



## Chapter 9: MAGIC

**I**N THE WORLD OF *ELDRITCH TALES*, MAGIC AND OCCULT SORCERY ARE real possibilities. The pages of ancient texts contain esoteric formulae that allow a would-be magician to tap into cosmic energies and the weird power of the Old Ones. By such means, a sorcerer might produce mystical effects, summon unearthly beings, or create magical potions or talismans. During Mythos investigations, characters will likely face spellcasting cultists and creatures that practice sorcery. Characters may even enact rituals themselves hoping to turn Mythos power against itself.

*Any character* may attempt to cast a spell. To do so, the character needs the ritualistic spell formula, the required components, the time necessary to perform the casting, and the willingness to face the consequences of failure. In *Eldritch Tales*, “spells” include alchemical recipes used to create potions and similar weird devices.

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### FINDING AND LEARNING SPELLS

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Spell formulae may be found in the usual wizard’s books, ancient Mythos tomes, musty scrolls, or even on the hieroglyph-covered walls of Egyptian tombs. Learning the complex structure of spells is highly formulaic and nuanced.



The aspiring sorcerer must be able to read the text and must study the spell for 1 day per spell level. Afterwards, he must make an Intelligence Feat to learn the spell. Most spells impose a penalty to this feat, based on their difficulty, which is listed in the spell description under “**Learn Spell.**” Success means the caster has learned the spell and gained one Mythos Lore point. Those who fail the feat must Save vs. insanity or gain one point of Insanity, though they still gain the Mythos Lore point. Once a spell is learned it may be cast at any time, provided the character meets the requirements and has the ingredients.

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## CASTING A SPELL

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Casting a spell is done by attempting a special Attribute Feat called a **Spell Check**. Each spell is tied to Intelligence, Wisdom, or Charisma, and typically imposes a penalty to the Spell Check (listed under “**Spell Check**”). Roll a d6 and apply any relevant modifiers (such as from Mythos Lore, the Occultist Occupation, or situational modifiers). A result falling within the character’s success range for the specific Attribute indicates that the spell has been properly cast. Some spells have special requirements that must be met for the spell to work.

Failure to cast a spell, once the caster has tapped into the esoteric energies of the cosmos, typically results in dire consequences (listed under “**Failure**”).

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## SPELL DESCRIPTIONS

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- **Spell Level:** A gauge of the spell’s power and complexity, ranging from 1 to 6.
- **Learn Spell:** Indicates the penalty imposed to the Intelligence Feat made to learn the spell.
- **Casting Time:** The length of time necessary for casting the spell.
- **Spell Feat:** Identifies the Attribute to be checked to cast the spell, as well

as any associated penalty.

- **Range:** The maximum distance at which the spell can take effect.
- **Duration:** The length of time that a spell lasts.
- **Failure:** The cost associated with failing the Spell Check to cast the spell. Those with multiple possible results should be randomly determined.

### Alter Time

Spell Level: 3

Learn Spell: -1

Casting Time: 2 rounds

Spell Check: Intelligence -2

Range: 240 ft

Duration: 30 minutes

Failure: The caster's mind slips into a time stream, catching glimpses of different eras, and he falls unconscious for 2-5 rounds. He gains 1d3 Insanity points (Saving Throw for half) and may be scented by the **Hounds of Tindalos**.

The caster must announce which of the two options are being cast.

The caster may *quicken time*, affecting an area with a 60-foot radius around the point where the spell is targeted. As many as 24 creatures become able to move and attack at double normal speed.

Alternatively, the caster may *slow time*, affecting an area with a 60-foot radius around the point where the spell is targeted. As many as 24 creatures failing a Saving Throw can only move and attack at half speed.

### Animate Carrion I

Spell Level: 1

Learn Spell: +0

Casting Time: 10 minutes

Spell Check: Intelligence +0

Range: 10 feet

Duration: Permanent

Failure: Casting failure causes all of the subject corpses to decompose into dust and be unusable.



By means of this incantation the necromancer animates the corpses of small, normal animals (of less than 1 HD) into undeath. Each corpse must be specially prepared ahead of time with a treatment of rare chemicals, a task that takes 1 day. Depending upon the decomposition of the corpses and the number available, 1d4 **skeletal animals** or 1d3 **zombie animals** are created. **Skeletal animals** have  $\frac{1}{2}$  HD and take half damage from slashing and piercing weapons. **Zombie animals** have  $\frac{1}{2}+1$  HD and the **resilient** ability (see **zombie**).

### Animate Carrion II

Spell Level: 3

Learn Spell: -1

Casting Time: 30 minutes

Spell Check: Intelligence -1

Range: 10 feet

Duration: Permanent

Failure: Casting failure causes all of the subject corpses to decompose into dust and be unusable.

As *animate carrion I*, however this spell affects medium creatures (up to 2 HD). Raised **skeletal animals** have 1 HD and take half damage from slashing and piercing weapons, while **zombie animals** have 1+1 HD and the **resilient** ability (see **zombie**).

## Animate Dead

Spell Level: 5

Learn Spell: -2

Casting Time: 4 hours

Spell Check: Intelligence -2

Range: Referee's discretion

Duration: Permanent

Failure: The corpses animate, but the caster has no control over them. They attack him and will seek him out over any distance.

This spell animates **skeletons** or **zombies** from dead bodies. 1d6 human-sized undead are animated. The corpses obey the caster's commands to the best of their ability and remain animated until slain. To cast *animate dead*, the subject corpses must be prepared with unusual herbal or alchemical mixtures and rare oils. Upon casting the spell the caster gains 1 Insanity.

## Banish

Spell Level: 5

Learn Spell: -2

Casting Time: 5 rounds

Spell Check: Wisdom -2

Range: 240 feet

Duration: Permanent

Failure: The banishment fails and the attempt draws the target's attention.

This ritual only affects transdimensional beings, such as **Yog Sothoth**, the **men of Leng**, and **ghasts**, and creatures that have been summoned by sorcery. After 2 rounds of casting, a clap of thunder resounds in multiple dimensions, forcing the target back to its place of origin. The targeted creature is allowed to make a Saving Throw to resist the banishment, if it so chooses, but suffers a -2 penalty.





## Black Tentacles

Spell Level: 4

Learn Spell: -1

Casting Time: 3 rounds

Spell Check: Intelligence -2

Range: 40 feet

Duration: One round per level

Failure: The spell fails, but the magical energies force the caster to make a Saving Throw vs. magic or be held stationary for 1d4 rounds.

Thick, ebony octopoid tentacles erupt from the ground in a 30-foot diameter area centered within range. The spell creates 1d4 tentacles plus 1 for each level of the caster. Each tentacle has AC 4 [15], 2+2 HD, extends up to 10 feet in length, and will attack any creature within its reach. Targets must make a Saving Throw or be smacked for 1d6 damage and entangled. Victims entangled by a *black tentacle* are constricted, crushed, and pummeled, automatically taking 1d6+2 damage each round until released.

## Blessed Serpent of Yig

Spell Level: 3

Learn Spell: -1

Casting Time: 1 hour

Spell Check: Wisdom -2

Range: 100 miles/level

Duration: Until the task is complete, the snake is killed, or 1 night elapses

Failure: The caster has offended Yig. If the caster intended to send a message, he finds that his tongue has lengthened and forked making speech difficult and spell-casting impossible for 1 day. If the spell's intended use was murder, the snake is sent against the caster.

This sorcery, stolen from the **serpent-people**, invokes the favor of Yig and beseeches the snake-god to send a deadly viper to visit a specific individual. The target of the spell must be within range. The spell may be used for one of two uses, chosen by the magician when it is cast.

- The caster may choose to have the serpent deliver a message to the target individual. The target must understand the speech of serpents or otherwise have some means of communication. Once the message is delivered, the *blessed serpent* slithers away.
- Alternatively, the caster may send the *blessed serpent* as a deadly assassin to murder the target. Using the spell in this manner causes the caster to gain 1-3 Insanity with no Save allowed. The snake arrives at the victim's location and gains a surprise attack with a +4 bonus; if this fails it continues attacking until it delivers a bite or is killed. Once it delivers a poisonous bite, the task is complete and the snake retreats into the night. [**Blessed Serpent of Yig: AC 3 [16]; HD 2; Bite +2 (1d6-2); Keen Senses** (night vision, scent), **Poison** (2d6 damage); **Save 16; Move 15; Morale 1; Level/XP 4/120]**

The *blessed serpent* appears as an over-sized, but typical snake, though its head always displays a white crescent – the mark of Yig.

**Bodily Alteration**

Spell Level:	2
Learn Spell:	-1
Casting Time:	2 rounds
Spell Check:	Charisma +0
Range:	Self
Duration:	60 minutes +10 minutes/level
Failure:	The caster is wracked in physical pain as his body warps uncontrollably. He becomes disfigured and deformed with a Charisma of 3 for the duration of the spell.

The caster summons esoteric forces to physically alter his form, thus assuming a near-impenetrable disguise. He may become 50% shorter, taller, lighter or heavier, and may take on the form of non-human bipedal creatures, including **deep ones**, **serpent people**, **ghouls**, or **men of Leng**. Some special traits may be acquired due to the transformation (for instance, taking the form of a **deep one** may grant limited water breathing). The disguise is perfect, but penetrated by *detect magic* and possibly other means.





## Charm Person

Spell Level: 1

Learn Spell: +0

Casting Time: 2 rounds

Spell Check: Charisma +0

Range: 120 feet

Duration: Until dispelled

Failure: The caster and target gain 1 point of Insanity as their minds unconsciously clash in a psychic confrontation.

This spell affects living bipeds of human size or smaller, such as **deep ones** or **white apes**. If the spell succeeds (Saving Throw allowed), the unfortunate creature falls under the caster's influence, considering him the closest of friends.



## Cloudkill

Spell Level: 5

Learn Spell: -3

Casting Time: 2 rounds

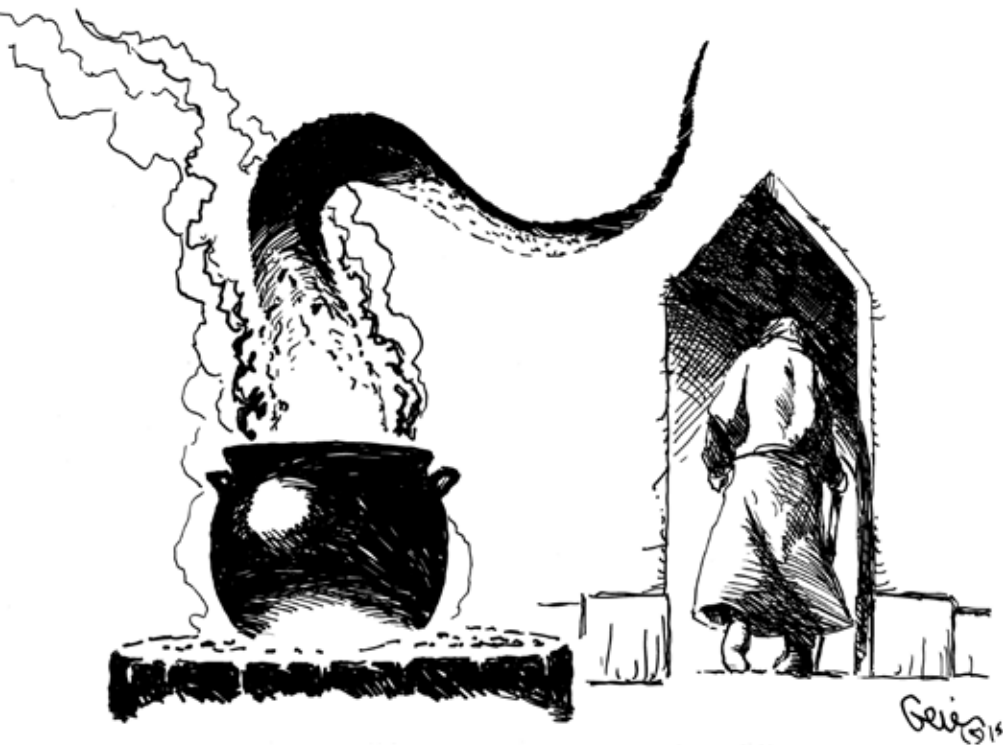
Spell Check: Intelligence -3

Range: Moves 6 feet per minute

Duration: 1 hour

Failure: Caster must Save vs. poison or become violently ill, coughing, gagging, and vomiting for 2d6 rounds as a greenish gas flows out of his nose and mouth. He is unable to take meaningful actions and is reduced to one-half movement.

Foul and poisonous vapors boil from thin air, forming a cloud 15 feet in radius. The cloud moves directly forward at a rate of 6 feet per minute unless its direction or speed is affected by winds. Unusually strong gusts can dissipate and destroy it. The poison-laden mist is heavier than air and thus sinks down any pits or stairs in its path. This spell affects only creatures with 5 HD or fewer. Those who fail their Saving Throw die.



## Commune

Spell Level: 5

Learn Spell: -3

Casting Time: 1 hour

Spell Check: Wisdom -3

Range: Caster

Duration: 3 questions

Failure: Having opened her mind to extraplanar contact, she gains 1d3+1 Insanity, as her mind is briefly invaded by the thoughts of an interdimensional being.

This spell allows the caster to contact Mythos entities which grant an answer to three questions the caster poses. By doing so, he gains 1 Insanity. Old Ones and their servants don't take to constantly being interrogated by mere mortals, so the spell should be limited to once per week or so by the referee. Furthermore, there is a 1-in-20 chance every time the spell is cast that the contacted entity will place a *geas* upon the caster (as per the spell).

Certain days of the year hold special importance to the Old Ones due to solar alignments. On such days, the referee may allow the caster to cast a "double strength" *commune* spell composed of six questions, perhaps with special requirements.

## Comprehend Language

Spell Level: 1

Learn Spell: +0

Casting Time: 1 round

Spell Check: Intelligence +0

Range: Self

Duration: 10 minutes

Failure: The caster's tongue swells to unusable proportions and he is unable to speak for the duration.

Upon completion of this simple utterance, the caster is able to understand any single language of his choosing for the duration of the spell. The caster need not know the name of the language and might employ this spell to understand the piping speech of the **elder things** or mundane human languages.



### Condense Essential Saltes

Spell Level:	5
Learn Spell:	-2
Casting Time:	2 days
Spell Check:	Intelligence -3
Range:	One corpse
Duration:	Permanent
Failure:	The remains are permanently destroyed and cannot be raised by any means.

By employing this procedure, the alchemist may reduce a corpse to its most essential ingredients - the "saltes." The body is soaked in alchemical solvents, cremated, and ground into a greenish powder. Once created, the *saltes* may be stored in a jar indefinitely, to be later reconstituted as a living being by means of the spell *revivify from essential saltes*. In addition to a proper laboratory, this spell requires ether, ethanol, water, and other alchemical compounds.

### Confusion

Spell Level:	4
Learn Spell:	-1
Casting Time:	2 rounds
Spell Check:	Wisdom -1
Range:	120 feet
Duration:	2 hours
Failure:	Caster must make a Saving Throw vs. insanity, or gain 1 point of Insanity and be herself affected by the confusion for 1d6 rounds.

This spell confuses people and monsters, making them act randomly. Roll 2d6 to determine the creature's behavior:

The effects of the confusion may shift every 10 minutes or so, and the dice are rolled again to determine any change. The spell affects 2d6 creatures, plus an additional creature for every caster level above 8th. Creatures of 3 HD or fewer are automatically affected by the spell, and it takes effect immediately. Creatures of 4 HD or more automatically resist the confusion effect until it builds up to its full power (which takes 1d12 minutes, minus the caster's level), but are required to make a Saving Throw at this time.

Eventually, these creatures are likely to succumb to the confusion, for they must continue to make another Saving Throw every 10 minutes until the spell's 2-hour duration has run its course.

**TABLE 29: CONFUSION REACTION**

2s6 Roll	Reaction
2-3	Wander aimlessly
4-6	Attack the caster and allies
7-9	Stand baffled and inactive
10-12	Attack own allies

### Contagion

Spell Level:	4
Learn Spell:	-2
Casting Time:	1 round
Spell Check:	Intelligence -2
Range:	Touch
Duration:	Permanent
Failure:	The spell reverses onto the caster.

This horrible incantation imbues the caster's touch with deadly disease. The next person the caster touches must make a Saving Throw against disease or be afflicted with a debilitating and contagious illness. The sickness immediately causes painful wracking and a loss of 2 points from Strength, Dexterity, and Constitution. Over the following days, the victim becomes bedridden and covered with purplish boils. After one month, he is allowed a second Saving Throw with success meaning eventual recovery. Failure means the victim dies within 1d6 days. During this time, any individual coming in close contact with the victim must succeed at a Saving Throw or be similarly afflicted.

## Control Weather

Spell Level:	6
Learn Spell:	-2
Casting Time:	5 rounds
Spell Check:	Wisdom -3
Range:	Referee's discretion
Duration:	Referee's discretion
Failure:	The spell backfires and creates the exact opposite of the desired weather effect, centered on the caster.

The caster can affect weather conditions in any manner he chooses, subject to the referee's discretion. For example, he may summon or stop rainfall, create unusually high or low temperatures, create or disperse a tornado, conjure a persistent fog bank, clear the sky of clouds, or cause the sky to become overcast. The change in weather takes 1d10 rounds.

## Corpse Marionette

Spell Level:	2
Learn Spell:	-1
Casting Time:	1 round
Spell Check:	Intelligence -1
Range:	160 feet
Duration:	1 turn per level
Failure:	Whilst enforcing his will over the corpse, the caster accidentally opens his mind to the corpse's memories of its own death. The caster gains 1 Insanity.

The caster causes the corpse of a man-sized biped to animate in a semblance of undeath. In reality, the caster controls the movements of the corpse as if it were a marionette, allowing it to walk, manipulate objects, or even attack. The caster must fully concentrate to maintain this control and the spell ends if he loses concentration or stops directing the corpse with his gesticulations. The *corpse marionette* is treated as a **skeleton** or **zombie** and forces Insanity Saving Throws on those who see it (except the caster).

## Darkvision

Spell Level: 3

Learn Spell: +0

Casting Time: 1 round

Spell Check: Intelligence -1

Range: Touch

Duration: 1 day

Failure: The caster must make a Saving Throw vs. magic or be blinded for 1d4 turns.

The recipient of the spell can see in total darkness to a distance of 60 feet for the length of the spell's duration, though his eyes radiate a dim red glow.

## Detect Magic

Spell Level: 1

Learn Spell: +0

Casting Time: 1 round

Spell Check: Wisdom +0

Range: 60 feet

Duration: 20 minutes

Failure: The spell fails and the caster's senses are thrown into confusion for 1d10 turns. Her vision is blurred, her ears ring, and her sense of touch is numbed, causing a -2 penalty to all actions and Saves for the duration.

The caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. For example, magical items may be discovered in this fashion, as can the presence of a charm secretly laid upon a person or a dweomer affecting an area.



## Detect Thoughts

Spell Level: 2

Learn Spell: +0

Casting Time: 3 rounds

Spell Check: Wisdom +0

Range: 60 feet

Duration: 2 hours

Failure: The caster's unguarded mind is opened and flooded by the thoughts of dozens of people. Gain 1 point of Insanity.

The caster can detect the thoughts of other beings. The caster must focus on a single individual at a time. The spell cannot penetrate more than 2 feet of stone and is blocked by even a thin sheet of lead.

## Dispel Magic

Spell Level: 3

Learn Spell: -1

Casting Time: 1 round

Spell Check: Wisdom -1

Range: 120 feet

Duration: 10 minutes against an item

Failure: The targeted source of magic overwhelms the caster and reflects magical energy. The caster and any creature in his vicinity suffer 1d4 damage.

Dispel magic can be used to completely dispel most spells and enchantments.

## Divine Weather

Spell Level: 1

Learn Spell: +0

Casting Time: 10 minutes

Spell Check: Wisdom +0

Range: 5-mile radius

Duration: 4 turns

Failure: The caster gets a false reading.

Upon completing this augury, the character has a solid prediction of the weather for the next 24 hours. The reading is good for a 5-mile radius of his location when casting the spell.

### **Dominate**

Spell Level: 4

Learn Spell: -2

Casting Time: 1 round

Spell Check: Charisma -2

Range: 10 feet

Duration: Permanent until broken

Failure: The incantation goes awry and the caster suffers a blast of psychic feedback causing 1-2 Insanity, Save allowed for half.

By employing this charm, the caster exerts his will over a single victim, creating a psychic link between them. If the victim fails his Saving Throw, the caster is able to issue psychic commands to the victim, who is compelled to obey to the best of his ability. Commands must be fairly straightforward, for example, “fight that person,” “go home,” “get that object,” etc. When the caster is not issuing commands, the victim can act normally; however, he considers the caster a close friend and will seek to defend him if necessary. Alternatively, the caster might take full control of the victim simply by concentrating for a full round. The caster must maintain concentration and can take no other actions for the entire time he is in control of the dominated victim. During this time, the caster sees through the victim’s eyes and controls all of his actions. After the spell is cast, the caster can exercise his domination over any distance, so long as the two are in the same dimension. If the victim takes damage whilst obeying commands, he may make a Saving Throw to break the spell.

## Dream Message

Spell Level:	3
Learn Spell:	-1
Casting Time:	10 minutes
Spell Check:	Wisdom -1
Range:	Self
Duration:	Special
Failure:	The spell fails and the caster suffers 1 point of Insanity damage due to night terrors that last for 1d3 days.

This evocation culminates with the consumption of a drugged tea, which induces a deep slumber. By this means, the caster enters the Dreamlands and makes contact with the recipient of the message. The recipient dreams of a meeting with the caster and hears the message. Both must be sleeping during the exchange of the message, though the caster may wait in the Dreamlands for up to 4 hours.

## Elder Sign

Spell Level:	4
Learn Spell:	-1
Casting Time:	10 minutes
Spell Check:	Wisdom -2
Range:	Touch
Duration:	7+1d10 days
Failure:	The <i>elder sign</i> is cast but, unbeknownst to the caster, it has no power.

Casting the *elder sign* involves engraving a solid object, usually a crystal, stone, or door, with the eldritch glyph and intoning the proper chant. The object to be engraved may not be smaller than 6-inches square and the enchantment remains potent for 7+1d10 days. Mythos creatures cannot approach within 10 feet of the *elder sign* unless they make a successful Saving Throw. They cannot attack a character



carrying the *elder sign* in melee combat but may attack her with ranged weapons or sorcery. If carved upon a door or archway, Mythos creatures cannot pass over the threshold, unless the Save is made. If carried, the *elder sign* operates for any individual, not just the caster. In all cases the Saving Throw receives a penalty equal to the caster's level. Note that the referee should roll this spell check and not reveal the result. More powerful versions of this spell are said to endure for eternity and were once used to seal the crypts of the Old Ones.

### Elixir of Immortality

Spell Level:	5
Learn Spell:	-2
Casting Time:	4 weeks
Spell Check:	Intelligence -2
Range:	Creates one potion
Duration:	Permanent
Failure:	When consumed, the elixir (1-3) ages the imbiber 1d10 years, (4-5) causes 1d4 Constitution loss, (6) <i>or</i> is poison (Saving Throw or die).

This extremely rare formula allows the sorcerer to create a potion that reduces the drinker's age by 1d6+2 years. The referee should not disclose whether the process has been successful; this will only be revealed when the elixir is imbibed.

### Elixir of Transmutation

Spell Level:	4
Learn Spell:	-2
Casting Time:	1 day
Spell Check:	Intelligence -2
Range:	Creates one potion
Duration:	8 hours +1 hour per caster level
Failure:	An incorrect measurement causes the elixir to malfunction, but this is not known until it is drunk. The imbiber transforms, maintaining portions of her own features but is horribly disfigured; her Charisma becomes 3 for the duration.

This rare formula allows the creation of a potion that causes the imbiber to take on the shape of a specific individual. The individual to be mimicked need not be willing, but a small amount of her blood is a required ingredient. The transformation is perfect and includes a voice change. This is no illusion, rather the imbiber's physical form changes, usually with some discomfort and bleeding around the nails, teeth, and orifices. If the imbiber is unaware (or unwilling) of the coming transmutation, she gains 1 Insanity. The change lasts 8 hours, plus 1 hour per caster level. Note that the referee should roll this spell check and not inform the caster about success until the elixir is drunk.

### Fade Memories

Spell Level:	4
Learn Spell:	-2
Casting Time:	4 rounds
Spell Check:	Intelligence -2
Range:	Touch
Duration:	Permanent
Failure:	Failure (1) causes the target to lose 1d6 specific memories, (2) subjects the target to massive memory loss equal to amnesia, <i>or</i> (3) causes the target and caster to trade 1d6 specific memories.

This spell targets a specific section of the target's brain, destroying it and the memory it holds. The caster must announce what memory will fade away and the target is allowed a Saving Throw to resist the effect.

### Fear

Spell Level:	4
Learn Spell:	-1
Casting Time:	1 round
Spell Check:	Charisma -1
Range:	60 feet
Duration:	Instantaneous
Failure:	The spell backfires and affects the caster.

The casting of this spell affects the minds of victims within a 60-foot long cone that extends 30 feet from the caster and is 30 feet wide at its terminus.

Victims who fail their Saving Throw are stricken with mind-numbing fear and must flee in panic for 2d6 rounds.

### Feeblemind

Spell Level:	5
Learn Spell:	-2
Casting Time:	2 rounds
Spell Check:	Intelligence -2
Range:	240 feet
Duration:	Permanent until dispelled
Failure:	Caster temporarily loses 1d4 Intelligence due to magical feedback, though a Saving Throw is allowed for half the loss.

*Feeblemind* magically rots a person's psyche. The Saving Throw against the spell is made at a -4 penalty, and if the Saving Throw fails, the targeted character becomes *feeble-minded* until the magic is dispelled. A *feeble-minded* character is considered to have Intelligence and Wisdom scores of 4 and suffers a -4 penalty to all Saving Throws vs. insanity.

### Geas

Spell Level:	6
Learn Spell:	-2
Casting Time:	4 rounds
Spell Check:	Charisma -3
Range:	30 feet
Duration:	Until the act is complete
Failure:	As this spell employs the power of an Old One, the caster is compelled to perform some task for that Old One, in this world or another.

This powerful incantation allows the caster to compel a single target to undergo a specific task. The difficulty of the task is not a factor and may force the victim to commit several years of his life to its completion and may even be obviously life-threatening. If the victim chooses to ignore the *geas* his physical attributes (Strength, Dexterity, and Constitution) are all reduced to half and will continue to decline over the following 2d6 months, eventually resulting in death. A Saving Throw negates the spell, but has a penalty equal to the caster's level.

### Geas of the Descendant

Spell Level: 5

Learn Spell: -2

Casting Time: 5 years

Spell Check: Charisma -3

Range: Nil

Duration: Permanent

Failure: The caster's line is cursed (referee's decision).

Because this spell affects one of the caster's descendants, he must produce a blood heir for the spell to operate correctly. The caster must conduct the ritual in the spring and fall of each year for five consecutive years, on days specifically linked to Yog Sothoth. During the casting, the sorcerer must indicate what act he wishes his descendent to accomplish. The effects of the spell become evident within 1d4+2 generations of the caster's death and affect a random descendent. This individual will have an uncanny resemblance to the caster and will feel an unavoidable compulsion to act according to the geas implanted at casting.

### Guidance of Thoth

Spell Level: 1

Learn Spell: -1

Casting Time: 1 round

Spell Check: Intelligence +0

Range: Self

Duration: One check

Failure: Unbeknownst to the caster the spell has failed and drawn the disfavor of Thoth. He rolls two dice and takes the worst result on his next Intelligence Feat.

This spell, supposedly found in the *Egyptian Book of the Dead*, allows the caster to attune his intellectual faculties to the cosmos, granting assistance to solve a particular problem. The caster can roll two dice and take the best result on his next Intelligence Feat. The caster does not know if the *guidance of Thoth* succeeds, so the referee should roll the Spell Check.

## Hideous Graft

Spell Level:	3
Learn Spell:	+0
Casting Time:	1 hour
Spell Check:	Intelligence -1
Range:	One recipient
Duration:	1 day/level
Failure:	Recipient takes 1d6 damage and loses 1 point of Constitution permanently.

This spell is used to graft recently-deceased body parts onto living creatures. The body part must be roughly man-sized and cannot have been dead for more than 1 hour. The recipient of the graft gains 1-2 Insanity, but can Save for half that amount. Animal parts may allow the recipient to attack with natural weapons (such as claws or hooves), while a grafted head may allow access to the memories contained within. However, drastic surgeries, such as these, double the Insanity received. The grafted part will be usable for no more than 1d6 months, at which point it “dies” and begins to decompose, passing a rotting disease to the recipient and causing 1d6 damage per day until death. The body part may be removed at any time with a 2-hour procedure.

## Hypnotism

Spell Level:	2
Learn Spell:	-1
Casting Time:	2 rounds
Spell Check:	Charisma -2
Range:	30 feet
Duration:	1d6 days
Failure:	A failed spell check subjects the caster to mental feedback. She is allowed a Saving Throw, but failure results in fainting.

The caster weaves a mesmerizing pattern in the air, whilst murmuring a dulcet, comforting incantation. She targets a single living creature within range who is allowed a Saving Throw. Those who fail become susceptible to a course of action suggested by the caster. The suggestion lasts only until the spell’s duration expires.



## Ichthyan Call

Spell Level: 1

Learn Spell: +0

Casting Time: 1 round

Spell Check: Wisdom +0

Range: 100 yards

Duration: 1 hour

Failure: The spell fails and the caster's voice becomes hoarse and croaking for 1 hour.

By means of this croaking chant, the caster summons 4d6 normal fish to within 10 feet of his person. Of course, the spell is only effective when cast upon a body of water and sufficient fishes must be within range.

## Induce Dream Quest

Spell Level: 4

Learn Spell: -2

Casting Time: 1 hour

Spell Check: Wisdom -1

Range: 1 recipient

Duration: One night

Failure: The recipient is plagued by maddening dreams for 7 days and gains 1d3 Insanity.

The recipient of this spell, which may be the caster, is sent into the Dreamlands to accomplish a specific purpose. The recipient's physical body falls into a comatose slumber, while his consciousness travels the Dreamlands. The recipient will sleep for 6+1d4 hours, however any amount of time might pass in the Dreamlands (this is left to the referee to decide).

There are inherent dangers with dream-questing. If the recipient's body is slain while his consciousness travels, the soul will be permanently trapped in the Dreamlands; however, if the soul is killed in the Dreamlands, the recipient awakes violently and gains 1d6+1 Insanity, with no Save allowed.

## Initiate Familiar

Spell Level:	2
Learn Spell:	+0
Casting Time:	1 day
Spell Check:	Charisma +0
Range:	One creature
Duration:	Permanent
Failure:	The creature is destroyed; if the caster sacrificed his own hit points, they are permanently lost.

By casting this spell, the sorcerer creates a familiar. A small animal (no bigger than a cat) must be at hand and covered with a paste composed from the caster's saliva, blood, and other components. Upon completion, the familiar takes on some characteristics of the caster. It has 1 HD, and the caster may (during casting) permanently sacrifice up to 4 of his own hit points to be added to the familiar's hit points total. The caster may employ the familiar's senses to observe its surroundings and may cast spells through it. 3-in-6 familiars can speak any language the caster knows. 1-in-6 familiars take on a completely different form than the base animal (such as a miniature **night-gaunt**, a **rat-thing**, or a tiny, wizened version of the caster).

## Magic Jar

Spell Level:	5
Learn Spell:	-2
Casting Time:	4 hours
Spell Check:	Intelligence -3
Range:	See description
Duration:	See description
Failure:	The caster's soul is set adrift and unable to re-enter his body without assistance.

This spell relocates the caster's life essence, intelligence, and soul into an object (of virtually any kind). The "jar" must be within 30 feet of the caster's body for the transition to succeed.

Once within the magic jar, the caster can possess the bodies of other creatures and people, provided that they are within 120 feet of the jar and fail a Saving Throw. The caster can return his soul to the *magic jar* at any time,

and if a body he controls is slain, his life essence returns immediately to the jar, regardless of the separating distance. If the caster's body is destroyed while his soul is in the *magic jar*, the soul no longer has a home other than within the *magic jar* (although the disembodied caster can still possess other bodies as before). If the jar itself is destroyed while the caster's soul is within, the soul is lost. The warlock can return from the jar to his own body whenever desired, thus ending the spell.

### Mind Transference

Spell Level: 5

Learn Spell: -3

Casting Time: 10 minutes

Spell Check: Wisdom -3

Range: One creature within 10 feet

Duration: Permanent

Failure: The caster loses the first psychic duel with the donor and increases his Insanity by 1d3 points; the spell fails.

This terrible spell grants a form of immortality to the caster by allowing her to insert her own mind into another living body. The *mind transference* is a gradual process during which the caster must successively overpower the mind occupying the target body, eventually ejecting it completely.

When this spell is cast, the donor of the new body may be a willing participant, or else must be restrained. This victim is allowed a Saving Throw to resist the spell and, if this first Save is successful, the spell is entirely negated. If, however, the victim fails the Saving Throw, the caster's mind enters the victim's body for 1d4 days, during which time the victim's mind resides in the caster's body. When this time expires, the minds revert to their original bodies, but a connection has been made that allows the caster to assert her dominance over any distance. The caster must successfully transfer her mind into the victim four times to complete the transferral.

The caster must wait 2d4 days before attempting the second transference, which will last 2d4 days if successful. The third attempt requires 2d4 weeks of rest and preparation before it can be attempted; a successful third transference lasts 2d4 weeks. A battle of wills occurs on each attempt and the victim must make a Saving Throw. If it succeeds, the victim has repelled the mental invasion and the caster gains 1d2 Insanity. For each failed Save

(including the first), the victim increases his Insanity by 1d4 and gains a cumulative -1 penalty to future Saves made to resist this spell.

The final transference must occur on the autumnal equinox and requires sacrifices to Shub Niggurath. If the victim fails this final Saving Throw, the *mind transference* is complete and permanent.

### Phantasmal Force

Spell Level:	2
Learn Spell:	+0
Casting Time:	1 round
Spell Check:	Intelligence +0
Range:	240 feet
Duration:	Until negated or dispelled
Failure:	The spell fails and the caster suffers from hallucinations for 1d3 days.

This spell creates an illusion that seems real to all observers. The illusion disappears when it is touched, but if the viewer believes the illusion is real, it may cause up to 2d6 damage and may force Saving Throws against insanity.

### Powder of Ibn Ghazi

Spell Level:	2
Learn Spell:	+0
Casting Time:	1 day
Spell Check:	Intelligence +0
Range:	20 feet
Duration:	1 turn per level
Failure:	The powder does not work, but this will only be revealed when its use is attempted.

Completion of this formula creates one dose of the *powder of Ibn Ghazi*. The powder may be dispersed into the air to fill a 20-foot cube in one round. All invisible creatures within the area are revealed to the human eye. However, creatures must have at least a partial existence in the user's dimension. Once the caster creates the powder, any character may use it. Note that the referee should roll this spell check and not inform the caster about success until the powder is employed.

### Project Image

Spell Level: 6

Learn Spell: -2

Casting Time: 1 round

Spell Check: Intelligence -1

Range: 240 ft

Duration: 1 hour

Failure: The illusion fails and the caster is stunned for 1d3 rounds.

The caster projects an image of himself to a maximum range of 240 feet. Not only does the projected image mimic the caster's sounds and gestures, but any spells he casts will appear to originate from the image.

### Psychometry

Spell Level: 3

Learn Spell: -1

Casting Time: 10 minutes

Spell Check: Intelligence -1

Range: Touch

Duration: Instantaneous

Failure: Unless the caster succeeds at an Insanity Saving Throw, she gains 1 Insanity and a permanent obsession for objects similar to that being studied.

The caster may "read" a single object and glimpse events and people connected to its past. The caster must touch the object whilst performing the 10-minute divination and upon culmination she is granted one or more inexplicit visions associated with the object. For example, if the caster reads a murder weapon, she may envision the killer's face or experience the act, but would not learn the killer's name or where the crime occurred. At the referee's discretion, the visions may force an Insanity Saving Throw.

## Read Languages

Spell Level: 1

Learn Spell: +0

Casting Time: 1 round

Spell Check: Intelligence +0

Range: Reading distance

Duration: 10 minutes per level

Failure: The spell fails, all text appears garbled to the caster and causes headaches for the duration of the spell.

This spell allows the caster to read any texts that are written in unfamiliar or even unknown languages. It is especially useful for reading eldritch tomes, but it does not allow the caster to decipher secret codes.



## Revivify from Essential Saltes

Spell Level: 5

Learn Spell: -2

Casting Time: 10 minutes

Spell Check: Intelligence -2

Range: 1 creature

Duration: Permanent

Failure: The *saltes* have been damaged, the creature revivifies horribly wrong.

This spell allows the caster to reanimate a creature previously prepared via *condense essential saltes*. This ritual taps into the power of Yog Sothoth to manipulate time and space and reconstitute the being from its *saltes*. If the *essential saltes* were imperfect (for instance, if they were created from an incomplete corpse), the revivification may have disastrous results. For instance, if the *saltes* contained less than half of the complete creature, it may appear as a dead blob of flesh, or it may be an insane, gibbering creature that attacks on sight. The decision is in the hands of the referee.

A revived creature may again be condensed into its *essential saltes* by the reverse of this spell *reduce to essential saltes*, a simple, verbal incantation that takes but 1 round. Only creatures that have been revived by this spell may be affected in this manner.

### Rot

Spell Level: 3

Learn Spell: -2

Casting Time: 2 rounds

Spell Check: Intelligence -2

Range: Touch

Duration: Permanent

Failure: Failing the spell check causes the caster to suffer a loss of 1d6 Charisma for an equal number of days as his skin becomes dry and scaly, and he emits the stench of decay.

This incantation causes organic matter to decay at an astounding rate. Deceased matter decomposes and rots into dust within a matter of minutes, depending upon its mass. Living targets are allowed a Saving Throw to resist the effects of the spell entirely, however failure results in 2d6 immediate damage as a portion of the victim rots into putrescence.

## Spatial Travel

Spell Level: 5

Learn Spell: -2

Casting Time: 4 rounds

Spell Check: Intelligence -3

Range: Self

Duration: See description

Failure: Caster becomes lost in unknown dimensions, Saving Throw allowed.

Upon completion of this difficult ritual, the caster can walk between dimensions to any point in the three-dimensional universe. The caster may take one additional person for every two levels of experience she has. The travelers walk through a weird landscape of unreal angles and cyclopean structures inhabited by harmless geometric creatures, though other dimensional voyagers might be encountered. For safety, the caster should have an idea of her destination, lest she inadvertently exit into an inhospitable world. This spell may permit access to the Dreamlands, but does not allow travel between points on the same planet.

## Speak with Dead

Spell Level: 3

Learn Spell: -1

Casting Time: 10 minutes

Spell Check: Charisma -1

Range: Touch

Duration: 3 questions

Failure: The caster gains 1 point of Insanity as his improperly protected mind briefly touches the otherworld.

With this spell, the caster summons the shade of a deceased individual or induces the corpse to speak. The caster must have an object relating to the individual, whether it be the complete corpse, a lock of hair, a cherished ring, or some other thing. Excepting the caster, those who witness the arrival of the dead gain 2 Insanity, though a successful Save will reduce that to 1.



### Summon Deep Ones

Spell Level: 5

Learn Spell: -1

Casting Time: 30 minutes

Spell Check: Charisma -2

Range: 50 miles

Duration: See description

Failure: The spell is performed incorrectly. A **deep one** in range is made aware of the caster's presence and may summon *him* at a later date and under its own conditions.

This spell must be cast within 1 mile of a seashore. The caster summons 2d4 **deep ones** if such are within 50 miles of his location. They arrive in 2d6 rounds but are not under the control of the caster. Rather, they arrive seeking to make agreements with the caster and may be willing to trade their alien gold, offer Mythos secrets, grant luck in fishing, or other such boons, but at a steep cost. **Deep ones** will have the caster (or his allies) act as intermediaries in the surface world, demand worship of Dagon, and worst of all, they will seek to mate with humans. The **deep ones** will not be initially hostile but may turn so if attacked or if they feel they are being cheated.

### Summon Night-Beast

Spell Level: 3

Learn Spell: +0

Casting Time: 30 minutes

Spell Check: Charisma +0

Range: 30 feet

Duration: 30 minutes +10 minutes per level

Failure: The **night-beasts** arrive, but are displeased with the sacrifice with the usual consequences.

This spell must be cast under the night sky or in an underground area. The caster summons 2d4 **night-beasts** from Carcosa. They arrive within 1d4 turns and must be presented with a sacrifice of flesh. If an insufficient sacrifice is made, the **night-beasts** attack the caster and anyone with him. Otherwise, they are at the caster's command for the duration of the spell and will act as steeds or attack foes, as he wishes.

## Summon Night-Gaunt

Spell Level: 4

Learn Spell: -1

Casting Time: 30 minutes

Spell Check: Charisma +0

Range: Nil

Duration: One night

Failure: A **night-gaunt** arrives, but is completely uncontrolled. It will attempt to capture the caster and bear him into the Dreamlands.

By means of this ritual, which must be cast under the night sky, the caster summons a **night-gaunt** from the Outer Dark. The **night-gaunt** will arrive in 1d6 rounds and will do the caster's bidding for the duration of the spell. However, it will not act in a selfless manner and will not throw its life away.

## Telekinesis

Spell Level: 5

Learn Spell: -2

Casting Time: 1 round

Spell Check: Intelligence -2

Range: 120 feet

Duration: 1 hour

Failure: The mystical energy of the spell is warped, causing heavy gravity in a 120-foot diameter around the caster. Within the area, all ground movement is hindered and flight is impossible.

The completion of this incantation allows the caster to move objects with his mind. He can move up to 250 pounds at once (increasing another 10 pounds per character level), though living targets are allowed a Saving Throw. The referee may determine what speed and force with which objects may be moved.

### Walk Among Angles

Spell Level:	4
Learn Spell:	-2
Casting Time:	1 round
Spell Check:	Intelligence -2
Range:	Self
Duration:	1 turn per level
Failure:	The spell fails but the magical disturbance may allow the entry of an extradimensional being.

This spell opens the mind's eye, allowing the caster to understand the non-Euclidian geometry of the Old Ones. For the duration of the spell, he may travel through angled architecture. He may step into an angle and exit via any other angle reachable within his normal movement rate.

### Ward

Spell Level:	2
Learn Spell:	-1
Casting Time:	1 hour
Spell Check:	Wisdom +0
Range:	See description
Duration:	7+1d10 days
Failure:	Unbeknownst to the caster, the spell fails and he has been marked. For the duration of the spell, Mythos creatures can sense the caster's presence to a range of at least 100 feet per HD.

This spell requires intricate hand gestures and writing arcane symbols upon the recipient. The *ward* provides some amount of protection against the Old Ones and other Mythos beings. Such creatures take a -1 penalty to attack rolls against the recipient while he gains a +1 bonus to Saving Throws made against their powers. Note that the referee should roll this spell check and not reveal the result.

## Water Breathing

Spell Level: 2

Learn Spell: +0

Casting Time: 1 round

Spell Check: Intelligence +0

Range: Touch

Duration: 2 hours

Failure: Botched casting causes malformed gills to grow on the target's neck, restricting his airways. The character suffocates for 1d3+1 rounds and takes 1 hit point of damage each round.

Upon completion of this spell, the recipient grows obvious gills on his or her neck allowing the person to breathe underwater until the spell's duration expires.

## Voorish Sign

Spell Level: 4

Learn Spell: -1

Casting Time: 1 round

Spell Check: Intelligence -1

Range: Self

Duration: 1 round per level

Failure: The caster is targeted by 4th-dimensional interference and suffers a -1 penalty to all Saving Throws for 1d6 rounds.

By completing an intricate series of hand symbols accompanied by an incantation, the caster can see invisible and extradimensional creatures and objects within 30 feet. The *Voorish sign* also magnifies the caster's connection to the 4th dimension, granting him a +1 bonus to spell checks for the duration of the spell.