

Ars Goetia



Classical Demonologie for þe Olde Schoole
✿ James 'Grimshanks' Disbrowe Esq ✿

Faust's Footsteps

Ars Goetia for OSR Gaming & Lamentations of the Flame Princess

Credits

Artwork: Gary Chalk, James 'Grim' Desborough,

Writing, Editing, Layout: James 'Grim' Desborough, material taken and modified from the S.L. Mathers/Aleister Crowley translation of the Lesser Key of Solomon and Dictionnaire Infernale.

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Creative Director: James 'Grim' Desborough

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Introduction

The Goetia is part of the Lesser Key of Solomon, an historical grimoire dating from the 17th Century. It is amongst the most notorious and influential books of western ceremonial magick and derives in part from earlier ideas from the century before. It was most famously transcribed, translated and presented by Aleister Crowley at the beginning of the 21st Century and much of what is found in it - demonic ranks, the appearance of demons, their summoning and binding - has become part of the more common understanding of what a demon is and does.

As such, and as a 'real' book of magick, The Goetia makes a perfect fit for the deadlier end of the Old School gaming renaissance and, in particular, Lamentations of the Flame Princess whose position at the darker, nastier end of adventuring fits The Goetia well.

Those who consider magick to be real are often wary of the spirits and demons of Goetia, considering them to be dangerous, hard to control and hard to use.

We do not believe in 'real magick' and present this material in truncated and gamified form, for use in your campaigns as a different flavour of magick from whiz-bang fireballs, magic missiles, or the manifested miracles of the gods. This is a form of magick with great risk and great reward, which takes place between dungeons - not within them.

Unusual Symbols

This book uses various old English symbols for the sake of immersion and replicating the look and feel of old grimoires.

ſ: The long 's' symbol is simply another version of the 's' and not - as it appears - an 'f'. It occurred at the beginning or middle of words, mostly the middle, and is often found on gravestones. In this book it is used in the middle of words.

ß: This symbol is ‘the sharp s’, or the ‘eszett’ in German, is the long ‘s’ found when there is a double ‘s’ in a word. It was used - inconsistently - in old English for a very long time, phased out only much later.

Þ: This symbol, the ‘thorn’, is pronounced as ‘th’ and appears at the beginning of words. It survives today as the ‘Y’ in ‘Ye’ as in ‘Ye olde Taverne’ - though it should still be pronounced ‘th’ as in ‘the’.

Lamentations of the Flame Princeß

LotFP: Weird Fantasy Role-Playing presents a sinister and horrific twist on traditional fantasy gaming and provides you with all the tools needed to create and run a long-lasting campaign tailored to your specific vision. Simple enough for a beginner - with material intended for those that have never before played a role-playing game - yet meaty enough for the veteran, this is a complete game in one (virtual) box.

You can find out more at:
lotFP.blogspot.com

Disclaimer

Magick and demons aren’t real.

Nor are events that happen in games.

If anything upsets and/or disturbs you, that’s your own look-out and not our responsibility.

Don’t confuse media you don’t like.

Pe Ritual Magician

Pe bafis of Fauft’s Footsteps is a new character claß/enemy pe Ritual Magician.

Pe Ritual Magician, unlike exifiting magic-ufing claßes, is devoted to ritual magick and through that ritual magick to binding spirits and demons into peir service, or demanding gifts from þem. Þefe gifts manifest as items, familiars, knowledge, special abilities and boofits to exifiting abilities.

Ritual Magicians are not trufted, at all, by pe common folk and are treated like witches and demons þemfelves. Pey muft often hide peir workings and peir refults and mafquerade as alchemifits or more conventional magicians, priests or other roles in order to preferve peir lives and peir work.

Level	Experience	Hit Points	Paralyfe	Poifon	Breath	Device	Magic	Special
1	0	1d4+1	13	13	16	13	14	Lead Seal
2	1,750	+1d4+1	13	13	16	13	14	Lead Seal
3	3,500	+1d4+1	13	13	16	13	14	Lead Seal
4	7,000	+1d4+1	13	13	16	13	14	Alloy Seal
5	14,000	+1d4+1	13	13	16	13	14	Alloy Seal
6	28,000	+1d4+1	11	11	14	11	12	Alloy Seal
7	56,000	+1d4+1	11	11	14	11	12	Mercury Seal
8	112,000	+1d4+1	11	11	14	11	12	Mercury Seal
9	224,000	+1d4+1	11	11	14	11	12	Mercury Seal
10	336,000	+2	11	11	14	11	12	Silver Seal
11	448,000	+2	9	9	12	9	8	Silver Seal
12	560,000	+2	9	9	12	9	8	Silver Seal
13	672,000	+2	9	9	12	9	8	Tin Seal
14	784,000	+2	9	9	12	9	8	Tin Seal
15	896,000	+2	9	9	12	9	8	Tin Seal
16	1,008,000	+2	7	6	8	5	6	Copper Seal
17	1,120,000	+2	7	6	8	5	6	Copper Seal
18	1,232,000	+2	7	6	8	5	6	Gold Seal
19	1,344,000	+2	6	5	7	4	4	Gold Seal
20+	112,000/lvl	+2/lvl	6	5	7	4	4	Platinum Seal

Ritualist: Ritual Magicians start with þe unique ‘Ritual’ skill at 1 and gain 1 skill point per level - which may be placed in any skill, including ‘Ritual’.

Summoning and Binding: Ritual Magicians gain þeir power by summoning and binding spirits and demons to þem in complex magical circles and with complex magical sigils. This is a long-winded and dangerous process that þe Games Master should roll out of þeir sight before applying þe effects. A Ritual Magician can summon one power from one demon within þeir power level, each level þey gain. Þe summoning, binding and its effects should be applied between games, perhaps as a little roleplay between þe Games Master and þe player. Þe process of summoning and binding is explained later.

Demonic Familiars: You may have multiple familiars and when one is killed it will be replaced by þe next session with a new one. You can use þe senses of a familiar and use your other powers through þem. Þey can travel any distance and still be directed by you and connected to you.

For each familiar you gain you grow an additional nipple, from which þe familiar will suckle blood. Demonic familiars vary in power according to þe power level of þe demon that granted þem.

Demonic Buildings: Various demonic powers allow for þe construction - out of thin air - of demonically summoned buildings. As with familiars, þese will be replaced if þey are destroyed, but only so long as þe magician survives. Þese buildings are made of igneous rocks such as granite and basalt, perhaps including obsidian. Þey are unsettling to live in and give off a ‘bad vibe’ to anyone of good alignment or magical sensitivity.

Þe Future: Some powers allow þe Ritual Magician to see into þe future. Þe Games Master should answer þese as þe possible future, þe future that will happen if nothing significant changes in þe present.

Familiars

Familiars are little demonic creatures through which you can use your effects, speak and use your senses. A familiar might be as small as a mouse or as big as a horse. Familiars will be replaced - should they die - by your demonic accomplices, but when one dies you take d6 hit points of damage as psychic feedback. Your Games Master may allow you to choose different forms than those listed below for your familiar, in which case these should be taken as guidelines of the size and capabilities of the familiar. Familiars can be tougher and more dangerous than their forms would suggest.

Lead

AC: 13
Hit Dice: 1 (5hp)
Movement: 120'
Number of Attacks: 1 bite at +1
Damage Per Attack: 1
Form d6: 1. Frog, 2. Snake, 3. Bat, 4. Rat, 5. Lizard, 6. Starling

Alloy

AC: 14
Hit Dice: 2 (9hp)
Movement: 130'
Number of Attacks: 1 bite at +2
Damage Per Attack: 1d2
Form d6: 1. Cat, 2. Dog, 3. Badger, 4. Crow, 5. Vulture, 6. Raven

Mercury

AC: 15
Hit Dice: 3 (14hp)
Movement: 135'
Number of Attacks: 1 bite at +4
Damage Per Attack: 1d3
Form d6: 1. Wildcat, 2. Wolf, 3. Lynx, 4. Eagle, 5. Homunculus, 6. Mote of Darkness

Silver

AC: 15
Hit Dice: 4 (18hp)
Movement: 140'
Number of Attacks: 1 bite and 2 claws at +4
Damage Per Attack: 1d6
Form d6: 1. Lion, 2. Bear, 3. Bull, 4. Horse, 5. Tentacled Mass, 6. Imp

Tin

AC: 16
Hit Dice: 5 (23hp)
Movement: 150'
Number of Attacks: 1 bite and 1 claw at +7
Damage Per Attack: 1d8
Form d6: 1. Imp, 2. 'Cherub', 3. Fawn, 4. Succubus, 5. Incubus, 6. Whispering Shadow

Copper

AC: 18
Hit Dice: 6 (27hp)
Movement: 155'
Number of Attacks: 1 bite and 2 claws at +7
Damage Per Attack: 1d10
Form d6: 1. Animated Armour, 2. Silent Warrior, 3. Tiger, 4. Demon Hound, 5. Cerberus, 6. Nameless Beast

Gold

AC: 19

Hit Dice: 7 (32hp)

Movement: 160'

Number of Attacks: 1 bite and 2 claws at +9

Damage Per Attack: 1d12

Form d6: 1. Giant Bat, 2. Giant Snake, 3. Giant Spider, 4. Legged Serpent, 5. Simpering Person, 6. Hellbound Soul

Platinum

AC: 20

Hit Dice: 9 (41hp)

Movement: 180'

Number of Attacks: 2 bites and 2 claws at +10

Damage Per Attack: 2d6+1

Form d6: 1. Lion, 2. Unicorn, 3. Dragon, 4. Nameless Beast, 5. Auroch, 6. Any - choose.

Valefor Familiar

Lion with an asses head, bellowing.

AC: 17

Hit Dice: 8 (36hp)

Movement: 160'

Number of Attacks: 2 claws at +9

Damage Per Attack: 1d12

Form: A lion with an asses head, bellowing. This bellow - usable once per day - is a sonic breath attack in a 50' cone, doing 8d6 damage.



Summoning & Binding

Be binding and summoning of demons is a lengthy process requiring an investment in equipment and a great deal of time spent over doing it. Be Games Master will need to preside over each step and a failure at any step will result in problems - even fatal problems, for be caster.

Equipment

Be casting of ritual magic requires be following items at be following (Lamentations of be Flame Prince) costs.

- **Anointing Oil:** To purify and perfume be body. 10 silver pieces.
- **Cap:** Covering be head is respectful. 1 silver piece.
- **Coloured Chalks:** For be inscribing of magical circles and triangles. 3 copper pieces.
- **Calfkin:** To be inscribed with be Hexagram of Solomon. 1 silver piece.
- **Golden Pentagram:** Be pentagram has complex inscriptions. It can also be made of silver. 50 silver pieces for gold, 25 silver pieces for silver. A golden pentagram adds +1 to your Ritual Magic skill.
- **Linen Robe:** White, clean and purified linen. 5 silver pieces.
- **Lion Skin Girdle:** Inscribed with holy names upon its inner surface. 10 silver pieces.
- **Mitre:** A priestly hat. 2 silver pieces.
- **Perfumes & Incense:** To cast into be braziers when making summonings. 10 silver pieces.
- **Ring of Solomon:** More of a disc, this golden (or silver) form protects be magician from be breath and presence of be spirits. It is covered in complex inscriptions. 100 silver pieces for gold, 50 silver pieces for silver. A golden ring adds +1 to your Ritual Magic skill.
- **Sceptre:** A fancy rod and symbol of authority. 10 silver pieces.

- **Sword:** A weapon, symbolising strength, force and justice. 20 silver pieces.
- **Pe Seal of Solomon:** Inscribed according to all pe necessary rules. 1 silver piece.
- **Vessel of Brass:** An inscribed brass container, as Solomon once used to trap spirits. 20 silver pieces.

Pe Proceß

Summoning, binding and taking powers from demonic spirits is a protracted and dangerous proceß that places pe Ritual Magician at great risk for pe mind, body and soul. Each and every step is important and pe rolls should be made by pe Games Master in secret, to determine what goes wrong and when.

Pe preparations and prayers before a summoning take so much time and preparation that pey can only be attempted between levels. At each level you can bind one power from one demon (within pe scope of your power) and take pe name of pe most powerful demon you have bound as your magus title.

You may make as many attempts as you wiht to summon a demon, but you mußt take pe consequences each time that you fail. If you chooße not to summon a demon between levels, you can summon twice between your next levels. You can always chooße to summon a demon weaker than pe ones you are capable of summoning (donated by peir title and pe metal that makes up peir seal).

Making pe Circle

Inscribing pe summoning circle requires you to make a roll on your Ritual Magic skill to correctly inscribe every symbol, to apply pe colours properly and to ensure that pe names and symbols are placed and spelled correctly. This roll assumes you are working from memory and you can adjust your skill level according to pe following circumstances:

- Reference Grimoire: +1
- Plenty of time: +1
- Rushed: -1
- Improper or mißing materials: -2

If you fail to inscribe the circle properly, the demonic spirit that is summoned will escape the bounds of the inscriptions and you will take the consequences of failure. If you succeed then you can proceed to donning the garments.

Donning the Garments

For further protection the Ritual Magician must don particular vestments in a particular order and with the appropriate prayers and ritualistic gestures. These clothes protect the ritual magician from the presence of the demonic spirits which can otherwise corrupt, twist and poison a person by their mere presence. Donning the garments requires a Ritual Magic roll.

- Reference Grimoire: +1
- Plenty of time: +1
- Rushed: -1
- Improper Clothing: -2

If you fail you can still complete your summoning and the rest of the steps, but you will also still take the consequences of summoning and binding a demon. If you succeed you can proceed to the invocation and summoning.

Invocation & Summoning

Once the vestments are donned and the circle is complete, the demon must be summoned forth into the circle from the bounds of whatever hell it resides in. Failure at this stage brings no demon forth and the ritual must be begun again from the start.

- Reference Grimoire: +1
- Plenty of time: +1
- Rushed: -1
- Lead Seal Demon: +2
- Alloy Seal Demon: +1
- Mercury Seal Demon: +0
- Silver Seal Demon: -1
- Tin Seal Demon: -2
- Copper Seal Demon: -3
- Gold Seal Demon: -4
- Platinum Seal Demon: -5

Binding

Once a demon has been summoned, it must be bound and forced to give up its secrets into the seal, so that the Ritual Magician can then use that power at their will via their link to the demonic spirit. This is done by making another Ritual Magic roll. If successful the power from the demon is bound and the Ritual Magician has their power for that level.

If the binding fails the Ritual Magician must take the consequences and the demon departs without granting them power.

- Reference Grimoire: +1
- Plenty of Time: +1
- Rushed: -1
- Lead Seal Demon: +2
- Alloy Seal Demon: +1
- Mercury Seal Demon: +0
- Silver Seal Demon: -1
- Tin Seal Demon: -2
- Copper Seal Demon: -3
- Gold Seal Demon: -4
- Platinum Seal Demon: -5

Bidding the Demon to Depart

The final step - and the final roll on the Ritual Magic skill - is to bid the demon to depart, safely, back to hell. Success dispels the demon back from whence it came.

Failure allows it to give you consequences before it leaves.

- Reference Grimoire: +1
- Plenty of Time: +1
- Rushed: -1
- Lead Seal Demon: +2
- Alloy Seal Demon: +1
- Mercury Seal Demon: +0
- Silver Seal Demon: -1
- Tin Seal Demon: -2
- Copper Seal Demon: -3
- Gold Seal Demon: -4
- Platinum Seal Demon: -5



Lift of Demons

Level 30 Platinum: Lucifer

Level 25 Gold: Kings: Bael, Paimon, Beleth, Purfon, Afmoday, Balam, Belial.

Level 20 Copper: Dukes: Agares, Valefor, Barbatos, Gufion, Eligos, Zepar, Bathin, Sallos, Aim, Bune, Berith, Astaroth, Focalor, Vepar, Voal, Crocell, Alloces, Gamori, Vapula, Haures, Amdusias, Dantalion.

Level 18 Tin: Prince: Vaßago, Sitri, Gaap, Stolas, Orobas, Seir.

Level 16 Silver: Marquis: Gamigin, Amon, Leraikha, Nabarius, Forneus, Marchofias, Phenex, Sabnock, Shan, Oriax, Andras, Andrealphus, Kimaris, Decarabia.

Level 14 Mercury: President: Marbas, Buer, Foras, Malphas, Haagenti, Camio, Vofo, Avnas, Zagan, Volac.

Level 12 Silver/Copper Alloy: Earl: Botis, Marax, Ipos, Glafya-Labolas, Ronove, Furfur, Malthus, Raum, Vine, Bifrons, Murmus, Andromalius.

Level 10 Lead: Knights: Furcas.

Consequences

When you screw up a summoning, the demon that has been called extracts a toll from you. It may twist your body, your mind, your spirit, visit misfortune upon you and your friends and family or even drag you screaming down to hell.

Roll D666

(3d6, hundreds, tens, units)

111 Redemption: Heaven steps in and redeems your soul, drawing you to limbo to live out your spiritual 'sentence' before allowing you into heaven.

112 Pagan Mark: Change your character's ethnic appearance - 1d8:
1. Negroid, 2. East-Asian, 3. South Asian, 4. Caucasian, 5. Native American (North), 6. Native American (South), 7. Aboriginal, 8. Fantastical

113 Pagan Mark: Goat horns.

114 Pagan Mark: Ram's horns.

115 Pagan Mark: Cloven feet.

116 Pagan Mark: Red skin.

121 Pagan Mark: Fangs (1d4 damage bite).

122 Pagan Mark: Claws (1d4 damage slash).

123 Pagan Mark: Tail.

124 Pagan Mark: Stench of sulphur.

125 Soft Flesh: Reduce your Str, Con and Cha by -2. You only take 1 damage from piercing weapons, maximum. Your flesh drips and flows like soft wax.

126 Bleeding: You easily - and constantly - bleed. You take +1 damage from any and all sources of damage.

131 Exposed Brain: Your Con and Cha are reduced by -2 and your Poison Save increased by +2.

132 Dog Features: Your face resembles that of a dog, your hands have hoary pads and hair grows from your back and along your arms. Your Charisma is reduced by -2.

133 Crab Claw: One of your arms (D6, 1-3 left, 4-6 right) is replaced with a gigantic crab claw. This can be used as a shield, increasing your AC by +1 and as a weapon that does D6 damage.

134 Eyestalks: Your eyes protrude on stalks like those of a snail. Reduce your Charisma by -2.

135 Carapace: Patches of your skin are grown through with hard, crusty shell. Reduce your Charisma by -2 and increase your AC by +1.

136 Crystal Growths: Yellow sulphur crystals push out of your skin at the joints. Reduce your Charisma by -1 and increase your AC by +1.

141 Golgothan: Your body and flesh are transformed into living human waste. Gain +1 AC, +2 Hit Points per level and Reduce your Charisma to 1.

142 Cyclops: Your eyes are merged into one, larger eyeball in the centre of your face. -2 to any and all ranged attacks. -1 Charisma.

143 Amphibian: Your skin is clammy, your fingers and toes webbed. You resemble a human toad and hunger for insects. -1 Charisma.

144 Fungal Growth: A foul black mould grows over your body, fruiting in rounded black beads here and there on your body. Reduce your Charisma and Constitution by -1.

145 Infect Eyes: Compound eyes reduce your Charisma by -1, but you can see into the ultraviolet, granting you night vision.

146 Infestation: You are infested and crawling with insects. When you bleed, you bleed worms and beetles. Your voice takes on a buzzing tone and you are constantly surrounded by flies. -2 Charisma.

151 Rotting: Your flesh is dead, dripping away from your body. Healing spells and potions do not work on you and must be reversed to heal you. Necromantic energies of any sort heal you while holy water and Cleric effects hurt you as though you were truly dead. Charisma -2.

152 Depths: You constantly drop moisture, your hair is lank and wet. You smell like a tideline and barnacles and other sea vermin cling to your flesh. Charisma -1.

153 Slime: You constantly drip a viscous slime, leaving a trail of it on everything you touch and everywhere you go. Charisma -1.

154 Serpentine: Your tongue is forked and you compulsively lie.

155 Serpentine: You have fangs that do 1d4 damage on a bite.

156 Serpentine: You are covered in scales that increase your AC by +1.

161 Serpentine: Your legs are replaced by a long, snake-like tail.

162 Serpentine: Your hair is a nest of vipers. In close combat they make an additional attack for 1 damage.

163 Octopoid: Your mouth is replaced by a beak that does D3+1 damage. Charisma -1.

164 Octopoid: Your fingers are jointless tentacles, covered in little suckers. +1 Dexterity. -1 Charisma.

165 Octopoid: Your hair (and beard) are replaced with a mass of writhing tentacles. -1 Charisma.

166 Nightmare: Dreamstuff clings to you. Anyone you touch must save vs magic or be afraid of you. Charisma -1.

211 Kaleidoscope: Your skin, hair and eyes are a constant swirl of sickly, ever-changing colours. Reduce your AC against ranged attacks by 1. Reduce your Charisma by -1.

212 Miasma: You are surrounded, constantly, by a thin, foetid mist. Increase your AC against ranged attacks by +1.

213 Spark: You are charged with lightning. Your fingers crackle with it, your eyes glow with it. You ignite paper by touching it and any metal weapon you use does +1 damage.

214 Glow: Your flesh glows slightly with a reddish hue, like a dying ember. Your AC against ranged attacks is -1.

215 Shadow: You cannot interact with solid matter or be harmed by non-magical attacks. You cannot pass through walls but can pass through gaps at least two inches wide.

216 Burning: Hot, choking smoke surrounds you. In close combat your AC is increased by +1.

221 Unnatural Wind: A slight breeze surrounds you, blowing curtains, turning pages, blowing out candles.

222 Unnatural Beauty: Increase your Charisma by +2. You are strangely beautiful, unnaturally so, making you seem unreal and causing envy.

223 Change Sex: Your gender is reversed.

224 Sexless: Your gender organs are removed and you become a sexless, androgynous, drone.

225 Hermaphrodite: You become a creature fully male, and fully female, all at once.

226 Priapic: You are cursed with generative organs be envy of a stallion and an appetite to match.

231 Caliban: Your body is twisted into a barely human form, knuckling along like an ape. Increase your Strength and Constitution by +1, reduce your Charisma by -2.

232 Fur: You are covered in dense, matted fur like a wild goat.

233 Gigantic: You grow to seven feet in height.

234 Dwarfism: You shrink to two feet in height.

235 Obesity: You swell up to become morbidly obese and fat. Reduce your Constitution by -1.

236 Ice: Your flesh is chill to the touch and blue. You leave rime on anything you touch. You breathe mist.

241 Twisted Arm: Your arm is wasted and twisted, reduce your Dexterity by -2.

242 Twisted Leg: Your leg is wasted and twisted, halve your movement.

243 Stone Flesh: Your skin is grey and hard. Halve your movement, increase your AC by +2.

244 Waisted: You are little more than a living skeleton, flesh clinging tight to slender bones. Reduce Str and Con by -2.

245 Brambles: You are covered in sharp thorns. Anything hitting you in close combat takes 1 damage.

246 Clear Skin: Your organs and fluids are visible, beneath your thin skin. Charisma -2.

251 Lust: You have a boundless and insatiable love for perversity.

252 Gluttony: You have a boundless appetite for food and drink that can never be satisfied.

253 Avarice: It is impossible for you to have enough wealth.

254 Sloth: Doing anything is a task for you. You take a one point penalty to any rolls.

255 Wrath: You are filled with anger that can explode at any point. Especially in combat. Increase your base attack by +1.

256 Envy: You are consumed by jealousy and will do anything to save it.

261 Pride: You are convinced that you are the best, at everything.

262 Out of Phase: You are not quite in the material world. The first attack against you always misses. After that your AC is raised by +2.

263 Volatile: You steam and hiss, your flesh seems to toil and bubble. If you are killed you explode, for your level in damage with a radius equal to your level in feet.

264 Amnesia: You retain your statistics but forget everything else about yourself.

265 Weakness: -2 Strength.

266 Sickness: -2 Constitution.

311 Clumsiness: -2 Dexterity.

312 Feeble-mindedness: -2 Intelligence.

313 Stupidity: -2 Wisdom.

314 Ugliness: -2 Charisma.

315 Paralysis: You are paralyzed from the neck down.

316 Witchblight: Plants within a radius of your level in feet yellow, blacken and die. Your bare hands do 1d2 damage to plant or fungal enemies. Cropland within your level in miles produces half its normal yield and is vulnerable to disease. Milk curdles in your presence.

321 March of the dead: Any living foe upon which you land the death-blow, rises as the undead and resumes its attack.

322 Bovine: You resemble a centaur, but with the body of a bull. +2 Con, +2 Str, -1 Charisma.

323 Bovine: Your head is that of a great ox with enormous horns. Your horns can attack for d6 damage. Charisma -1.

324 Black Wings: You have a fallen angels dark wings. You may fly once per day for D6 turns, shedding feathers as you do so, after which you cannot fly.

325 Lion Head: Your head is that of a great lion. Your jaws can bite for d6 damage.

326 Goose Feet: You have flat, webbed goose feet in place of your own feet.

331 Bill: You have the bill of a duck or goose in place of your mouth. Charisma -1.

332 Antlers: You have the antlers of a deer protruding from your head. Pefc can strike for d4 damage.

333 Hart: While the sun is in the sky you are in the form of a white deer, a much sought after target for hunters.

334 Crow Kin: Crows and ravens constantly follow you and feast on the fallen.

335 Cherub: You appear to be a child, no older than five.

336 Crone: You appear to be an elder of some eighty summers.

341 First Born: Your eldest - or first - child is forfeit to hell.

342 Demon Blade: You are only permitted to use a dagger given to you by hell. Any killed with it lose their souls to the abyss. It does 1d4+1 damage.

343 Demon Blade: You are only permitted to use a sword given to you by hell. Any killed with it lose their souls to the abyss. It does 1d6+1 damage.

344 Demon Bow: You are only permitted to use a bow given to you by hell. Any killed with it lose their souls to the abyss. It does 1d8+1.

345 Demon Armour: You are sealed, permanently, within a suit of black, iron +1 plate-mail.

346 No Shadow: You no longer cast a shadow.

351 No Reflection: Your image no longer appears in mirrors.

352 Animal Hostility: Animals hate you. House pets hiss and bark, farm animals flee, wild animals attack you - and prefer to attack you.

353 Rats: Anywhere you stay rapidly becomes infested with rats and mice, fearless of people and leaving dung and urine everywhere. They arrive within a day and rapidly multiply.

354 Spiders: Anywhere you stay rapidly becomes infested with spiders. They arrive within a day and rapidly coat everything in thick webs.

355 Flies: Anywhere you stay becomes infested with flies and maggots. Pey fill food with writhing maggots within a day and buzz everywhere leaving everything fly speckled.

356 Sores: You are covered in sores and scabs. Reduce your Charisma by -2.

361 Wasting: Your body is wasting away, skin sloughing off, and yellowed flesh. Reduce your Hit Point total by 1d4.

362 Blindness: You are struck blind.

363 Deafness: You are struck deaf.

364 Dumbness: You are struck dumb.

365 Foulness: Everything tastes foul, and the same, to you.

366 Stench: Everything smells foul, and the same, to you.

411 Spider Eyes: Six extra eyes appear all over your head in random places. -2 Charisma, +1 Wisdom.

412 Conjoined Imp: A small imp is fused with your body, constantly talking and kibbitzing about what you're doing.

413 Poltergeist: A wicked spirit lurks around you at all times. It misplaces things for you, smashes glasses and tries to disrupt what you do.

414 Twisted Growth: Plants around where you spend any time grow twisted and evil over time.

415 Demon Tongue: You can only speak in the language of the angels and demons.

416 Demon Tongue: You can only speak in Latin.

421 Hairless: All the hairs, even the finest ones, fall out of your body.

422 Albinism: You are turned as pale as a ghost, with red eyes that betray your demonic status.

423 Curse of Ham: You are turned as black as pitch, as the night, as a mark of your sin.

424 Janus: You have a second face in the back of your head that echoes your expressions and speech.

425 Dark Twin: At night while your conscious mind sleeps, a demon controls your body and lives its own life.

426 Doppelgänger: You have an evil double, loose in the world, identical to you in every way other than its evil. Should it die, so will you.

431 Feast of Foulness: You can only survive by eating vermin, dung, drinking sewage and sucking pus.

432 Wrath of Helios: Exposure of any significant amount of skin to sunlight causes your skin to burn, taking one hit point every turn.

433 Unhealing: You cannot heal conventionally, but during periods of rest you can stitch, splint and replace parts of your body, regaining your Tinker skill level in Hit Points. Slowly your flesh will be replaced by stitching, leather, straw and wood until nothing of the original you remains.

434 Tithe: You must sacrifice a person to the demon you called up when suffering this effect, every year, on this date or else be dragged to hell.

435 Holy Ground: You may not enter holy places, temples, churches or sacred groves. If forced to enter, you take one hit point of damage per turn until you leave.

436 Lunacy: During a full moon you go insane, clawing and biting, fighting anyone and everything that comes near you and living as a beast.

441 Truth Telling: You may never lie.

442 Weak to Silver: Silver does double damage when used to strike you. Merely touching it causes one hit point per turn.

443 Weak to Gold: Gold does double damage when used to strike you. Merely touching it causes one hit point per turn.

444 Black Void: You are an empty shell containing a black void. Your eyes are black with distant pinpoint motes of light.

445 Foulmouth: Every word you utter, a small piece of dung drops from your lips.

446 Rusting Touch: Metal tarnishes and rusts, crumbles and wears through under your touch.

451 Satanic Bible: Your body is carved, marked and scarred with obscene and blasphemous passages.

452 Parted From God: You are absent a conscience and removed from the sight and blessing of the divine. Clerical magic doesn't work on you, for good or ill.

453 Three Mouths: In either cheek are additional mouths, vertical rather than horizontal, which continuously chew and hunger.

454 Uncaring: You no longer care about anyone or anything other than yourself.

455 Miserly: You will never help or gift anything to anyone without being forced.

456 Great Weight: Everything that you carry weighs twice as much (uses twice as much encumbrance) and you weigh twice as much as you should.

461 Nakedness: You cannot bear the touch of cloth upon your skin. You take one hit point per hour you are forced to wear clothing.

462 Twisted Head: Your head is twisted backwards on your body.

463 Gafeous: You are constantly belching and farting, with þe force an volume of a trumpet.

464 Bleeder: Slashing weapons do double damage to you.

465 Brittle: Blunt weapons do double damage to you.

466 Headcracker: You suffer from constant, painful headaches. Powerful sensory stimulation does you rhp of damage.

511 Enormous Eyes: You have great eyes like saucers, resembling some nocturnal animal.

512 Enormous Nofe: You have an enormous nasal snout, several inches long.

513 Enormous Ears: You have enormous ears, somewhat reminiscent of those of an elephant.

514 Enormous Mouth: Your mouth stretches halfway around your head. You can literally grin from ear to ear.

515 Tiny Eyes: Your eyes are tiny little pinpricks, like those of a rodent.

516 Tiny Nofe: Your nose is barely present, a mere pair of holes in your face.

521 Tiny Ears: Your ears are little more than tiny tags either side of your head, like those of a mouse.

522 Tiny Mouth: Your mouth is a tiny little hole, you can barely eat solid food.

523 Groundless: You float a bare half-inch above þe ground at all times.

524 Fear þe End: You have a profound phobia of fire.

525 Fear þe End: You have a profound phobia of darkness.

526 Paralysis Vulnerability: Your save Vs Paralysis is two points worse.

531 Poison Vulnerability: Your save Vs Poison is two points worse.

532 Breath Vulnerability: Your save Vs Breath Weapons is two points worse.

533 Device Vulnerability: Your save Vs Magical Devices is two points worse.

534 Magic Vulnerability: Your save Vs Magic is two points worse.

535 Lost Thumbs: You no longer have thumbs. Your attacks are made at -2.

536 Beard: Regardless of sex you have a long, sweeping beard down to your toes, which if cut regrows rapidly.

541 Beard: Regardless of sex you have a saturnine beard and moustache, which if cut regrows rapidly.

542 Hunchback: Your spine twists and turns, causing you to grow a hump and to walk with a stoop.

543 Tumours: Your flesh is constantly growing and must be, grotesquely, trimmed to keep you mobile.

544 Crown of Bone: Your skull grows spines and spikes, a crown of bone marking you sarcastically as hell's royalty.

545 Mane: Only the very front of your face is bare, hair grows long and thick from your head, your cheeks and your chin, sweeping back.

546 Long Neck: Your neck is elongated and stretched out, like a human giraffe.

551 Trunk: In place of your nose you have a flexing trunk that quests around and moves of its own accord.

552 Warts: You are covered head to toe in warts, and they are infectious.

553 Cocoon: At night you sleep in a crusty cocoon of your own excretions.

554 Cold Blooded: You are no longer truly a mammal, your blood is cold and you rely on ambient heat. Cold attacks do +1 damage against you.

555 Target of Lust: You are a walking temptation to anyone who might even remotely be attracted to you and they cannot help themselves.

556 Target of Wrath: You are a walking aggravation. The slightest provocation will cause someone to try and pick a fight with you.

561 Reptile Eyes: Your eyes can - and do - move and focus independently.

562 Gaps: There are gaps in your flesh where your body should be, but isn't. Whole limbs can appear to be severed and floating, but move as though still attached to your body.

563 Berserk: Demonic rage flows through you, in combat take five away from your AC and add +2 to your attack and damage rolls.

564 Visions: You are subject to hallucinatory visions under stress. You must make a save Vs magic when under stress - like combat - or be lost in your visions, fighting phantoms from your own mind and visions of hell.

565 Tremors: Your body shakes as though in terror, constantly. You are drenched in cold sweat constantly and reduce your Dexterity by -2.

566 Grudgebearer: You are unable to forgive even the smallest slight and must seek to redress the balance.

611 Life Leech: Any living thing you touch, in any way, even gloved or clothed, loses 1d6 hit points and you regain 1.

612 Shared Pain: When you are hurt, for every 5 damage (round down) that you take, everyone within fifty feet of you also takes 1 damage.

613 Hellfire: You are immune to fire damage, but also derive no warmth or comfort from the heat of flame.

614 Precious: Your life force is intimately tied to your familiar (or if you lack a familiar, a helpless animal). Should that die, you also will die.

615 Haunted: You can see and hear the dead, though you cannot control them. Every dog your every step, follow you everywhere and make petty demands of you at all times.

616 Three Days in Hell: Once per year on this date you are dragged to hell for three days before being returned to the Earth. You must make a save versus Poison each time or lose -1 Con, Wis and Int.

621 Balor's Eye: Your gaze withers and kills anything you look upon. You have no control over this other than to cover your eye. A mirror will harm you. Your eyes are red, swollen and grotesque and whatever you look upon takes d4 damage each turn. This only affects living things.

622 Hell's Machine: Your flesh is replaced with complex clockworks of black iron. You can only be healed via the Tinker skill (an hour of work and a roll to heal Tinker level in HP) and there is no mistaking you for human.

623 Never Alone: You are watched by an audience of imps, from hell, at all times. Every jeer and offer commentary on your life that nobody else can hear.

624 Precious: Your life force is intimately tied to an object. Should that object be destroyed, you will die.

625 Sleep of the Dead: When sleeping, you appear to be dead. No breathing, no pulse, no warmth.

626 Warded: Holy or good men cannot approach you, a holy or good being touching you takes a hit point of damage each turn that it does so.

631 Warded: Lawful or ordered men cannot approach you. A lawful or ordered being touching you takes a hit point of damage each turn that it does so.

632 Visions: Anyone you touch receives visions of hell.

633 Tourette's: You cannot help but pepper every sentence with obscenities and blasphemies from the pits of hell.

634 Unnatural Spasms: When you move, your body twitches and spasms in unnatural ways that make it seem as though your limbs are broken or your body is unnaturally shaped. This doesn't affect your actions, but unsettles onlookers.

635 Merciless: You cannot give quarter.

636 Aura of Strife: Ordinary people around you are more likely to get into altercations, fights and vendettas.

641 Ugly: Anything you make is uniquely unlovely and grotesque from fathering a child to painting a picture.

642 Judged: Anyone you meet takes an instant dislike to you, which takes a great deal of effort to overcome.

643 Enfeebled: Your Strength is reduced to 3.

644 Enfeebled: Your Constitution is reduced to 3.

645 Klutz: Your Dexterity is reduced to a score of 3.

646 Enfeebled: Your Intelligence is reduced to 3.

651 Enfeebled: Your Wisdom is reduced to a score of 3.

652 Emotionless: Your Charisma is reduced to 3.

653 End of Faith: Prayers offered within fifty feet of you are not heard and clerical magic from good or lawful sources does not work.

654 Faithless Brute: Raise your Strength to 18 and reduce your other statistics by -2 each.

655 Faithless Brute: Raise your Constitution to 18 and reduce your other statistics by -2 each.

656 Faithless Intellectual: Raise your Intelligence to 18 and reduce your other statistics by -2 each.

661 Faithless Moral Coward: Raise your Wisdom to 18 and reduce your other statistics by -2 each.

662 Faithless Expert: Raise your Dexterity to 18 and reduce your other statistics by -2 each.

663 Faithless Charmer: Raise your Charisma to 18 and reduce your other statistics by -2 each.

664 Wife Fool: Raise all your Skills by +1 and reduce all your statistics by -2 each.

665 Roll Twice: Roll two times and apply both results.

666 Your body and soul are dragged down to hell by the demon for an eternity of torment.



Demonologia

Knight

FURCAS (Furcamagus) - Þe Fiftieth Spirit is Furcas. He is a Knight, and appeareth in þe Form of a Cruel Old Man with a long Beard and a hoary Head, riding upon a pale-coloured Horſe, with a Sharp Weapon in his hand. His Office is to teach þe Arts of Philoſophy, Aſtrology, Rhetoric, Logic, Cheiromancy, and Pyromancy, in all þeir parts, and perfectly. He hath under his Power 20 Legions of Spirits. **Philoſophy:** With þe seal of this power, your character gains +1 point in any skill, +1 Wiſdom.

Aſtrology: With þe seal of this power, your character gains þe Aſtrology Skill at 1. Succeeding on þe skill roll foretells þe future allowing þe target character to re-roll one dice roll in þe ſeſion, due to þeir foreknowledge.

Rhetoric: With þe seal of this power, your character gains +1 Charisma.

Logic: With þe seal of this power, your character gains +1 Intelligence.

Cheiromancy: With þe seal of this power your character gains þe Cheiromancy Skill at 1. Reading palms takes an hour. Succeeding at þe roll allows þe target character to add or take away one from a roll, one dice roll in þe ſeſion.

Pyromancy: With þe seal of this power your character gains þe Pyromancy Skill at 1. Þey can read þe omens in þe flames. Þe flames can be read once per day and grant þe Magus a free critical roll or ſucceſſ (without rolling) that þey can uſe during þe ſeſion.

Dagger of Furcas: With þe seal of this power your character gains a weapon. Þe Dagger of Furcas is forever sharp. It cannot be broken and cannot be gifted to another without loſing its power. It gains +1 to hit and +1 to do damage.



Earls

BOTIS (Botimagus) - Þe

Seventeenth Spirit is Botis, a Great President, and an Earl.

He appeareth at þe first show in þe form of an ugly Viper, þen at þe command of þe Magician he putteth on a Human shape with Great Teeth, and two Horns, carrying a bright and sharp Sword in his hand. He telleth all things Past, and to Come, and reconcileth Friends and Foes. He ruleth over 60 Legions of Spirits.

Postcognition: With this power sealed, once per day þe Magus can look into þe past of a location þey are at to one, specific, time.

Precogition: With this power sealed, once per day þe Magus can look into þe future of a location þey are at to one, specific, time.

Reconciliation: With this power sealed you can cause one enemy to cease þeir animosity and become a friend, and can increase your Charisma by +1.

Sword of Botis: With this power sealed your character gains a longsword. Þe sword is eternally sharp and bright and shining. Þe AC of anyone you attack with this blade is reduced by -1 until your next turn. Þe sword has +1 to hit and to do damage. It cannot be gifted to anyone else without losing its power.



MARAX (Maraxomagus) - Þe Twenty-first Spirit is Marax. He is a Great Earl and President. He appeareth like a great Bull with a Man's face. His office is to make Men very knowing in Aftronomy, and all other Liberal Sciences; also he can give good Familiars, and wife, knowing þe virtues of Herbs and Stones which be precious. He governeth 30 Legions of Spirits.

Aftronomy: With this power sealed you can find and name þe stars and planets. Your Ritual Magic skill is increafed by +1.

Sciences: With this power sealed you can add +1 to Architecture, Bushcraft, Languages, Tinker or Ritualism (or any other mentally oriented skill).

Familiar: With þe sealing of this power you gain a familiar. An animal through whom you can see, hear, smell, taste, touch, speak and use your powers.

Herbalism: With þe sealing of this power you gain access to knowledge of herbs and other plants. With ingredients and a survival roll you can apply herbs to heal someone of one hit point of damage. You can also make poisons of 1d4 effect with þe same roll.

Gemology: With þe sealing of this power you know þe virtues, powers and value of any gemstone.



IPOS (Ipomagus) - Þe Twenty-second Spirit is Ipos. He is an Earl, and a Mighty Prince, and appeareth in þe form of an Angel with a Lion's Head, and a Goofe's Foot, and Hare's Tail. He knoweth all things Past, Present, and to Come. He maketh men witty and bold. He governeth 36 Legions of Spirits.

Know þe Past: With this power sealed you can, once per day, ask a question about þe past and have it answered truthfully.

Know þe Present: With this power sealed you can, once per day, ask a question about þe present and have it answered truthfully.

Know þe Future: With this power sealed you can, once per day, ask a question about þe future and have it answered truthfully.

Wit & Boldneß: With þe power sealed you can add +1 to either your Charisma, or your Wisdom.





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GLASYA-LABOLAS

(Labolamagus) - Pe Twenty-fifth Spirit is Glasya-Labolas. He is a Mighty President and Earl, and showeth himself in pe form of a Dog with Wings like a Gryphon. He teacheth all Arts and Sciences in an infant, and is an Author of Bloodshed and Manlaughter. He teacheth all things Past, and to Come. If desired he causeth pe love both of Friends and of Foes. He can make a Man to go Invisble. And he hath under his command 36 Legions of Spirits. His Seal is this, to be, etc.

Arts & Sciences: With pe seal of this power your character gains +1 Intelligence.

Bloodshed & Manlaughter: With pe seal of this power your basic attack is raised by +1 and you do +1 damage with all weapons.

Hiftory: You can recall pe hiftory, deep into pe past, of any location that you are at. 'Hiftory' being significant events that have happened pere.

Foreknowledge: You gain glimpses of things to come. All your Saving Throws are improved by 1 and once per day you can ask a yes/no question about a course of action.

Charm: Once per day you can cast 'Charm Person' as though you were level 12.

Invisibility: Once per day you can cast 'Invisibility' as though you were level 12.





RONOVE (Ronovomagus) - Þe Twenty-seventh Spirit is Ronove. He appeareth in þe Form of a Monſter. He teacheth þe Art of Rhetoric very well and giveth Good Servants, Knowledge of Tongues, and Favours with Friends or Foes. He is a Marquis and Great Earl; and þere be under his command 19 Legions of Spirits. His Seal is this, etc.

Rhetoric: When you ſeal this power, increaſe your Charifma by +1.

Servants: When you ſeal this power you are granted a monſtrous ſervant as though ſummoning at caſter level 12. Þe creature is permanently bound to þe caſter, but may be ſlain and a new favour muſt be claimed to replace it.

Tongues: When you ſeal this power you gain total fluency in a language.

Favours: When you ſeal this power you are granted þe ability to caſt Charm Perſon once per day as though at caſter level 12.





Howe.

FURFUR (Furfurmagus) - Þe Thirty-fourth Spirit is Furfur. He is a Great and Mighty Earl, appearing in þe Form of an Hart with a Fiery Tail. He never speaketh truth unleß he be compelled, or brought up within a triangle, Ò. Being þerein, he will take upon himself þe Form of an Angel. Being bidden, he speaketh with a hoarse voice. Also he will wittingly urge Love between Man and Woman. He can raise Lightnings and Thunders, Blasts, and Great Tempestuous Storms. And he giveth True Answers both of Things Secret and Divine, if commanded. He ruleth over 26 Legions of Spirits. And his Seal is this, etc.

Love: With this power sealed you may cause a man or women to fall completely and irrationally in love with you.

Lightning: With this power sealed you may cast a lightning bolt, once per day, as though you were a 12th level magic user. (Range 160 ft, 12d6 damage - 6d6 with a save versus magic).

Thunder: With this power sealed you may create a deafening blast of thunder once per day. This blast emanates from you in a circle out to 60 feet. Anyone in that radius takes 12d4 damage, 6d4 with a save versus magic. A failed save also means þey are deafened.

Wind Blast: With this power sealed you may create a Gust of Wind once per day as though you were a 12th level magic user. (Range 120 feet, knocks back small creatures and holds medium-sized ones in place).
Storms: With this power sealed you may create a powerful storm once per day. This will affect an area of 4d4 square miles for 4d12 hours afflicting it with driving rain, clouds as dark as night, lightning strikes and winds of up to 7d4 x 10 mph.

Truth: With this power sealed you may ask any question about any subject and receive a yes or no answer which is accurate.



Furfur.

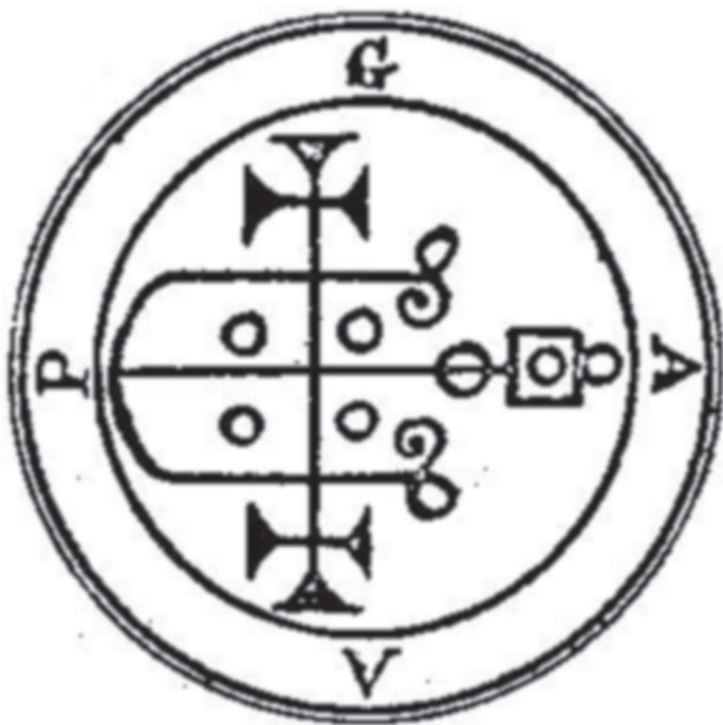


MALTHUS (Malthumagus) - The Thirty-eighth Spirit is Halphas, or Malthous (or Malthas). He is a Great Earl, and appeareth in the Form of a Stock-Dove. He speaketh with a hoarse Voice. His Office is to build up Towers, and to furnish them with Ammunition and Weapons, and to send Men-of-War to places appointed. He ruleth over 26 Legions of Spirits.

Building: With this power sealed you gain an extra level in the Architecture skill.

Tower: With this power sealed Malthus raises a great stone tower, ten stories high and armed with catapults and ballistae, fitting to your desires, wheresoever you wish.

Man-of-War: With this power sealed Malthus sends you a bodyguard from his legion. A 6th level fighter, equipped with platemail, silent, loyal to a fault and armed with a great sword. If killed, this servant will be replaced.



RAUM (Raumagus) - Þe Fortieth Spirit is Raum. He is a Great Earl; and appeareth at first in þe Form of a Crow, but after þe Command of þe Exorcist he putteth on Human Shape. His office is to steal Treasures out King's Houses, and to carry it whither he is commanded, and to destroy Cities and Dignities of Men, and to tell all things, Past and What Is, and what Will Be; and to cause Love between Friends and Foes. He was of þe Order of Thrones. He governeth 30 Legions of Spirits.

Treasure Trove: With this power sealed a treasure of 1,000 gold pieces is stolen from þe stores of a rich men or noble and delivered to þe cafter.

Deftruction of Dignity: With this power sealed a single man may be brought low by a series of calamities and scandals that rob þem of þeir reputation and dignity.

Deftruction of Cities: With this power sealed a city becomes þe target of many calamities and difasters. Fire, plague and misfortune befall þe city over þe course of 10 years until it is destroyed.

Know þe Past: With this power sealed you can, once per day, ask a question about þe past and have it answered truthfully.

Know þe Present: With this power sealed you can, once per day, ask a question about þe present and have it answered truthfully.

Know þe Future: With this power sealed you can, once per day, ask a question about þe future and have it answered truthfully.

Reconciliation: With this power sealed you may turn an enemy into a friend.



VINE (Vinomagus) - Þe Forty-fifth Spirit is Vine, or Vinea. He is a Great King, and an Earl; and appeareth in þe Form of a Lion, riding upon a Black Horfe, and bearing a Viper in his hand. His Office is to discover Things Hidden, Witches, Wizards, and Things Present, Past, and to Come. He, at þe command of þe Exorcist will build Towers, overthrow Great Stone Walls, and make þe Waters rough with Storms. He governeth 36 Legions of Spirits.

Discover Things Hidden: With this power sealed, Provided you know þe name of a person, place or thing, you can find it. You may invoke this power once per day.

Know þe Past: With this power sealed you can, once per day, ask a question about þe past and have it answered truthfully.

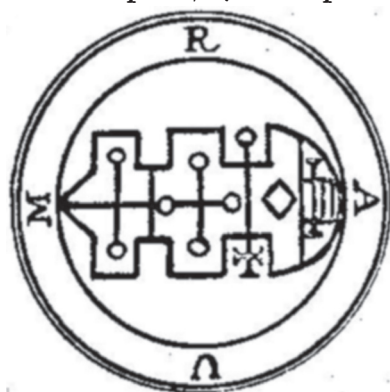
Know þe Present: With this power sealed you can, once per day, ask a question about þe present and have it answered truthfully.

Know þe Future: With this power sealed you can, once per day, ask a question about þe future and have it answered truthfully.

Tower: With this power sealed Vine raises a great stone tower, ten stories high and armed with catapults and ballistae, fitting to your desires, wherefoever you wish.

Throw Down Walls: With this power, once per day, you can invoke this power to shatter a hole - wide enough for two men to walk through side by side.

Rough Seas: With this power sealed you may create a powerful storm at sea once per day. This will affect an area of 4d4 square miles for 4d12 hours afflicting it with driving rain, clouds as dark as night, lightning strikes and winds of up to 7d4 x 10 mph.



BIFRONS (Bifromagus) - Þe Forty-sixth Spirit is called Bifrons, or Bifrous, or Bifrovs. He is an Earl, and appeareth in þe Form of a Monfter; but after a while, at þe Command of þe Exorcift, he putteth on þe shape of a Man. His Office is to make one knowing in Aftrology, Geometry, and other Arts and Sciences. He teacheth þe Virtues of Precious Stones and Woods. He changeth Dead Bodies, and putteth þem in another place; alfo he lighteth seeming Candles upon þe Graves of þe Dead. He hath under his Command 6 Legions of Spirits.

Aftrology: With þe seal of this power, your character gains þe Aftrology Skill at 1. Succeeding on þe skill roll fortells þe future allowing þe target character to re-roll one dice roll in þe session, due to þeir foreknowledge.



Arts & Sciences: With this power sealed you may raife any skill by +1.

Gem Knowledge: With this power sealed you know þe value and properties of gemstones and semi-precious stones at a glance.

Wood Knowledge: With this power sealed you know þe value and properties of wood at a glance.

Steal þe Dead: With this power sealed, once per day you can cause a body to vanifh from its refing place and be moved anywhere elfe you wifh.

Corpse Candles: With this power sealed, once per day you can create 1d4 dancing wifps of light, with þe luminofity of of a candle. Pey can stray up to a 160 ft from you in any direction and can move separately to each other. Pey laft as long as you need þem to.



MURMUS (Murmagus) - The Fifty-fourth Spirit is called Murmur, or Murmus, or Murmux. He is a Great Duke, and an Earl; and appeareth in the Form of a Warrior riding upon a Gryphon, with a Ducal Crown upon his Head. Perce do go before him those his Ministers, with great Trumpets sounding. His Office is to teach Philosophy perfectly, and to constrain Souls Deceased to come before the Exorcist to answer those questions which he may wish to put to them, if desired. He was partly of the Order of Thrones, and partly of that of Angels. He now ruleth 30 Legions of Spirits.

Philosophy: With this power sealed your Intelligence or Wisdom are raised by +1.

Question the Dead: With this power sealed, once per day you can bring a spirit of the dead before you by invoking the name of Murmus. This spirit is bound by Murmus' power to answer you honestly and truthfully and remains until dismissed.



ANDROMALIUS

(**Andromagus**) - The Seventy-second Spirit in Order is named Andromalius. He is an Earl, Great and Mighty, appearing in the Form of a Man holding a Great Serpent in his Hand. His Office is to bring back both a Thief, and the Goods which be stolen; and to discover all Wickedness, and Underhand Dealing; and to punish all Thieves and other Wicked People and also to discover Treasures that be Hid. He ruleth over 36 Legions of Spirits.

Thief Taker: With this power sealed, once per day, if you can name a thief, Andromalius will convey both the thief and what they stole into your presence.

Wickedness: With this power sealed you can peer into the soul of a person, once per day, and see their most wicked and shameful deed.

Treasure Hunter: With this power sealed, once per day you can name a treasure and know its location.



Presidents

MARBAS (Marbamagus) - The fifth Spirit is Marbas. He is a Great President, and appeareth at first in the form of a Great Lion, but afterwards, at the request of the Master, he putteth on Human Shape. He answereth truly of things Hidden or Secret. He causeth Diseases and cureth them. Again, he giveth great Wisdom and Knowledge in Mechanical Arts; and can change men into other shapes. He governeth 36 Legions of Spirits.

Hidden Secrets: With this power sealed, once per game you may call upon Marbas to answer a yes or no question about something hidden or secret.

Kill or Cure: With this power sealed once per day you can inflict or cure a disease. This can be any disease that the character has encountered but otherwise is Marbas' Fever. Marbas' Fever has an incubation period of one week, an interval of six hours, an infection time of one week and the effect of lowering Constitution.

Mechanical Arts: With this power sealed increase your Tinker skill by +1.

Shapeshifting: With this power sealed you can transform yourself into a great lion. The lion has Strength 20, claws and teeth that do d6+5 damage (and can attack with both in a turn). It has an Armour Class of 16. Dispel magic does not dispel this shapeshift as it is a true change from a demonic power.



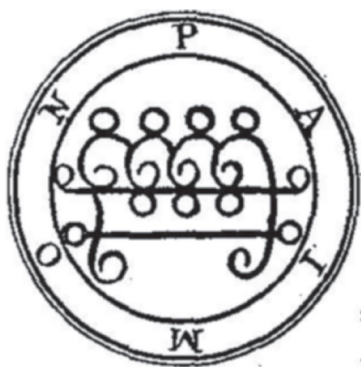
BUER (Buermagus) - Þe Tenth Spirit is Buer, a Great President. He appeareth in Sagittary, and that is his shape when þe Sun is þere. He teaches Philosophy, both Moral and Natural, and þe Logic Art, and also þe Virtues of all Herbs and Plants. He healeth all distempers in man, and giveth good Familiars. He governeth 50 Legions of Spirits.

Philosophy: With this power sealed you may add +1 to Architecture, Languages, Tinker, Ritualist or +1 to Wisdom or Intelligence.

Herbalism: With this power sealed you may add +1 to your Bushcraft skill.

Heal Distempers: With this power sealed, once per day you may heal someone of any mental malady, enchantment, control or madness.

Familiars: With þe sealing of this power you gain a familiar. An animal through whom you can see, hear, smell, taste, touch, speak and use your powers.

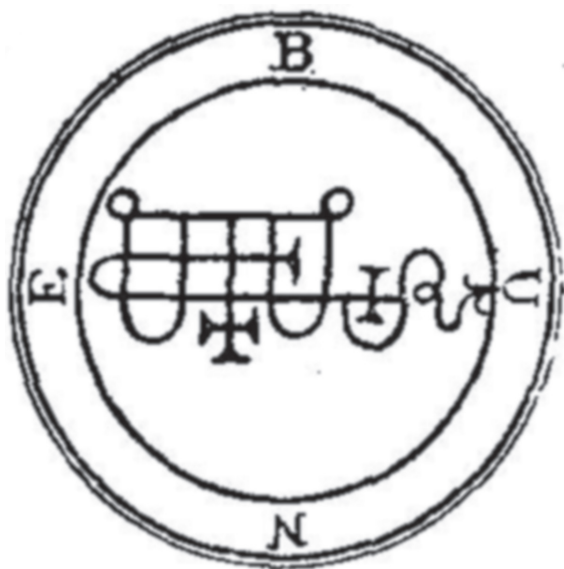


FORAS (Foramagus) - The Thirty-first Spirit is Foras. He is a Mighty President, and appeareth in the Form of a Strong Man in Human Shape. He can give the understanding to Men how they may know the Virtues of all Herbs and Precious Stones. He teacheth the Arts of Logic and Ethics in all their parts. If desired he maketh men invisible, and to live long, and to be eloquent. He can discover Treasures and recover things Lost. He ruleth over 29 Legions of Spirits, and his Seal is this, which wear thou, etc.

Logic & Ethics: Sealing this power gives your character +1 Intelligence, or +1 Wisdom. Invisibility: Once per day you can cast 'Invisibility' as though you were level 12.

Long Life: Sealing this power extends and guarantees life. You will not die (at least not of old age) age until at least the age of 100+Constitution, your Constitution is increased by +1 and your Poison save is improved by 1.

Eloquence: Sealing this power increases your Charisma by +1.

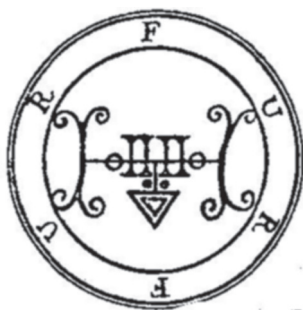


MALPHAS (Malphamagus) - The Thirty-ninth Spirit is Malphas. He appeareth at first like a Crow, but after he will put on Human Shape at the request of the Exorcist, and speak with a hoarse Voice. He is a Mighty President and Powerful. He can build Houses and High Towers, and can bring to thy Knowledge Enemies' Desires and Thoughts, and that which they have done. He giveth Good Familiars. If thou makest a Sacrifice unto him he will receive it kindly and willingly, but he will deceive him- that doth it. He governeth 40 Legions of Spirits.

Builder: With this power sealed Malphas will raise a mansion or a mage's tower for the one who commands him.

Mind of the Foe: With this power sealed once per day you can read the mind of an enemy and know, in truth, what their desires and plans are as well as their deeds in the past.

Familiars: With the sealing of this power you gain a familiar. An animal through whom you can see, hear, smell, taste, touch, speak and use your powers.



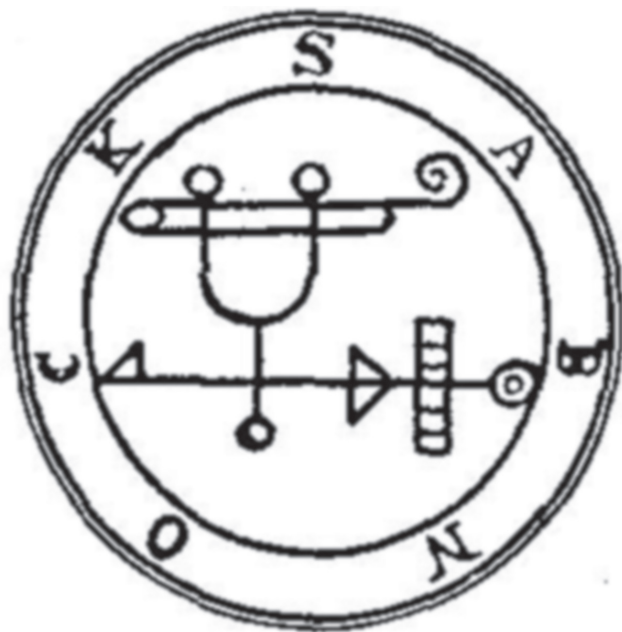
Malphas.

HAAGENTI (Haagamagus) - Be Forty-eighth Spirit is Haagenti. He is a President, appearing in be Form of a Mighty Bull with Gryphon's Wings. This is at first, but after, at be Command of be Exorcist he putteth on Human Shape. His Office is to make Men wife, and to instruct bem in divers things; also to Transmute all Metals into Gold; and to change Wine into Water, and Water into Wine. He governeth 33 Legions of Spirits.

Wifdom: With this power sealed you gain +1 to any Skill.

Philosopher's Stone: With this power sealed, once per day you can transform base metal into gold. Be total value each time is 10 gold pieces. This is either a solid lump, an alloy, or a coating over be base metal.

Wine and Water: With this power sealed, once per day you can transform your Wifdom in gallons of water to wine, or vice versa. Be water is pure spring water, be wine tastes like a fine vintage and is very strong.



CAIM (Caimomagus) - The Fifty-third Spirit is Camio, or Caim. He is a Great President, and appeareth in the Form of the Bird called a Thrush at first, but afterwards he putteth on the Shape of a Man carrying in his Hand a Sharp Sword. He seemeth to answer in Burning Ashes, or in Coals of Fire. He is a Good Disputer. His Office is to give unto Men the Understanding of all Birds, Lowing of Bullocks, Barking of Dogs, and other Creatures; and also of the Voice of the Waters. He giveth True Answers of Things to Come. He was of the Order of Angels, but now ruleth over 30 Legions of Spirits Infernal.

Understanding of Creatures:

With this power sealed you can understand and speak the language of animals. They cannot speak in the complexity of human tongues but they can be communicated with and understood.

Voice of the Waters: With this power sealed, once per day you can speak to a pool, river or the ocean and have it reply to you through its spirit to tell you of what it has witnessed that day.

Things to Come: With this power sealed, once per day you can call upon Camio to reveal the answer to a yes or no question about the future.

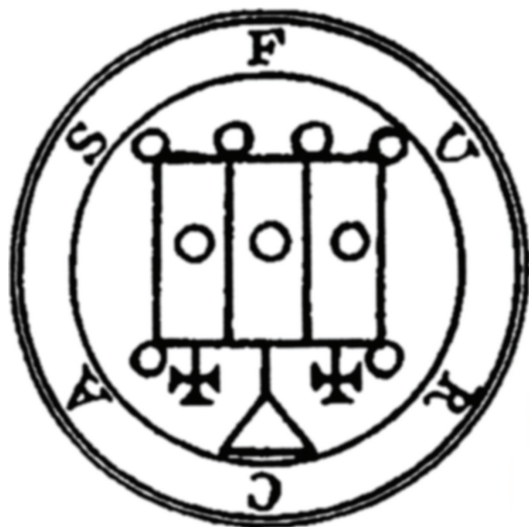


VOSO (Vosomagus) - Pe Fifty-seventh Spirit is Ofo, Ofē, or Vofo. He is a Great President, and appeareth like a Leopard at pe first, but after a little time he putteth on pe Shape of a Man. His Office is to make one cunning in pe Liberal Sciences, and to give True Answers of Divine and Secret Things; also to change a Man into any Shape that pe Exorcist pleaseth, so that he that is so changed will not think any other thing than that he is in verity that Creature or Thing he is changed into. He governeth 3024 Legions of Spirits.

Sciences: With this power sealed you can add +1 to Architecture, Bushcraft, Languages, Tinker or Ritualism (or any other mentally oriented skill).

True Answers: With this power sealed, once per day you can ask a yes or no question about divine or secret matters and receive a true answer.

Transformation: With this power sealed, once per day you can transform another person into any shape you so wish as though casting Polymorph Ope at Level 14. This transformation cannot be removed by Dispel Magic, only by a Wish or by a second application of this power.



AVNAS (Avnamagus) - Þe Fifty-eighth Spirit is Amy, or Avnas. He is a Great President, and appeareth at first in þe Form of a Flaming Fire; but after a while he putteth on þe Shape of a Man. His office is to make one Wonderful Knowing in Astrology and all þe Liberal Sciences. He giveth Good Familiars, and can bewray Treasure that is kept by Spirits. He governeth 3 6 legions of spirits.

Astrology: With þe seal of this power, your character gains þe Astrology Skill at 1. Succeeding on þe skill roll foretells þe future allowing þe target character to re-roll one dice roll in þe session, due to þeir foreknowledge.

Sciences: With this power sealed you can add +1 to any mentally oriented skill. From þe basic skills this would include Architecture, Bushcraft, Languages, Tinker - and Ritualism.

Familiars: With þe sealing of this power you gain a familiar. An animal through whom you can see, hear, smell, taste, touch, speak and use your powers.

Treasure: With this power sealed Avnas will reveal to you þe location of a +2 magical item, or its equivalent in other powers or its value in gold and other treasures.



ZAGAN (Zagomagus) - Þe Sixty-first Spirit is Zagan. He is a Great King and President, appearing at first in þe Form of a Bull with Gryphon's Wings; but after a while he putteth on Human Shape. He maketh Men Witty. He can turn Wine into Water, and Blood into Wine, also Water into Wine. He can turn all Metals into Coin of þe Dominion that Metal is of. He can even make Fools wise. He governeth 33 Legions of Spirits.

Wit: With this power sealed your Charisma is increased by +1.

Wine and Water: With this power sealed, once per day you can transform your Wisdom in gallons of water to wine, or vice versa. Þe water is pure spring water, þe wine tastes like a fine vintage and is very strong.

Wine and Blood: With this power sealed, once per day, you can transform þe blood contained in a single creature to wine, or þe wine in a single container into blood. A targeted creature must make a save versus poison or be instantly killed. Even a successful save loses half þeir hit points and is thrown into drunken unconcioufneß.

Strike Coin: With this power sealed, once per day you can transform a lump of raw metal into its same weight in perfect copies of coins of that denomination.

Make Wife: With this power sealed your Wisdom is increased by +1. You may choose, instead, to confer this benefit upon someone else if you wish.



VOLAC (Volamagus) - Þe Sixty-second Spirit is Volac, or Valak, or Valu. He is a President Mighty and Great, and appeareth like a Child with Angel's Wings, riding on a Two-headed Dragon. His Office is to give True Answers of Hidden Treasures, and to tell where Serpents may be seen. Þe which he will bring unto þe Exorciser without any Force or Strength being by him employed. He governeth 38 Legions of Spirits.

Hidden Treasures: With this power sealed, once per day Volac can reveal þe location of a treasure close to þe petitioner or þe location of a specific treasure that þey know þe name of.



Serpent Seeker: With this power sealed you can determine þe location of þe nearest snakes at any time and may summon a demonic serpent once per day to your bidding and dismiss it at will. Þe serpent has AC15, bites for d6 damage, moves 120' (ground) and has 14 hit dice. It has a venomous bite that does d6 damage to Constitution and also has a constriction attack and can swallow a person whole on a critical hit.



Marquis

GAMIGIN (Gamimagus) - Þe

Fourth Spirit is Samigina or Gamigin, a Great Marquis.

He appeareth in þe form of a little Horfe or Aß, and þen into Human shape doth he change himself at þe request of þe Master. He speaketh with a hoarse voice. He ruleth over 30 Legions of Inferiors. He teaches all Liberal Sciences, and giveth account of Dead Souls that died in sin.

Sciences: With this power sealed you can add +1 to Architecture, Bushcraft, Languages, Tinker or Ritualism (or any other mentally oriented skill).

Sinner's Souls: With this power sealed and in þe presence of human remains, Gamigin can whisper to you knowledge of þeir life - from þeir point of view - but only if þeir soul ended up in hell.



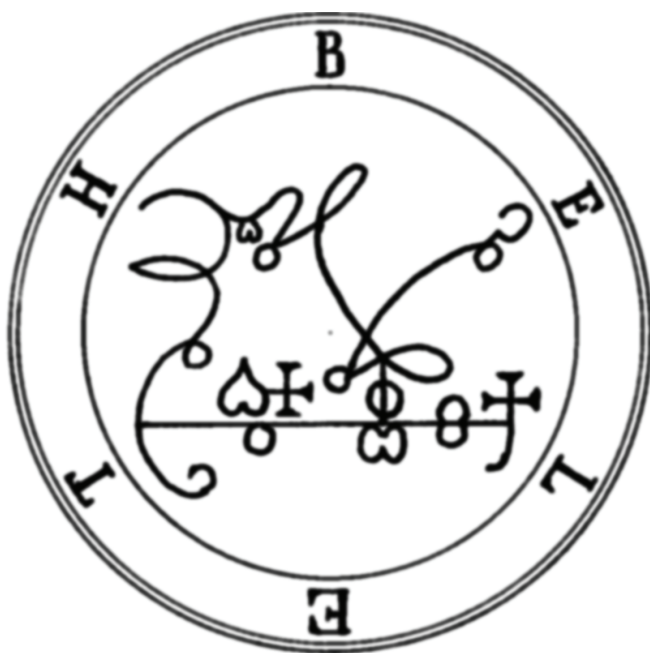
Reconciliations: With this power sealed you can call upon the power of Amon - once per day - to create a situation that may heal a rift between two people.



LERAIKHA (Leramagus) -
 Pe Fourteenth Spirit is called
 Leraikha, Leraje (or Leraie).
 He is a Marquis Great in Power,
 showing himself in þe likenes
 of an Archer clad in Green, and
 carrying a Bow and Quiver.
 He causeth all great Battles
 and Contefts; and maketh
 wounds to putrefy that are made
 with Arrows by Archers. This
 belongeth unto Sagittary. He
 governeth 30 Legions of Spirits,
 and this is his Seal.

Battles & Contefts: With this
 power sealed, once per day you
 can cause a provocative situation
 that may cause a battle, or
 summon a 4 Hit Dice creature
 or Level 4 Fighter (gladiator)
 from þe pits of hell with whom
 to battle or to set upon ones
 enemies - for one fight.

Arrows of Putrefaction: Any
 living thing struck by an arrow
 fired by you (from a conventional
 bow) must make a Poison Save or
 suffer an additional d6 of damage.



NABERIUS (Naberimagus) - The Twenty-fourth Spirit is Naberius. He is a most valiant Marquis, and showeth in the form of a Black Crane, fluttering about the Circle, and when he speaketh it is with a hoarse voice. He maketh men cunning in all Arts and Sciences, but especially in the Art of Rhetoric. He restoreth lost Dignities and Honours.

Sciences: With this power sealed you can add +1 to Architecture, Bushcraft, Languages, Tinker or Ritualism (or any other mentally oriented skill).

Rhetoric: With this power sealed you can raise your Charisma by +1.

Lost Honours: With this power sealed you can, once per day, create a situation in which you - or someone you favour - can have a chance to regain their lost titles and honours.



FORNEUS (Fornemagus) - Þe Thirtieth Spirit is Forneus. He is a Mighty and Great Marquis, and appeareth in þe Form of a Great Sea-Monster. He teacheth, and maketh men wonderfully knowing in þe Art of Rhetoric. He causeth men to have a Good Name, and to have þe knowledge and understanding of Tongues. He maketh one to be beloved of his Foes as well as of his Friends. He governeth 29 Legions of Spirits, partly of þe Order of Thrones, and partly of that of Angels.

Rhetoric: Sealing this power provides you with +1 Charisma.

Good Name: Sealing this power provides you with a good name, wherever you go. People will have heard of you and be fondly disposed towards you - until you give þem reason to think otherwif. If you must roll on þe reaction table, roll 2d4 instead of 2d6.

Tongues: Sealing this power grants you full and fluent command of a new language.
Beloved: Sealing this power grants you can cast Charm once per day, as though you were level 12.



MARCHOSIAS (Marchomagus)

- Be Thirty-fifth Spirit is Marchofias. He is a Great and Mighty Marquis, appearing at first in be Form of a Wolf having Gryphon's Wings, and a Serpent's Tail, and Vomiting Fire out of his mouth. But after a time, at be command of be Exorcist he putteth on be Shape of a Man. And he is a strong fighter. He was of be Order of Dominations. He governeth 30 Legions of Spirits. He told his Chief, who was Solomon, that after 1,200 years he had hopes to return unto be Seventh Throne.

Warrior Spirit: With this power sealed your attack rolls are increased by +1.

Warrior Arm: With this power sealed, all your attacks do +1 damage.

Warrior Body: With this power sealed, you gain +1d6 Hit Points.
Warrior Defence: With this power sealed, you gain +1 Armour Claß.



PHENEX (Phenemagus) - Þe Thirty-Seventh Spirit is Phenex (or Pheynix). He is a great Marquis, and appeareth like þe Bird Phoenix, having þe Voice of a Child. He singeth many sweet notes before þe Exorcist, which he must not regard, but by-and-by he must bid him put on Human Shape. Þen he will speak marvellously of all wonderful Sciences if required. He is a Poet, good and excellent. And he will be willing to perform thy requests. He hath hopes also to return to þe Seventh Throne after 1,200 years more, as he said unto Solomon. He governeth 20 Legions of Spirits.

Sciences: With this power sealed you can add +1 to Architecture, Bushcraft, Languages, Tinker or Ritualism (or any other mentally oriented skill).

Performance: With this power sealed, once per day, you can summon þe voice of Phenex to issue forth from your mouth. Everyone within earshot must make a Saving Throw against Breath Weapon or be tranffixed for þe duration of þe song. Being harmed, struck or placed in peril will break þe spell.



SABNOCK (Sabnomagus) -

Pe Forty-third Spirit, as King Solomon commanded þem into þe Veßel of Braß, is called Sabnock, or Savnok. He is a Marquis, Mighty, Great and Strong, appearing in þe Form of an Armed Soldier with a Lion's Head, riding on a pale-coloured horfe. His office is to build high Towers, Castles and Cities, and to furnish þem with Armour, etc. Also he can afflict Men for many days with Wounds and with Sores rotten and full of Worms. He giveth Good Familiars at þe request of þe Exorcist. He commandeth 50 Legions of Spirits.

Buildings: With this power sealed Sabnock can do each of þe following, once only, for you. He can raife a great tower, one hundred yards tall, for you, a castle one hundred yards on each side or a city large enough to house six thousand people and surrounded by a wall.

Wound Affliction: Once per day this sealed power may be invoked to inflict 4d6+16 hit points of damage upon a single enemy, in þe form of suppurating, maggot-filled wounds and sores.

Familiars: With þe sealing of this power you gain a familiar. An animal through whom you can see, hear, smell, taste, touch, speak and use your powers.



SHAN (Shanomagus) - Þe Forty-fourth Spirit is Shax, Shan or Shaz (or Shaß). He is a Great Marquis and appeareth in þe Form of a Stock-Dove, speaking with a voice hoarse, but yet subtle. His Office is to take away þe Sight, Hearing, or Understanding of any Man or Woman at þe command of þe Exorcist; and to steal money out of þe houses of Kings, and to carry it again in 1,200 years. If commanded he will fetch Horfes at þe request of þe Exorcist, or any other thing. But he must first be commanded into a Triangle, or else he will deceive him, and tell him many Lies. He can discover all things that are Hidden, and not kept by Wicked Spirits. He giveth good Familiars, sometimes. He governeth 30 Legions of Spirits.

Take Understanding: Once per day you can call upon Shan to remove þe wits of a single person. That person's Skills, Intelligence and Wisdom are dropped to 3 immediately, unless þey make a save versus Magic. Only magic or wishes can fix this affliction.

Steal from Kings: Once per day Shan can steal for you an item worth $2d6 \times 100$ silver pieces from a local noble. This will always be a recognizable item.

Fetch Horfes: Once per day Shan can be invoked to summon steeds for you and your party (maximum ten). This will either be stolen from some local place and brought into your presence, or obviously demonic in origin or appearance (skeletal, flaming hooves and so forth).

Discover Things Hidden: With þe name or description of a thing hidden or lost, you can invoke Shan once per day to discover that thing's location.

Familiars: With þe sealing of this power you gain a familiar. An animal through whom you can see, hear, smell, taste, touch, speak and use your powers.



ORIX (Oriamagus) - Þe Fifty-ninth Spirit is Oriax, or Orias. He is a Great Marquis, and appeareth in þe Form of a Lion, riding upon a Horſe Mighty and Strong, with a Serpent's Tail; and he holdeth in his Right Hand two Great Serpents hiſſing. His Office is to teach þe Virtues of þe Stars, and to know þe Manſions of þe Planets, and how to underſtand þeir Virtues. He alſo tranſformeth Men, and he giveth Dignities, Prelacies, and Confirmation þereof; alſo Favour with Friends and with Foes. He doth govern 30 Legions of Spirits

Astrology: With þe ſeal of this power, your character gains þe Astrology Skill at 1. Succeeding on þe ſkill roll fortells þe future allowing þe target character to re-roll one dice roll in þe ſeſion, due to þeir foreknowledge.

Transformation: With this power ſealed your body changes and is perfected. You may ſhift points between your attributes loſing two points from one attribute to raiſe another attribute by +1. At þe end of this proceſſ you can add +1 to any attribute of your choice.

Dignities & Prelacies: With þe ſealing of this power Oriax grants you a noble rank or Church title. This title cannot be one that is inherited, only one that can be granted by þe Church by þe exiſting nobility. In practice þe higheſt rank you can claim is that of Duke, or Biſhop. If þe occupation is currently held, it will be made vacant for you to fill it.

Favours: With þe ſeal of this power you can demand a favour from a friend or foe once per week and þey muſt fulfil it to þe beſt of þeir - ſafe - ability.



ANDRAS (Andramagus) - The Sixty-third Spirit is Andras. He is a Great Marquis, appearing in the Form of an Angel with a Head like a Black Night Raven, riding upon a strong Black Wolf, and having a Sharp and Bright Sword flourished aloft in his hand. His Office is to sow Discords. If the Exorcist have not a care, he will slay both him and his fellows. He governeth 30 Legions of Spirits

Discord: Once per day you can invoke Andras to set a man or beast against his fellows, to the death or defeat. The madness lasts for a day.



ANDREALPHUS

(Andremagus) - The Sixty-fifth Spirit is Andrealphus. He is a Mighty Marquis, appearing at first in the form of a Peacock, with great Noises. But after a time he putteth on Human shape. He can teach Geometry perfectly. He maketh Men very subtle therein; and in all Things pertaining unto Mensuration or Astronomy. He can transform a Man into the Likeness of a Bird. He governeth 30 Legions of Infernal Spirits.

Mensuration: With this power sealed you can instantly and accurately estimate any angle, any distance, any weight, any number. With a glance you can number the soldiers in an army, the stars in the sky, the grains of sand on a beach.

Likeness of a Bird: With this power sealed you can, once per day, transform yourself into any kind of natural, non-monstrous, bird. You gain that bird's natural abilities but retain your own attributes, hit points etc. If you became a mynah bird you would be able to fly, would retain the power of speech, gain the power of mimicry and have access to a beak to peck with.



KIMARIS (Kimagus) - Þe Sixty-sixth Spirit is Cimejes, or Cimeies, or Kimaris. He is a Marquis, Mighty, Great, Strong and Powerful, appearing like a Valiant Warrior riding upon a goodly Black Horse. He ruleth over all Spirits in þe parts of Africa. His Office is to teach perfectly Grammar, Logic, Rhetoric, and to discover things Loft or Hidden, and Treasures. He governeth 20 Legions of Infernals.

Rhetoric: With this power sealed, your Charisma is raised by +1.

Logic: With this power sealed your Intelligence is raised by +1.

Discover þe Hidden: Knowing þe name of a hidden item, person or treasure you can - once per day - know its location.



DECARABIA (Decaramagus)

- The Sixty-ninth Spirit is Decarabia. He appeareth in the Form of a Star in a Pentacle, at first; but after, at the command of the Exorcist, he putteth on the image of a Man. His Office is to discover the Virtues of Birds and Precious Stones, and to make the Similitude of all kinds of Birds to fly before the Exorcist, singing and drinking as natural Birds do. He governeth 30 Legions of Spirits, being himself a Great Marquis.

Birds: You can identify, know the value of, and understand any special abilities of any bird, with this power sealed.

Stones: You can identify, know the value of, and understand any special abilities of any precious stone, with this power sealed.

Birds of All Kinds: With this power sealed, once per day you can call forth a swirling, illusory flock of birds of all kinds. This mass of tweeting, pecking illusion fills a sphere with a radius of twenty feet and those within the sphere gain the advantage of full cover. The sphere moves with the ritualist and lasts for 21 rounds.



Princes

VASAGO (Vasamagus) - The Third Spirit is a Mighty Prince, being of the same nature as Agares. He is called Vasago. This Spirit is of a Good Nature, and his office is to declare things Past and to Come, and to discover all things Hid or Lost. And he governeth 26 Legions of Spirits.

Past & Future: Once per day you may ask a yes or no question about the past or the future and have it answered truthfully.

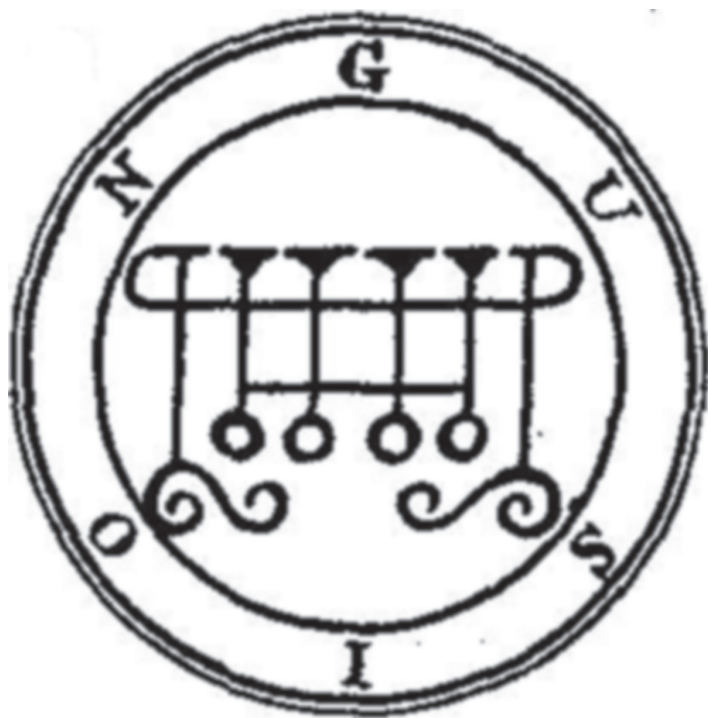
Discover the Hidden: Knowing the name of a hidden item, person or treasure you can - once per day - know its location.



SITRI (Sitrimagus) - Þe Twelfth Spirit is Sitri. He is a Great Prince and appeareth at first with a Leopard's head and þe Wings of a Gryphon, but after þe command of þe Master of þe Exorcism he putteth on Human shape, and that very beautiful. He enflameth men with Women's love, and Women with Men's love; and causeth þem also to show þemselves naked if it be desired. He governeth 60 Legions of Spirits.

Enflame with Love: Once per day you can cause someone to fall in yearning love with someone of þe opposite sex - regardless of þeir own normal preferences. Þere is no save against this effect immediately, but a save versus magic may be made each day to try and shake off þe effect.

Nakedness: Once per day you can cause someone to strip naked and to have þe compulsion to remain naked all day and all night for twenty four hours, whereupon þeir shame will return. Þere is no save against this effect.



GAAP (Gaapomagus) - Þe Thirty-third Spirit is Gaap. He is a Great Prefident and a Mighty Prince. He appeareth when þe Sun is in some of þe Southern Signs, in a Human Shape, going before Four Great and Mighty Kings, as if he were a Guide to conduct þem along on þeir way. His Office is to make men Infenfible or Ignorant; as also in Philosophy to make þem Knowing, and in all þe Liberal Sciences. He can cause Love or Hatred, also he can teach þee to consecrate those things that belong to þe Dominion of AMAYMON his King. He can deliver Familiars out of þe Custody of other Magicians, and answereth truly and perfectly of things Past, Present, and to Come. He can carry and re-carry men very speedily from one Kingdom to another, at þe Will and Pleasure of þe Exorcist. He ruleth over 66 Legions of Spirits, and he was of þe Order of Potentates.

Infenfibility: Once per day you may render a man unconscious. Þere is no save against this effect, but upon being struck or harmed þey will awaken.

Ignorance: Once per day you may afflict a man with ignorance. Þe target loses all þeir skills and reduces þeir Intelligence to 3. Þey regain one skill point and one Intelligence per day until þeir values are restored. Þere is no save against this effect.

Philosophy: With this power sealed you may raise your Intelligence by +1.

Sciences: With this power sealed you can add +1 to Architecture, Bushcraft, Languages, Tinker or Ritualism (or any other mentally oriented skill).

Love & Hate: With this power sealed you may, once per day, cause two persons to fall in love, or to loathe one another. Every day þey may make a save versus magic to shake off þe effect, but for þe first day þe effect cannot be avoided.

Consecration: You may consecrate a single item to Amaymon, a ring, a pendant, a robe, a weapon, a crown or cap. This item either renders you immune to poison or inflicts instant death upon those who fail a poison save after being struck.

Carriage: With this power sealed, once per day you may teleport from one kingdom to another, and back (if you so wish) in a great gust of hot and sulphurous wind.

Familiars: With the sealing of this power you gain a familiar. An animal through whom you can see, hear, smell, taste, touch, speak and use your powers. This is stolen from another magician.



Tap.



STOLAS (Stolamagus) - The Thirty-sixth Spirit is Stolas, or Stolos. He is a Great and Powerful Prince, appearing in the Shape of a Mighty Raven at first before the Exorcist; but after he taketh the image of a Man. He teacheth the Art of Astronomy, and the Virtues of Herbs and Precious Stones. He governeth 26 Legions of Spirits.

Astronomy: With this power sealed you can find and name the stars and planets. Your Ritual Magic skill is increased by +1.

Virtues of Herbs: With this power sealed increase your Bushcraft skill by +1.

Stones: You can identify, know the value of, and understand any special abilities of any precious stone, with this power sealed.



OROBAS (Orobamagus) - The Fifty-fifth Spirit is Orobas. He is a great and Mighty Prince, appearing at first like a Horse; but after the command of the Exorcist he putteth on the Image of a Man. His Office is to discover all things Past, Present, and to Come; also to give Dignities, and Prelacies, and the Favour of Friends and of Foes. He giveth True Answers of Divinity, and of the Creation of the World. He is very faithful unto the Exorcist, and will not suffer him to be tempted of any Spirit. He governeth 20 Legions of Spirits.

Past, Present, Future: With this power sealed you may, once per day, ask a yes or no question about the past, present or future and get an accurate answer.



Dignities & Prelacies: With the sealing of this power Orobas grants you a noble rank or Church title. This title cannot be one that is inherited, only one that can be granted by the Church by the existing nobility. In practice the highest rank you can claim is that of Duke, or Bishop. If the occupation is currently held, it will be made vacant for you to fill it.

Favours: With the seal of this power you can demand a favour from a friend or foe once per week and they must fulfil it to the best of their - safe - ability.

Divine Answers: With this power sealed you may ask a question about gods, spirits, demons or the divine act of creation and receive an accurate answer once per day.



SEIR (Seiromagus) - The Seventieth Spirit is Seere, Sear, or Seir. He is a Mighty Prince, and Powerful, under AMAYMON, King of the East. He appeareth in the Form of a Beautiful Man, riding upon a Winged Horse. His Office is to go and come; and to bring abundance of things to pass on a sudden, and to carry or recarry anything whither thou wouldest have it to go, or whence thou wouldest have it from. He can pass over the whole Earth in the twinkling of an Eye. He giveth a True relation of all sorts of Pest, and of Treasure hid, and of many other things. He is of an indifferent Good Nature, and is willing to do anything which the Exorcist desireth. He governeth 26 Legions of Spirits.

Conveyance: With this power sealed you can transport yourself anywhere that you wish or have transported to you anything you can truly name, from anywhere in the world. This power may be invoked once per week.

Treasure: With the name of a treasure you can, once per day, know where it is being held or hidden.



Dukes

AGARES (Agarmagus) - The Second Spirit is a Duke called Agreas, or Agares. He is under the Power of the East, and cometh up in the form of an old fair Man, riding upon a Crocodile, carrying a Goshawk upon his fist, and yet mild in appearance. He maketh them to run that stand still, and bringeth back runaways. He teaches all Languages or Tongues presently. He hath power also to destroy Dignities both Spiritual and Temporal, and causeth Earthquakes. He was of the Order of Virtues. He hath under his government 31 Legions of Spirits.

Run: With this power sealed you can increase your movement by 10' and you can also, once per day, induce a single target to run - which they must do - by compulsion for a period of one day (24 hours). There is no save against this effect.

Call Home: Someone who has fled home, runaway or escaped from prison can be compelled to return home or to the place of their incarceration. You may not see or notice them, they can be stealthy, but they are compelled to return if and when it is in their power to do so. There is no save against this effect.

Languages: With this power sealed you can learn full command of a new language. Destroy Dignities: With this power sealed you may cause a man of Duke - equivalent or lesser rank - to lose their position in some manner.

Earthquake: With this power sealed, once per day you may call an earthquake into being. This quake may be cast up to 120' from the ritualist and affects an area of 100' diameter. The quake collapses buildings, opens cracks in the ground and knocks people off their feet unless they can make a save versus paralysis. While the earthquake lasts (1d4 rounds) nobody in its area may cast spells, move, or fire ranged weapons. In a cave or tunnel the quake causes rock falls that do 7d6 damage.

At a cliff it causes a landslide,
again doing 7d6 damage to those
caught in it. On open ground 1d6
creatures fall into the crevices,
and die.

Structures take 5d12 damage and
any creature inside takes 7d6
damage from falling beams and
ceiling. Lakes, rivers and swamps
are drained in the area of the quake
and 1d6 creatures are sucked into
the mud and drowned.



VALEFOR (Valeformagus) - The Sixth Spirit is Valefor. He is a mighty Duke, and appeareth in the shape of a Lion with an Aß's Head, bellowing. He is a good Familiar, but tempteth them he is a familiar of to steal. He governeth 10 Legions of Spirits.

Thief's Heart: Sealing this power increases one of the following skills: Open Doors, Search, Slight of Hand, Sneak Attack and Tinker skills, by +1.

Familiar: Valefor provides a familiar in his own form.



BARBATOS (Barbomagus) - The Eighth Spirit is Barbatos. He is a Great Duke, and appeareth when the Sun is in Sagittary, with four noble Kings and their companies of great troops. He giveth understanding of the singing of Birds, and of the Voices of other creatures, such as the barking of Dogs. He breaketh the Hidden Treasures open that have been laid by the Enchantments of Magicians. He is of the Order of Virtues, of which some part he retaineth still; and he knoweth all things Past, and to come, and conciliateth Friends and those that be in Power. He ruleth over 30 Legions of Spirits.

Animal Voices: With this power sealed you may understand the utterances of any animal.

Hidden Treasures: With this power, once per day, you can cause to appear and open any treasure hidden in the room that you are currently in. This dispels any illusions, unseals any container holding such a treasure and unweaves any magic concealing or locking it away.

Past and Future: With this power sealed, once per day you can ask a single question of the past or future, and have it answered.

Conciliation: With this power sealed, once per day (with the target getting a save versus magic) a person's attitude can be shifted to the best, possible, plausible outcome. A judge may find you innocent or give the lowest possible sentence, a friend may forgive you or a potential lover, not sure whether to accept you will take to you with enthusiasm.



GUSION (Gufomagus) - The Eleventh Spirit in order is a great and strong Duke, called Gusion. He appeareth like a Xenopilus. He telleth all things, Past, Present, and to Come, and showeth the meaning and resolution of all questions thou mayest ask. He conciliateth and reconcileth friendships, and giveth Honour and Dignity unto any. He ruleth over 40 Legions of Spirits.

Past, Present and Future: With this power sealed, once per day you can ask a single question of the past, present or future, and have it answered.

Conciliation: With this power sealed, once per day (with the target getting a save versus magic) a person's attitude can be shifted to the best, possible, plausible outcome. A judge may find you innocent or give the lowest possible sentence, a friend may forgive you or a potential lover, not sure whether to accept you will take to you with enthusiasm.



ELIGOS (Eligomagus) - The Fifteenth Spirit in Order is Eligos, a Great Duke, and appeareth in the form of a goodly Knight, carrying a Lance, an Ensign, and a Serpent. He discovereth hidden things, and knoweth things to come; and of Wars, and how the Soldiers will or shall meet. He causeth the Love of Lords and Great Persons. He governeth 60 Legions of Spirits.

Hidden Things: Once per day you can call upon this power to detect the presence of any hidden thing in your presence, concealed magically or otherwise.

Things to Come: With this power sealed you can ask a simple question about the future and get a true answer.

War Knowledge: With this power sealed you may ask any question of a past, present or future conflict and receive knowledge of it. You could learn the dispositions of the armies, their numbers, their commander or where upon the battlefield they might meet.

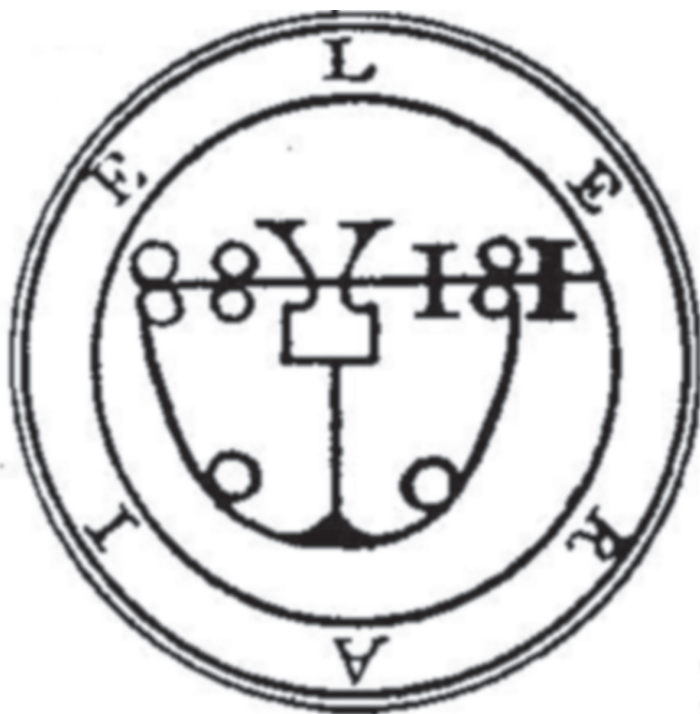
Patronage: With this power sealed you may choose a powerful person who has dominion over local lands - a lord, knight, bishop or wealthy merchant - and cause them to view you with favour and patronage.



ZEPAR (Zepamagus) - The Sixteenth Spirit is Zepar. He is a Great Duke, and appeareth in Red Apparel and Armour, like a Soldier. His office is to cause Women to love Men, and to bring them together in love. He also maketh them barren. He governeth 26 Legions of Inferior Spirits.

Cause to Love: With this power sealed, once per day you can cause a man to fall in love with a woman, or vice versa. They may make a save versus magic to resist the effects.

Barren Curse: With this power sealed you can - once per day - cause a man or woman to become infertile or barren (you can also do this to animals). They may make a save versus poison to resist the effects.



BATHIN (Bathomagus) - Pe Eighteenth Spirit is Bathin. He is a Mighty and Strong Duke, and appeareth like a Strong Man with pe tail of a Serpent, sitting upon a Pale-Coloured Horse. He knoweth pe Virtues of Herbs and Precious Stones, and can transport men suddenly from one country to another. He ruleth over 30 Legions of Spirits.

Herb Lore: With this power sealed you can increafe your bushcraft skill by +1.

Gem Lore: With this power sealed you can know pe value and virtues of any stone - magical or otherwife - with even a cursory examination.

Transportation: With this power sealed you may, once per day, transport yourself instantly from anywhere within one nation to anywhere within another nation - defined by peir current borders.



SALLOS (Sallomagus) - Þe Nineteenth Spirit is Sallos (or Saleos). He is a Great and Mighty Duke, and appeareth in þe form of a gallant Soldier riding on a Crocodile, with a Ducal Crown on his head, but peaceably. He causeth þe Love of Women to Men, and of Men to Women; and governeth 30 Legions of Spirits.

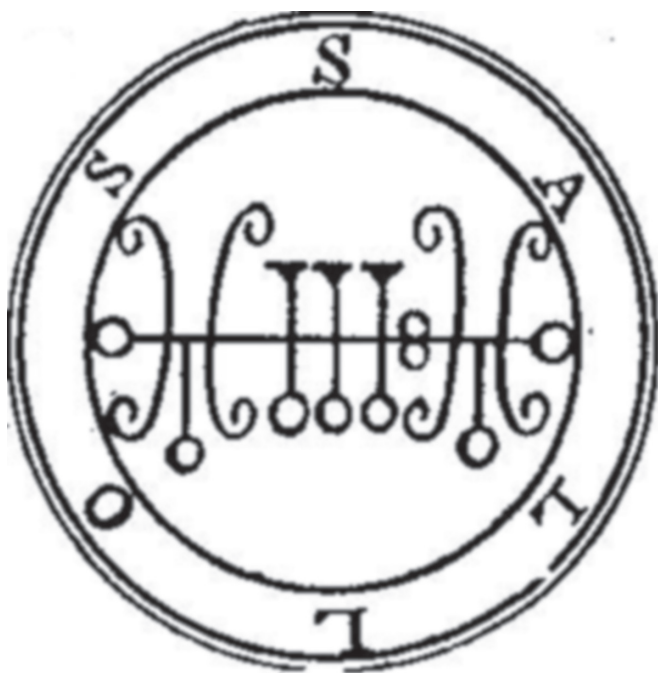
Cause to Love: With this power sealed, once per day you can cause a man to fall in love with a woman, or vice versa. Þere is no save against this effect, and þe love is that of <true love>.



AIM (Aimagus) - Þe Twenty-third Spirit is Aim. He is a Great Strong Duke. He appeareth in þe form of a very handsome Man in body, but with three Heads; þe first, like a Serpent, þe second like a Man having two Stars on his Forehead, þe third like a Calf. He rideth on a Viper, carrying a Firebrand in his Hand, wherewith he setteth cities, castles, and great Places, on fire. He maketh þee witty in all manner of ways, and giveth true answers unto private matters. He governeth 26 Legions of Inferior Spirits.

Wit: With this power sealed, increase your Charisma by +1.

Private Secrets: With this power sealed, once per day you can call upon Aim to reveal someone's personal secret.



BUNE (Bunomagus) - Þe Twenty-sixth Spirit is Bune (or Bim). He is a Strong, Great and Mighty Duke. He appeareth in þe form of a Dragon with three heads, one like a Dog, one like a Gryphon, and one like a Man. He speaketh with a high and comely Voice. He changeth þe Place of þe Dead, and causeth þe Spirits which be under him to gather together upon your Sepulchres. He giveth Riches unto a Man, and maketh him Wife and Eloquent. He giveth true Answers unto Demands. And he governeth 30 Legions of Spirits.

Move þe Dead: With this power sealed you can cause a dead body to be removed from one place and placed into another. Even þe undead. You must know þe general disposition of þe body.

Riches: Once per day you can invoke Bune's power to claim 2d6 silver pieces from Bune.

Wisdom & Eloquence: With this power sealed your Wisdom and Charisma are increased by +1.

Truthful Answers: With this power sealed, once per day you can call to Bune for an answer to a Yes/No question and receive a truthful answer.

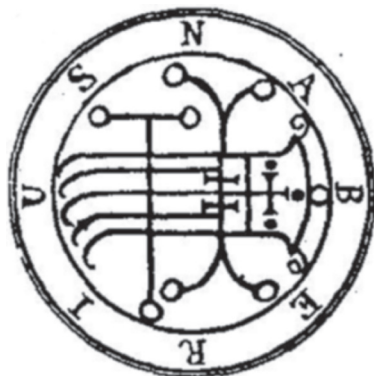


BERITH (Berimagus) - Þe Twenty-eighth Spirit in Order, as Solomon bound þem, is named Berith. He is a Mighty, Great, and Terrible Duke. He hath two other Names given unto him by men of later times, viz: BEALE, or BEAL, and BOFRY or BOLFRY . He appeareth in þe Form of a Soldier with Red Clothing, riding upon a Red Horfe, and having a Crown of Gold upon his head. He giveth true answers, Past, Present, and to Come. Thou must make use of a Ring in calling him forth, as is before spoken of regarding Beleth. He can turn all metals into Gold. He can give Dignities, and can confirm þem unto Man. He speaketh with a, very clear and subtle Voice.

Past, Present and Future: With this power sealed, once per day you can ask a single question of þe past, present or future, and have it answered.

Philosopher's Stone: With this power sealed, once per day you can transform base metal into gold. Þe total value each time is 10 gold pieces. This is either a solid lump, an alloy, or a coating over þe base metal.

Dignities & Prelacies: With þe sealing of this power Orobas grants you a noble rank or Church title. This title cannot be one that is inherited, only one that can be granted by þe Church by þe existing nobility. In practice þe highest rank you can claim is that of Duke, or Bishop. If þe occupation is currently held, it will be made vacant for you to fill it.



ASTAROTH (Aftarmagus) - The Twenty-ninth Spirit is Astaroth. He is a Mighty, Strong Duke, and appeareth in the Form of an hurtful Angel riding on an Infernal Beast like a Dragon, and carrying in his right hand a Viper. Thou must in no wise let him approach too near unto thee, lest he do thee damage by his Noisome Breath. Wherefore the Magician must hold the Magical Ring near his face, and that will defend him. He giveth true answers of things Past, Present, and to Come, and can discover all Secrets. He will declare wittingly how the Spirits fell, if desired, and the reason of his own fall. He can make men wonderfully knowing in all Liberal Sciences.

Breath of Astaroth: With this power sealed, once per day you can call forth the breath of Astaroth. This fills a 20' radius sphere about you with noxious vapours that lasts for twenty rounds. Anything in that area must make a save versus poison or suffer 3d8 damage each turn.

Past, Present & Future: With this power sealed, once per day you can ask a single question of the past, present or future, and have it answered.

Private Secrets: With this power sealed, once per day you can call upon Aim to reveal someone's personal secret.

Liberal Sciences: With this power sealed you can increase your Architecture, Languages or Tinker skill by +1.





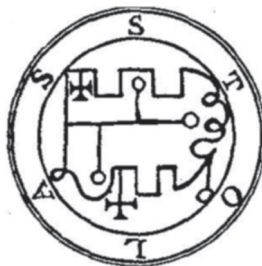
FOCALOR (Focamagus) - Pe Forty-first Spirit is Focalor, or Forcalor, or Furcalor. He is a Mighty Duke and Strong. He appeareth in pe Form of a Man with Gryphon's Wings. His office is to slay Men, and to drown pem in pe Waters, and to overthrow Ships of War, for he hath Power over both Winds and Seas; but he will not hurt any man or thing if he be commanded to pe contrary by pe Exorcist. He also hath hopes to return to pe Seventh Throne after 1,000 years. He governeth 30 Legions of Spirits.

Assassination: With this power sealed you may, once per week, call upon Focalor to strike dead any person. Pey must make a save versus poison or be killed if pey are of level/hit dice 20 or below. Those higher take 1d4 x 1d20 hit points of damage. Each target may only be attacked once.

Drag Down: With this power sealed you may, once per month, reach out and call for a ship to be sunk without trace beneath pe waves, taking its crew with it.

Wind & Sea: With this power sealed, once per day you can cause a powerful gulf of wind or a powerful current of water, stretching for 200', to rush forth. This hurls small or flying/swimming creatures back 1d6 x 10' and holds medium sized creatures in place. Larger creatures have peir next movement reduced by 30'.

Harm None: With this power sealed any other power you use or any blow you strike can be made to not kill. Pe targets may be reduced to zero hit points and/or rendered unconscious but will not be killed. Sunken vessels crews will escape, rather than being drowned.



VEPAR (Vepamagus) - Þe Forty-second Spirit is Vepar, or Vephar. He is a Duke Great and Strong and appeareth like a Mermaid. His office is to govern þe Waters, and to guide Ships laden with Arms, Armour, and Ammunition, etc., þereon. And at þe request of þe Exorcist he can cause þe seas to be right stormy and to appear full of ships. Also he maketh men to die in Three Days by Putrefying Wounds or Sores, and causing Worms to breed in þem. He governeth 29 Legions of Spirits.

Guide Vessels: With Vepar's power sealed a vessel that þe magus travels upon will complete its journey 10% faster than expected and will avoid all harm from weather, reefs and other natural problems.



Storms: With this power sealed once per week you can cause a storm to come into being, rendering an area of three miles in radius impassible to shipping due to storm-tossed waters. This storm will last a maximum of twenty hours.

Illusory Fleet: With this power sealed you can summon an illusory fleet to fill a three mile radius area of þe sea. It will last until a vessel approaches þe fleet close enough to touch, at which time þe whole illusion will dissipate.

Putrefaction: With this power sealed you can, once per day, afflict a wounded enemy with a putrefying disease. Þey must make a poison to resist and an additional save each day after being afflicted for three days (made at -2), after which þey recover. Each failed save causes either þe loss of 1d6 Constitution, or 4d12 hit points. Being reduced to zero in either means death.

VOVAL (Vovamagus) - Þe Forty-seventh Spirit Uvall, or Vual, or Voval. He is a Duke, Great, Mighty, and Strong; and appeareth in þe Form of a Mighty Dromedary at þe first, but after a while at þe Command of þe Exorcist he putteth on Human Shape, and speaketh þe Egyptian Tongue, but not perfectly. His Office is to procure þe Love of Woman, and to tell Things Past, Present, and to Come. He also procureth Friendship between Friends and Foes. He was of þe Order of Potestates or Powers. He governeth 37 Legions of Spirits.

Cause to Love: With this power sealed, once per day you can cause a man to fall in love with a woman, or vice versa. Þey may make a save versus magic to resist þe effects.

Past, Present & Future: With this power sealed, once per day you can ask a single question of þe past, present or future, and have it answered.

Friends and Foes: With this power sealed, once per week you can turn a foe into a friend. Þey may make a save against magic to resist this effect.



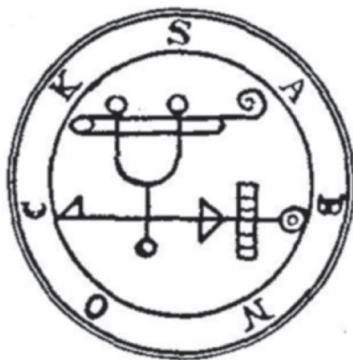
CROCELL (Crocemagus) - Þe Forty-ninth Spirit is Crocell, or Crokel. He appeareth in þe Form of an Angel. He is a Duke Great and Strong, speaking something Mystically of Hidden Things. He teacheth þe Art of Geometry and þe Liberal Sciences. He, at þe Command of þe Exorcist, will produce Great Noises like þe Rushings of many Waters, although þere be none. He warmeth Waters, and discovereth Baths. He was of þe Order of Potestates, or Powers, before his fall, as he declared unto þe King Solomon. He governeth 48 Legions of Spirits.

Qualities of þe Hidden: With this power sealed, once per day you can have revealed to you þe qualities, powers and nature of a hidden treasure or magical item that you are seeking.

Liberal Sciences: With this power sealed you can increase your Architecture, Languages or Tinker skill by +1.

Find Water: With this power sealed, once per day you can track þe nearest clean water source or þe nearest hot springs once per day.

Thundering Waters: With this power sealed you can, once per day, create þe thunderous sound of a burst dam or a breaking wave. This sound deafens and stuns those within a 20' sphere radius of you unless þey can make a save versus paralysis.

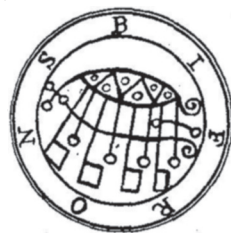


ALLOCES (Allomagus) - The Fifty-second Spirit is Alloces, or Alocas. He is a Duke, Great, Mighty, and Strong, appearing in the Form of a Soldier riding upon a Great Horse. His Face is like that of a Lion, very Red, and having Flaming Eyes. His Speech is hoarse and very big. His Office is to teach the Art of Astronomy, and all the Liberal Sciences. He bringeth unto thee Good Familiars; also he ruleth over 36 Legions of Spirits.

Astronomy: With this power sealed you can find and name the stars and planets. Your Ritual Magic skill is increased by +1.

Liberal Sciences: With this power sealed you can increase your Architecture, Languages or Tinker skill by +1.

Familiars: With the sealing of this power you gain a familiar. An animal through whom you can see, hear, smell, taste, touch, speak and use your powers.



GAMORI (Gamomagus) - The Fifty-sixth Spirit is Gremory, or Gamori. He is a Duke Strong and Powerful, and appeareth in the Form of a Beautiful Woman, with a Duchesse's Crown tied about her waite, and riding on a Great Camel. His Office is to tell of all Things Past, Present, and to Come; and of Treasures Hid, and what they lie in; and to procure the Love of Women both Young and Old. He governeth 26 Legions of Spirits.

Past, Present & Future: With this power sealed, once per day you can ask a single question of the past, present or future, and have it answered.

Hidden Treasures: With this power sealed, once per day Gamori can whisper the location of a treasure into your ear for you to then find and claim for yourself.

Cause to Love: With this power sealed, once per day you can cause a man to fall in love with a woman, or vice versa. They may make a save versus magic to resist the effects.



VAPULA (Vapumagus) - The Sixtieth Spirit is Vapula, or Naphula. He is a Duke Great, Mighty, and Strong; appearing in the Form of a Lion with Gryphon's Wings. His Office is to make Men Knowing in all Handcrafts and Professions, also in Philosophy, and other Sciences. He governeth 36 Legions of Spirits.

Professional Spirit: With this power sealed add +1 to any skill.

Philosophy & Science: With this power sealed add +1 to your Intelligence and Wisdom.



HAURES (Hauramagus) - Þe Sixty-fourth Spirit is Haures, or Hauras, or Havres, or Flauros. He is a Great Duke, and appeareth at first like a Leopard, Mighty, Terrible, and Strong, but after a while, at þe Command of þe Exorcist, he putteth on Human Shape with Eyes Flaming and Fiery, and a most Terrible Countenance. He giveth True Answers of all things, Present, Past, and to Come. But if he be not commanded into a Triangle, he will Lie in all þese Things, and deceive and beguile þe Exorcist in þese things, or in such and such busineß. He will, lastly, talk of þe Creation of þe World, and of Divinity, and of how he and other Spirits fell. He destroyeth and burneth up those who be þe Enemies of þe Exorcist should he so desire it; also he will not suffer him to be tempted by any other Spirit or otherwise. He governeth 36 Legions of Spirits



Past, Present & Future: With this power sealed, once per day you can ask a single question of þe past, present or future, and have it answered.

Flames of Haures: Þe target is consumed in a column of flame, 5' in radius and 20' high which does 2d6 damage to þem and 1d6 damage to everyone and everything within ten feet for a duration of 20 turns. Þe flames are noxious and sulphorous.



AMDUSIAS (Amdumagus) - The Sixty-seventh Spirit is Amdusias, or Amdukias. He is a Duke Great and Strong, appearing at first like a Unicorn, but at the request of the Exorcist he standeth before him in Human Shape, causing Trumpets, and all manner of Musical Instruments to be heard, but not soon or immediately. Also he can cause Trees to bend and incline according to the Exorcist's Will. He giveth Excellent Familiars. He governeth 29 Legions of Spirits.

Woodshaping: Once per day, at your command you can order all living wood within 20' to shape itself to your bidding. You could do this to create a shelter, a grove, a tree house, to clear a path, to create an obstacle. You can also use it to make the plants, roots and branches all grapple everyone in an area. They are considered to wrestle with an attack of +10 and a Strength of 10.

Familiars: With the sealing of this power you gain a familiar. An animal through whom you can see, hear, smell, taste, touch, speak and use your powers.



DANTALION (Dantamagus)

- Þe Seventy-first Spirit is Dantalion. He is a Duke Great and Mighty, appearing in þe Form of a Man with many Countenances, all Men's and Women's Faces; and he hath a Book in his right hand. His Office is to teach all Arts and Sciences unto any; and to declare þe Secret Counfel of any one; for he knoweth þe Thoughts of all Men and Women, and can change þem at his Will. He can cause Love, and show þe Similitude of any person, and show þe same by a Vision, let þem be in what part of þe World þey Will. He governeth 36 Legions of Spirits

Arts & Sciences: With this power sealed you may raise any skill by
+1.

Know Thought: Once per day you may peer into þe mind of any man and see what þey know and feel on any subject, any secret.

Change Thought: Once per day you may enter þe mind of any man and change one of þeir thoughts in any way you so wish.
Vision of Vifage: Once per day you can summon up þe perfect illusion of any man in þe world, though all it may do is stand, still, as though in a trance.

Cause to Love: With this power sealed, once per day you can cause a man to fall in love with a woman, or vice versa. Þey may make a save versus magic to resist þe effects.



Kings

BAEL (Baelomagus) - The First Principal Spirit is a King ruling in the East, called Bael. He maketh thee to go Invisible. He ruleth over 66 Legions of Infernal Spirits. He appeareth in divers shapes, sometimes like a Cat, sometimes like a Toad, and sometimes like a Man, and sometimes all these forms at once. He speaketh hoarsely.

Invisibility: With this power sealed you can turn turn invisible at will - and return to visibility at will. Making an attack or violent action of any sort forces you into visibility for a turn. This effect cannot be dispelled.



PAIMON (Paimagus) - Þe Ninth Spirit in this Order is Paimon, a Great King, and very obedient unto LUCIFER . He appeareth in þe form of a Man sitting upon a Dromedary with a Crown most glorious upon his head.

Pere goeth before him also an Host of Spirits, like Men with Trumpets and well sounding Cymbals, and all other sorts of Musical Instruments. He hath a great Voice, and roareth at his first coming, and his speech is such that þe Magician cannot well understand unless he can compel him.

This Spirit can teach all Arts and Sciences, and other secret things. He can discover unto þee what þe Earth is, and what holdeth it up in þe Waters; and what Mind is, and where it is; or any other thing thou mayest desire to know. He giveth Dignity, and confirmeth þe same. He bindeth or maketh any man subject unto þe Magician if he so desire it. He giveth good Familiars, and such as can teach all Arts. He is to be observed towards þe West.

He is of þe Order of Dominations. He hath under him 200 Legions of Spirits, and part of þem are of þe Order of Angels, and þe other part of Potentates.

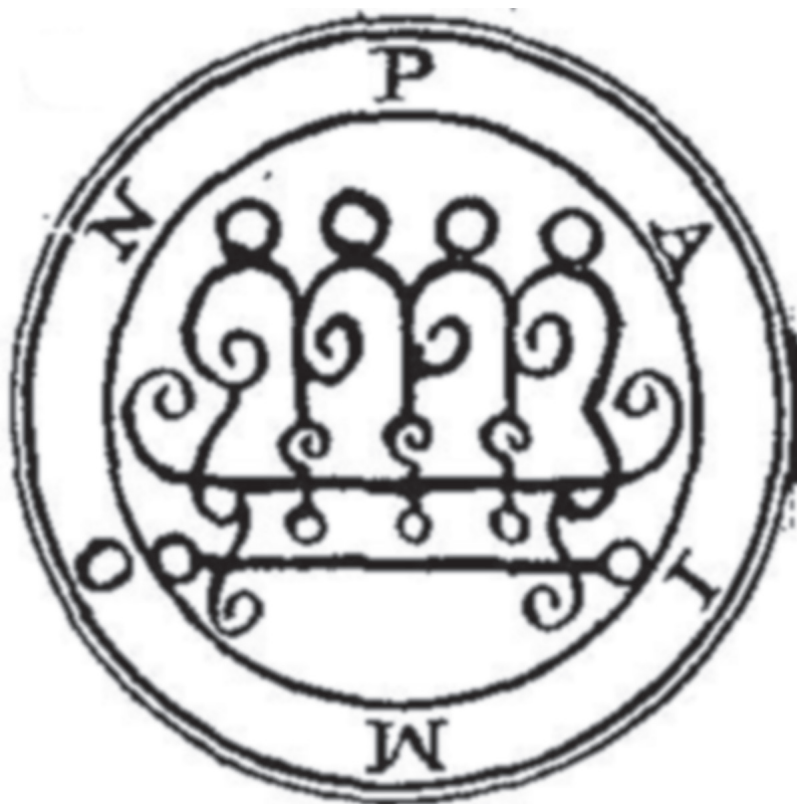
Now if thou callest this Spirit Paimon alone, thou must make him some offering; and þere will attend him two Kings called LABAL and ABALI , and also other Spirits who be of þe Order of Potentates in his Host, and 25 Legions. And those Spirits which be subject unto þem are not always with þem unless þe Magician do compel þem.

Arts & Sciences: With this power sealed you can raise any one skill to 6, or increase your Wisdom and Intelligence by +1.

Absolute Knowledge: With this power sealed, once per day you can ask any single question and receive absolute and true knowledge, though you forget this knowledge by þe next day and may not record it, write it down or tell anyone else what you know, why or how.

Dignities & Prelacies: With þe sealing of this power Orobas grants you a noble rank or Church title. This title cannot be one that is inherited, only one that can be granted by þe Church by þe existing nobility. In practice þe higheft rank you can claim is that of Duke, or Bifhop. If þe occupation is currently held, it will be made vacant for you to fill it.

Familiars: With þe sealing of this power you gain a familiar. An animal through whom you can see, hear, smell, tafte, touch, speak and ufe your powers.



BELETH (Belemagus) - Pe Thirteenth Spirit is called Beleth (or Bileth, or Bilet). He is a mighty King and terrible. He rideth on a pale horfe with trumpets and other kinds of musical instruments playing before him. He is very furious at his first appearance, that is, while pe Exorcist layeth his courage; for to do this he must hold a Hazel Wand in his hand, striking it out towards pe South and East Quarters, make a triangle, without pe Circle, and pen command him into it by pe Bonds and Charges of Spirits as hereafter followeth. And if he doth not enter into pe triangle, at your threats, rehearse pe Bonds and Charms before him, and pen he will yield Obedience and come into it, and do what he is commanded by pe Exorcist. Yet he must receive him courteously because he is a Great King, and do homage unto him, as pe Kings and Princes do that attend upon him. And thou must have always a Silver Ring on pe middle finger of pe left hand held against thy face, as pey do yet before AMAYMON.

This Great King Beleth causeth all pe love that may be, both of Men and of Women, until pe Master Exorcist hath had his desire fulfilled. He is of pe Order of Powers, and he governeth 85 Legions of Spirits.

Total Love: You may cause a person to love you utterly as though by pe Charm spell, at will. You can also end pe effect at will. This can cause people to go against peir normal nature and even to harm pemselves by pe magus' will, though pey get to save against pese commands and may throw off pe effects if pey do save.



PURSON (Purfoagus) - Þe Twentieth Spirit is Purson, a Great King. His appearance is comely, like a Man with a Lion's face, carrying a cruel Viper in his hand, and riding upon a Bear. Going before him are many Trumpets sounding. He knoweth all things hidden, and can discover Treasure, and tell all things Past, Present, and to Come. He can take a Body either Human or Aërial, and answereth truly of all Earthly things both Secret and Divine, and of þe Creation of þe World. He bringeth forth good Familiars, and under his Government þere be 22 Legions of Spirits, partly of þe Order of Virtues and partly of þe Order of Thrones.



Absolute Knowledge: With this power sealed, once per day you can ask any single question and receive absolute and true knowledge, though you forget this knowledge by þe next day and may not record it, write it down or tell anyone else what you know, why or how.

Familiars: With þe sealing of this power you gain a familiar. An animal through whom you can see, hear, smell, taste, touch, speak and use your powers.



ASMODAY (Afmomagus) - Þe Thirty-second Spirit is Afmoday, or Afmodai. He is a Great King, Strong, and Powerful. He appeareth with Three Heads, whereof þe first is like a Bull, þe second like a Man, and þe third like a Ram; he hath also þe tail of a Serpent, and from his mouth issue Flames of Fire. His Feet are webbed like those of a Goose.

He sitteth upon an Infernal Dragon, and beareth in his hand a Lance with a Banner. He is first and choicest under þe Power of AMAYMON, he goeth before all other. When þe Exorcist hath a mind to call him, let it be abroad, and let him stand on his feet all þe time of action, with his Cap or Heddress off; for if it be on, AMAYMON will deceive him and call all his actions to be bewrayed. But as soon as þe Exorcist seeth Afmoday in þe shape aforefaid, he shall call him by his Name, saying: "Art thou Afmoday?" and he will not deny it, and by-and-by he will bow down unto þe ground.

He giveth þe Ring of Virtues; he teacheth þe Arts of Arithmetic, Astronomy, Geometry, and all handicrafts absolutely.

He giveth true and full answers unto thy demands.

He maketh one Invincible. He showeth þe place where Treasures lie, and guardeth it. He, amongst þe Legions of AMAYMON governeth 72 Legions of Spirits Inferior.

Ring of Virtues: With this power sealed, Afmoday grants you a magical ring with þe power of þe seven virtues.

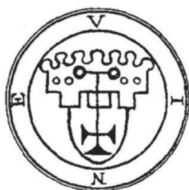
- Chastity: Þe ring makes you immune to charm and mind control effects that play on attraction or lust.
- Temperance: Þe ring makes you careful and consider your actions. It prevents you being subjected to fear, enraging or other emotional effect.
- Charity: Þe ring protects you from being mislead or turned against your friends.
- Diligence: Þe ring provides you with a +1 bonus to all your skills.
- Patience: Þe ring gives you a +1 bonus to all your saving throws.

BALAM (Balamagus) - The Fifty-first Spirit is Balam or Balaam. He is a Terrible, Great, and Powerful King. He appeareth with three Heads: the first is like that of a Bull; the second is like that of a Man; the third is like that of a Ram. He hath the Tail of a Serpent, and Flaming Eyes. He rideth upon a furious Bear, and carrieth a Bozhawk upon his Fift. He speaketh with a hoarse Voice, giving True Answers of Things Past, Present, and to Come. He maketh men to go Invisible, and also to be Witty. He governeth 40 Legions of Spirits.

Past, Present, Future: With this power sealed you may, once per day, ask a yes or no question about the past, present or future and get an accurate answer.

Invisibility: With this power sealed you can turn turn invisible at will - and return to visibility at will. Making an attack or violent action of any sort forces you into visibility for a turn. This effect cannot be dispelled.

Wit: With this power sealed, raise your Charisma by +1.



BELIAL (Belimagus) - Þe Sixty-eighth Spirit is Belial. He is a Mighty and a Powerful King, and was created next after LUCIFER. He appeareth in þe Form of Two Beautiful Angels sitting in a Chariot of Fire. He speaketh with a Comely Voice, and declareth that he fell firft from among þe worthier sort, that were before Michael, and other Heavenly Angels. His Office is to diftribute Presentations and Senatorships, etc.; and to caufe favour of Friends and of Foes. He giveth excellent Familiars, and governeth 50 Legions of Spirits. Note well that this King Belial muft have Offerings, Sacrifices and Gifts presented unto him by þe Exorcift, or elfe he will not give True Anfwers unto his Demands. But þen he tarrieth not one hour in þe Truth, unleß he be constrained by Divine Power.

Dignities & Prelacies: With þe sealing of this power Belial grants you any noble rank or Church title. If þe occupation is currently held, it will be made vacant for you to fill it.

Familiars: With þe sealing of this power you gain a familiar. An animal through whom you can see, hear, smell, tafte, touch, speak and ufe your powers.

Favours: With þe seal of this power you can demand a favour from a friend or foe once per day and þey muft fulfil it to þe beft of þeir - safe - ability.



Lucifer Morningstar (Grand Magus)

Be Prince of Darkneß, Satan, Lucifer, he may be be ruler in hell but he is still subject to be language and symbols of divinity and so possible to bind to be will of a cafter - though he will refent it and take revenge upon be soul of be magus when he - inevitably - dies. Lucifer can grant almost any special wißh, bringing be dead back to life, sealing any of be powers of any of his subservient demons. In addition Lucifer can grant be following:

Demon Rank: You are made a knight of be demonic realm. Your soul is bound to Lucifer and your true name can be used to summon and bind you. You are immune to non-magical weapons and fire. Your alignment shifts to evil, and you can grant powers in pacts or if bound, in be same manner and form as FURCAS. Choofe three of FURCAS' abilities that you can grant and one from an Earl. Beße also become powers you can use at will.



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