

Black Magic Grimoire

A collection of Spirit Aspect Spells for the E-RPG System™

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Concerning Black Magic

Black magic has very different meanings, depending on the group of people referring to it. For some, it is simply noted as evil magic, often coming from evil otherworldly entities such as ghosts, demons, or worse. For others, black magic is simply the same as any other magic. In this philosophy magic is no more evil or good than a stone, it is simply the intentions of the person who wields it. A person can form a stone into a tool to build a community, or use it as a weapon to crush their enemies.

Many fall somewhere in between. In this particular case we use the term black magic to refer to those spells that are dangerous or taboo. In the normal concept of magical practice these spells included here are spells shunned by most practitioners of magic. They are deadly, either to the user or to the target. They exist only to further the power of the caster, and the consequences are ignored.

Black Magic and the Game World

It should be noted that in most game worlds the magic and spells listed here will often be considered evil. Many formal magical institutions will punish anyone caught practicing or dealing in these spells. This will make the spells harder to find, and thus more valuable. They can be used by player characters, but Game Masters should always bear in mind the consequences the denizens of the game world will inflict on the character, and his/her associations, if its use is discovered.

Other Notes

The spells listed here are all part of the Spirit Aspect of magic. That is, characters with the Spirit Proficiency can use this level to cast spells. Each spell is listed twice, one with a graphic background, and one more printer friendly with no background. The spells can be handed out to players as each are printed on their own pages.

Blood Sacrifice

Target: Victim's Toughness Value and Spiritual Essence

Range: Touch

Duration: fading 1hr/effect result

Spell Size: 24

Throughout history ancient pagans used dark blood magic to power the magic of demonic and ruthless gods. Through sacrifice they empowered their spells. By ritually sacrificing blood untainted by poisons or chemicals, and some say only pure or virgin blood, the life energy of the dying mortal can be captured and used to increase the effect of any spell or incantation.

Often, blood sacrifice was used in necromantic or shamanistic rituals. Other spells would sometimes be used to charm or dominate an unwilling victim. In any case, the victim must not have tainted blood (unblemished by poisons or toxins), but can otherwise be bound or captive. The victim must be alive before the casting of the spell. During the casting ritualistic carvings are made into the flesh. In some castings specific organs are removed, and the spell is considered to be the most effective if the victim doesn't die until the ritual is finished.

To use a blood sacrifice to empower a spell, the caster must first have a ready victim. The caster uses a knife to perform the magic. The blood should be collected, as the energy that will enhance the spell to be empowered is stored there. The caster makes a spell casting test against the target character's toughness value. If it is successful, the ritual is working. Higher success levels indicate a better cast (and thus the victim living longer throughout the ritual). Once the victim dies the caster rolls the effect. The effect cannot exceed the victim's wisdom value, or charisma value as these measure the spiritual strength of the victim.

This effect fades at the rate of 1-point per hour. This allows the character at least one hour to perform the spell to be empowered. When the character rolls the effect test for the empowered spell the caster then applies the current effect level of the blood sacrifice to the result.

No matter if the ritual succeeds or not, the victim always dies. No amount of magic healing can revive them as their spiritual energy is consumed in the spell (it still exists, it is just transformed beyond any ability to reattach it to a mortal host).

Fetish Bond

Target: Spiritual Energy of Target Character

Range: Touch

Duration: Permanent

Spell Size: 90

By enchanting a totem or other device, a magician may bond a target's spiritual energy so that spells can be cast upon the item in order to affect the target creature.

To create a fetish the magician needs some item of spiritual significance to the target character. The item can be a prized belonging, such as a wedding ring or a family heirloom. The most powerful fetishes use the blood of the target instead. Each type of item will determine the power of the effect differently. First the magician must acquire this item and use it in the creation of the fetish. The fetish must be made with the item; therefore the spell size for this spell can not be reduced below the time it takes to craft the item (see the various artistic and crafting skills in the player's guidebook for more information on creating items). The spell can then be cast on the item.

The target level for casting the spell varies depending on the type of item acquired from the target. For an object such as a ring or heirloom the target level is equal to the wisdom value of the target plus the target's toughness value. If the object for the binding was once a part of the target (such as hair, teeth, or fingernail clippings) the target level is equal to the target's wisdom value plus the target's toughness level, plus the number of days the item was separated from the target. If the agent used for the binding is blood, or blood related, the target level is equal to the target's wisdom value only, plus the number of days the blood was removed from the target. The blood from the target reveals that the target's physical body holds no boundaries any longer, but the spirit must still be overcome in the casting. Game Masters may determine that larger amounts of any of these bonding agents may reduce the target level further.

Once these items are bound into the fetish and the spell is successfully cast into the fetish, the spirit has been bonded to the object. An effect test is made to determine the highest effect result of any spell cast on the item. This needs to be recorded as it can no longer be changed (record the item as <Target Name>, <Fetish Name>, <Effect Result>).

While a fetish is powerful it does have some limitations. The item is physically no different than any other item of its type. For instance, a doll made of straw is still prone to damage from moisture and fire and may fall apart quickly. If the doll is damaged the target does not feel pain. If it is destroyed, or the bonding agents (hair, blood, etc) are removed, the target is free from the spell forever, unless a new fetish is made with new samples from the target. Furthermore, spells that physically attack an object will harm the doll, not the target character. For instance, casting frost shards at the doll will only harm the doll, not the target, while casting befuddle on the doll will make the target confused. Other spells that affect the area around an object, such as fog, will not make a fog appear around the target by virtue of it being cast. However, if the magician can physically see the target the caster can use the location of the fetish to determine range. For example, if the magician sees the target a mile away, the caster can cast fog at the doll and the fog will move to the target, thereby not suffering any range penalties.

Other spells have some results with which a caster can be creative. For instance, casting puppeteer on the doll will allow the caster to manipulate the doll and the target will mimic the movements. However, the target is still subject to physical laws, so that throwing a fetish in the air while under the puppeteer spell will not make the character suddenly fly. They may however jump as high as they can.

A target does not automatically know that a fetish is bonded to it. Wise magicians will typically use such fetishes subtly to prevent suspicion. Typically, the strange behavior or actions resulting in spells cast upon the fetish will be treated by others as the target being possessed, crazy, or possessing some other-worldly power. In such cases most communities may imprison the target or outright kill the target in an effort to protect themselves, completely unaware of the existence of a fetish.