



Original art by Russ Nicholson

Knock!

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THE ANARCHICAL GRIMOIRE OF PROPYLONIC DISCHARGES

The alleged work of arch-sorcerer Katastrophis the Unshackled, this tome is bound with sheets of marble (it weighs 18 pounds). Once per day, opening the Grimoire reveals a new spell, which the caster can memorise it as if from their own spellbook. If an attempt to transcribe the spell is made, the book disappears afterwards (but not before 'biting' the offender for d8 damage).

Start by rolling d12

- 1 - The Immediate Removal of (d10). 2 - The Violent Eradicator of (d10).
3 - The Animation of (d10). 4 - Reverse (d8). 5 - Symmetrical yet Unstable (d8).
6 - Blatant and Ignited (d8). 7 - An Unexpected Summoning (d6).
8 - The Effulgent Translocation (d6). 9 - Pandemonic Ramming (d6).
10 - The Haunting of a Door by (d4). 11 - The Possessing of the Caster by (d4).
12 - The Efficacious Repelling of (d4).

d10: 1 - Locks & Bolts. 2 - Hinges & Rails. 3 - Handles & Knobs.
4 - Glyphs & Runes. 5 - Door-steps. 6 - Door-panels. 7 - Door-mats.
8 - Door-frames. 9 - Knockers. 10 - Peep-holes.

d8: 1 - By-passing of (d10). 2 - Disappearance of (d10). 3 - Transmutation of (d10). 4 - Impotence. 5 - Exhibition. 6 - Walling. 7 - Dead-bolting. 8 - Entrance

d6: 1 - of Helpful (d4). 2 - of Silver (d10). 3 - of the Magic-User.
4 - Applied to One's Enemies. 5 - as Protection. 6 - In a Delayed Fashion.

d4: 1 - Cat-headed Things. 2 - Heralds of the Termite People.
3 - A Fae Porter-Knight. 4 - The Ghost of Katastrophis.

To gauge the power of a spell, count the capitalised words in its name. It lasts this amount of days, hours, turns, or rounds; it does this number of d6s worth of damage, a creature summoned has this many hit dice, etc. If a spell level is required, just roll 1d6.