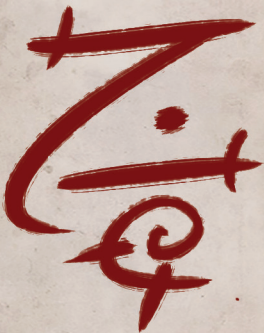


cürse



## GEAS

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**Target** One creature within short range that can see you, hear you, and understand what you say, and is not already cursed

Make an Intellect attack roll against the target's Will. If the target's Health is 30 or less, you make the roll with 1 boon. On a success, you lay one of the following curses on the target. The curse lasts for 1 month, 1 week, 1 day, 1 hour, and 1 minute. Curses are described in *Exquisite Agony*, pg 45.

Scry Threads of magical power forge a connection between you and the target. While the target is cursed in this way, you can use an action to cause its likeness to appear on one reflective surface you can see, along with its immediate surroundings. The image remains for as long as you concentrate.

**Sacrifice** You can expend a casting of this spell to cast one rank 2 or lower Curse spell you have learned.

**Attack Roll 20+** The target also becomes stunned for 1 round.

**AGONY 45**

**ATTACK 3**

enchantment.



## TEMPT

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**Target** One living creature within short range that can hear you

You whisper to the target and make an Intellect attack roll against its Will. On a success, you make attack rolls against the target's Intellect, Will, and Perception with 1 boon for 1 minute.

**Triggered** On your turn, you can cast this spell using a triggered action, but the effect of a success lasts 1 round.

**Attack Roll 20+** The number of boons from a success increases to 2.

enchantment.



## ECSTASY

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**Target** One living creature with functional sexual organs within short range

Feelings of intense physical pleasure wash over the target. Make an Intellect attack roll against the target's Will. On a success, the target becomes dazed for 1 round and slowed for 1 round after.

**Attack Roll 20+** The target also falls prone.

AGONY 45

ATTACK 1

ripe



# HELLFIRE BOLT

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**Requirements** You must have at least 1 Corruption

**Target** One creature within long range

You hurl a bolt of black flames at the target. Make a Will attack roll against the target's Agility. On a success, the target takes damage equal to 2d6 + your Corruption score.

**Attack Roll 20+** The target takes 1d6 extra damage and must get a success on a Will challenge roll or gain 1 Corruption.

ripe



## HELLFIRE BLAST

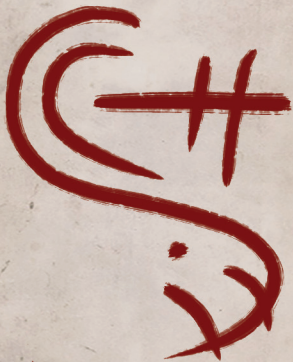
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**Requirements** You must have at least 3 Corruption

**Area** A cone, 5 yards long, originating from a point you can reach

Black flames race out from your hand to spread through the area. Each creature in the area must make an Agility challenge roll, with 1 bane per point of Corruption you have. A creature takes 4d6 damage and gains 1 Corruption on a failure, or half this damage on a success.

forbidden



## FAMILIAR

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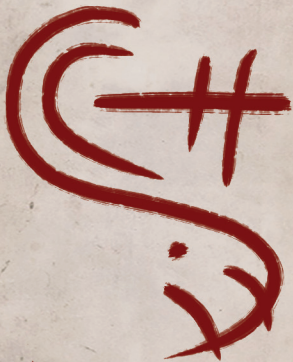
Each time you cast this spell, choose one of the following effects.

**Summon Familiar** Choose a 1-yard cube of space resting on a solid surface you can see within short range and concentrate for 1 hour. At the end of that time, a wisp of smoke appears in the center of the area and solidifies to take the form of a **tiny animal** you choose—a cat, rat, snake, toad, or the like. This **familiar** serves you until you die, it dies, or you cast familiar again to summon a new familiar. The familiar is under the GM's control, but it usually obeys your spoken commands.

**Heal Familiar** If your familiar is within short range, it heals damage equal to your healing rate.

**Recall Familiar** If your familiar is within extreme range, it teleports to the palm of your hand. If you do not have a hand free, the familiar instead appears somewhere on your body or at your feet.

forbidden



## HORRID HUNGER

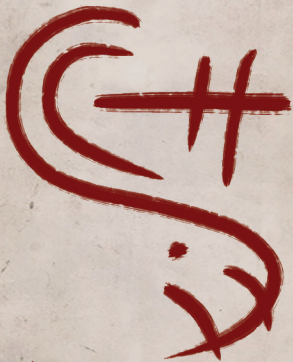
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**Target** One living creature with a physical body within medium range

Hunger pangs assail the target. Make an Intellect attack roll against the target's Will. On a success, the target becomes impaired for 1 hour. While impaired in this way, the target is also slowed. A target can remove the impaired affliction by spending 1 minute gorging itself; the food cannot belong to the target. At the end of this time, the target must get a success on a Will challenge roll or gain 1 Corruption.

**Attack Roll 20+** The target also takes a -5 penalty to Health until it is no longer impaired.

forbidden



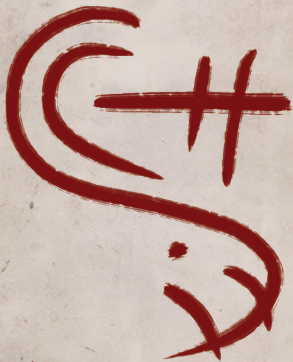
## UNCONTROLLED RAGE

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**Target** One living creature within short range that can see you and hear you

Hatred consumes the target. Make an Intellect attack roll against the target's Will. On a success, the target becomes impaired for 1 minute. The target can remove the affliction until the end of the round by using an action to make an attack with a weapon against the creature nearest to it. If it attacks a member of its own group, the creature makes the attack roll with 3 boons, and the attack deals 1d6 extra damage.

forbidden



## AVARICE

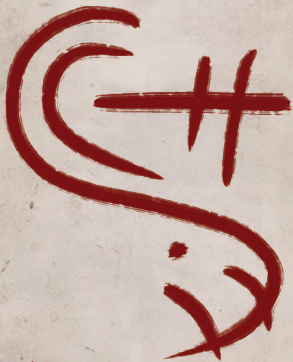
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**Target** One living creature you can see within short range

**Duration** 1 minute

Greedy impulses scream inside the target's mind. Until the effect ends, whenever one of the target's allies within short range of it would make an attack roll or challenge roll with 1 boon or more, the target can choose to steal the boons from the roll. The target has 1 round to use boons stolen in this way or they are lost. When the effect ends, the target must make a Will challenge roll if it stole any boons. On a failure, the target gains 1 Corruption.

forbidden



## UNBRIDLED LUST

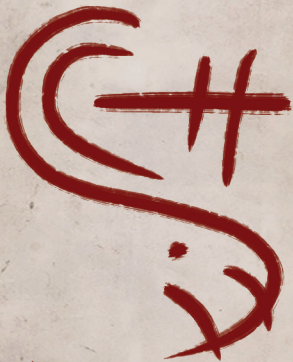
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**Target** Two living creatures within medium range

Make an Intellect attack roll against the Will of one target, which becomes the first target. On a success, it desires the second target for 1 minute. Until this effect ends, the first target is charmed by the second. If the first target moves more than a short distance from the second, it becomes dazed until it is within a short distance once more. The first target can use a triggered action on its turn to remove the charmed affliction, but it must use an action each round to attack the other target until the effect ends. A target that removes the affliction in this way gains 1 Corruption.

**Attack Roll 20+** The target also becomes impaired until the effect ends.

forbidden



## SUMMON GARGOYLE

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**Area** A 1-yard cube of space resting on a solid surface within short range

**Duration** 1 hour

You must concentrate for 1 minute. At the end of this time, a **gargoyle** appears in the target area and remains for the duration. When it appears, make an Intellect attack roll with 1 bane against the gargoyle's Will. On a success, the gargoyle is compelled until you die, it dies, or the spell ends. On a failure, the gargoyle acts in a manner appropriate to its nature.

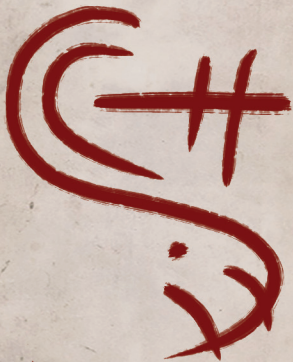
**AGONY 46**

**UTILITY 4**

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forbidden



# INFERNAL AUDIENCE

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**Requirements** Only mortals with souls can cast this spell. You must use a writing kit to draw a diagram on a flat surface you can reach, the drawing of which takes 1 minute. The diagram must be large enough to hold a creature of your Size. At anytime thereafter, you can move into the circle and kill a living creature of Size 1/2 or larger using a sacrificial knife made from bone. You then paint your face with the creature's blood as you cast the spell.

## **Duration** 1 hour

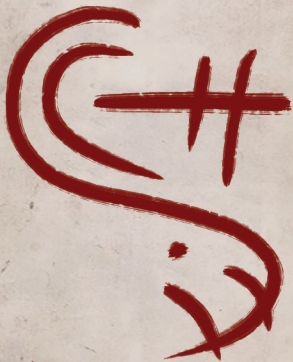
You gain 1 Corruption as your soul slips from your body and descends to Hell to stand before a greater devil. The awful majesty of the being forces you to make a Will challenge roll. On a failure, you gain 1d6 Insanity and become impaired for 1d6 days. If you would go mad, the devil claims your soul, leaving your body in a permanent catatonic state from which it never emerges.

If you get a success or didn't go mad, you may ask up to three questions. The devil answers with one truth, one lie, and one either a truth or a lie. The GM decides which way the devil answers the questions. Once the devil answers the final question, your soul returns to your body and the effect ends.

**AGONY 46**

**UTILITY 5**

forbidden



## SUMMON TORMENTOR

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**Area** A 3-yard cube of space resting on a solid surface within short range

**Duration** 1 hour

You must kill a living creature with 0 Corruption and then concentrate for 1 minute. At the end of this time, a **tormentor** appears in the target space and remains for the duration. When the tormentor appears, make an Intellect attack roll with 1 bane against its Will. On a success, the tormentor is compelled until you die, it dies, or the spell ends. On a failure, the tormentor acts in a manner appropriate to its nature.

**AGONY 46**

**UTILITY 6**

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illusion



## HEART'S DESIRE

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**Target** One living creature within short range that can see you

**Duration** 1 hour

You adopt an illusory disguise that makes you appear as the person the target desires most. The illusion is not powerful enough to change your Size or mask unusual methods of movement, and such incongruities might prompt the target to attempt to discern the illusion (*Shadow*, page 132). Until the effect ends, you make attack rolls with 2 boons to socially influence the target.

illusion



## OUBLIETTE

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**Target** One creature within medium range

The target experiences a dimming of light and deadening of noise. Make an Intellect attack roll against the target's Perception. A target with Health 50 or more imposes 1 bane on your roll. On a success, the target becomes blinded, deafened, and immobilized for 1 minute.

**Attack Roll 20+** The afflictions instead last for 1 hour.

protection



## DIAGRAM

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**Requirement** You must spend 1 minute using a writing kit to draw a diagram on a flat surface you can reach that covers a circular area with a radius of up to 2 yards.

**Target** An intact circle drawn to meet the spell's requirement within short range

**Duration** 4 hours; see the effect

You infuse the target circle with magical power that lasts for the duration or until sometime breaks the circle by smudging it, laying something over it, or erasing part of it. The diagram prevents any creature on it from moving outside the area it covers, attacking creatures outside the area, or affecting anything beyond the area with magic.

**Sacrifice** You can expend a casting of this spell to extend the duration of a previously cast diagram spell by 4 hours.

**AGONY 47**

**UTILITY 1**

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SONG



## NOTES OF THE BLACK HYMN

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**Requirements** You must have at least 1 Corruption

**Target** Each creature within short range that can hear you

A droning noise fills the air, forcing each target creature to make a Will challenge roll. A target with Health 10 or less gets an automatic failure. A target makes the roll with 1 boon for every 10 points by which its Health exceeds 20. On a failure, the target transforms into a **monster** of its Size, driven to kill by your dark magic, for as long as you concentrate, up to 1 minute.

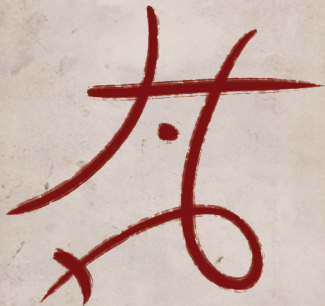
AGONY 47

ATTACK 5

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spiritualism



# HOLE TO THE UNDERWORLD

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**Area** The area inside a 1-yard-radius circle on the ground centered on a point within short range

The area fills with darkness and then clears to reveal a seemingly bottomless hole that randomly connects to the Underworld, Hell, or the Void. Objects resting on the surface in the area fall into the hole and disappear. Each creature on the surface in the area must make an Agility challenge roll. It moves up to 2 yards to the open space nearest to the area on a success, or falls into the hole and disappears on a failure. A creature that disappears into the hole reappears in the area at the end of the round, prone and with 1d6 Insanity. Objects that vanished into the hole might be recoverable by traveling to the place to which it connects.

Once the hole appears, roll a d6 and add your Corruption score to the number rolled to see what comes out. The creature appears in the nearest open space to the area. The size and type of creature appearing is found in *Exquisite Agony*, pg 47.

When the creature appears, make a Will attack roll against its Will. You make the roll with 1 bane if the creature is a wraith or 3 banes if the creature is a demon. The creature becomes compelled for 1 hour on a success, or hostile to you on a failure. After 1 hour, a lemure returns to Hell, and a manes returns to the Underworld. Demons and wraiths remain until destroyed.

**Sacrifice** You can expend a casting of this spell to cast one rank 1 or lower Spiritualism spell you have learned.

## AGONY 47

## UTILITY 2

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theurgy



## CASTIGATE

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**Target** One creature within medium range that can hear you

Your voice booms as you speak imprecations against the target. Make a Will attack roll against the target's Will. A demon, devil, faerie, or undead grants 1 boon on the roll. On a success, you impose 1 bane on the target's attack rolls and challenge rolls for as long as you concentrate, up to 1 minute. Each time you use an action to concentrate on this spell, you increase the number of banes by 1. The spell immediately ends if the target cannot hear you speak or you are prevented from speaking.

**Attack Roll 20+** The target takes 2d6 extra damage from the thunderous noise of your curses.

theurgy



## DAMNATION

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**Target** One creature you can see on a solid surface within medium range

The ground under the target splits open, releasing flames and noxious gases, and then snaps shut. The target creature and everything within 1 yard of it take 2d6 damage from the flames. The target must also make an Agility challenge roll, with a number of banes equal to its Corruption score. On a failure, the target disappears into the hole, falling into Hell, where it remains until rescued or until it escapes. If the target got a failure on its challenge roll and had 0 Corruption, you gain 1d3 Corruption and become stunned for 1 round.