

# Underworld Kingdom



VOLUME TWO:

Dark Gods, Dark Magic



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## Volume Two: Dark Gods, Dark Magic

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## **General Introduction**

Materials included in this book are a collection of my ideas created since the beginning of my role-playing gaming in 1997. Idea of creating a science fantasy campaign setting came to me in early 2010, when I completed my work with *Terminal Space* supplement and stumbled upon Planet Algol campaign blog.

Some of the campaign information, places and ideas may look like incompatible with other, but you must remember that I never used them all at once. However I decided to include even most disparate things in one book to allow you to mix and reconfigure them in your own way – treat this work as loose conglomerate of ideas, not tightly framed encyclopedia, preserved against external interference.

I tried to include as many maps as possible in this document, but only a small portion of them are detailed hex / dungeon maps. The reason for this was not my laziness (well, not only this) but desire to inspire you and encourage to expand the ideas by yourself, thus they should better fit into your DMing style. Same thing applies to the names appearing in the game – some of them, especially names of locations, artifacts and other planes of existence should be used as inspiration, as they were intentionally left not described.

## **Booklet Introduction**

This is the second booklet about my *Underworld Kingdom* campaign. It contains basic information about all minor and major deities of the *Realms Without the Surface* and lots of new spells, both “common ones” and those accessible only by the followers of particular major deities.

So, without further ado – enjoy the reading!

## Thirteen gods

Amongst all gods, demigods and idols worshipped in the Underworld Kingdom, there are thirteen main deities, which are sometimes considered as “the Pantheon”. These gods can be classified as “inhuman and evil” – fate of most mortals are indifferent to them, they are vengeful, cruel and envious, but they can reward ardent followers with great power. Here are brief, one-sentence descriptions of them:

- ◆ **The Cockroach King:** god of insatiable hunger and thirst;
- ◆ **Resh-Eiar, the Spider-squid of the Deep:** god of darkness and bottomless pits, probably associated with Atlach-Nacha;
- ◆ **Rust, the Desert Goddess:** goddess of broken bones, desert wind and sand dragons;
- ◆ **Ibost, God Behind the Wall:** walled up in the Shadeless Tower in the city of Ibost;
- ◆ **Lanakhoi, the Drowned God:** corpse-god of bottomless seas;
- ◆ **Ctuar:** god of keys;
- ◆ **Ghaig:** god of weaklings and cowards, keeper of doorless chambers;
- ◆ **Ddakr:** "slayer of the monsters, father of the slain";
- ◆ **Thugya, The Serpent Worm:** god of unrest;
- ◆ **Ysail:** god of boredom and forgotten places;
- ◆ **Rnoist:** keeper of The Number Thirteen, god of the Pale Fishes;
- ◆ **Iathacla:** three-handed god of slumber, coma and unexpected circumstances;
- ◆ **Zsakrn:** keeper of the dead, deliverer of bad news, cheater at cards. Maybe he is associated with the Crimson King.

## Old Ones

Despite the fact that Underworld Kingdom has its own pantheon, many other powerful forces seek opportunities to gain mortal souls for themselves.

Thirteen Gods usually remains in opposition to the most of the Great Old Ones – not because of caring for the well-being and safety of the mortals, but just because they are jealous and hostile to all who wanted to interfere with their powerbase.

Here is a list of the most active Great Old Ones:

- ◆ **Shub-Niggurath:** it has cultists among degenerated inhabitants of the Jungle Caves, also some savage tribes worship her;
- ◆ **Nyarlatotep:** worshiped by cultists of many forbidden, apocalyptic cults;

- ◆ **Nyogtha:** has half-mad followers somewhere in the deepest caves of the Underworld.
- ◆ **Atlach-Nacha:** Spider-god is worshiped by some of the inhabitants of the Underworld Kingdom, both Neanderthal, goblin, ghoul and human;
- ◆ **Hastur:** it's said that some of the cannibalistic mutant tribes roaming through the Great Radiated Caves worship Hastur. Maybe they have some hidden sacrificial site somewhere amidst the wasteland;
- ◆ **Chaungar Faugn:** has some well hidden followers;
- ◆ **Eihort:** some believe that members of the long lost Architects Guild, builders of the Maze of Torment, were worshipers of Eihort. Now it seems that he have no followers
- ◆ **Yibb-Tsill:** worshiped by deranged hermits and fallen priests.
- ◆ **Yig:** probably worshiped by Ho-Ru.

### **Detailed descriptions of gods**

Section below contains rather detailed descriptions of all main deities, their commandments, gifts, curses and miracles caused by them. Unique spells that may be granted to the Priests of particular gods are described below this part.

#### **Cockroach King**

Patron of greed, hunger and thirst (not necessarily in the literal sense). Sometimes he is named as the Keeper of Vermin because of his name and images. It's said that he gathers army of arthropods to infest realms of other gods or maybe even material world. Due to his unpredictable and malignant nature sometimes he sends plagues of vermin and diseases and instills jealousy and greed in people's hearts, just to cause wars and conflicts.

Keeper of the Vermin is often worshipped by people driven by lust and greed. He has numerous followers, but not everywhere his cult is approved. As almost every other god, he accept human sacrifices, but they are not necessary – he may accept almost any other gifts as well. It's said that he craves for rotten food, foul wine and any kind of drugs. His priests are often dirty, morbid sybarites but some of them are silent and withdrawn keepers of vast knowledge, often about both fighting and spreading diseases plagues.

**Commandments and restrictions:** followers of the Cockroach king must attempt to kill any giant arthropod they manage to find, just to send them to their master to fuel

up the ranks of his army. They must not avoid any kind of pleasures of the flesh but are not limited when it comes to other things.

**Blessings and rewards:** resistance for effects of poisons, toxins, drugs and alcohol, immunity to diseases, ability to command arthropods of various kinds, ability to digest even the most decayed and rotten food.

**Curses:** parasites (STR -1), horrible boils and festers (CHA reduced to d3), attracting all insects (ants, flies, cockroaches, centipedes and even giant beetles!), permanent alcoholic intoxication (may be fun until your liver starts to fall apart), becoming plague carrier (not immune to its effects).

**Miracles and signs:** clouds of flies, water poisoning, horrible stench, rain of alcohol, sudden need to organize a mass orgy.

## Ctuar

Shrouded by mystery god of keys, padlocks and chains. Named by his followers as Abyssal Gatekeeper, probably is the lord of the mysterious Forgotten Darkness. Ctuar is a keeper of ancient lore about extra-dimensional passages, obscure planes of existence and magic that allows to enter two- or even one-dimensional, lightless worlds. Probably he is worshipped by the blind Bird Men of the Forgotten Darkness.

Most trivial aspect of Ctuar is sometimes worshipped by thieves and spies, but it's not very common as sometimes his followers simply disappear without a trace, often during passing through doors, windows or portals. Priests of Ctuar begin their apprenticeship as small children (they are picked by older members of the order and probably abducted from their parents) and it's very hard (or even impossible) to just become a priest of Abyssal Gatekeeper.

**Commandments and restrictions:** never go first through the passage (unless there is higher-rank Priest with you), never leave opened doors.

**Blessings and rewards:** spells, ability to unlock and lock doors, padlocks and chests, visions about hidden places, passages and chambers.

**Curses:** finding every door locked, breaking all keys, setting all traps, disappearing without a trace.

**Miracles and signs:** darkness, strange distortions of time and space.

## Ddakr

Ddakr is god of violence and straightforward actions. He is a patron of both people involved in killing and their victims. However, he has little interest in simple murderers and assassins – Ddakr, sometimes called the Infernal Slayer, is the guardian of monsters

of almost every kind. His main efforts are to please himself with watching countless fights involving countless monstrosities, beasts and mutants. Because of it someone consider him as an 'idiot god', interested only in witnessing meaningless violence. Despite his questionable intelligence, Ddakr is worshipped by many warriors, adventurers and even mutants or 'monster races', such as Cave Orcs or Trolls. Probably no temple of Ddakr exists, mainly because he is not interested in any kind of adoration or offerings other than fighting and killing in his name.

**Commandments and restrictions:** fight every monster you see!

**Blessings and rewards:** bonuses to-hit, resistance to pain and fear, sometimes magical weapons.

**Curses:** idiocy (INT reduced to d3), mutations (minimum d4), inability to fight (able to hit only if natural 20 is rolled), being stalked by powerful monster.

**Miracles and signs:** sounds of battle, rain of blood (sometimes of different color than red), shadows of large monsters or even sudden appearance of them!

## Ghaig

Ghaig, the Hidden God, is a patron of cowards and weaklings. This aspect of this rather well-known deity makes him quite unpopular, but sometimes he is worshipped as the Keeper of Secrets. However, there is a "second face" of Ghaig – the Keeper of Hidden Chambers – master of lost wisdom, unresolved mysteries and long dead alien races. Probably in the ancient past he was worshipped as Xshast'gaath'ghaig, infernal god of blind, crustacean monsters living in a deepest, darkest caverns of the Underworld Kingdom.

Not all followers of Ghaig are weak, spineless dastards (although they are the majority). He is also worshipped by spies, information dealers or even cartographers and sages. Some seekers for the knowledge of the lost alien civilizations are also followers of Ghaig (some of them even worship his primal, inhuman form).

**Commandments and restrictions:** no particular requirements.

**Blessings and rewards:** wisdom (Arcane Lore bonuses, maybe other skills), knowledge about aliens and long dead civilizations, magic maps.

**Curses:** cowardice (all saves versus fear are automatically failed), coma, memory loss.

**Miracles and signs:** none. Ghaig is rather subtle god.

## **Iathacla**

Often depicted as four-armed humanoid in chitinous armor. One of his hands is severed (there is a legend that it was stolen by some aliens, maybe Ho-ru or Shapers and the one who manages to recover it will be rewarded with immortality). Iathacla is a god of slumber and coma and his followers believe that everyone worship Iathacla during sleep. Sometimes he sends pleasant dreams or nightmares to reward or punish his followers but more sinister fact is that he sometimes uses sleepers to perform some acts for him. Some of them happen in a dream (those dreams are often hard to remember but they leave overwhelming terror) but some take place in the real world – there are reports about people awakened covered with blood or heavily wounded in fights they don't remember.

Second aspect of this deity is the God of Unexpected Circumstances and many people make offerings to Iathacla to avoid sudden death or bad luck. It's said that priests of Iathacla spend most of their time sleeping and worshipping their god that way.

**Commandments and restrictions:** sleep at least six hours a day, never wake up someone unless it can save his life, never wake up a sleepwalker.

**Blessings and rewards:** total recall of dreams, spells (like Hibernation Trance), luck (i.e. when rolling for treasure roll twice and pick better score).

**Curses:** real nightmares (monsters appearing in a dream can hurt and / or kill the dreamer), inability to sleep, sleepwalking, somnambulism, bad luck.

**Miracles and signs:** people sharing same dream, people meeting others in a dream (and all participants are aware of it).

## **Ibost**

Ibost is the god of the city named after him. He was trapped behind the wall in the Shadeless Tower – huge mausoleum in the center of the metropolis. Maybe the one who imprisoned Ibost there tried to use god's power for his own purposes but now it doesn't matter as deity is the actual ruler of the city. His priests speak his will and obey his orders. Several times a year they pick exactly 49 prisoners, captives, slaves or even innocent people and let them in the Shadeless Tower. No one knows the purpose of this act, but none of them can be seen anymore.

Cult of Ibost is the only one legal religion in the city, but it's not limited to its borders. Many of his priests and followers travel through world, maybe searching for method to set their god free.

**Commandments and restrictions:** never worship any other god or demon, try to convert others, try to find a way to release Ilost from his prison.

**Blessings and rewards:** ability to hide in the shadows, ability to communicate with god, losing the shadow and reflection in the mirrors.

**Curses:** invisible stalkers hunting the cursed one, insanity and death hiding in every shadow, paranoia, fear of the dark.

**Miracles and signs:** strange shadows, not related with any light source, whispers, dreams about immense tower

## Lanakhoi

Lanakhoi is one of most powerful of the Corpse Gods – it means that he was slain but still has enough power to exist. Most dead gods are just pale shadows of their former glory, many of them are insane or even mindless, but not Lanakhoi. One of the legends about him says that he threw himself into the water to embrace his cold, dark, bottomless domain.

Lanakhoi is worshipped by many people connected with seas or rivers – sailors, fishermen or even pirates. He is also keeper of all those who died in the depths of water and some sages believe that creatures as toadmen or underwater mutants may worship this god as well. However remember that Lanakhoi is dead god, so probably his mind and efforts are not as connected with the real world as other gods – he has very strange and unclear plans and sometimes he calls his followers to join him in his abysmal, watery grave.

**Commandments and restrictions:** dead followers of Lanakhoi must be buried in water or consumed by aquatic beings.

**Blessings and rewards:** ability to breathe water, ability to command water-related undead, spells and magic items (often related to sea).

**Curses:** drowning (at first occasion), inability to satisfy thirst, fear of bodies of water.

**Miracles and signs:** vortices, swarms of strange and never seen before aquatic beings, rapid weather changes

## Resh-Eiar

Alien and inhuman Spider-Squid has many followers scattered throughout the Underworld. Its cult is illegal in many parts of the world, mostly due to the human sacrifices and other disgusting practices performed by the priests of Resh-Eiar. They believe that soul of every being sacrificed to their hybrid god will be transformed and reborn as a new, mighty tool of the Spider Squid.

Resh-Eiar is worshipped by many people, mostly by those who search for power or alien knowledge and do not fear consequences of dealing with the atrocious, ancient god. Some of its followers (mostly insane ones) seek for the Mighty Transformation – mutations, body alterations and disfigurement granted by Resh-Eiar to its most loyal servants.

**Commandments and restrictions:** Priests of Resh-Eiar may use only blunt weapons or weapons granted by mutations (such as claws, and talons). They also may strangle and choke their opponents.

**Blessings and rewards:** spells, Arcane Lore (often associated with sanity loss), mutations.

**Curses:** insanity, deformations of body and mind,

**Miracles and signs:** babbling sounds, spiders coming out from water sources, spasms and convulsions.

## Rnoist

Another god related to water and aquatic beings. He is also named as the “Keeper of the Number Thirteen” or simply “Keeper of Thirteen”, what can be interpreted both as relation to the bad luck and ill fate, as to the dreadful Thirteen Crawlers – powerful demonic entities, worshipped by incestuous clan of degenerated people, wiped out decades ago.

Cult of Rnoist is quite different than cult of other gods – his priests are trying to prevent him from acting – in the past Rnoist had unleashed his minions to wreak havoc and altered space and time by his divine powers, causing misfortune and disasters. Only bloody sacrifices can satisfy him enough to delay next “assault”. Despite his nature still there are some worshippers of Rnoist (probably they are sociopaths, madmen or fools), who await the next coming of their god.

**Commandments and restrictions:** priests of Rnoist must find and kill every worshipper of their god. Prayers and requests are strictly forbidden.

**Blessings and rewards:** death, insanity, very rarely spells or stat boost.

**Curses:** ill fate (all rolled sixes are now treated as ones), Thirteen Pale Crawlers popping into existence to kill and destroy.

**Miracles and signs:** total destruction, sudden concentration of seemingly random accidents.

## Rust

Rust is the Lady of the Sand Dragons, which are supposedly her children, bred with some extra-planar monster. There is a legend saying that Rust was born (or maybe ascended godhood) during fall of Blackcrag, when old order fell and world started to decay.

Rust is not a very popular deity in the Underworld kingdom, but she is worshiped by some nomadic tribes claiming their off-world origins. Her aspect of the Goddess of the Broken Bones is common deity of various warriors, mercenaries and slavers. Also, Rust is deity standing in opposition to Ddakr and followers of these two gods are fighting each other at any occasion.

**Commandments and restrictions:** never harm children of Rust, never rely on advanced technology.

**Blessings and rewards:** ability to withstand hunger and thirst (must eat and drink only one-third amount of it), ability to calm down Sand Dragons, knowledge treasures buried in sand.

**Curses:** unnatural thirst, rusting of every metal object that is touched, being lost and / or death in the desert (at first occasion).

**Miracles and signs:** rusting of metal (obviously), strong and cold winds, rumble and sounds of scratching.

## Thugya

God of anger, rage, abandonment and unrest. Dubbed as Serpent Mindworm, it's said that his venom drives people insane and his whispers replaces pleasant thoughts by feelings of loss and uncertainty. Despite this, Thugya can also protect his followers against such emotions, unfortunately often leaving them no feelings at all, transforming them into emotionless, cold beings.

Thugya is worshipped by people both searching for emotional oblivion as well as those driven by fury, anger or vengefulness. God can also induce negative emotions to those who he see as potential followers or tools usable for his obscure plans. Organized cult of the Serpent Worm, as potentially destructive, is not widely accepted and it's legalized only in some places.

**Commandments and restrictions:** very diverse and often based on emotions, i.e. never deny your feelings / never be driven by emotions.

**Blessings and rewards:** WIS bonuses, ability to enter combat rage / combat trance, mind-affecting spells, memory loss (yes, it can be considered as blessing).

**Curses:** memory wipeout, Charisma penalties (from -1 to CHA to reduced to 1d3), paranoia, brain rot.

**Miracles and signs:** mass panic, riots and uprisings started without apparent reasons.

## Ysail

Amphibian goddess of boredom and stagnation, also mistress of oblivion and forgotten things and places. She is usually depicted as huge grey frog, sitting on the disk of unpolished metal. It's also said that she can change form to appear in human settlements to prevent people from acting. Her second aspect may be rival of Ctuar, but is more wide than his patronage – Ysail keeps knowledge about lost artifacts of old and places both forgotten and never discovered. It's said that goddess do not guard those secrets but simply prevent them from being lost forever.

Priests of Ysail are not easy to encounter, as large part of them are filled by boredom and almost unable to act, while others travel searching for unknown, distant places that may be blessed by their god. Ysail has followers amongst explorers and treasure hunters, but her gifts may make their efforts harder.

**Commandments and restrictions:** never personally suggest any action and never persuade someone to do something that requires active operation.

**Blessings and rewards:** lost, ancient knowledge, magic maps, ancient items.

**Curses:** chronic boredom and laziness, memory loss.

**Miracles and signs:** visions about strange, unknown places, sudden lapses of memory or vice versa – sudden recall about forgotten facts.

## Zsakrn

Zsakrn the Double-Faced is the master of one of the domains of the dead, the Gorge of Grey Mists. Sometimes he allows the dead to communicate with living persons via dreams and omens, mostly to simply baffle and confuse mortals. Also some says that Zsakrn is associated with all bad news, sad events and minor disasters. He feeds on mischief and jealousy, so this may be the cause why he is considered as an rival of the Cockroach King.

Great Cheater is another aspect of Zsakrn, so he has believers amongst many gamblers, tricksters and deceivers. He is also sometimes worshipped by dying people, who want to seek peace in his bleak, silent domain. Priests of Zsakrn are usually very diverse, as some of them are skilled orators, politicians or even demagogues, while others are rather silent and withdrawn keepers of the morgues and burial sites.

**Commandments and restrictions:** varied, depending on the aspect of Zsakrn – some believers are allowed (or even encouraged) to cheat, deceive and annoy others, while others are more oriented towards matters of the dead, but even them are usually malicious and full of twisted, black humor.

**Blessings and rewards:** Charisma bonuses, saving throws bonuses, Gambling skill, immune to special attacks of undead.

**Curses:** transformation into undead after death, multiple personality, extreme malice.

**Miracles and signs:** grey mists, dimming of lights, strange whispers and laughs, many small and rather insignificant accidents happening at once.

### Minor deities

Although the Thirteen Gods are mightiest divine entities in the campaign's world, there are numerous lesser gods, idols and powerful demons, worshipped by human and inhuman inhabitants of the Underworld Kingdom. They are either too weak to openly compete with Thirteen Gods or times of their glory belong to the past, while others are simply not interested in increasing their power. Here are examples of the minor deities:

- ◆ **Empty God:** lord of spaces between the matter, forgotten emotions and thoughts that had gone away. He probably has no believers, although was able to survive. Maybe he is just another very powerful dimensional traveler who just passes by.
- ◆ **Graarn:** bestial and savage god of dinosaurs. His monstrous, crumbled statues can be sometimes found in the most wild Jungle Caves and it's not known who made them. Some mystics believes that Graarn is almost immortal, as part of its life force exists in every primal monster.
- ◆ **The Great Father:** one of the greatest mysteries of the Underworld Kingdom; some sages don't believe that he really exists. It's said that all major disasters that have affected kingdoms of men during the millennia (such as the Grey Plague or fall of Blackrag) was caused by one entity. One thing is certain – some monstrous mutant races consider Great Father as their creator. Some of them even claims that they have clear evidence of his existence.
- ◆ **Sethra:** they say that Sethra was once an ordinary human, cast away from his home world in the ancient past. At one time he gathered numerous followers and believers, but sacrificed them all in horrific ritual to ascend godhood. Sethra appears in many ancient scriptures about black magic and demonology but there are no evidence of his more recent activities.

- ◆ **Lae:** god of the Reversed Time. Once powerful entity and patron of the flow of time. Probably Lae was betrayed by his own priests who tried to enslave their god to obtain immortality. Lae escaped through the Door of Eons, condemning his former servants to never-ending torment in looped time. However entering the Door of Eons caused him to disappear in the present time, so now he can act only from the future or the past.

## **Resurrection spell(s)**

Typical Raise Dead spell is unavailable in this setting as too obvious and too safe for use. Instead there are several other spells that can bring someone to life: Hands of Sethra, Soul Graft and Infernal Return.

## **New spells**

In this section you can find a new spells for Magic User and some universal magic for any kinds of mystics. Spells for the followers of particular deities are described at the end of this chapter.

Many of the new spells are rather “hi-tech spells”, typical for the advanced parts of the Underworld Kingdom (such as the Megastructure). They are rather hard to find in the other parts of the world but it is not impossible. Of course, technologically advanced spellcasters may know such spells.

### *Arcane Spells Level One*

**GREEN SPARK** – this ranged combat spell deals one point of damage and can set on fire clothes of its victim. Range of spark is 60 feet.

**Level 3:** this spell now has deals 1 damage per two caster’s levels (rounded down) and its range is 90 feet.

**Level 5:** this spell now deals one damage per caster’s level and its range is 120 feet.

**MEND THE MACHINE** – this spell allows Magic User to simply “heal” and repair broken machinery. It can repair damage and restore Hit Points (1d6 + level of the caster) lost by cyborgs, robots, Builders and so on.

**Level 3:** this spell now heals one Hit Point per level of the caster plus one full Hit Die.

**Level 4:** this spell now can be used to repair broken electronics.

**SENSE THE MACHINE** – this spell allows Magic User to sense all functional mechanical or electronic devices in his vicinity. Range of this spell is 60 feet radius.

**Level 3:** this spell now has radius of 120 feet.

**Level 5:** this spell now has radius of 240 feet and can be used to detect malfunctioning, inactive and broken devices.

WHITE NOISE – this spell has radius of 30 feet and lasts for 2 rounds per caster’s level. White noise generated by it jams all sensors of security systems, cyborgs, security bots etc.

**Level 3:** this spell now has radius of 60 feet.

**Level 5:** this spell now has radius of 90 feet.

### *Arcane Spells Level Two*

CONTROL ROBOT – spell similar to the Charm spell, but can be used only on robots, androids, automated turrets etc. Universal Builder Entities, due to their highly advanced and complicated nature, are allowed to make save vs. magic to resist effect of this spell.

ENERGY TRANSFER – this spell can be used to recharge power cells, energy weapons or temporarily power machines. Caster must touch power line (such as wires, energy lanes or even reactors) with one hand and device / machine he wants to recharge / power with other hand. Item is fully recharged within one round (of course only if power line can provide enough energy to do so). If Magic User wants to temporarily empower machine, it will be fully operational for d6 rounds + one round per caster’s level.

PURPLE SPARK – spell similar to the Green Spark, but more deadly. Its range is reduced to 30 feet but spark automatically sets on fire any fire-vulnerable clothes of the victim.

**Level 3:** this spell now deals 1 damage per two caster’s levels (rounded down) and its range is 60 feet.

**Level 5:** this spell now deals one damage per caster’s level and its range is 90 feet.

READ BINARY – similar effect to the Read Languages spell, but allows Magic User to comprehend binary.

**Level 4:** this spell allows its caster to understand any “digital language”, even as confusing as modem shrieks.

### *Arcane Spells Level Three*

ANIMATE THE MACHINE – this spell lasts for one round per caster’s level. Magic User touches the machine and it becomes ‘alive’. It will carry out the orders of the caster (but only if he can communicate with it!) and even fight for him if only it can fight (i.e. with

manipulators, built-in tools or at least sheer mass, used to trample and crush the enemies).

**CURSE THE WEAK** – this spell can be cast only on monster or character that have lower level or less HD than caster of the curse. Victim must roll a successful save versus magic or its HD is reduced by half (rounded up), and its AC is increased by two (in negative way, so i.e. AC 2 will be now AC 4, to maximum 9). **Note:** this spell has no cumulative effect!

**Level 5:** HD loss is now rounded down, to minimum 1 HD.

**Level 7:** Victim of the spell cannot make saving throw to resist the effect.

**GRAVE CHILL** – this spell causes rapid decrease of the temperature in the room / closest vicinity of its caster. Temperature rapidly drops below zero but it's not the only one effect of the spell. Any ice or cold-based attacks and spells cause 1 more damage and vice versa – any fire and heat based attacks and spell cause one less points of damage (minimum zero). Spell effect lasts for five minutes per caster's level.

**Level 4:** Damage modifier is increased to 2 points.

**Level 6:** Damage modifier is increased to 3 points.

**HEAT OF HELL** – reverse of the Grave Chill spell, similar to it in all details except bonus heat / fire damage and decreased ice / cold effects.

#### *Arcane Spells Level Four*

**BLACK SPARK** – most lethal version of the Spark spell. It's range is 60 feet and in addition to the effect of Purple Spark, victim must make successful save vs. death to avoid immediate death.

**Level 6:** victim now have -2 penalty to its saving throw.

**CURSE THE VAMPIRE** – spell similar in effect to Curse the Weak (see above) but vampire may have more HD than caster of the curse. Only Third Generation vampires are allowed to make saving throw to resist the effect.

**Level 6:** HD loss is now rounded down, to minimum 1 HD.

**Level 8:** Now this spell has cumulative effect.

**SILVER CLOUD** – spell that creates shimmering, slightly glowing cloud of silvery gas of about 20 feet radius. Cloud has no effect on both living beings or inanimate matter, but deals 1d6 damage to all werewolves that will come inside it. Any werewolf that spend whole round inside the cloud lose 6 HP instead of normal damage. Note: cloud is great electrical conductor (it can double electrical damage).

**Level 6:** Cloud's radius is now doubled (about 40 feet).

**Level 8:** Cloud's radius now is about 60 feet.

### *Arcane Spells Level Five*

**DIGITAL KILL** – ranged (30 feet) combat spell that causes massive short-circuits, system overloads and memory damage in chosen electronic / cybernetic object, such as computer, mainframe or even cyborg or cybernetically augmented being. No roll to hit is required and target is 'killed' outright. Only very advanced systems (TL 17+) are allowed to make saving throw.

**HANDS OF SETHRA** – this spell requires five minutes to perform. It allows to resurrect dead body, but have several horrible drawbacks:

**Insanity:** Resurrected person's soul is brutally ripped from the netherworld. He / she permanently loses one point of Wisdom.

**Condition of the body:** Corpse must be "manually repaired", because Hands of Sethra doesn't provide any regeneration of the tissue. Bad state of the corpse may lead to the resurrection in incomplete, partly rotten and maggot-ridden body!

**Hands:** Price must be paid – after casting this spell Magic User's hands begin to wither rapidly. They become dead and useless within moments. Moreover, no known description of this spell contains information about this side effect.

### *Arcane Spells Level Six*

**DARK MINION** - this horrible spell allows its caster to create powerful minion from the part of his / her own body. Ritual is six hours long and requires Magic User to cut off his own arm. Arm is sacrificed to the Lord of Boundless Terror, who in exchange draws power from his domain to create Dark Minion. Monster will serve only to owner of the hand and its characteristics are dependent on which hand was severed:

**Left:** AC 4, HD 4+3, immune to non-magical weapons, drains levels as Wight;

**Right:** AC 2 HD 7, causes 2d6 damage, regenerates 1 HD per round.

**DOOR TO THE NOTHINGNESS** – Magic User casting this spell opens magical portal, leading to the absolute abyss. Door remains opened for one hour per caster's level. Anyone looking into the door must pass save vs. magic or will gladly jump in the portal. Any person who do it and any being or object pushed or thrown into the portal simply ceases to exist.

### *Divine Spells Level One*

CALM ANIMAL – allows caster to simply calm down number of animals equal to his / her experience level. This spell works only on beings that have equal or less Hit Dice than caster.

**Level 3:** this spell now works on any animal, regardless of its HD.

SHELTER – this rather simple spell allows Mystic to create magical shelter from the tent, cave, ruined building or even large hole in the ground covered by few branches. Shelter becomes absolutely water- and windproof for one week.

### *Divine Spells Level Two*

BLEAK FAMILIAR – summons large, eyeless albino fish (AC 7, movement 24 in water, HD 3). Mystic can use it as underwater steed (if he can breathe water; if not - fish can swim near the surface) or command it to attack his enemies. To cast this spell large body of water must be present, also mystic must drop thirteen small bones or fish scales into it. Bleak Familiar comes after 1-6 rounds and serves mystic for 6 hours.

**Level 3:** Familiar is now available for 12 hours.

**Level 4:** Familiar is now available for 24 hours.

BLESS WEAPON – this spell allows Mystic to bless edged weapon. Item enchanted this way have +1 to-hit and are treated as magical items. Effect lasts 12 hours / to the next rise of the sun (whichever is first).

**Level 4:** Enchanted weapon deals one additional point of damage.

### *Divine Spells Level Three*

HIBERNATION TRANCE – allows Mystic to go into sleep-like trance. It allows him / her to hibernate for a number of days equal to his / her level + 2d6. Mystic cannot wake up before this time!

**Level 4:** Mystic can now wake up at will.

**Level 5:** Hibernation Trance may now last as long as doubled Mystic's level +2d6 days.

REGENERATION OF THE CORPSE – this spell restores dead flesh to perfect condition – regenerates lost limbs, removes sores and rot and kills maggots and bacteria. Please

remember that this spell does not preserve corpse from further rotting and decomposition.

#### *Divine Spells Level Four*

REGENERATING TRANCE – allows Mystic to go into healing trance. Trance lasts for number of hours equal to Mystic's experience level. He / she regains 2 HP per hour of trance.

**Level 5:** Regenerating Trance now heals 3 HP per hour.

SOUL GRAFT – this spell (casting time: six hours) allows Mystic to bring someone back to life. However, he may use different body than the original one (i.e. if it was destroyed / too rotten to use). Gem worth 3000 gp or more is required to use during the ritual (soul must be caught to it and later grafted to the corpse). If resurrected person came back to his / her own body, no Wisdom loss occurs, however, if he / she returns to the body of different person, he / she loses 1-3 points of Wisdom. Moreover – increase loss by one point if the new body is opposite sex and by one if it belongs to another race / species. Only humanoid corpses may be used to the resurrection. If the spell is successful, gem used to catch the soul is shattered.

#### *Divine Spells Level Five*

INFERNAL RETURN – equivalent to the ordinary Resurrection spell, unavailable in this campaign. Caster of the spell summons the demon to bring someone back to life. However, price of this spell is high – resurrected person must perform a task for a demon (as being under Quest spell) or will be dragged back to hell. If something goes wrong (i.e. resurrection fails or resurrected person goes insane) caster of this spell must perform a Quest for a demon.

#### **Alternate spell names**

Here are some ideas about alternate names for classic spells. They may be used to confuse and misinform players and to add degree of uncertainty to the game. Of course this list may be expanded or replaced by other names.

Names of Divine spells marked with asterisk (\*) are *reversed* version of the spells.

### *Magic User's First Level*

**Charm Person:** Grasp the Soul, Silver Shackles of Ta'arl.

**Detect Magic:** Whispers of Aether, Ghazgolak's Crimson Eye, Mystical Links.

**Hold Portal:** Silver Chains of Denial, Guardian of the Passage.

**Light:** Nebular Radiation, Greenish Glow of Pyramidal Chambers.

**Protection / Evil:** Angelic Shield, Hell Ward, Repulse the Sinner.

**Read Languages:** Aryaar's Aethereal Enlightenment, Dead King's Tongue, Sudden Understanding.

**Read Magic:** Silvery Eye of the Shimmering Paths, Knowing the Words of the Djinni.

**Sleep:** Shimmering Mists of Somnolence, Urridin's Haze of Slumber, Whispers of the Silent Darkness.

**Green Spark:** Grakka's Goblin's Kiss, Akanni's Painful Touch, Arrow of Suffering.

**Mend the Machine:** Mambrak's Steel Stitches, Iron Touch.

**Sense the Machine:** Knowledge of the Unlife, Sense the Steel Golem.

**White Noise:** Narra's Noisy Breeze, Electrical Babbling.

### *Mystic's First Level*

**Cure Light Wounds:** Soothing Touch of Angels, Dark Rebuild, Touch of Agony\*.

**Detect Evil:** Sense the Sin, Feel the Weaking\*.

**Detect Magic:** Divine Knowledge of Mystical Winds, Angelic Sight, Eye of the Black Toad of Khrazzt'ta.

**Light:** Divine Aura, Veil of Tartarus\*, Lantern of the Fourth Sanctum.

**Protection / Evil:** Aura of White Serpent, Protect the Pure, Spiked Shield of Sin\*.

**Purify Food & Water:** Touch of Dionysus, Breath of Putrefaction\*, Barina's Meal Blessing.

**Calm Animal:** Breeze of Autumn, Hide the Claws.

**Shelter:** Divine Palace, Words of Warmth and Dryness.

### *Magic User's Second Level*

**Detect Invisible:** Knowledge of the Hidden, View of the Obscure Beauty, Vizzin's Coward Sense.

**Levitate:** Emerald Helpful Winds, Trazamorian's Lifting, Infernal Transcendence.

**Locate Object:** Goblin Finder, Frayrist's Way to the Old Chair.

**Invisibility:** Astraen's Hidden Corner, Cloak of Stars, Throndor's Unseeing.

**Wizard Lock:** Padlock of the Silver Mushroom, Unkeying the Keystone, Finger of Krathis.

**Detect Evil:** Crystal Triangle of Sin, Feel the Impure Thoughts.

**ESP:** Thoughts of the Muttering Spirits, Eyes of the Lurker.

**Continual Light:** Radiance of Stars, Lantern of hell, Celestial Star of Karianna.

**Knock:** Breeze of Opening, Unrath's Bone Key, Break the Wooden Barrier.

**Control Robot:** Tin Command, Chains of the Steel Warrior.

**Energy Transfer:** Skrak's Sorcerous Gift, Frint's Double Lightning.

**Purple Spark:** Ghtyt's Violet Finger, Poisonous Flame, Lalara's Lantern of Pain.

**Read Binary:** Knowledge of the Two Signs, Kzzt's Babbling.

### *Mystic's Second Level*

**Find Traps:** Grounaf's Vision of Danger, Sense the Inanimate Betrayal, Calculate the Peril.

**Hold Person:** Angelic Entangle, Rusty Chains of the Bottomless Hell.

**Bless:** Divine Embrace, Mark of the Rot\*, Aura of Arathia.

**Speak with Animals:** Words of the Lesser Beings, Hatanath's Crow's Mind, Tongue of the Maggots.

**Bleak Familiar:** Berribik's Blind Bream, Steed of the Depths, Arkna's Albino Stallion.

**Bless Weapon:** Silver Blade of Daina, Word of Sharpness.

### *Magic User's Third Level*

**Fly:** Wings of the Dragon, Banthir's Feathered Transcendence.

**Hold Person:** Ethereal Mud of Sloppiness, Klarn's Misty Trap.

**Dispel Magic:** Cutting the Cosmic Lines, Extinguish the Mystical Fire.

**Clairvoyance:** Diamond Spyglass, Estrin's Demon Eyeball, Magical Sphere of Rapidly Moving Images.

**Clairaudience:** Seven Severed Ears of Svarnan, Copper Triangle of Many Chants, Mute Trumpet of Revealing.

**Fire Ball:** Fury of the Salamanders, Gruvin's Glob of Lava, Last Infernal Warning.

**Lightning Bolt:** Ar's Divine Wrath, Silvery Finger of Shaal.

**Protection / Evil 10' radius:** Silk Cage of Pleasant Thoughts, Sinful Whirring Disk\*.

**Invisibility 10' radius:** Wryyn's Obscure Fingers, Circle of Certain Degree of Unlight, Blackened Cloak of Hkylk.

**Infravision:** Eye of the Serpent, Pale Fish's Thoughts About Light, Red Eyes of the Red Wizard.

**Slow:** Thick Mist of Gorgun, Chains of the Clumsiness.

**Haste:** As Fast As Thought, Ghazgolak's Cyan Boots, Frint's Accelerated Breathing.

**Protection / Missiles:** Skeletal Form, Holed Shield Against Flying Danger, Unrath's Rubbery Cloak.

**Water Breathing:** Slightly Rotten Gills of the Eel, Siren's Gift.

**Animate the Machine:** Steel Hands of Terror, Dran's Dancing Carriage.

**Curse the Weak:** Skeleton's Kiss, Karrid's Mischievous Hangover.

**Grave Chill:** Sraar's Snowball, Icy Vortex, Unrath's Silver Breath.

**Heat of Hell:** Volcanic Breath, Salamander's Gift, Drall's Red Zone.

### *Mystic's Third Level*

**Remove Curse:** Breaking the Infernal Oath, Gadissa's Word of Cleansing, Angelic Removal.

**Cure Disease:** Rral's Unpoxing, Freab's Vial of Golden Mist, Infernal Pestilence\*.

**Locate Object:** *see MU's second level spells*

**Continual Light:** Glowing Crystal of Ddur, Fungal Radiance.

**Hibernation Trance:** Escape Into Death, Saissa's Slumber, Dust of Pleasant Dreams.

**Regeneration of the Corpse:** Ghoul Meal Blessing, Veil of Preparation, Restore the Dead.

### *Magic User's Fourth Level*

**Polymorph Self:** Bestial Transmutation, Renthar's Reimagining.

**Polymorph Others:** Fool's Hog, Calkissa's Kiss.

**Remove Curse:** *see above*

**Wall of Fire:** Demonic Flametrap, Lalren's Lava Fence, Molten Guardian.

**Wall of Ice:** Glacial Barrier, Gorgun's Icy Prison.

**Confusion:** Worm Demon's Babbling, Fralkist's Accurate Sign.

**Charm Monster:** Fariran's Monstrous Allure, Kiss of the Siren, Jerine's Whip.

**Growth / Plant:** Mmrlk's Monstrous Tree, Yerine's Outgrowth, Mysterious Yellowed Climbers.

**Dimension Door:** Yenth's Opal Portal, Otherworldly Pathway.

**Wizard Eye:** Prism of the Dead King, Nebular Sight, Sphere of Hellish Knowledge.

**Massmorph:** Shklaath's Murderous Glade, Blackened Branches of Certain Demise.

**Illusionary Terrain:** Ethereal Forest, Infernal Fortress, Rruj's Doorless Stronghold.

**Black Spark:** Black Hawk's Claw, Beam of Torment, Gdir's Kiss.

**Curse the Vampire:** Freezing the Black Blood, Hryan's Kiss, Shatter the Unlife.

**Silver Cloud:** Zoanthropic Banishing, Shimmering Mist of Grathia, Kyulk's Sphere.

### *Mystic's Fourth Level*

**Neutralize Poison:** Lure the Blackened Blood, Burning Out the Scars of Phand.

**Cure Serious Wounds:** Seventy Four Mystical Stitches, Soothing Lick, Grounaf's Painful Relief.

**Protection / Evil 10' radius:** Sphere of Purity, Fanbrist's Silvery Circle.

**Sticks to Snakes:** Serpentine Transmogrification, Astraen's Venomous Wand.

**Speak with Plants:** Fungal Whispers, Comprehend the Crackling of the Roots, Black Rose's Voice.

**Create Water:** Lanakhoi's Gift, Bottomless Well of Green Waters, Inverted Rain of Laryx.

**Renenerating Trance:** Silvery Divine Force, Vanissa's Astral Sleep.

**Soul Graft:** Chthonic Door of Yrsla, Three Fiery Ropes of Life.

### *Magic User's Fifth Level*

**Teleport:** Sudden Reappearing, Fralk's Ethereal Bridge, Unseen Door to Many Chambers.

**Hold Monster:** Aauran's Silk Net, Bogs of Kralth.

**Conjure Elemental:** Vashan's Water Man, Summon the Fiery Beast, Stone Guardian of the Empty Mountain, Wind of the Four.

**Telekinesis:** Wizard's Will, Stanthir's Flying Chalice, Gruvin's Running Chair.

**Transmute Rock-Mud:** Bubbling Laughter, Ferklin's Rubbery Stones.

**Wall of Stone:** Sudden Crusher, Ravia's Fortress, Boulders of Alianath.

**Wall of Iron:** Slanth's Steel Guardian, Hfint's Iron House.

**Animate Dead:** Cadaverous Minion, Hryan's Netherworld Marionette, Gravespawn, Fool's Resurrection.

**Magic Jar:** Verissa's Soultrap, Larmankandor's Laughter, Ethereal Transmigration.

**Contact Higher Plane:** Whisper of the God, Hellish Messenger, Yartan's Voices of the Netherworld.

**Pass-Wall:** Cloak of Mists, Doorless Passage.

**Cloudkill:** Breath of the Demon, Jorken's Black Mist, Killer Air.

**Feeblemind:** Wisdom of the Prok'phen, Gralm's Chalice of Wisdom.

**Growth / Animal:** Aauran's Murderous Rat, Rapidly Growing Shadows.

**Digital Kill:** Holy Numbers of Dismantling, Raya's Electrical Severance.

**Hands of Sethra:** Fayne's Touch of Life, Gentle Breeze of Summoning.

### *Mystic's Fifth Level*

**Dispel Evil:** Infernal Shatterstorm, Swift Wind of Repulsion. Rral's Last Sin.

**Raise Dead:** *unavailable!*

**Commune:** Divine Bridge, Voice From Behind the Wall, Drowned Dreamer.

**Quest:** Infernal Contract, Fool's ask, Calkissa's Diamond Chains.

**Insect Plague:** Xatashkaan's Crimson Swarm, Cockroach Messengers, Unmasking of the Resh-Eiar.

**Create Food:** Manbra's Manna, Divine Gift of Life.

**Infernal Return:** Draith's Divine Door, Radiant Passage, Haet's Hellish Reclaim.

### *Magic User's Sixth Level*

**Stone-Flesh:** Gaze of Medusa, Granl's Fossilic Transmutation.

**Invisible Stalker:** Thyrisa's Aetheral Messenger, Nebular Guardia, Watcher of the Darkness.

**Lower Water:** Watery Reveal, Hfint's Draught, Wet Passage.

**Part Water:** Klurn's Ocean Cutter, Retbrar's Underwater Disintegrator.

**Projected Image:** Evil Twin, Freab's Mirror, Grangal's Wizard Hunt.

**Antimagic Shell:** Disgusting Brown Radiance, Shield of Tattered Veil, Cloak of Silvernigh.

**Death Spell:** Breath of Oblivion, Rapid Entanglement of Imminent Demise, Jorken's Last Laugh.

**Geas:** Slanthissa's Soul Bonding, Word of Command.

**Disintegrate:** Yddra's Stare of Nothingness, Rhombic Triacontahedron of the Abyss.

**Move Earth:** Hrokg's Stomping Mountain, Banthir's Pulsating Hill.

**Control Weather:** Fryar's Lightning Trap, Cloud Herder, Cross of the Four Winds.

**Dark Minion:** Necromancer's Friend, Seji's Angelic Guardian.

**Door to the Nothingness:** Portal to the Countless Treasures, Abysmal Vortex.

### **Not enough spells?**

If you need more spells, especially if you are looking for something unusual and extraordinary, check out <http://ancientvaults.wordpress.com> – there you can find almost everything you need.

## Unique spells

Spells presented below are unique for the followers of particular deities and cannot be obtained by other gods' believers. Of course they are only examples of spells that may be granted by gods to fervent followers and referees can use them as base or inspiration for his own unique divine spells.

**BLACK WATER** (Lanakhoi, Level Four) – this spell channels the power of the Dead God into body of water. It creates long tentacle-like whips made from black water. Spell lasts for one round per caster's level and each round d6 whips are able to attack. They cause d8 damage per strike and attack as HD 10 monster. Tentacles are immune to all forms of attack, even to Dispell Magic spell or water freezing – ice simply shatters and whip reappears. If someone falls into the Black Water, he receives 5d8 crushing damage each round. Whips have 12' range and are mindless and impossible to control – they will attack every creature that is not follower of Lanakhoi.

**BESTIAL TRANSFORMATION** (Ddakr, Level Five) – one of the greatest gifts of Ddakr. This spell allows priest to transform himself into enormous, dinosaur-like monstrosity. Effect of the spell lasts for ten minutes per level of the caster. During this time his AC is lowered by 2 (to minimum 2), size increased by one step and Hit Points are movement rate are doubled. Priest can perform two natural attacks per round, using his / her teeth, claws or tail. He / she also can regenerate 2 HP per round.

**BONE SHATTER** (Rust, Level Three) – this spell causes massive damage to target's skeleton – bones become crushed and splintered, tendons severed and muscles pierced by shards of bones. Spell deals 3d6 damage, lowers movement to 25% and increases AC by two. Spell has effect only on vertebrates and only creatures of level six or higher (or five of more Hit Dice) are allowed to make save versus magic to resist the effect of this spell.

**Level 4:** Spell now deals 5d6 damage, lowers movement to 10% and increases AC by three.

**Level 5:** Target of this spell now receives 7d6 damage, cannot move and it has AC 9.

**BRAIN ROT** (Thugya, Level Four) – this horrible spell requires touching of the victim. Target may make saving throw to partially resist the effect of the Brain Rot. If it is failed, target's brain starts to rapidly rot and decay. He /she loses one point of INT, WIS and CHA per round and when at least one stat is reduced to zero, victim dies. If saving throw is successful, he / she loses one point of INT or WIS or CHA per day (with similar effect

when stat reaches zero). Referee should randomly determine which stat is reduced, as well as stats of monsters affected by Brain Rot.

**BREATH OF RNOIST** (Rnoist, Level Three) – really nasty curse, lasting for 6 hours. Saving throw is allowed to resist its effect. Target of this spell has modifier -1/-10% per two levels of the caster (rounded down) for all actions. In example: Breath of Rnoist cast by 7<sup>th</sup> level Priest reduces chances to hit by 3 and all percentile skill checks by 30%.

**Level 5:** No saving throw is now allowed to resist the effects of the spell.

**BREEZE OF OBLIVION** (Ysail, Level Five) – allows to direct Ysail's gaze towards geographic location chosen by a priest, such as mountain, cavern, ruins etc. Place become removed from memory of mankind. Even maps and records containing information about the place are altered or simply disappear. Priest must be present at the location while casting this spell, he / she also keeps knowledge about it. This spell is so powerful, that during each casting there is cumulative 3% chance that this action will be noticed by god or other very powerful entity.

**COCKROACH ARMOR** (Cockroach King, Level Two) – this spell causes rapid transforming of priest's skin into thick, chitinous and horribly stinking carapace. It grants him AC 5 for 30 minutes per his experience level, but also reduces his Charisma to one point (he looks like big, smelly, humanoid cockroach after all).

**Level 3:** Priest's AC is now 4.

**Level 5:** Priest's AC is now 2 and stench intensifies so much that every sentient being that wants to come close to him / her must pass save versus magic to do so.

**CONTACT WITH THE DEAD** (Zsakrn, Level Two) – Priest of Zsakrn may cast this spell when he / she is present at the location where dead body can be found. Condition of the corpse is not important – old, shattered bones may be enough. Priest makes contact with the spirit of the dead and can ask him three questions, such as moment of death, some information from the past etc. Spirit must give him / her the correct answer.

**Level 4:** This spell may now be cast on the burial site of the creature, even if body and bones are totally decomposed and / or transformed to dust.

**DEFORMATION** (Ddakr or Resh-Eiar, Level Three) – horrible spell that allows priest to curse the opponent with vile deformity. Victim is allowed to make saving throw to resist the effect. Caster may choose which part of target's body will be deformed. Effects of the Deformation lasts forever but can be dispelled.

**Arm:** -2 to-hit and to all actions involving deformed arm.

**Leg:** movement rate reduced by half. If both legs become deformed, movement become reduced to 1'.

**Body:** -1 HP from each HD.

**Head:** Charisma reduced to 1d4 (or if it was lower than a new result, than reduced to one point.

**DIMENSIONAL RESHAPE** (Ctuar, Level Three) – this spell allows caster to change size of the room he is in. It can be expanded or shrunk by 30% in any dimension (its height and width). In case of reducing, anyone “hit” by wall receives d6 damage and anyone hit by ceiling receives 3d6 damage (wearing helmet can reduce this amount). Effect of the lasts for one round per priest’s experience level.

**Level 4:** Dimensions of the room can be now changed by 40%.

**Level 5:** Dimensions of the room can be now changed by 50%.

**DOORLESS CHAMBER** (Ghaig, Level Five) – this spell consecrates the room in which it was cast as temporary shrine of the Ghaig, linking the chamber with domain of the god. Effect of the spell lasts for one hour, during which every door and window leading to the room simply disappears. Shadows grow long, light sources start to flicker and sounds become muffled. Time stops (it means that effects of other spells are extended, poison and bleeding is temporarily disabled etc.), however anyone in the room can act as normal. All opponents of the priest have their movement reduced to 25%, AC increased by one and suffer -1 both to-hit and to damage dealt. Priest and any other follower of Ghaig receives +1 bonus to-hit and damage, -1 to AC and two temporary Hit Dice. Any spellcaster that is not follower of Ghaig cannot cast spells in the Doorless Chamber.

**FATE ALTERATION** (Iathacla or Zsakrn, Level Three) – powerful magic that allows priest to slightly alter reality. Casting of this spell is instant and may force referee or another player (including caster) to re-roll any skill check, to-hit roll, damage roll and saving throw, even if it will save caster’s life. Spell can affect any being in 6’ from the priest or any effect that targets him / her.

**Level 5:** This spell may now simply cancel one roll, as if it never happened.

**GREY DISK** (Ysail, Level Four) – summons large disk made from mat grey metal. Disk levitates in the air approximately six feet above the ground and rotates slowly. It disappears after one hour. Any living being who looks at disk (except followers of the Grey Frog) must save vs. magic or start mindlessly stare at it. Hypnotizing power of the

disk is broken if someone is attacked, but even then he / she must be cautious to not look at it again. Creatures of very low intelligence (i.e. insects) are not allowed to save versus power of the Grey Disk.

**LIVING NIGHTMARE** (Iathacla, Level Four) – really terrible and dangerous spell, allowing priest to materialize his own nightmares. Living Nightmare requires two rounds to cast, in which priest falls into magical slumber. After this time he is able to project part of his dream into the real world. He / she may “spawn” up to five Wretched Gaunts (AC3, movement 8, HD 4+3, non-magical weapons dealing only one point of damage) to attack his opponents. Caster may remain sleeping for as long as he / she wishes for, but there is cumulative 1% chance per each gaunt per round that nightmare will turn against it (effects up to referee’s discretion, including Gaunts attacking priest’s companions and more sinister effects) If he is physically wounded there is 10% chance to similar misfortune.

**MAGGOT ARMOR** (Thugya, Level Three) – this spell lasts for two rounds per level of the caster. It covers priest’s skin with thick layer of red-brown writhing maggots. Caster’s AC is reduced by one (to a minimum 2), but also, due to disgusting appearance, his Charisma is reduced to one point. Also, everyone who attacks the priest in melee combat automatically receives 1d3 damage as maggots bite, pierce and shred his skin and flesh.

**Level 4:** Maggots now deal 1d4 damage.

**Level 5:** Maggots now deal 1d6 damage.

**PATH OF CTUAR** (Ctuar, Level Four) – causes powerful distortion of space, allowing priest and his companions to travel from one point to another in much shorter time. This spell can be used only if caster previously had been in the location he want to go to. Time needed to travel there can be reduced by 2d4x10%, but for each ten miles there is cumulative 1% chance for particularly deadly encounter (such as lake of Death Oozes or Cockroach Demons hunting party) during this travel.

**SHADOW GATE** (Ibost, Level Five) – to cast this spell Priest must open his veins (d4 damage) and spill his blood on the ground, screaming the words of spell. After one round invisible gate opens in place where blood was spilled. It remains opened for 1d6 rounds + number equal to priest’s experience level. Each round 1-6 Shadows emerges through the gate (beware the fact that light can damage them). Priest do not control those Shadows and can be attacked by them.

SHADOW SERVANT (Ibost, Level Three) – summons one Shadow to serve the Priest. This spell works only in dark places. Shadow can't communicate but will obey any commands of its summoner. Due to its insubstantiality it can't handle objects, so in most cases its summoned as guardian or assassin. Shadow will remain on service for 6 hours. After that time it simply disappears.

**Level 4:** Shadow is now available for a priest for 12 hours.

**Level 5:** Shadow is now available for a priest for 24 hours.

SPATIAL DISAPPEARANCE (Ghaig, Level Two) – this spell allows caster to simply disappear for a short amount of time. Priest can disappear for d4 rounds per his experience level and can't reappear before that time. During casting Spatial Disappearance there is 1% chance that he / she will disappear **forever**.

SUMMON THE CRAWLER (Rnoist, Level Five) – this spell requires bloody sacrifice to be successful. Casting lasts three hours and after this time one of the Thirteen Pale Crawlers appear in front of the priest. Gem worth 10000 or more gold pieces must be given to the demon to avoid its immediate attack. Thirteen Crawlers are not very subtle beings and often are summoned to simply bring death and destruction.

TALONS OF THE GOD (Resh-Eiar, Level Five) – if Priest casts this spell, he receives one of the highest gifts of Resh-Eiar – eight spectral tentacles. Effect of Talons of The God lasts for one turn per priest's experience level and allows him / her to make **eight** melee strikes per round.

WATERS OF THE GRAVE (Lanakhoi, Level Three) – to cast this spell Priest must pour some water into the mouth of the dead. Spell allows to temporarily summon the spirit of the dead into his / her body. This effect lasts for only one round per caster's experience level (two if summoned one was also follower of Lanakhoi), so often dead person is summoned to perform one action or answer the question. Sometimes he / she is revived to sign a pact with demonic entity or otherwise prolong his life.

WIND OF RUST (Rust, Level Four) – extremely destructive spell. It creates a cloud of invisible gas (6' radius), able to transform every metal that is susceptible to rust into a pile of corroded powder. Spell effect lasts for d4 rounds and can destroy almost every iron / steel / copper object within moments. It deals 8d8 damage per round to all robots, cyborgs and Builders.

WORDS OF DISGUST (Cockroach King, Level Four) – allows priest to channel powers of the Cockroach King through his / her speech. When this spell is cast, priest starts to babble cryptic words. Everyone hearing his / her voice (including friends and companions of the caster) must save versus magic or their AC is increased by 2, movement is halved and chances to-hit reduced by two. Effects of the spell lasts as long as priest is gibbering the words of his / her god. If caster is attacked, must perform successful WIS check to keep talking.