



Hefore enlexing any dangeon, code, or even houses with unsteady lanterns, be sure that thou hast prepared a goodly supply of Lorum dust. This is easily dane by collecting the fine dust from a spalse's bath which has been warmed by strong sun for many hours. Sather the dust into a chamois bag and seat the sun's energy within it by singing these words:

OBREYTHRICHIII OBER SUM

To release the energy, chant these same words in reverse order and east a small portion of dust into the air. (I warm, soft, magical light of short duration will be produced.



Very useful when one desires to bypass a particularly bothersome portion of a dangeon. Dor Aronn is east with the aid of the left forepart of a badger. Store the pow with care, for if it is damaged in any way, which would kinder the badger's movement, thy way will be usually to movement.

Having made these preparations, when thou desires to enact the augusy, gather thy party into a ring. While holding the paw, chant this ancient rhyme:

LIE OLAH SPULGER LOSKRIN GRUEN BEAST TRENTLE BAN

When this spell is cast, the mage and his companions will be transported to the next lower level of inhabitation.



This same is closely related to Dos Cleson, direction being the only difference in effect. In this case the direct wing of a breat is needed. The bed must be shot through the breast with an arrow shifter in flight. Thread the wing on a leather thong and to it to the top of thy staff.

Once again, gather thy party into a ring and while holding the wing intone this verse of magical movement:

EIE OLAH SPULGER LOSTRA FAUM BEAST TENTRI CHEM

As the words are chanted thy party will be lifted through the floor above thee to the dungeon's next higher level.

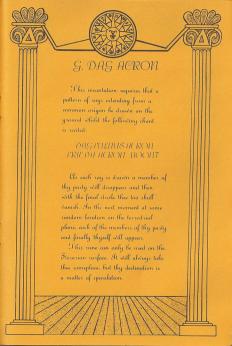


F. FULGAR

This invantation is a powerful weapon in bullle. It requires a golden rod weapped with iron and a Nad of magical water collected from a made water collected from a made pand at the very moment lightning touches its surface. Keep the vial scaled until buttle is nigh. Then touch the vod to the vial and level it at they fac whilst shouting these words:

FEARIN FEEETIS DONAL

All of the energy will be conducted through the golden rod, and a forey half will spin a swaring path toward thine enemy. It will unfailingly state him with a force strong enough to kill most common men and cause great damage to keasts of greater strength.





spell, an oak to the trust most releging of the sort most aften found on ancient trees in dark and gloomy forest folks. Dip the oak gall in mallen was while chanting this verse from the tome of Mentari

ZIMBAR LEECHEN CERDI MENTAR

I hen, when ballet is upon thee, crush the oak galf within thy hand. As the galf collepses, a blue balf of screaming horsor will fly toward thine enemy. At will invade his mind, and irreparably corrupt his mental process, in direct proportion to thine own intelligence.



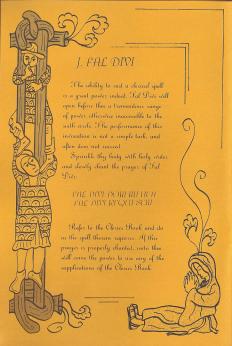


This spell is similar in effect, but more enduring than Larum.

Place a golden dagger in strong sunlight until it is hat enough to burstling the school of the stone until a golden dust is produced. As the dust collects on the stone, chant these words and gather the dust into a silken bag.

OBRUM URICA OBLA SUM URICA MANI SUM LEVI

When the need for extended illumination arises, hold the silken bag and shake it A small position of the dust will release its energy in the form of an enduring, golden, shimmering light.







Beyond this page he the advanced spells of the Sixth Circle. Do not venture too soon into the dark range of these spells. Until thou hast not only conquered the Stygian Abyss, but also can use its power at thy will, the force of these runes will be beyond thy skill.

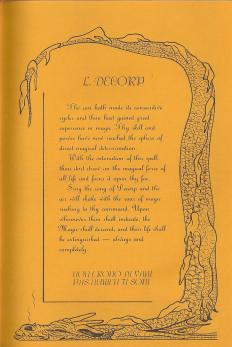
When the shadow of death has grown familiar to thy sight and thou hast learned the mastery of magic, then at last these spells will be thine.

Before these spells thy facs will cower, but take heed to use them wisely, for they shall be earned at great expense.



BIBREES TIL





M. ALTAIR

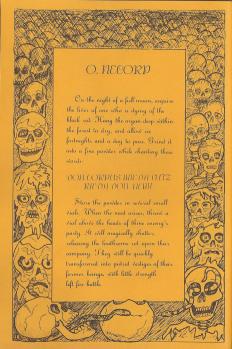
Until this time thou hast enacted thy Klunic power to bring magic into this world. Now, as an advanced that of the Assembly of the Seeth Circle, thou may use the magic of this world to move beyond it.

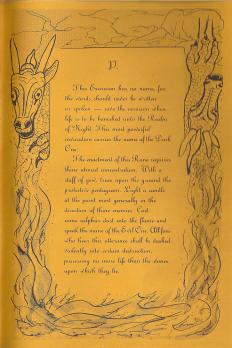
First, gather a firstful of sand, and while repeating the enchantment of Allair let it flow from thy hand onto the ground.

ALT WALL FUL WILLAR LAE FILL CRIM BOUTAIR

As it falls, time itself will slow and finally stop, allowing thy party to move freely in this suspended state. The world will be temporarily frozen and at the movey of thy will.









I. Lord British, would like to acknowledge the following persons for their invaluable assistance in creating this book.

Margaret Ellen Weigers, for the majority of works herein.

Roe R. Adams 111. for the introduction and conceptual assistance.

Blackered A Garantt for a great deal of moderated editing, Habert, Marcy, Osen, and Hebn Garantt for educated editing A Special thanks to Hebn M. Garantt for the aconteoful dilutiontain this book

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