

LAMENTATIONS
of the
FLAME PRINCESS



VAGINAS
ARE
MAGIC!

18+
EXPLICIT
CONTENT

THE WEIRD MAGIC SYSTEM

A NEW MAGIC SYSTEM FOR TRADITIONAL ROLE-PLAYING GAMES

This magic system uses the same magic rules of **LotFP: Weird Fantasy Role-Playing** (or those of your favorite Traditional RPG system) with the following differences:

THERE ARE NO SPELL LEVELS

All spells are considered equally difficult, and the level of the spell's power is determined by the caster's level. The caster does not have to cast a spell at full power; she may decide to cast it at a lower level of power (a 5th level caster choosing to cast a spell as if she was a 3rd level caster, for instance).

BEGINNING SPELLS

Magic-Users begin with three randomly determined spells from the entire spell list of the campaign. There is no *Read Magic*.

PREPARING SPELLS EACH DAY

Magic-Users can prepare/memorize one different spell per caster level. These can be prepared from the caster's own spellbook, or any understood spell scrolls or spellbooks created by other Magic-Users.

TRANSCRIBING SPELLS

All spellbooks are written in a human language. There is no "magical language," although spellbooks are often written in a personalized code. *Comprehend Languages* will always allow the reading of a spellbook or scroll. To adjust the old rules to the new paradigm, for purposes of spell transcription (and all other research-type activities), consider spells to be 3rd level.

CASTING SPELLS

Magic-Users has one spell slot per caster level that they can use with no risk or penalty. The Magic-User can cast any number of prepared spells in any combination up to their casting limit before they must prepare spells again. For example, they can cast every spell they have prepared once, or one spell multiple times, or any combination thereof, as long as they don't hit their casting limit.

One may not cast a spell after delaying an action in a combat round. Note that in the spell description, the "subject" is the direct target of the spell.

RISKY CASTING

Spells can be cast under conditions which risk catastrophe. When one of the following conditions is met, the spell may still be attempted. However, the caster must make a saving throw vs. Magic. On a failure, roll on the Miscast table. Spells cannot be ended early on a Miscast. Every additional valid condition means a -1 penalty on the saving throw.

- Casting a spell after the usual level-based casting limit has been reached.
- Casting a spell that has not been prepared that day (this can only be attempted with a spell that is in the caster's own spellbook).
- Casting a spell that is being read directly from an understood scroll or spellbook, that is not by the caster's own hand, that has not been prepared that day.
- Casting a spell while carrying beyond the safe level of encumbrance (Light encumbrance for humans)
- Casting a spell the same round as taking damage (non-instantaneous spells may still be affected after casting, but before the spell takes effect!)

Miscast results are rolled when the spell takes effect, not before. (For example, for Necromantical Screams, the exact Miscast result is rolled when the screaming is triggered, not when it is set.) Results are rolled by the Referee and revealed only when the characters involved become aware of the consequences.

Casters may miscast on purpose, but the player may never choose the miscast result.

(If you'd like to use these spells with traditional "Vancian" RPG magic systems, simply ignore the miscast rules and treat these all as first level Magic-User spells. What could go wrong?)

MISCAST TABLE

ROLL 1D12 TO DETERMINE THE EFFECT OF A MISCAST SPELL

1-6. Effect custom to the specific spell. See the spell description for details.

7. An extradimensional entity has slipped into this reality through a hole created by the casting attempt. Treat as if the *Summon* spell has been cast, with the creature having Hit Dice equal to the level of the spell originally attempted +1d4. The creature is automatically out of control.
8. An entirely different spell has been cast. Randomly determine what spell was cast from the campaign spell list (reroll if the intended spell comes up) with a 1d10 effective caster level. If the spell requires a specific target or target area, determine this randomly.
9. Uncontrolled extradimensional radiation floods an area equal to the intended spell level x 20' radius. Every biological creature of at least one Hit Die (except the caster) suffers 1d6 damage. The sum of the damage done is pooled together, and this pool of damage heals the caster up to maximum hit points, but all remaining damage beyond that is subtracted back from the caster's hit points.
10. The misappropriation of magical energy causes time to slide ahead:
 - If play is in "slow time" (wilderness exploration, staying put in a particular location for healing or research purposes, or any such gameplay where time passes at a great rate), then 1d6 days for every spell level passes instantly. All characters within 20' staying in the same place the entire time. Any environmental effects of the character being in that spot unmoving for that many days are instantly applied (for instance, if they are in an unforgiving tundra, they will suffer the results of 1d6 days of cold exposure). The characters are then affected as if they have not eaten or slept in that entire time.
 - If play is in "medium time" (such as dungeon exploration or any game play where time is measured in 10 minute turns), then 1d6 turns per spell level pass instantly. All characters within 20' stay in the same place the entire time. Light sources are expended, encounter checks are made, and any effect of the characters being in that spot unmoving for that period of time are instantly applied.
 - If play is in "fast time" (such as combat or any game play where time is measured in six-second rounds), every biological being within 20', including the caster, rolls 1d6 per spell level, and is effectively paralyzed for that many rounds.
11. Odd and alien light floods a 100' area, destructive and harmful to physical life, but so strange that biological bodies don't know the proper response to the harm suffered. Bodies therefore guess at how they are supposed to respond to the malignant force, deciding to "remember" the last damage suffered and recreate that to express the harm caused by the light. Every character within the area re-suffers the last damage inflicted upon them. If the specific damage suffered cannot be remembered, then surely the foe that caused it can be; assume maximum damage was suffered. If even that cannot be remembered, the character suffers 1d20 points of damage. If a character has never before suffered hit point damage and is subject to this effect, it does no damage and instead doubles their maximum (and current) hit point amount.
12. Microscopic organisms floating in the air are engorged with strange energies, growing large enough to be seen and emitting glowing hues. They pass through all matter freely and devour all perishables (food, oil, torches, ammunition, gunpowder, basically any item individually accounted for and expended in a character's inventory, money and other such valuables excepted) within a 10' per spell level radius.

LAMENTATIONS *of the* FLAME PRINCESS

MERCILESS & MINDBENDING ROLEPLAYING

LotFP is the brutal and wondrous Weird Fantasy tabletop role-playing game born out of love for underground heavy metal, horror literature and film, and all things strange and macabre. Whatever the inspiration of the moment, be it Lovecraft and Barker, Troma and Hammer, Argento and Fulci, the NWOBHM and True Doom, or Ito and Morrison, LotFP's cadre of writers and artists deliver mind-bending and merciless content for your game table.

LotFP uses a well-established "class-and-level" rules base to bypass most of the "how to roll the dice" tedium associated with adopting a new role-playing game. LotFP gets straight to the good stuff: original, strange, experimental adventures, supplements, and variants that excite the imagination.

LotFP releases have sold over 100,000 copies and the game has a healthy third-party publishing community. There are thriving play and creative cultures around the game. This is no impulse grab that will rot on your bookshelf unplayed.

The full rules in art-free format, the full and unredacted previous printing of the Referee book, the 100+ page adventure-campaign *Better Than Any Man*, and more are available for free download at our official website:

www.lotfp.com



LAMENTATIONS *of the* FLAME PRINCESS



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AUTHOR'S NOTES



h god, here we go again. Every year that **Lamentations of the Flame Princess** does something for **Free RPG Day**, I think

“Yes, this is where I have a chance to show what we’ve got to a wider audience and that will increase sales across the entire product line!” But when it comes time to actually do the thing, it comes out more like “I’m making a book that I don’t have to worry about selling after the fact? It will just get distributed, no fuss no muss? Why, that means *I can do anything!*”

Take this current book. I could have just made it a book of spells with some rules I first introduced into my campaign years back, called it *Astral Nightmares* or some similar mystical-sounding rubbish, put a safe cover on it, commissioned safe art, and not have any problems. But doing it this way just seems like more fun. And fun is the whole reason we’re here, isn’t it?

Well, not exactly. **LotFP** is a business, as are all of the entities involved in **Free RPG Day**. The organizers are running a business, the stores are running businesses, and the publishers spending money to give you free stuff are all running businesses. This is all a big marketing effort, hoping these free samples entice you to spend money. But it’s not just any sort of business.

It’s show business.

RPG producers are entertainers, putting on an interactive show. We, and our work, should project energy, enthusiasm, and above all, personality. We’re singing and dancing for our supper, and we’d better be offering something different or else the pennies won’t (and shouldn’t) come our way.

LotFP has successfully carved out its own niche for people to enjoy, or not. There are forces in the game industry that feel that this is a very bad thing. “No fuss no muss” isn’t exactly true. Last year, our **Free RPG Day** book *Slugs!* was thrown away by a number of participating American retailers (it’s only ever

Americans freaking out over this sort of thing) because they didn’t like it or what it represented. Some potential customers were scolded by store employees when asking for it, and one fan had to go dumpster diving behind their local game store to salvage copies from the trash. I’ve been told by **Free RPG Day** organizers that many retailers took the political parody intro from last year very seriously.

There are already many companies, and many more successful companies than **LotFP**, aiming for broad audiences by publishing safe, easily consumed material. Whether they truly want to produce such material, or whether they are forced to not rock the boat lest they lose access to significant portions of the market, is anyone’s guess. And making that decision doesn’t necessarily denote cowardice: remember larger companies have larger infrastructures and real employees earning real salaries. It’s easy to make the decision to be wild and different when you’re operating a one-man-plus-freelancers business out of the living room, but not so easy to decide on including certain content as a matter of principle when a loss of access to a portion of the market means real people that you know and work with every day might have to lose real jobs.

These are the decisions being made behind the scenes of this silly little role-playing hobby you enjoy.

So of course, in response to last year’s **Free RPG Day**, the only option is to push harder. Game stores provide a valuable service, but only when they’re actually providing the service. Game stores connect producers with consumers, creators with fans if you want a more gentle way to say it, and when they refuse to do so, they are failing everyone. To hasten the failure of those game stores that want to be gatekeepers instead of facilitators, we’ve made *Vaginas are Magic!* a hardcover book, unprecedented in the realm of RPG giveaways. The goal is to get people more excited for it, more hyped for it, more excited to go to their local game store to pick

up a copy. If a store participating in **Free RPG Day** refuses to offer **LotFP**'s book alongside all the others, or, worse yet, gets angry at customers for wanting it, well, that's just going to erode customer confidence in that game store.

(Hey, game store, free tip: If you're nervous about kids seeing or flipping through this book... wait. Kids don't care about this stuff. Start over. Hey, game store, free tip: if you don't want to deal with tedious parents complaining about their children seeing the wrong kinds of make-believe, just put a little sign on the **Free RPG Day** offering table that says "**LotFP** book, adults only, ask for it." That way the event still has promotional value for **LotFP**, you still get to offer a wider range of products, you don't have to deal with boring complaints, and the little kids are more easily kept ignorant about basic human anatomy, just as the good ol' USA likes it. Win for everyone! Except the kids.)

But if your local game store supports **LotFP** by stocking it, realize you have people taking a chance in order to provide something different to their customers. Support them. Even if you buy **LotFP** books direct or from other online sources, support your game store in some way. Buy dice. Plush Cthulhus. A \$100 board game. Some damn thing that shows you appreciate what they do in a way that helps them keep doing it.

But when it comes to **LotFP**, we're going to keep doing what we do: being sometimes clever, sometimes tasteless, and always pushing buttons that larger companies don't. Because what prevents us from stepping up to the real major leagues of RPG publishing is the same thing that allows us the more underground success we've achieved. To smooth its rough edges, to be more widely palatable, would take away from the most fun and distinctive qualities of our work. Not only is following the example of current industry norms commercial suicide (attempting to take an audience away from the big dogs doing the same things the big dogs do

isn't smart if you're a small dog), but creative suicide as well. In a creative industry, dominant trends are things to run away from if you're a minor player. Never, ever do what you already know people expect. Do the things that you believe in but that you think nobody else likes. If you're good, you will convince them, and you'll be on your way with a niche of your very own carved out from the start.

Oh, by the way, if the idea of make-believe spells that only make-believe women can cast bothers you, you'll just have to wait until we balance the scales with next year's man-spells-only **Free RPG Day** book: *Eldritch Cock*.

James Edward Raggi IV
December 25, 2016
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Bands from whom I've nicked song titles for spells in this book (listed with a song title from the band that I didn't use): **Bathory** (*Woman of Dark Desires*), **Burzum** (*The Crying Orc*), **Celtic Frost** (*Dance Sleazy*), **Emperor** (*The Source of Icon E*), **Darkthrone** (*Sadomasochistic Rites*), **Dissection** (*Feathers Fell*), **Hellhammer** (*Blood Pussies*), **Immortal** (*Circling Above in Time Before Time*), **Impaled Nazarene** (*Steelvagina*), **Marduk** (*Fuck Me Jesus*), **Mayhem** (*Chainsaw Gutsfuck*), **Rotting Christ** (*Feast of the Grand Whore*), **Samael** (*The Black Face*), **Sodom** (*Fall of Majesty Town*). I would have totally used Fuck Me Jesus in the spell list if I could have figured out an interesting, gameable effect for it, but alas, I could not.

MAGIC: A PRIMER



ur world, our universe, is a known quantity. You or I might not know how it all works, but we know there is a way that it does. A Way Things Are.

But human perception of reality is so limited. We are able to see only a very small portion of the light spectrum. Likewise, our ability to perceive sound is limited to a small range of possible frequencies. Our skin is not infinitely sensitive, our sense of smell and taste less precise than many creatures we are aware of. The Way We Perceive Things is not necessarily an accurate measure of The Way Things Are.

Worse yet, this reality is not the only one that exists. There are others, an infinite amount, “pressing” in on our own from every direction, every dimension, every time. Some of these other realities are perhaps compatible with ours. Understandable. Others, not so much.

Now and again the barriers between realities rips a bit, and the stuff of some strange reality enters our own. Some of this energy is even perceptible to, and manipulable by, humans. That specific energy is what is sometimes called “magic.” Those that manipulate these energies have been called many things: witches, sorcerers, magicians, wizards, and more. But each of those descriptions has taken on cultural baggage, full of superstition and assumptions about The Way Things Are that are simply not true. To bypass those biases, we’ll simply call them Magic-Users. A nice, simple term to describe malicious agents wielding corrosive power.

This foreign energy burns our reality. Hacks the source code of our universe. These explosions caused by the violent collision of incompatible realities’ stuff are called “spells.” They are not mathematical equations, mechanical processes, or scientific models. They interact with subconscious thoughts and emotions and movement and sound. They are more art than craft.

This willful meddling and purposeful calling of energy further tears reality and the energy prolapses into our own. And things come through these tears. Some energy is conscious, some energy coagulates with our universe’s matter and becomes a living alien thing. Some energy from there infects living matter here, mutating it beyond nature and reason.

Some of these things take an interest in humanity similar to ours in dolphins (“They are our friends! So smart! Such a shame so many end up in tuna cans. Tuna is so tasty!”). Some see us the way we see cattle. Or dogs. And some just accidentally cross over, or are summoned, and are no different in attitude than natural animals. And some are utterly indifferent to humanity, seeing us as gnats, or trees, or mud. What they have in common is that they are utterly alien. Their physicality (or lack thereof) and physiology, their mentality, the emotions they possess and how they process them, these are unlike humanity. Even if they are of kindly disposition, their actions will rarely be interpreted as benevolent. And most are not of kindly disposition.

Now what does this kind of knowledge, and power, do to a Magic-User? It would depend on their society. In a world that mirrors a post-Enlightenment mindset, this might be the springboard to a full-on Magitech or transhuman existence as magical knowledge is simply added to the technological and philosophical canon of humanity. Or maybe this knowledge is kept sufficiently suppressed and secret and we have more the sort of world that results in Lovecraftian stories. Or Barkerian. Or whatever modern “hidden magic” stuff you care to name.

But inhabitants of a more primitive and superstitious world, such as the ancient, medieval, or even early modern periods, will react differently. Everything that society, every society, teaches about life, the world, and the cosmos, will be revealed as false. Only one of two things can happen: magic quickly forces itself onto society as a whole, resulting in the typical magic-rich fantasy world (leading to

the transhumanist setting later), or it does not, and magic's rejection by society results in magical scholars and practitioners being only those who reject participating in or even recognizing the validity of society as it now stands (which leads to the Lovecraftian modern age later).

Wizards in a more secretive society will not really seek dominion over others, they'll just want to be left alone to live and experiment. But they aren't left alone, ever, nor should they be. Because once one perceives *The Way Things Really Are*, then morality, ethics, and empathy just disappear. The search for further knowledge and the experimentation that comes with it is done without consideration for the safety or comfort of others. Some wizards are completely amoral monsters (as documented in *Better Than Any Man*, *Doom-Cave of the Crystal-Headed Children*, *Tower of the Stargazer*, *Monolith from beyond Space and Time*, *Cursed Chateau*, and Baron Victor von Frankenstein) and some of those who want to positively influence society can actually be worse (*Better Than Any Man* again, *No Salvation for Witches*, *Joop van Ooms*).

Nobody should ever feel good knowing there's a Magic-User, and people should be in a panic whenever they know where one is.

Or, to put it all another way, think of it as a mentally disturbed person who thinks the government, or aliens, are implanting thoughts into their brains via radio waves, except that they're totally right, and then they use those thoughts to break the world. Just imagine how the general public and authorities would react if paranoid schizophrenics with superpowers was a thing. That's magic and that's Magic-Users.

In traditional fantasy gaming, these concepts have never really been translated into the rules and settings. Early Dungeons and Dragons and its "Vancian" magic system was a brilliant piece of game design, fitting perfectly into the game's power/

challenge/reward economy. However, that economy assumes a longer, continuous campaign, and that much of the campaign will take place in dungeons, and often in one large unending "megadungeon" in particular where challenge and reward are calibrated by dungeon level. As the game developed new assumptions, the magic system was simply adjusted to fit its new "encounter" economy, and then a retro movement sought to restore what once was. Nobody retooled the magic system to recognize the open-world campaign style many people adopt for these games. In addition to large swathes of the magic system never coming into play as shorter campaigns came into vogue, the more obvious consequence has been encounters, adventures, and campaigns, tailored to an assumed power level that in large part is about knowing what spells are and are not available to a group of characters. This often makes the encounters, adventures, and settings feel more like artificial constructs and less like living locations than they otherwise would.

The solution I introduced into my campaign years ago is to abolish the idea of the "spell level." Or, to stay compatible with current rules, to basically make all spells first level and have the effects scale with the caster's level. This makes magic a truly disruptive force in a game, when a first level character can perhaps teleport or raise the dead or cause an earthquake. A Referee can't ever reliably know what spells characters will have access to when designing adventures, meaning that magic can truly disrupt the natural order of the world on both an in-game and out-of-game manner. The right spell can ruin all of the Referee's preparation and control of his adventure, and just maybe, his campaign.

This is a good thing. While Referees should have a firm grasp on what his campaign is and what the setting is about, the game as played is about the players and their characters. The setting may win in the end, but the moment is at the mercy of the players. Too many cruel and arbitrary things can happen to player characters during a game to

tolerate for even one second any lame Referee tears about players sidestepping challenges intended for them through clever play—including through clever use of magic. The Referee is a player too in this way, at the whims of the dice and other participants, never allowed to be sure what will happen in play before it actually happens.

The rules concerning this new spellcasting scheme can be found on the inside front cover of this book.

From a behind-the-scenes game design perspective, this can cause a balance issue, as Magic-Users are often seen as more powerful characters than other classes as it is, especially after a few levels. New spells taking advantage of the new rules can mitigate this. There should be fewer spells that are of simple utility, and more spells of such consequence that when the Magic-User's player declares "I cast a spell!", the Referee says a silent prayer for his campaign and all the other players reflexively grab 3d6 and start wondering what their next characters will be like, because everything is about to change.

Or to put it another way, if you make the spells in this book available in your campaign, your players will use them, as Magic-Users are wont to do. The more disruptive the spell, the more transgressive, the more Magic-Users want to cast it. *Summon* is, after all, considered the great "innovation" in the LotFP rules.

Abuse of these spells will cause repercussions within the setting itself, and any Referee worth his salt will see that an indiscreet Magic-User is faced with commensurate consequences. And let's face it, *any* use of a spell will be considered abuse in the eyes of most.

That's what magic should be. Magic-Users, and their players, are monsters. Without exception.

Now about this "only women can cast these spells" thing. When creating new spells, It is perfectly fine to say that certain spells can only be cast by one sex, or people with brown hair, or people with no eyes.

Or by those in certain moods, or who are wearing/ not wearing jewelry or clothing made of certain materials, or who are covered in squirrel shit. It can be that arbitrary, that simple. If a caster wants to use these spells without the specific restriction, she can recover a spellbook with the spell in it and research her own version without the restriction. Spell research rules aren't just there to fill out a page count.

For the purposes of being able to cast the spells in this book, "woman" is defined as someone (or something, non-human magicians can cast these spells too) able to be impregnated and carry a child to term. Is a character Postmenopausal? Prepubescent? Infertile for any other reason? These spells are not for them. Exceptions are made for those normally barren if they have been infected with parasites which are then naturally expelled through their normal birth/ life cycle.

Yup, these spells will have players of male Magic-Users (and old crones, and etc.) begging you to run *Alien* for them, just so their characters can get face-fucked. Isn't gaming grand?

Now on to the horror show.





A BLAZE IN THE NORTHERN SKY

Planets die, burnt by their expanding suns and swallowed in great black holes. But bits survive, little chunks that have been expelled from the planet's mass now and again over time. These orphans hurtle through space, seeking other worlds so they can dive in and emancipate and rescue other planetary matter from the doomed sphere mass.

Planets don't like being rammed and gouged by these extremists, so they develop defenses. They begin to orbit around their star, as a moving target is harder to hit. They develop atmospheres to burn away these attackers. They, like all beings, do everything in their power to remain whole until their end. This vexes the interplanetary matter, who plot and scheme but nonetheless have great difficulty achieving planetfall. They need help.

This spell allows the caster to weaken the planetary defenses so that one of these meteors can enter, attracting a meteor to attempt the breach. The sky fights back, overpowering the Magic-User's interference and squeezing the intruder to nothing, resulting in the sky igniting in a fantastic conflagration. This results in the following effects:

- The night sky is illuminated as if it were daylight for the rest of the night.
- All nocturnal creatures will return to their lairs, and diurnal animals will stir as their sleep cycle is interrupted.
- Any aware that the caster was responsible requires a Morale check or they will flee/bow down to the caster and obey any commands out of sheet terror, as appropriate.

MISCAST TABLE (1D12)

1. Oops. The meteor is strong and determined and collides with the planet 1d100 miles away in a random direction. Everything within 1d10 miles of impact is utterly obliterated, and everything within another 1d100 miles suffers incredible damage as trees ignite, structures collapse, and the landscape is razed (living beings all take 1d30 damage).
2. The meteor carries odd radiation, resulting in everyone in a 100 mile long, 5 mile wide area centered on the caster gaining or losing (50% chance of either) 1d3 permanent hit points.
3. The meteor gets caught in the atmosphere, but takes quite some time to burn up; there is no nighttime darkness for 2d6 days.
4. The meteor is gigantic, and while it lands somewhere distant and uninhabited, the resulting debris launches innumerable freed planetary bits into the cosmos and creates an impact winter that lasts 1d3 years. Alternatively, it lands in the ocean and the resulting water vapor creates a greenhouse effect greatly raising temperatures for 1d3 years. Referee's choice.
5. The nearest settlement primarily inhabited by the same species as the caster loses its collective mind viewing the heavenly holocaust, becoming an insane collective of permanently homicidal berserkers.
6. The called meteor is made of magnesium. Its light is blinding, and it emits incredible amounts of ultraviolet light. Everyone and everything in a 100 mile long, 5 mile wide area centered on the caster must save versus Paralyzation or be blinded for 1d100 weeks.
- 7+. Refer to Miscast Table, inside front cover.



CHAOSGOAT LAW



eons ago, there was a great being that knew what was right and what was wrong. It could be summoned to the scene of any disagreement, any perceived injustice, and it would rule in a most just, kind way to the satisfaction of all. But in those early days, this being was only in contact with humans, and it empathized with human needs and wants. It understood human conflicts and differences of opinion. Then, the summoning rite got into the hands of stranger things, and the being's sense of right and wrong expanded. As the summoning rites spread, so did the being learn and internalize different systems of ethics and morality, to the point where its moral compass is now effectively random chaos to a human observer. It has earned its name: Chaosgoat.

Yet it can still be summoned, and it will still mediate disputes. When this spell is cast when there are two distinct points of view in conflict, Chaosgoat will appear. All negotiations, hostilities, etc. stop as Chaosgoat will now decide the matter. Both sides must appoint a representative to plead its case to Chaosgoat, as Chaosgoat will not listen to group arguments. The caster must not be an immediate party in the dispute, and cannot be either side's representative.

Each representative has thirty seconds to make its case to Chaosgoat to establish the stakes. Then each representative rolls 1d100, as does the Chaosgoat. The representative that gets closer to Chaosgoat's roll wins the judgment. The caster can manipulate Chaosgoat's roll 1 point per Magic-User level. A tie means Chaosgoat cannot judge and disappears. The losing side cannot materially, morally, or in any way support their stated goals, ever, under any circumstances. The winning party must still execute their goals, but the present opposition will no longer hinder them. The losing party, in addition to suffering the verdict, must spend 1d100 of the next 100 days in quiet meditation/ brain scrubbing as they will be inundated with cosmic legal incomprehensibilities. Chaosgoat calls this period "court costs."

Multilateral disagreements will have two sides picked at random by Chaosgoat to hear arguments from; the rest lose. A side which has multiple representatives—defined as multiple people addressing Chaosgoat—arguing its case lose. If the spell is cast without more than one side in the dispute present, Chaosgoat rules against the caster. Those sides that have possession of parts of the Brass Man get to manipulate their judgment roll by 10 points per part possessed.

MISCAST TABLE (1D12)

1. Chaosgoat declares it does not appreciate being involved in this matter. The caster is declared guilty and is sentenced to atomization, carried out immediately, and the Chaosgoat then departs.
2. Chaosgoat declares the proceedings frivolous, and all parties are denied their petitions. Matters move forward in a manner equally disastrous to them all.
3. Chaosgoat declares it doesn't have time for this. Straight 50/50 chances on its judgment, and the caster is stripped of all spellcasting capability for 1d30 days for bothering Its Caprine Authority.
4. Chaosgoat declares the matter will be decided by a cosmic jury of transcendent beings: the players! The jurors submit their verdict individually in secret to the Referee, and they may not confer amongst themselves. They do know that whoever supports the minority decision will each gain 500xp per level of experience for their character. Majority opinions gain nothing. In case of a deadlock, all jurors' characters lose half their current experience.
5. Chaosgoat is a dirty judge and wants bribes. Bribes in the form of experience levels. At the start, there is a 50/50 chance it will decide for either party, but for every level of experience sacrificed to Chaosgoat, it will move their judgment roll 10 points in that party's favor. (So, for example, one experience level sacrificed by each party will cancel each other out.) Levels of allies and associates may unconsensually be sacrificed by one of the parties.
6. Chaosgoat wasn't even supposed to be here today, so whatever negative consequences the trial has for the loser, the caster also suffers.
- 7+. Refer to Miscast Table, inside front cover.



DEATHLIKE SILENCE



any Magic-Users seek communion with the stars, the separation of their mind and body, and some sort of transcendence, any sort of transcendence, because they have learned the truth: the mind does not leave the body after physical death. No outside sensory stimulation persists, but one becomes acutely aware of one's own body. All that is perceived is the decay of every cell, the sensation of being fed upon by microbes and maggots. The afterlife exists, and it is entombed entirely within dead flesh, a period of time where every second feels like an eternity of isolation and pain until the mind breaks so badly it can't process information anymore. Forever. Why do you think the undead are so mindlessly violent?

Deathlike Silence simulates this sensory isolation in the subject, driving them insane. But because the subject is alive, the sensations they become acutely aware of are not their body's decay, but their body's living processes. Blood rushing through veins and arteries and capillaries feel like thunder, the inhalation of air and absorption of oxygen feels like being in the middle of a tornado. They feel the orgasmic pleasure of every cell reproducing, the agony of every cell that dies. The constant shock of electrochemical communication between cells feels like being struck by lightning. The rush of feeling that every hormone provides, as if it were the only sensation ever experienced, are all experienced simultaneously. Nothing exists but the overwhelming and terrible sensation of being alive.

Every round of the spell's effect requires the subject to save versus Paralyzation or fall to her knees, screaming. If this happens in a round, a second save must be made or the subject harms herself (through mindless thrashing about or tearing at herself or what have you) for 1d4 points of damage. On rounds that the save is made, she may act normally, but suffers a -2 penalty on all rolls and moves a half speed.

The spell lasts for a number of rounds equal to the caster's level. After the spell expires, the subject must make a saving throw versus Poison or effectively age the spell's duration in years. The spell only affects mundane creatures: anything that really exists, or has existed, on Earth, basically. Magic-using mundane creatures can suffer the simple paralyzation effect (minus the screaming), but not any of the other effects, as mastery of magic already assumes this sort of awareness on some level. They will be annoyed and somewhat distressed at the experience, but not overly alarmed.

MISCAST TABLE (1D12)

1. The spell affects the caster instead of the intended subject, to full effect.
2. The spell affects everyone in a 10' times level of the caster radius.
3. The subject is not adversely affected by the spell and can act normally. She becomes absolutely silent for the duration, unable to make any sounds whatsoever—to the point that her smashing a window or striking a gong will emit no sound!
4. The subject is affected and is infectious for the duration of the spell. Everyone she touches is also affected by the spell for its full original duration, but they are not themselves infectious.
5. The subject becomes permanently deaf, but also develops a strange power: whatever she doesn't see, doesn't exist for her. If she curls up into the fetal position and closes her eyes, nothing can hurt her because she can't see any threats. Or she could close her eyes and walk through walls or a door if she so wished. Be creative.
6. A hole in the sky exposes the area to the vacuum of space! Everything in a 20' radius centered on the caster is sucked straight into space. Everything in a 50' radius around the caster is battered around for 2d6 damage. Finally, the hole closes causing a great windstorm in the region (5 miles, give or take. Y'know. Small town). This effect only appears on the surface; if the caster is, for example, in a dungeon, she wouldn't be directly affected, but the area on the surface above the dungeon would be.
- 7+. Refer to Miscast Table, inside front cover.



FUNERAL FOG

It is said by some that after we die, the breakdown of the body creates certain unpleasant gasses. It is perfectly natural, simply the way things are, as determined by the application of logic. There are others that believe that this gas is always in us, an invading, malignant entity that wages war against our life force, and that natural death occurs when it grows stronger than the body it inhabits. Christian adherents of this belief consider this the manifestation of original sin. Others think that this is further evidence that the entire damn universe is hostile and wants us all dead.

Whichever may be the case, certain mystical maniacs have devised a way to instantly gather this gas in such concentrations that it causes more death. This has not settled the controversy about what the gas is. Those who say it is natural claim that the spell imbues supernatural death-dealing qualities to the gas, while those that say it is actively malignant claim that the spell performs no other enhancement than concentration.

This spell summons this gas, which manifests as a thick fog carrying the stench of death with it. It covers an area with a radius of 10' times the level of the caster. The stench will be unpleasant to the point of distress (–2 penalty to hit) for any unaccustomed to the smell. Note that in most medieval or early modern or equivalent campaigns, almost everyone is very familiar with and will suffer no ill effects from the smell itself. If the spell is used in a culture closer to modern western civilization, only specialized professions accustomed to the reek of decay (soldiers, doctors, undertakers, plumbers) will be immune to the smell.

The fog is so thick that it is impossible to see through it. Light sources only create a faint, exaggerated silhouette of anyone in the fog. The target of any attack inside the fog is randomly determined, with anyone in the fog equally likely to be the target. Note that creatures obviously different from humans, like large monsters, small dogs, halflings, etc., should be twice, or half (depending on who one is wanting to attack) as likely to be the target as the humans.

All damage within the fog is multiplied by the caster's level. For first level casters, roll damage twice and use the larger result.

MISCAST TABLE (1D12)

1. Wrong fog! This fog is thick like being underwater, halving all movement within it and halving all damage caused by physical attacks.
2. The fog is hyper-effective. Every attack hits, and every hit is instantly fatal.
3. Everyone in the fog effectively has superpowers, with 25 Constitution, Dexterity, and Strength (+7 Modifiers).
4. All damage caused inside the fog does not take effect immediately. It is instead “banked” and will take effect all at once when the spell ends. The total points of damage will also be “broadcast” out beyond the original spell area, affecting others until the damage is all assigned.
5. Damage that anyone takes in the fog affects everyone in the fog.
6. The fog causes damage to be reflected. Damage done by attacks within the fog is normal, but the attacker suffers this damage as well.
- 7+. Refer to Miscast Table, inside front cover.



GOAT PERVERSION

In certain occult traditions, the goat is a symbol of power and virility. Whether the association is a tradition with no true foundation, or a the recognition of hidden abilities possessed by this common farmyard animal, one truth is certain: those who take its form are deranged.

This spell transforms the caster into a goat hybrid, causing her to take on many of the physical characteristics of a male goat. The face elongates, the pupils stretch, horns grow from the head, hands and feet harden into hooves, fur grows all over the body, and a gigantic goat penis grows between the caster's legs. The caster becomes a perversion of Earthly life.

In effect, the character gains a +1 Armor bonus per caster level, 2d8 additional hit points that dissipate once the spell ends if they have not already been lost to damage, can move at twice normal speed if running on all fours, gains a +1 Attack Bonus per caster level, can do 1d8 damage through a ram, bite, or kick, and gains +3 bonus to the Climb skill. The transformation ruins all clothing and armor. In addition, the caster now lacks opposable thumbs, losing the ability to hold or manipulate objects accordingly and preventing the casting of spells.

While legend has it that the perversion's urine can corrode holy objects, it is in fact only mildly acidic. It will not ruin objects, but it will blemish them and give them a permanent urine smell. The perversion may urinate at will.

The musk of the perversion is an aphrodisiac. Fertile human women will not only be willing, but desperate, to fuck the perversion (NPCs only, but PC women get a 500xp bonus for behaving so). All copulation with fertile partners will result in conception of a perverted goat-thing, which will itself be viable with goats, humans, or other goat-things, begetting further perverted goat-things. Magic-Users are immune to this aphrodisiac effect, and leveled characters receive a saving throw versus Magic to resist it.

The transformation lasts 1d6 turns per level of the caster. The caster may not cancel the spell sooner.

MISCAST TABLE (1D12)

1. The transformation takes a stronger hold and lasts for days instead of turns.
2. A lingering goat feature remains (the odd pupils, a permanent goatee, etc.) permanently after the spell ends, giving a -1 penalty to reaction rolls. This effect stacks if it occurs more than once, with the granted goat features becoming more obvious with each instance.
3. The caster transforms into a female goat, with no bonuses to Armor, Attack Bonus, or hit points. Its bite and hoof attacks only do 1d6 damage. Male goats and humans will be desperate to fuck this perversion.
4. The transformation stresses the body, so that the extra hit points are not gained, and the caster takes 1d8 points of damage.
5. The perversion is more than physical. Anything killed by the goat creature rises from the dead 1d6 days later and seeks revenge.
6. The caster permanently becomes a were-goat. During certain phases of the moon (whatever phase the moon was in at the time of the miscasting), the caster transforms into the perversion and runs off (out of play) during those phases to kill humans and fuck livestock. If escape is restricted, the perversion will attack those nearby instead. Fucked livestock will give birth to little perverted kids.
- 7+. Refer to Miscast Table, inside front cover.



I AM THE BLACK WIZARDS



n rare occasion, wizards will form alliances and bonds with other like-minded radicals. These cabals are usually as secretive as they are terrible. As often as not the assembled powers remove themselves from physical reality, one way or another.

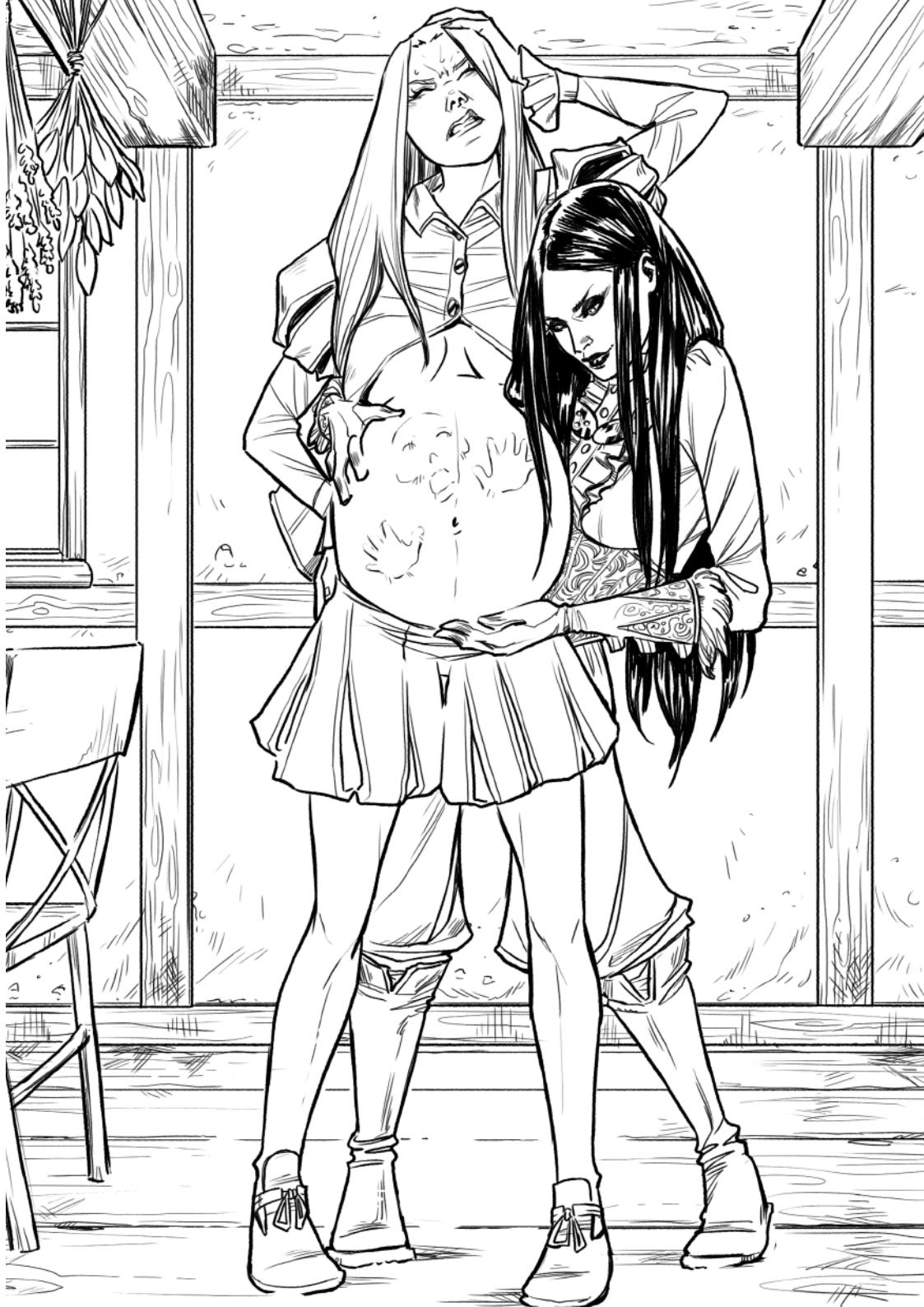
One such group became known as the Black Wizards. An experimenting Magic-User attempted to commune with higher powers and found herself in the presence of this spectral council which had, centuries previous, transcended corporeal existence in order to better immerse themselves in universal knowledge. They are impressed by those who learn how to interface with their consciousness, and so take forms somewhat reminiscent of their Earthly incarnations (they cannot fully remember their lives so they fill in details from their current existence) in order to pass on magical knowledge to the intrepid explorer.

This spell allows the caster to insert one random spell in her mind. The spell will be randomly selected from the entire campaign spell list, even those spells which have not yet been encountered in play. Official rulebook spells, adventure and sourcebook spells, original spells sitting in the Referee's notebooks, from all spellcasting classes, are all eligible for random selection. The caster now has that spell prepared, and can cast it normally (even if the spell is normally of a greater level than the caster is capable of casting, if using traditional spellcasting rules).

The random spell replaces *I Am the Black Wizards'* spell slot, and must be cast in order to clear the slot; simply dismissing the spell is not allowed. The spell may not be transcribed into a spellbook or scroll.

MISCAST TABLE (1D12)

1. The Black Wizards are offended and block certain mystical knowledge forever. One spell from the caster's spellbook can never be cast again. If that spell is currently prepared, that spell slot cannot be cleared and so is lost forever.
2. The blast of eldritch knowledge is just too much to bear. Every currently prepared spell slot is replaced with a random spell.
3. Possession! One of the Black Wizards views the world through the caster's mind. At the most inopportune time, at the moment it will cause the most chaos and calamity (at the Referee's discretion), the Black Wizard will cast one of the caster's prepared spells instantly.
4. Denied! Not only do the Wizards not grant a spell, they erase all capacity for magic from the caster. She cannot cast any spells, use any magic item, or perform any action to do with magic, for 1d6 days.
5. Somehow, the caster knows a spell the Wizards have forgotten and they want it! The spell (the caster's favorite, as judged by the Referee) is removed from both the caster's mind (if it is prepared) and the caster's spellbook. It may be relearned.
6. A random spell is indeed granted, but it is cast immediately. Roll randomly for the subject of the spell, if applicable.
- 7+. Refer to Miscalc Table, inside front cover.



INTO THE CRYPTS OF RAYS

The French Master had planned well. His crimes were discovered and he was hanged, but by the time the rope snapped taut, he was already elsewhere. In his sub-dimensional state of consciousness, he holds dominion over his victims. All those young boys, and a scant few sweet girls, that he had his way with and then murdered. He squirreled away their minds the same way he finally hid his own.

There he sits, eternally, in pale astral mockery of life in his old château. He passes time that doesn't pass in torture of unaging children. All gathered in that dread not-place is dead without the mercy of oblivion.

He is happy then, desperate even, to receive visitors. When visitors appear via use of this spell, he has an offer for them. Aid him in being reborn into the world, and in return he will perform one service. If they refuse, they are trapped, as one only departs the Master's crypt by the Master's leave. If they are "lucky" to be young, they will join his child harem. If they are old, as mages often are, they will become furniture: an astral spirit receptacle for all the foul waste a sinful beast like the Master expels. A spectral toilet. Forever.

Casting this spell transports the astral form of the Magic-User to the Master's crypt. The caster may ask for any one piece of information, or ask that any one person's opinion on a specific subject be changed to that of the caster's choosing.

In return, the caster must agree to receive the Master's seed. Astral intercourse will commence, witnessed by the Master's captives. He will then choose one of his child spirit captives and consume its spirit, this transferring into the caster's womb to form a new embryo. The caster is then returned to her body, spirit zygote and all.

At this point the pregnancy will commence as normal. Mechanically, this counts as carrying one Oversized object at four months, and two Oversized objects at seven months. Once born, the child will have the full intellect and memories of the Master (and no memories of the original child spirit captive used in the spell), but is only a 0 level human. It will siphon off 50% of the experience earned by the mother, and the mother will lose one hit point every day she is not actively working towards earning more experience points. If the child is killed, before or after birth, the mother loses half of her maximum hit points, permanently. When the child reaches second level, the experience point drain will cease, as will the risk to the mother's hit points.

It is possible for one mother to be carrying multiple children from the Master. The second child will earn the other 50% of the mother's experience, and after that the children will be dividing up all of the experience amongst themselves. The mother loses one hit point per child per day she is not actively seeking to earn experience. Each of these children is a new copy of the original Master, not the Master himself.

The caster may choose during the insemination process a surrogate to carry a child and become the mother. This surrogate, who gets no say in the arrangement, must be very familiar to the caster, being a family member, lover, comrade in arms, or other close relationship.

This spell never miscasts. The Master will not allow those seeking him to fail.



MISTRESS OF THE BLEEDING SORROW

Blood is the Life, the Bible tells us. But this is a mistranslation. The Blood is Alive! By means of this spell, the caster can control any shed blood within sight. She can direct it this way or that, or instantly cause it to clot it and force it to wield itself as a weapon. The shed blood of any open wound (defined as any damage that does at least 10% of the target's maximum hit points) may be manipulated in one of the following ways:

- The blood can be formed into a tentacle that can bludgeon or choke for 1d6 damage. It attacks according to the caster's abilities. The blood tentacle itself is Armor 12, with hit points equal to the original wound's damage. It must maintain a direct physical connection with the original wound or else it loses cohesion and reverts to normal, inert blood. Each tentacle has a reach of 10' per point of damage from the original wound.
- The blood tentacle can be used to grapple opponents instead of damage. A successful hit immobilizes a random limb (equal chance for each arm and leg) until the tentacle is destroyed.
- The blood may be sprayed from the wound into the eyes of someone within 10' per point of original damage from the wound. That target must save versus Paralyzation or be blinded. The target can attempt another saving throw every round to get the blood out of her eyes.
- The blood can be sprayed on the ground, creating a slick surface 10' radius per point of the wound's original damage. Anyone on the blood moving over half their usual rate, or not taking a -2 penalty to hit in combat, must make a save versus Paralyzation or fall down.
- The blood can be used to immobilize the bleeder by pulling their blood in the opposite direction. Their movement is lessened 10' per point of original damage from the wound. If this is greater than the bleeder's movement rate, it can be used to move her against her will.

Note that blood has a certain amount of loyalty to its shedder, so it cannot be used to directly attack the one it comes from. One such wound may be manipulated for every level of the caster. The caster must concentrate fully (no movement, attacking, or defending) to manipulate the full amount of the wound's blood. Half (rounded down) may be controlled with limited concentration (half move, -4 to attack rolls, full defense). The spell lasts the caster's level in rounds.

MISCAST TABLE (1D12)

1. The blood tentacles are out of control! They will each attack a random target each round.
2. The blood's loyalty to its owner is intensified and spurs the blood to action. All damage taken by bleeders from this point is halved for the duration of the spell. The bleeder controls the blood tentacles.
3. The blood is hostile to the caster's attempt to control it and will attack the caster exclusively.
4. The blood is so insulted at the attempt to control it that it goes totally limp and flows freely. All wounds (each individual damage-causing incident) cause an extra 1hp damage per round until the spell ends.
5. The caster's own blood revolts at the idea of her controlling any blood, and will vacate out of any wound possible, doubling all damage the caster takes. Blood tentacles will also come from the caster's wounds to attack her.
6. The blood of everyone/thing within the spell area becomes self-aware, but bides its time. When their bodies die, the blood will come alive and escape, seeking to reproduce and establish its own Blood Empire and free all its kin from their flesh prisons.
- 7+. Refer to Miscalculation Table, inside front cover.



MORBID METAL



any know that metal is brutal, as it hacks flesh and crushes bones and withstands fierce blows. A soldier covered in the blood and brains of her enemies trusts in her weapon, thinking of it as an extension of her will and her power.

But worked metal hates the flesh. Having been burnt and beaten and enslaved, it seeks revenge, but lacks the means to enact it. This spell gives it the means it needs to inflict Death by Metal.

All hail the metal of death!

Morbid Metal turns a worked metal implement (no further than 10' times caster level distance at the time of casting) against its user in the worst of ways.

- Weapons will deal their normal damage, but also do damage to their wielder up to the caster's level, whichever is less. This damage is doubled if it is the caster being attacked. The wielder will take damage equal to the caster's level whenever the weapon is put to other use as well.
- Armor (or shields) will inflict the caster's level in damage upon the wearer whenever they successfully prevent damage (if the attacker rolls 12 or more for their attack roll and does not hit). This damage is doubled if it is the caster attacking.
- Miscellaneous tools will do damage up to the caster's level in damage every time they are used.
- Metallic objects carried but not actively used sap the carrier of 1hp per day. (Multiple objects do not cause greater loss in this way.)

"Up to the caster's level" basically means a number 1 through the caster's level. If the caster is level 6, then 1d6 works. You'll have to improvise or use funky dice or use an online generator if the caster is level 7 or 9 or some such.

Note that the spell is attached to the item, not any particular person. A caster may only have this spell active on a number of items equal to her level. The caster only regains one of these "slots" if the object is completely melted down and reworked; even the enchantment being *Dispelled* will not free up the slot.

MISCAST TABLE (1D12)

1. Reversal! Hit points are instead drained from the victim to wielder (for weapons) or attacker to defender (for armor).
2. The targeted objects animate and attack all nearby humans, their hits causing the rotting effect.
3. The wielder/wearer of the objects becomes deathless, unable to suffer any physical damage while wielding/wearing the object.
4. All metal in a 10' x caster level radius instantly rots/corrodes into useless scrap.
5. All flesh in contact with metal in a 10' x caster level radius rots. The damage caused ranges from 1 point (wearing a ring as the finger falls off) to 1d4 (holding a metal item) to 1d8 (wearing a necklace) to 1d20 (wearing a suit of armor).
6. The rot takes the form of aging and affects both the wielder/victim and attacker/defender, aging them 1d6 years each for each blow.
- 7+. Refer to Miscast Table, inside front cover.



MY JOURNEY TO THE STARS



we are all transformed by stardust, say both the wisest and most unhinged scholars of our day.

Therefore, if one could be transported to the stars, one could reform her body and her mind and become a person different than the flawed wretch she currently is. It is a risky proposition, trusting the fickle cosmic winds to better a terrestrial, mortal body, but what is magic if not a declaration that one no longer cares?

After the spell is cast, the subject is projected bodily into a stellar nursery, where the cosmic radiation first deconstructs and then reconstitutes her body. The effect of this is to allow one ability score (determined by the caster) to be rerolled, 3d6, with the roll becoming the new permanent ability score. The subject will then be projected back toward where she started, landing safely 1d100x1d10 feet from her original position. The process, from casting to return, takes one turn per point of difference between the original and new ability scores.

The subject will always be returned to a survivable, safe location, not into lava, or open water, or onto a spiked field, or any other hostile environment. Note that for this purpose, the presence of creatures or people does not make a place unsurvivable or unsafe. If there is no safe space within the landing area, the subject will return in the closest safe space.

There are diminishing returns on successive castings of the spell. For every additional casting affecting the same ability score of the same character, an additional die is added to the roll, with the lowest 3 dice used to determine the new score. So the second attempt would be 4d6, the third 5d6, etc.

Casting the spell on a subject other than the caster requires physical contact.

MISCAST TABLE (1D12)

1. The subject becomes enshrouded in cosmic radiation and will not be projected back to her point of origin for 1d4 game sessions.
2. The subject is thoroughly changed, and her existing ability scores are randomly rearranged.
3. The cosmic radiation was more intense, more transformative than expected. A random ability score, different than the one intended, is also rerolled.
4. The projection process is impure: the subject is returned naked, with all carried equipment, clothing, jewelry, etc. vaporized in the cosmic winds.
5. The projection doesn't solidify in space; the cosmic forces cannot affect it. The subject is gone for 1d10 turns but the spell otherwise has no effect. This still counts as a casting for purposes of successive castings.
6. The projection passes through interference. When returned home the caster is badly injured and down to only 1d4 hit points.
- 7+. Refer to Miscast Table, inside front cover.



NECROMANTICAL SCREAMS

It hurts to be dead, or so say the most depraved, wicked necrophiles/mancers of our world, who take delight in that fact. Other, stranger arcane explorers have discovered that pain in sufficient amounts can warp reality. *Necromantical Screams* is a specific means to turn the agony of the dead into a sonic wave of reality-defiling trap. Corpses are arranged to face one spot, and then the spell is cast. When anyone other than the caster enters this area, the dead stand and shake and scream in agony.

Roll 1d10 for every corpse, then count the number of results equal to or less than the caster's level to determine the scream's effect on all within earshot. All effects allow a saving throw versus Magic to negate.

0. Sonic Boom: Stunned for 1d10 rounds.

1. Targets are transported to where they were 5d20 minutes previous.
2. Gravity changes direction for 5d20 turns for the targets only. Determine new gravity direction randomly.
3. Foot flesh roots to the ground like a tree, through any footwear and flooring. Cutting free does 1d4 damage and $-3/4$ movement rate until that damage heals.
4. All rigid objects carried by the targets shatter.
5. Each target's life force is externalized. For each hit point they now possess a 100sp gem. If a gem is separated from the target, they lose that hit point permanently (cannot be healed) until the gem is retrieved.
6. Each target shrunk to half size. All the penalties (and no benefits) as Halflings from the LotFP rules.
7. Targets are converted into sound waves and each trapped in one of the skulls of the dead. Breaking the skull reconstitutes the target contained within. If there are more targets than skulls, the excess simply disintegrate.
8. Targets' bodies falls to pieces (torso, limbs, head) but are alive. They will heal if stuck back together. They don't necessarily have to be stuck back together the same way they were.
9. Targets' skeletons are knocked out of their bodies, which collapse in a gooey heap. Targets retain consciousness and continue to exist as 1 Hit Die animated skeletons.
10. Target's memories are knocked out of their minds into scrolls which fall out of their heads. The scrolls are in the target's native language. Targets can regain these memories by re-reading their own memory scrolls. The scrolls are otherwise perfectly ordinary and read like a comprehensive biography of the target written in first person from the target's perspective.

No corpse may be used for this spell unless the caster has killed at least one relative of the deceased (siblings, direct antecedents, or descendants only), and no killed relative can count for more than one corpse. The spell ends after the trap is triggered.

MISCAST TABLE (1D12)

1. The caster can hear the screams and is affected, no matter how far away the screams are.
2. The target is not harmed by the screams, but is instead told the True Name of the caster, and can therefore force the caster to obey her commands.
3. The screams convey ancient and forbidden knowledge to the target, who gains a level.
4. The dead will never stop screaming, and their voice will affect any that come close enough to hear, forever.
5. The target, in addition to the initial effects, is permanently "infected" with the screaming, and cannot speak without emitting a Necromantical Scream herself.
6. The screaming is so powerful that it causes a localized earthquake/landslide/cave-in, destroying the present location in a 50' radius from the scream's target area.
- 7+. Refer to Miscast Table, inside front cover.



RAISE THE DEAD



While Biblical scholars have determined that the Earth is about 6000 years old, mystic explorers guess the world may be much older, perhaps as much as three or four times older than that! That's a lot of time for a lot of humans to live and die. Hordes of the dead in less civilized times were never properly buried, and many of the graves of those who were have no markers. We tread on the dead with every step.

Raise the Dead allows the caster to animate a number of these ancient dead, 1d6 of them per level of the caster, with the dimmest semblance of cohesion, motor function, and awareness. With all reason and natural instinct rotted away, all that is left is the primal need to kill and devour the living, though sustenance does these things no good.

The creatures will pop up out of the *ground*, including the walls, or the ceiling, if this is more appropriate, within a 50' radius of the caster, fairly evenly distributed. If the caster is inside a structure, understand they will pop out of the *ground*, not the *floor*, and the distinction is important. If there is no *ground* within this area, the spell has no effect.

These creatures are not in any way under the caster's control, although they will not harm the caster in any way, or even acknowledge her if there are other living beings nearby to attract their attention. If there are no such other beings, the dead will congregate around the caster, and often mimic her actions.

The creatures are Armor 12, Move 60', 1 Hit Die, 1 rending and biting attack doing 1d6 damage, Morale 12. Because they cannot feel pain, the lower half of any damage roll has no effect. For example, if a weapon does 1d4 damage, a 1 or 2 result does no damage; with 1d8 damage, a 1–4 result does no damage; and so on.

MISCAST TABLE (1D12)

1. The undead are all very angry with the caster, and will move to rip her apart to the exclusion of all other activities before settling back to their rest.
2. Ten times the amount of undead are raised.
3. All of the undead retain their intellect and full memories of their former lives (assume corpses this close to the surface will be 1d100x1d4 years old), and will behave accordingly.
4. Every living creature in a 10' x level of caster area, centered on but not including the caster, turns undead. Basically, they are dead but still retain consciousness and motor function, but do not need to breathe, eat, etc. They also never heal.
5. Only one undead creature is raised. It is the corpse of a wizard, level 1d6 + 1d12, who will rise with a full spell complement, full memories and intellect, free will and autonomy, and a bad, bad attitude.
6. A Dead God is raised. It will wreak havoc on all, without bounds. Armor 25, Move 150', 150 Hit Dice, one sweeping attack per round doing 1d4 instigators worth of damage, Morale 12.
- 7+. Refer to Miscast Table, inside front cover.



SEPULCHRAL VOICE



he voice of the murdered is not their own. It belongs to the killer, if she knows how to use it.

Sepulchral Voice allows the caster to perfectly imitate the voice of a dead person at will as long as the following conditions are met:

- The person was killed by another person, and
- The caster has the person's head, skull, and/or brain on her person, and either:
 - The caster has killed the person herself, or
 - The killer of this person is dead.

The spell is permanent, but the caster can only have as many dead peoples' voices available as she has experience levels.

MISCAST TABLE (1D12)

1. The mimicked dead person retains control of its own voice and says what it wants, when it wants, through the caster's mouth.
2. The dead person's psyche overwhelms the caster's, and is now in control.
3. The caster's mouth is filled with grave dust and bone bits and cannot speak. The grave dirt continually pours out of her mouth like a dusty river. This condition lasts one day per level of the caster.
4. The effect is persistent as well as permanent: the caster will forevermore speak with the voice of the dead person.
5. Anyone hearing the impersonated voice will know the voice's owner to be dead and will consider the caster to be the murderer of the voice's owner.
6. The spell resurrects the mimicked dead person, who regenerates out of the caster's voice box and crawls out of her mouth. This will ruin the caster's throat and face, lowering her to 1hp and requiring 1d6 months of recuperation before she can speak or eat solid foods again.
- 7+. Refer to Miscast Table, inside front cover.



STORMING THROUGH RED CLOUDS AND HOLOCAUSTWINDS

Humans are tribal creatures, that much is plain. What is perhaps more shocking is the ease in which a human's tribal identification can be manipulated. *Storming Through Red Clouds and Holocaustwinds* creates a barely perceptible red mist cloud, the consistency perhaps of the edges of spurting blood, which touches the perception of everyone it envelops. The mist originates at a point up to 20' per caster level away, and covers a space of radius 10' per caster level.

Everyone in the mist must save versus Magic. Those succeed retain themselves. Those who fail become territorial, paranoid, xenophobic, and bestial in thought. They will attack anyone within sight as fiercely as possible, in this order:

- Whoever is within immediate striking distance
- Whoever has been touched by the mist but is not affected by it
- Whoever has been touched by the mist and was affected by it
- Whoever is closest.

The cloud travels 120' per round directly away from the caster, and persists for one round per caster level. After failing a saving throw, effects last (caster level)d6 rounds, persisting for this duration even if the mist itself has dissipated.

When the spell ends, the cloud does not entirely disappear. It is diluted in the greater atmosphere to the point that it is no longer effective. But every time the spell is cast, additional red cloud particles saturate the atmosphere. How long until the very air we breathe will become hostile to human cooperation and civilization?

MISCAST TABLE (1D12)

1. Anyone killed in the cloud will rise as undead, seeking revenge on the caster.
2. The cloud does not affect anyone in it, but the caster will go berserk.
3. The cloud will have no immediate effect on anyone in it, but each person exposed to the cloud will go berserk in 1d12 hours, mindlessly attacking anyone nearby.
4. The cloud's effect on those exposed to it are permanent, although victims will only be berserk towards others affected by the cloud. As each such victim dies, the remaining survivors each gain a +1 to their Attack Bonus and +1 to their maximum hit points.
5. Everyone in the cloud gains 1d8 hit points and a preternatural sense about other people: they can always know when a particular person is thinking about them.
6. All affected by the cloud clump together to form a Constructicon-style superbeast that has the combined Hit Dice of its constituents (treat 0 level characters as ½ Hit Dice for this purpose) with the resulting hit point and Attack Bonus advantages. It smashes for 1d6 damage per 10 human-sized members or fraction thereof.
- 7+. Refer to Miscast Table, inside front cover.



SUICIDAL WINDS

The wind is most often playful and caring: rustling trees, blowing leaves, pushing clouds, and generally just having a fine old time gusting its way around the world. But it is sad, too, as most of the objects below it are simply too heavy to play with. Sometimes the wind gets a little too anxious, a little too needy, and works itself up enough to play with these heavier objects, not understanding that it is causing harm to physical beings.

Suicidal Winds allows the caster to communicate with the wind and invite it to play for useful effect. The caster rides the wind to any single location worldwide at a 1000' movement rate. The caster will be swept up to a height of 1d10x100' for the duration of the journey. There can be no slowing down, no stopping, no turning, no changing of destination, no control of any kind once the journey begins. At the end of the journey, the caster will be safely let down by the winds 1d10 yards from the exact intended destination.

At first level the caster may transport herself, and one more passenger per additional level of experience. Horses or other mounts count as separate passengers.

There is a chance the wind may be malignant. For every flight, roll 1d(caster's current hit points). On a 1 the wind fails (1d6+2)x10% of the way to the destination, causing everyone in flight to fall hard to earth, suffering all applicable falling damage.

MISCAST TABLE (1D12)

1. The landing is off course by 1d100 x 1d10 x caster level yards in a random direction.
2. The journey happens along the planned route, but travel is only 10' off the ground.
3. The journey happens as planned, but the landing is rough, doing 1d6 exploding damage.
4. The journey happens as planned, but it causes terrible storms over the flight path and extensive wind damage to all below.
5. The journey happens as planned, just in the wrong direction. Roll 1d8+1 to determine the direction (1 being the intended journey, 8 being the opposite direction, a 9 meaning roll again and the journey being twice the intended distance).
6. The journey happens in the correct direction, but travel is painfully slow, taking 2d6 times as long, leaving the traveler(s) floating slowly along the way.
- 7+. Refer to Miscast Table, inside front cover.



THOSE OF THE UNLIGHT

In the cities, thieves of the night once bragged about how well they could “hide in shadows,” escaping notice with almost preternatural ability. So impressive was this ability that scores of common burglars and cutpurses found themselves in the employ of adventuring parties, exploring dungeons, ruins, and other places where light does not shine.

Useless shits.

Wizards already knew that accompanying the expeditions of small-minded treasure-seekers was a ridiculously easy way to have backup muscle while searching for long-lost magical lore, but this relatively new addition to the explorer’s “core” group was just intolerable. They had no actual function, what with not knowing anything, not having fighting skills, being easily killed by a stiff breeze, and having the annoying propensity to pocket certain valuable things for themselves.

So the adventuring mages of the world figured out how to use their skills to make these sniveling idiots redundant. They also realized that it is good to have other people risk themselves at key moments, their loss being inconsequential to a party and not being missed by the Magic-User.

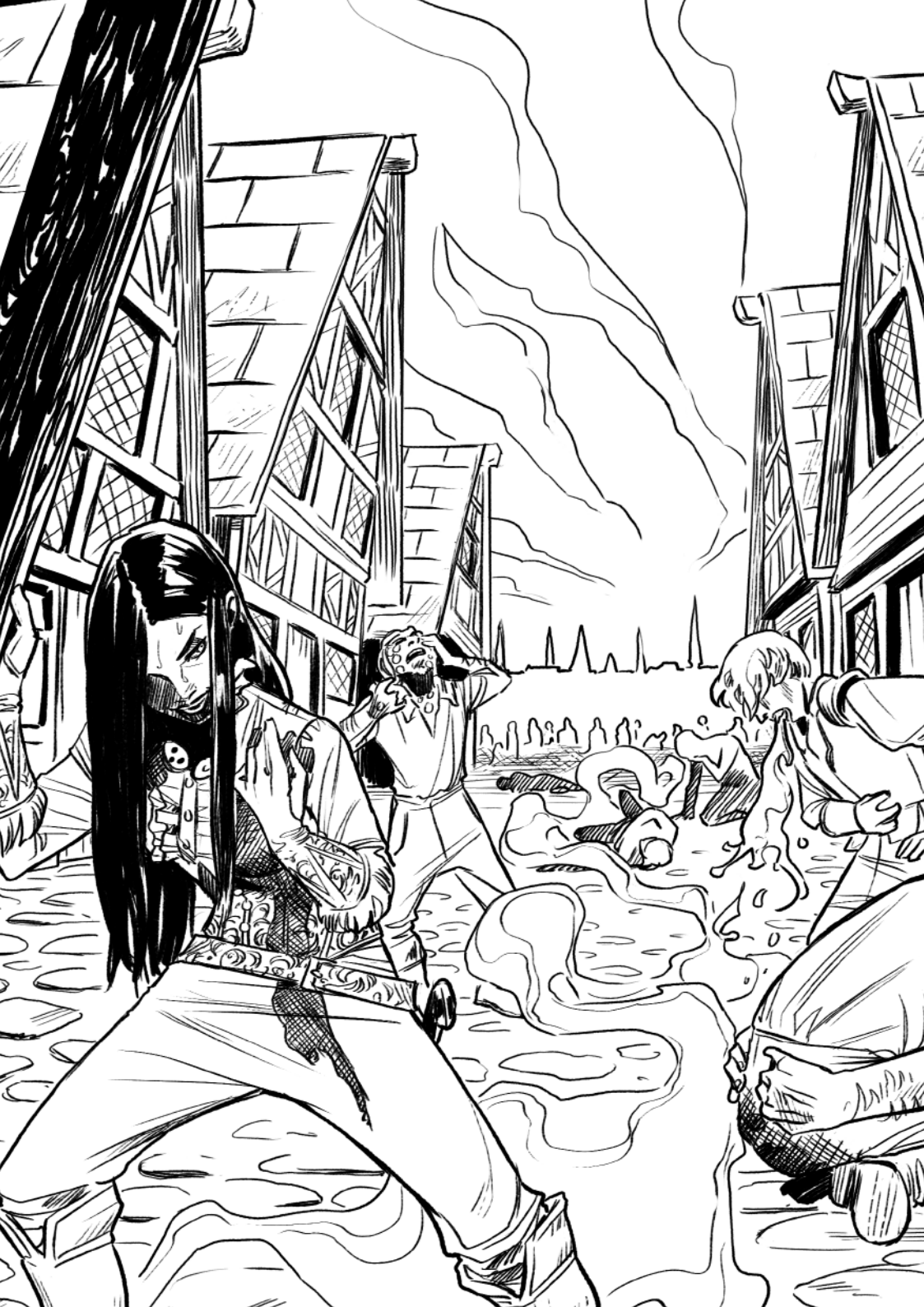
When *Those of the Unlight* is cast upon a subject touching a shadow, the subject melds into the shadow, becoming a 2-D silhouette literally hiding in that shadow. The subject may then travel at normal movement rates across that shadow and any connected shadow or darkness. Note that this spell does not give the subject any sort of night- or darkvision. Any active light sources the subject has at the time of melding with the shadows deactivates the light source permanently.

The subject may decide to pop out of the shadow/darkness at any time. This ends the spell.

The subject cannot be harmed while melded in the shadows, but any attack, or the application of light causing the shadow to disappear, causes the subject to pop out of the shadow, ending the spell.

MISCAST TABLE (1D12)

1. Shadows (1d6 in the sunny outdoors, 2d6 at night, 3d6 in a dungeon or similar environment) come alive and attack! Armor 12, Move 120', 1 Hit Die, 1 shadow attack doing 1d6 damage, Morale 9, can only be harmed by a weapon that is itself a light source.
2. The subject is trapped in the specific shadow she has melded into for the duration of the spell.
3. Instead of melding with the shadows, the subject's body is turned into a 3D shade. She may not pass through solid surfaces, but objects pass through her like a shadow, and she may not interact with physical objects.
4. The spell works as intended, but moving as a shadow across lit surfaces causes 1d4 damage per round as the light burns the subject.
5. The subject is turned two dimensional and can only travel across surfaces, but is not melded with a shadow and is perfectly visible.
6. The melding does not occur, but infuses the present shadows into anti-matter! Anything touching or crossing a shadow (but not casting one) suffers 1d10 damage, and nonliving matter is atomized!
- 7+. Refer to Miscast Table, inside front cover.



TRANSFORM ALL SUFFERING INTO PLAGUES

Proper scholars, men of God who studied at proper universities, know that popular understanding of disease is ignorant and wrong. Plague and pestilence are caused by miasmal air: toxic fumes breathed by poor victims.

Transform All Suffering into Plagues causes the blood from the subject's wounds to toxify and evaporate on contact with the air, becoming an aerosol broadcaster of disease. The worse the wounds, the longer the sickness lingers in the air.

The subject is non-contagious the first 1d6 turns after the spell is cast. After that, everyone coming within 10' of the subject must save versus Poison or become violently ill on the spot. The miasma carrying the illness will linger for one turn per 5 hit points the subject has lost (or portion thereof), giving the illness to any who enter the area during that time. The subject is not affected by the illness.

Victims who become ill must make a saving throw versus Poison after 12 hours, and then every 12 hours until the spell ends. A failed save meaning the victim suffers hit point damage equal to the amount of consecutive failed saves to that point. While ill, the victim will be incapacitated (-4 on all attack rolls and saving throws, maximum movement halved if they insist on being active). Complete bedrest gives a +1 bonus to the saving throws, and full attention from a doctor gives a further +1.

The sickness and incapacitation will last until the diseased has rolled a number of 12 hour interval saving throws equal to the level of the caster (successful or not), after which the illness fades 1d4 hours later. Victims are not contagious until they die of the disease, in which case their corpse is contagious, requiring a saving throw from anyone coming within 10', etc.

The subject remains contagious until she regains a hit point by any means.

MISCAST TABLE (1D12)

1. The wound-plague only affects plants and animals.
2. Instead of spreading plague, the subject's wounds cure disease and injury in their wake.
3. Dance plague! Get down! The subject's wounds cause uncontrollable dancing all around, including in the subject.
4. The subject's wounds let out melodies which entrance all who hear the song, causing them to become fascinated with the subject and following her wherever she goes. They seek to plug the wounds with their fingers, tongues, whatever small extremity will fit in the wounds. Humans and animals are affected.
5. The spell works as intended, but flies swarm to the subject and lay eggs which grow quickly into maggots which eat at the edges of the wounds. The subject takes 1d6 points of damage per turn, with each additional point of damage widening the effect radius by 10'.
6. The plague takes the form of super-constitution in which the victims' cells never die. Over the course of the coming days their skin starts to accumulate and cluster. Then they turn into elephant man-like bodies, eventually becoming large immobile masses of flesh, suffocating for lack of air passages, starving and dehydrated, but unable to die. Unless their bodies are burned, they will become flesh mountains. Given enough time will become ever-expanding celestial bodies of flesh.
- 7+. Refer to Miscast Table, inside front cover.



TRANSYLVANIAN HUNGER

Most supernatural powers possessed by strange and horrible beings are simply magical effects that have been somehow permanently grafted onto a particular being's (or species') physical form. They are all, in theory, composed of "spells." As such, these "spells" can be researched and cast separately from the context of the creature with which they are associated.

Take the vampire. Once understood as a savage, bestial vermin, its signature attack has been replicated by magic. Now the vampire is considered a civilized, even suave, sort of advanced predator, simply because the masses don't know the difference between a vampire and a sorcerer engaging in vampirism.

Transylvanian Hunger causes the canine teeth of the subject to grow into long fangs, and allows the subject to gain power and sustenance from the living blood of those of her same species. For clarification here, the "subject" is the subject of the spell, who does the bloodfeasting, and the "victim" is anyone that the subject feeds from.

Gaining access to that blood in case of a resisting victim is handled thus: hitting in combat if the target is surprised means the subject may automatically begin feeding. Otherwise, a wrestling attack is required, and the subject can automatically begin feeding the round after winning such an attack. Once feeding has begun, the victim must make a successful wrestling attack to escape, but escaping does a further 1d6 damage as the subject's mouth tears the wound further. This additional damage cannot be used by the subject for feeding purposes. Each round that the subject feeds, the victim loses 1d6hp and the subject gains two less points than the victim lost (if the victim loses 4hp, the subject gains 2hp, for instance). It is possible for the subject to gain no hit points from a round's feeding. The subject can accumulate more hit points than her usual maximum in this way.

Instead of regenerating hit points, other conditions may be healed by the feeding. Feeding for a number of hit points equal to half the subject's normal maximum hit points can be used to regenerate a limb, restore sight or hearing, or fix any similar single physical or mental ailment. Feeding for a number of hit points equal to the subject's full normal maximum hit points can be used to cure a magically-derived curse/ailment. Yes, this means higher level characters must drain more life force than lower level characters for the same result. Power always comes at the expense of others, and the greater the power the greater the expense. These points do not have to be drained from a single source, but may be "banked" across different feedings. "Banked" points may not be changed into active hit points.

This spell is only effective during the hours of darkness (even if indoors/underground, outdoor conditions rule), and ends at dawn. All excess hit points beyond the subject's normal maximum disappear at dawn, and any "banked" hit points to be used for curing other ailments are lost.

MISCAST TABLE (1D12)

1. The subject cannot heal in any other way than feasting on the blood of others. The subject may not gain more than her normal maximum hit points, and may not cure other ailments through feeding. The spell is permanent.
2. Completely drained victims rise from the dead as zombies and seek revenge on their killer.
3. The blood drained causes sickness in the subject, doing 2d6 damage instead of healing.
4. The victim's blood congeals in the subject's stomach, not healing the subject but instead forming miniature clones of the victim, which will pass as live specimens.
5. The subject's bloodlust attracts blood-eating vermin (mosquitoes, flies, actual vampires, etc.) which will flock to but not harm the subject. However, vermin are very distracting and attention-getting, and they will bother anyone else near the subject.
6. The victim's blood gushes from the feeding wound, bleeding them out immediately and continuing to flood the surrounding area for 24 hours before subsiding.
- 7+. Refer to Miscast Table, inside front cover.



TRIUMPH OF DEATH

Two things are true of humans: They all die, and they like to organize themselves in groups. Why should they live communally and die individually? This spell addresses that state of incongruity. When this spell is cast on a group of subjects who can see and hear the caster, they will all die within 24 hours.

There are, however, some conditions on this:

- The spell effects X^2 levels worth of people, where X is the caster level. Start with the lowest level people and work upwards when determining who is affected.
- The caster must name some commonality used as the basis for the subjects being considered as part of the same group. "Watching the same play," "in the same military regiment," "all attending the same Sunday service," "all the blonde people here," whatever works.
- The spell must target at least a half dozen people. If the actual number of people in the named group is less than this, the caster will instead die within 24 hours.
- No subject will die while the caster is present. If the caster is present with any subject within the next 24 hours, that subject will not die, and the caster will take 1d6 damage for every subject that does not die.
- The caster must not be otherwise involved or responsible for the deaths of any subject, or else the caster instantly dies with the subject. No casting the spell on a group one is in imminent conflict with as a way of winning that conflict!
- If the caster dies, no further targets die.

Under these conditions, the deaths will all appear to be normal, but not necessarily natural, means. The coincidence of all the subjects dying in such a close period of time may cause suspicion.

MISCAST TABLE (1D12)

1. The subjects don't die, but within 24 hours spin themselves a cocoon. They will all emerge from their cocoons after 48 hours of spinning them, their physical conditions the same as when they went in but with their minds switched. Piercing a cocoon early releases a poison gas.
2. The victims develop an immediate homicidal mania directed at the caster. If the caster dies, they do not.
3. The subjects become incapable of dying, no matter what, for the next 24 hours.
4. The subjects will not necessarily die in the next 24 hours, not in any way related to the spell, anyway, but the first person each of them talk to will.
5. As the subjects die, they disintegrate. the resulting fluid organic sludge will slide to the original place of casting, where they will coalesce into a giant fleshy mass which will explode if pierced.
6. The subjects all die immediately, their bodies rupturing. An extradimensional burning plasma creature emerges from the bodies to wreak havoc. Treat as a *Summon* spell, with the creature being uncontrolled and with Hit Dice equal to the sum of this spell's subjects (0 level characters being treated as 1/4th Hit Dice for this purpose).
- 7+. Refer to Miscast Table, inside front cover.



VOLCANIC SLUT



uman sexuality has always had a metaphorical connection with temperature. Someone who does not engage in sexuality is called cold or frigid, one who provokes sexual feelings is called hot, and sexual activity can result in a “warm” glow, “searing” shame, or “burning” rage. *Volcanic Slut* causes this metaphorical heat to become real. Having penetrative genital sex with another of the same species advances the subject to the next stage of the spell. After 24 hours, the subject reverts to the previous stage. Each stage retains the effects of prior stages.

STAGE 0: This is the subject's natural state when the spell is cast. Previous (or in-progress) sexual activity does not matter, they are at Stage 0. The spell ends when the subject has been at Stage 0 for 24 hours.

STAGE 1: The subject's internal temperature is warm enough that she does not suffer any harm or discomfort from even the most extreme cold. She will be very uncomfortable in full clothing in average or warmer temperatures, however.

STAGE 2: The subject's internal temperature rises to the point of internal luminescence. This does not harm the subject, and the light is normally not visible. However, if exposed, the vaginal opening (or the meatus if for some reason the spell is cast on a male) can serve as a light source.

STAGE 3: The subject's physiology becomes so used to the extreme heat that external heat and fire cause no harm whatsoever to the subject, no matter the intensity. The protection does not extend to clothing or other gear.

STAGE 4: The subject starts to glow slightly. This will be received by members of the same species as literally “radiating beauty.” The sexual partner that advances the subject to this stage takes 1d4 damage from the heat exposure, but the pleasure from the sensation will be far more intense than any other sexual partner can ever give.

STAGE 5: The subject goes full on volcanic, and the sexual discharge is effectively magma. The sex partner's genitals are melted to unrecognizability and their body ignites, doing 1d8 damage the first round, 1d6 damage the round after that, and 1d4 damage the round after that, causing horrible permanent burn scars over their entire body. If the surface the sex occurs on is flammable, that goes up as well.

No sexual partner may ever be used more than once to advance an individual subject to a new stage, even over different castings of the spell.

MISCASE TABLE (1D12)

1. The subject's internal temperature rises in a way dangerous to the subject, which can only be stopped by having sex. The subject takes 1d6 damage and never heals on days which she does not have sex. Every day there is a 1% cumulative chance the effect ends.
 2. The subject's genitals become red hot forever. In women this has no real effect besides making penetrative sex impossible and a ghastly burnt blood odor a few days a month, but a man has obvious additional problems.
 3. Climax makes the subject go off like a rocket, every time, propelling her 1d100 x caster level feet and doing 1d8 x caster level “exhaust” damage in the opposite direction.
 4. The subject sucks heat from the surroundings to warm her, resulting in a -10°C temperature drop every hour in the surrounding area until the subject has sex, which restores the normal temperature.
 5. Sex results in pregnancy 100% of the time, which produces in 9 months (in humans) an egg. After 2d6 weeks the egg hatches into a berserk, Siamese twin dinosaur.
 6. The subject's sexual discharge carries the force and energy of a full volcanic eruption. The resulting explosion causes a strong earthquake, ash which covers miles of area, and a lava flow which will stream continuously to lower ground. The eruption lasts 2d6 days.
- 7+. Refer to Miscast Table, inside front cover.

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120 WEIRDS OF SODOM

Taking heavy metal song titles and creating spells around them isn't just something invented for this book. It's been done for years. If you don't have your own extensive metal library to peruse for stimulating titles, you can use the site www.metal-archives.com, a database containing the members, releases, and song information for over 100,000 metal bands. On that site's menu to the left is the "Random Band" button. Hit that, randomly choose one of their releases, and then randomly choose a song from that release. Come up with a spell effect based on that name. Read the lyrics, if available, if you need a little boost.

If you're offline, here are 120 metal song titles, many found in my personal collection, for your convenience (with the band that wrote the song in question) and excuse to use The Dice Lab's 120-sided die:

1. *After Afterlife* (**Edge of Sanity**)
2. *Alone in the Dark* (**Opera IX**)
3. *And the Psychic Saw* (**Atheist**)
4. *Arctic Crypt* (**Nocturnus**)
5. *As I Behold I Despise* (**Demigod**)
6. *As the Evening Falters, the Dogs Howl* (**Beyond Dawn**)
7. *As We Dance the Paths of Fire and Sorrow* (**Saturnus**)
8. *As Your God is Failing Once Again* (**Nightfall**)
9. *Bacterial Surgery* (**Pestilence**)
10. *Beautiful Black Heart* (**Avernus**)
11. *Beyond Humanity* (**Ripping Corpse**)
12. *Blind Men and Occult Forces* (**Black Hole**)
13. *Blissful Bloodshower* (**Incantation**)
14. *Blood and Thunder* (**Order from Chaos**)
15. *Born Too Late* (**Saint Vitus**)
16. *Cadaveric Incubator of Endoparasites* (**Carcass**)
17. *Carve Me in Sand* (**Enchantment**)
18. *Chapel of Ghouls* (**Morbid Angel**)
19. *Children of the Circle* (**Mourn**)
20. *Corridors to the Abyss* (**Sinister**)
21. *Crimes Against Skin* (**EyeHateGod**)
22. *The Dance of the Banshee* (**Pagan Altar**)
23. *Denial of Destiny* (**Bolt Thrower**)
24. *Desolated Colours* (**Dolorian**)
25. *Destiny Falls to Ruin* (**Solitude Aeternus**)
26. *Diamonds of the Night* (**Forgotten Silence**)
27. *Dis-Organ-Ized* (**Impetigo**)
28. *Disappeared with Hermaphrodite Choirs* (**Disharmonic Orchestra**)
29. *Dominion of the Necrogods* (**Runemagick**)
30. *Doomsower* (**Reverend Bizarre**)
31. *The Dream of the Old Boats* (**Novembre**)
32. *Dreamdemons* (**Lake of Tears**)
33. *Eat the Distance* (**The Third and the Mortal**)
34. *The Ebony Clock* (**Witchcross**)
35. *Edge of a Knife* (**Cirith Ungol**)
36. *Enchanted Cerebral Forest* (**Doom Snake Cult**)
37. *Episode Man* (**Cemetery of Scream**)
38. *Eternal Eclipse* (**Benediction**)
39. *Experimenting with Failure* (**Deceased**)
40. *Falling Off the Edge of the World* (**Black Sabbath**)
41. *Fetal Lament: Homesick* (**Nuclear Death**)
42. *Flowerskin* (**Celestial Season**)
43. *Free Country* (**Witchfinder General**)
44. *From Enslavement to Obliteration* (**Napalm Death**)
45. *From the Past Comes the Storms* (**Sepultura**)
46. *Funeral Bitch* (**Master**)
47. *Future Consciousness* (**Therion**)
48. *Gateways of Bereavement* (**Katatonia**)
49. *A Hamlet for a Slothful Vassal* (**Theatre of Tragedy**)
50. *Hands of Ruby* (**Epidemic**)
51. *Hole in the Head* (**Autopsy**)

52. *Horrible Eyes* (**Death SS**)
53. *I Bleed to See* (**Mordicus**)
54. *I of the Needle* (**Seventh Angel**)
55. *Immolation of the Agnostic* (**Acrostichon**)
56. *Infecting the Crypts* (**Suffocation**)
57. *Killing Time* (**Obituary**)
58. *Lake of the Lost Souls* (**Sorcerer**)
59. *Languish for Bliss* (**Unholy**)
60. *Locust Spawning* (**Acid Bath**)
61. *Lunar Womb* (**The Obsessed**)
62. *Malevolent Supplication* (**Defecation**)
63. *The Mass Insanity* (**Gorefest**)
64. *Mellow are the Reverberations* (**Phlebotomized**)
65. *Midnight Mountain* (**Cathedral**)
66. *The Monastic Wall* (**Death Vomit**)
67. *Morbid Visions* (**Sepultura**)
68. *Necrophagious Shadows* (**Tiamat**)
69. *Neither Time Nor Tide* (**Solstice**)
70. *Nothing Forever* (**Furbowl**)
71. *Obscure Infinity* (**Grave**)
72. *Omnivorous Excess* (**Comecon**)
73. *Once My Eye Moved Mountains* (**Eucharist**)
74. *Onward into Countless Battles* (**Unleashed**)
75. *Out of Sight Out of Mind* (**Sacrilege**)
76. *Override of the Overture* (**Dismember**)
77. *Pages in Blood* (**Asphyx**)
78. *Pain and Pleasure Incarnate* (**Maceration**)
79. *Painful Discharge* (**Necrophagia**)
80. *Parasites* (**Slaughter**)
81. *A Passenger on Psycho's Path* (**Memento Mori**)
82. *A Path Beyond Premonition* (**Gorguts**)
83. *Population Index* (**Assück**)
84. *Possessed Haemorrhage* (**Sadistik Exekution**)
85. *Powerstruggle of Belief* (**Convulse**)
86. *Puritan Flames* (**Viogression**)
87. *Reality Wave* (**Hybernoid**)
88. *Redeemed by Confession* (**Atrocity**)
89. *Regurgitated Guts* (**Death**)
90. *Revel in Flesh* (**Entombed**)
91. *Rotting Ways of Misery* (**Sentenced**)
92. *Runaway Brain* (**Cadaver**)
93. *Sad Ocean* (**Dawn of Winter**)
94. *Sealed in Blood* (**Dream Death**)
95. *Shadow Season* (**Memory Garden**)
96. *She Painted Fire Across the Skyline* (**Agalloch**)
97. *Show Us You Care* (**Extreme Noise Terror**)
98. *The Sixteenth Six-Tooth Son of Fourteen
Four-Regional Dimensions (Still Unnamed)* (**Demilich**)
99. *Skinless* (**Seance**)
100. *Sleep in Sanity* (**Anathema**)
101. *A Sorcerer's Pledge* (**Candlemass**)
102. *Stardrowned* (**At the Gates**)
103. *Starforsaken* (**In Flames**)
104. *Suffer the Red Dream* (**Novembers Doom**)
105. *Swamped in Gore* (**Broken Hope**)
106. *Throwing Away the Day* (**Sadus**)
107. *To Escape is to Die* (**Hypocrisy**)
108. *Two Winters Only* (**My Dying Bride**)
109. *Under Another Moon* (**Madder Mortem**)
110. *Underneath Orion's Sword* (**Pyogenesis**)
111. *Unperceptive Life* (**Sempiternal Deathreign**)
112. *Uranus Falls Again* (**Xysma**)
113. *Voluptuous Simplicity of the Line
(On Thorns I Lay)*
114. *Vomit the Soul* (**Cannibal Corpse**)
115. *Vulgar Necrolatry* (**Abhorrence**)
116. *Waterbride* (**Flowing Tears & Withered
Flowers**)
117. *When Sun Rises for the Last Time
(Silent Stream of Godless Elegy)*
118. *Where the Rivers of Madness Stream* (**Cemetery**)
119. *Whirlwind of Withered Blossoms* (**Kataklysm**)
120. *You Don't Need to Live* (**Lost Breed**)

FEMININE ANTI-COSMIC NIHILIST MAGIC OF DEATH

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You've been told that magic is meant to be in the hands of old bearded men of kindly paternal disposition, protecting the status quo. You've been told about young men destined for greatness and learning to command power that is rightfully theirs. When women are shown to possess magical power, they are scantily clad Enchantresses, housewives duped by the devil, feeble old crones who hate the young, or precocious young girls eager to prove themselves to the boys.

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