spell per level, but any creature summoned is undead.
3	Accompanied by 1d4 tomb guardians.
4	Accompanied by 2d6 revenant or skeleton minions.
5	Armour 16 and Speed 10.
6	May command any undead creature with impunity.

## Motivations

When a creature of death encounters living beings, roll 1d10 to determine its reactions and what inner drive motivates it when dealing with them:

Roll	Death Creature Motivation
1	Build edifices and monuments to the creature and its theme.
2	Establish and run a society based on the creature's theme.
3	Identify the guilty who are alive, kill them, and claim their souls.
4	Kill people, so the number of dead souls increases.
5	Obtain the corpses of the guilty to claim their souls.
6	Offer magic in exchange for acting out the creature's theme.
7	Offer magic in exchange for the guilty brought before it.
8	Perform rituals of summoning to bring more creatures here.
9	Teach the living how to punish and torture others.
10	Torture the living (guilty or not) according to the creature's theme.





## Wizard Names

Roll 1d100 to determine the initial syllable of a wizard's name, then 1d200 one or more times for additional syllables, and remove vowels as necessary. At your option, roll 1d20 to determine an epithet for this wizard, either before their name, or after, attached via words such as “of,” “of the,” or “the.”

### Roll Initial Syllable

1	Aba / Ada	26	Far	51	Kiah	76	Sab / Sob
2	Abri	27	Fay / Feh	52	Kud	77	Sad / Sidi
3	Af	28	Gab / Ghib	53	Lah / Lay	78	Saf / Shaf
4	Ah / Ak	29	Gelah	54	Mah / Mal	79	Saj / Shez
5	Aliy	30	Geza / Giz	55	Marti	80	Sam / Shems
6	Amm / An	31	Ghay	56	Mir / Mur	81	Salah
7	Asa / Ash	32	Ghul / Gol	57	Miy / Muy	82	Sav / Sep
8	Azar / Azi	33	Gudah	58	Mozh	83	Seno / Sim
9	Bah / Bey	34	Hak / Hik	59	Mukh	84	Shab
10	Bal / Bil	35	Ham / Han	60	Mus	85	Sher
11	Bam / Ben	36	Hav	61	Nah	86	Shiy / Siah
12	Bora	37	Hos	62	Nil	87	Shoh / Zoh
13	Char	38	Hwah	63	Nur	88	Tab
14	Chet	39	Ibi	64	Oh / Os	89	Tah / Taj
15	Dah	40	Ik / Iq	65	Par	90	Tal / Taw
16	Dam / Din	41	Il / Iru	66	Qah / Quay	91	Tam / Tan
17	Dar	42	Isa	67	Qis	92	Touf
18	Dauw / Dav	43	Jah / Juh	68	Rah / Reh	93	Ul / Urs
19	Del / Dil	44	Jam / Jin	69	Ram / Rin	94	Vah
20	Ebu	45	Kah / Khay	70	Ras	95	Vish
21	Eh / Ej	46	Kam / Kan	71	Riy	96	Vol / Wal
22	El	47	Kas / Khash	72	Riz / Rus	97	Was / Yas
23	Erd	48	Kata	73	Rogh / Ruk	98	Yaw / Yuh
24	Es / Ez	49	Kav	74	Roh / Ruy	99	Yus
25	Ett	50	Khoz	75	Sa / Shah	100	Zar / Zur

To create the names of prophets and other notables from the early days of the law, or names common among the desert peoples of the South, do the following:

- Replace all /p/ and /v/ sounds with /b/ or /f/ and the consonant /w/.
- Replace all hard /g/ sounds with a softer /j/ or a voiceless post-velar stop /q/.
- Replace some /d/ and /t/ sounds with interdental fricatives /dh/ and /th/.