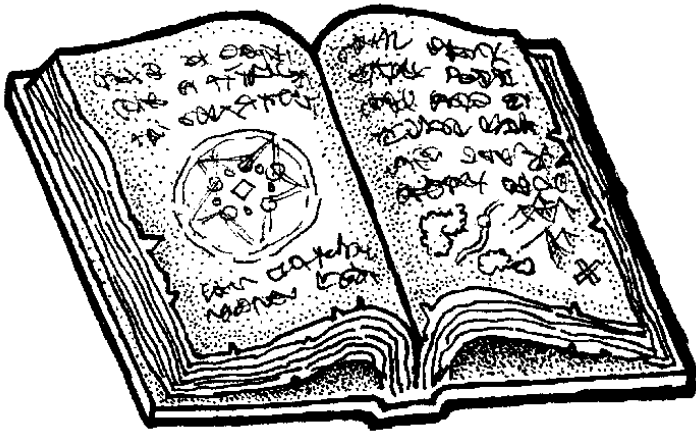


Issue One
SPELLS & GRIMOIRES

CROWN COMPENDIUM



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Spells & Grimoires

Spells are the primary focus of any mage character. They want to collect them, make them, and study them. Beyond spells there are rituals and rites that might interest them and magic items to discover. In this chapter you'll find lists of sample spells and items, guidelines for crafting spells, and more.

CONVERTING SPELLS

Perhaps you would rather convert spells from another OSR project than make your own to use in **CROWN**. Here is a quick-and-dirty conversion for transplanting spells into **CROWN**.

For whatever level the spell you are converting is (from a traditional OSR spellbook) make the blood price 1-2 hit points per level. So a spell that you would consider to be of "level three" power should have a blood price of 5-6 hit points. Generally avoid going over seven hit points for a spell; in most cases magical effects that have a hit point cost higher than seven should be rituals or rites. Spells in **CROWN** usually are the equivalent of traditional level one through four spells.

The casting time for a spell should be clear by the intended use for a spell. A spell intended for combat use should have a casting time of ten seconds. A spell with moderate duration should take one minute to cast, slightly more powerful spells (or those with longer durations) might take ten minutes. A spell with a very long duration (a day) should take at least an hour to cast.

Converting into Rituals & Rites

High level spells from other spellbooks should become rituals and rites. Generally you can determine if a spell should be a ritual or a rite by looking at its effect. Protective, preventative, and long-lasting effects should be rites. Immediate changes, offensive effects, and summoning should become rituals. The hit point cost for a ritual or rite should be 8 or above (double or triple the "level" of the spell).

Rituals and rites might have additional costs associated with them. Material components convert over on a one-to-one basis. Any special astrological or seasonal requirements are additionally applied exactly as described. If you want to determine how the caster(s) can pay the blood price for a ritual or rite just imagine if the ritual or rite in question is something "evil." If it is evil the blood price can be paid unwillingly by a sacrifice - otherwise the loss of hit points to pay the blood price must be willing.

DESIGNING SPELLS

For the first half of any mage's character lifespan (their first five levels) the Game Master creates all the spells that they have access to. As the Game Master you need to ensure that your mage characters have access to new spells regularly. If you are playing episodically (each time you meet to play is a new, short adventure) each adventure should include one or two spells for a mage to discover (they may not discover it, but they need the opportunity). In longer form campaigns, a good rule of thumb is to make sure that your mage characters gains two to three new spells per level.

The spells that you make should be about fifty percent one or two blood price spells, twenty-five percent three or four blood price spells, and twenty-five percent higher blood price. Try to make your spells relevant to the kinds of activities that your players do most in the game (i.e. if your players love combat or intrigue or exploration, aim their spells toward that).

Pyramid Spell Structure

If you want to limit the kinds and amounts of spells that your mage characters can have, use the pyramid spell structure. This is optional. For every two spells of blood price one, they may have one spell of blood price two. Continue this pattern for all higher level spells (1:2 lower to higher level ratio). This will severely restrict their spell knowledge so be cautious.

GRIMOIRE GENERATOR

Not every grimoire that your players find needs to be a mythical tome filled with parchment pages and bound in leather. Use the table below to make descriptions for grimoires as you need them. Generally, the appearance of the grimoire should give a vague hint towards the kinds of spells that can be found within it - a grimoire containing a defensive shield spell might be covered in protective glowing runes.

Remember, a grimoire should hold one or two spells at most. A character doesn't need to hold onto the grimoire itself to cast the spell, but they do need to spend time reading the grimoire to memorize the spell (and should something cause them to forget a spell they will need to reference the grimoire again to re-learn it). More than one mage can learn the spells contained within a grimoire.

D66	DECORATIONS	FORM	PECULIARITY
11	Abstract Art	A Locket	Absorbs ambient light
12	Anatomical Illustrations	A Private Diary	Casts smokey shadows
13	Ancient Runes	A Tapestry	Causes nearby moss to grow
14	Beads	Bone Carvings	Drips water at all times
15	Blood Smears	Bracelet Engraving	Feels electric when held
16	Bone Fetishes	Carving in Coral	Floats when directed to
21	Carvings	Doodles on a Map	Gives off mist
22	Charcoal Drawings	Dried Clay Tablet	Glow at night
23	Colorful Ribbons	Elaborate Orrery	Glow near gold
24	Constellation Charts	Embroidered Handkerchief	Glow near undead creatures
25	Crude Drawings	Encoded Book	Invisible unless held
26	Delicate Embroidery	Engraved Ring	Is addictive reading
31	Etchings	Gold Tablet	Is blurry unless moonlit
32	Faded Lithographs	Graffiti on a Wall	Is cold to the touch
33	Foul Images	Illuminated Manuscript	Is warm to the touch
34	Geometric Patterns	Inscription on Bone	Looks larger than it is
35	Gold Filigree	Inscription on Leather	Looks smaller than it is
36	Hieroglyphics	Iron Tablet	Oozes muck
41	Holy Symbols	Jeweled Puzzle-box	Painful to behold
42	Illuminations	Knotted Strings	Pleasant to behold
43	Immaculate Pictures	Necklace Charm	Randomly trills
44	Incredible Calligraphy	Pocketbook	Razor sharp edges
45	Intricate Diagrams	Radical Pamphlet	Rusts nearby metal
46	Maker's Mark	Rolled Parchment	Seems to breathe
51	Maps	Silver Tablet	Sheds hair
52	Mummified Remains	Sheaf of Papers	Shifting texture
53	Oil Paintings	Sheet of Oiled Paper	Shining runes
54	Pencil Sketches	Ship's Log or Ledger	Shrinks as needed
55	Precious Gems	Stamp	Sings when opened
56	Precious Metals	Stone Tablet	Smells disgusting
61	Pressed Plants	Tabletop-sized Codex	Smells like food
62	Rare Metals	Tattooed Skin	Smells of smoke
63	Sculptures	Traditional Tome	Smells of thunderstorms
64	Silver Filigree	Vellum Scroll	Soft only to the owner
65	Spidery Graphs	Well-worn Notebook	Supernaturally clean
66	Watercolor Paintings	Wooden Carvings	Will read itself aloud

THIRTY-SIX SPELLS

These thirty-six sample spells have been created using the Spell Generator from CROWN. You can use the spells here as written and insert them into your own game, or use the spell generator to inspire your own spells.

Casting time (CT). Blood Price (BP). If applicable Duration (D). Each spell is numbered for random determination using d66.

D66	SPELLS
11	Banishing Horn
12	Bolt Chain of Bone
13	Bright Blade
14	Charming Aura
15	Cloud Chariot of Lightning
16	Consuming Acid Bubble
21	Crystal Burst
22	Decoding Circle
23	Delightful Regenerating Field
24	Eager Arrow
25	Entrancing Eye
26	Foul Thought Quill
31	Glass Golem
32	Hateful Paralyzing Pulse
33	Hideous Mask
34	Holy Fire of Avenging
35	Levitating Metal Disk
36	Lonely Star of Revealing
41	Metal Cloak
42	Perfect Steed
43	Poison Touch
44	Rending Word
45	Sealing Door
46	Shadow Dance
51	Shielding Hand
52	Simple Scrying Vortex
53	Sinister Warp Blossom
54	Sorrowful Rain of Concealing
55	Storm Knight of Screaming
56	Summoning Beast
61	Summoning Fire Storm
62	Swarm Servant of Pursuing
63	Tormented Shard Key
64	Wave Hammer of Clay
65	Wind Sword
66	Word Trap of Nullifying

Banishing Horn (II)

You summon an ethereal glowing horn and blast it thrice, the dead fear its cry and flee from its power.

All undead of HD equal or less than your own within 100 feet make a saving throw. On a failure they must immediately flee the battle, if they pass they may continue fighting and are immune to the effects of the banishing horn for the duration of the battle. CT 10 seconds. BP 1.

Bolt Chain of Bone (I2)

You fling a chain of bone towards your enemy, striking them with the jagged edge like a whip.

Make an attack roll against an enemy within 50 feet of you. This attack ignores the enemy's armor (unless that armor is magical). On a success you deal 1d6 damage and can pull the enemy up to 20 feet. CT 10 seconds. BP 1.

Bright Blade (I3)

You sing a short ironsong over your sword, imbuing it with the ability to detect murderous intent.

Cast this spell onto a weapon you own. Whenever an intelligent creature with murderous intent approaches you the weapon glows. The glow is only visible to your eyes. CT 1 minute. BP 1. D 1 day.

Charming Aura (I4)

Cleanliness and politeness are your tools. Everywhere you go the people brighten and are cheered.

While using this spell, if you are rude the effect ends. All creatures within 30 feet of you are affected. They become happier, more friendly, and more honest. They are more open to persuasion or bargaining. If they become aware of the effect they may make a saving throw to negate it. CT 10 minutes. BP 2. D 1d6 hours.

Cloud Chariot of Lightning (I5)

As swift as lightning, you transform into a cloud and dash across the battlefield.

You turn into a gas and move up to 100 feet. You ignore any obstacles that are not airtight. At the end of your movement you turn back into your normal form (if you end your movement in a tight space you die as you are crushed within it). CT 10 seconds. BP 3.

Consuming Acid Bubble (16)

You surround yourself with a bubble of acid, eating away at the creatures surrounding you.

All creatures within 5 feet of you make a saving throw. On a fail they take 1d6 damage. Creatures wearing armor lose one point of AC for the duration of the battle. Creatures without take 1d6 extra damage. The acid will eat away at any organic material it touches; inorganic materials will be damaged, but not outright destroyed. CT 10 seconds. BP 4. D 10 seconds.

Crystal Burst (21)

You touch your hand to a stone surface, a wall, a door, a pillar, and glowing crystals erupt from its surface.

Touch a stone object or surface. Glowing crystals grow from that surface (1d6 clusters of hand sized crystals). The crystals will illuminate an area of 60 foot radius around them with blue or pink light. CT 1 minute. BP 1. D 1 hour.

Decoding Circle (22)

A shimmering circle surrounds your eye and writing reveals to you its meaning.

Cast this spell when you come across written information that you cannot understand. For the duration of this spell you can read any kind of writing (other languages, dead languages, encoded phrases, and even riddles may reveal their meaning). CT 1 minute. BP 1. D 1 minute.

Delightful Regenerating Field (23)

A wave of magic erupts from you and washes over your allies, healing and soothing them.

All friendly creatures within 30 feet of you are healed for 1d3 hit points. Mages cannot be healed by this spell. By paying an additional hit point you may increase the healing to 1d6 instead of 1d3. CT 10 seconds. BP 2 (or 3).

Eager Arrow (24)

Conjure an arrow and let it fly towards your target. It is inescapable, and follows the enemy until it hits.

Choose an enemy within your line of sight. They make a saving throw. If they fail they take 1d6 damage. If they pass they take 1d3 damage. The arrow can also be shot at other targets, which it will hit. CT 10 seconds. BP 1.

Entrancing Eye (25)

One of your eyes becomes a swirling pattern of light, any creature to make eye contact is lost in your gaze.

A living creature that makes eye contact with you enters a trance (they are completely unresponsive) for as long as you maintain eye contact with them. If they have a higher HD than you, they may end the effect with a saving throw. CT 10 seconds. BP 3. D 10 minutes.

Foul Thought Quill (26)

Enchanting a quill to react to your dictation is useful, one that records your thoughts is less so.

Cast this spell onto a quill, brush, or other writing implement and a surface to write on. It will record your thoughts on that surface for the duration of the spell, or until it runs out of surface (at which point it may start writing on other nearby surfaces like walls, clothes, or skin). CT 10 seconds. BP 1. D 1 minute.

Glass Golem (31)

Shards of shattered glass coalesce into a vaguely humanoid form. It is merely temporary; but still deadly.

Cast this spell onto a large amount of glass, the more glass the bigger the golem. You create a golem of shattered glass which you command. Your commands need not be verbal, the golem is merely an extension of yourself. Once the duration of the spell is over the golem collapses into glass. Use the normal golem statistics, glass golems have no additional special abilities (unlike the example golem types listed in the rulebook). CT 1 minute. BP 5. D 1d3 hours.

Hateful Paralyzing Pulse (32)

A casual touch communicates an unrelenting hatred, pure enough to stun an unsuspecting target.

Use this spell only on a target that is unsuspecting (not during combat). Lay a hand on your target, they make a saving throw. If they fail they go into a daze, seeing a vision of death, failure, or defeat. If they pass they experience a moment of sharp anxiety, similar to panic or terror. The daze lasts 1d3 turns (10, 20, or 30 seconds). The specifics of the vision are not known to the caster. The target becomes immune to this spell for 1 hour after. CT 10 seconds. BP 1.

Hideous Mask (33)

The mask of revulsion and disgust sits on your face, any who look upon you are shaken by what they see.

Any intelligent creature that can see you must make a saving throw. If they fail they become nauseous and start uncontrollably vomiting. If they pass they feel sick to their stomach, although they can fight through it. While wearing the mask you cannot be recognized (it draws all attention to itself). CT 1 minute. BP 2. D 1d6 minutes.

Holy Fire of Avenging (34)

You conjure a bolt of fire which flies towards your enemy, creatures of the night especially fear this spell.

Choose an enemy within your line of sight. Make an attack roll against them. If successful you deal 2d6 damage. Against undead or other “creatures of the night” (demons, werewolves, etc.) it deals 3d6 damage. CT 10 seconds. BP 1.

Levitating Metal Disk (35)

You conjure a sturdy metal disk, a yard in radius, which obediently floats behind you as directed.

You summoning a floating disk. It can carry 20 slots of items. It moves at your speed and at your direction, although it can never be more than 50 feet away from you. The disk will last for 1d6+BP hours. You can pay a BP of your choice from one to five. CT 10 minutes. BP 1-5. D 1d6+BP hours.

Lonely Star of Revealing (36)

A shining orb grows out of your palm, wherever its light hits disperses illusions and invisibility.

All illusions and invisibility within 30 feet of your location are negated for the duration of this spell. CT 10 seconds. BP 1. D 10 minutes.

Metal Cloak (41)

A mesh of shining metal settles over your shoulders, cloaking your form beneath its protection.

You can target either yourself or a creature within 30 feet with this spell. A metal cloak providing AC 5 appears on the creature’s body. Any other armor that it was wearing provides no additional bonus (even if it had better armor). CT 10 seconds. BP 1. D 10 minutes.

Perfect Steed (42)

A steed of magical bone china is called into existence, its magnificent form ready to carry you onward.

You summon a magical steed of bone china. It can carry you and anything you are carrying. Any attacks against it immediately shatter the steed. While summoned, attempting to cast this spell again will destroy it to summon it again. CT 1 minute. BP 1. D 1 day.

Poison Touch (43)

A sly prick of your fingernail injects a deadly poison.

Touch the target of this spell immediately after casting it. They become poisoned, and in 1d6 hours they will need to make a saving throw or fall into a coma. In 1 hour after the coma sets in, they will die if left untreated. This poison can only be cured with a secret ingredient (you and the Game Master work together to determine what that is). CT 1 minute. BP 2.

Rending Word (44)

A cutting word bisects the unfortunate item that is the target of your wrath.

Choose an inanimate object no larger than a person within 30 feet of you. That object is bisected vertically. Magic items have a natural two-thirds chance of resisting this spell (roll a d6, on a 3+ the magic item resists the effect). Items specifically enchanted to resist damage are immune to this spell. CT 1 minute. BP 4.

Sealing Door (45)

With a wave of your hand a door or window shuts; magically sealed and impervious to damage.

Cast this spell on a door, window, or other entrance (gate, portcullis, curtain, etc.) That entrance becomes impassable (the door or window shuts and then is enchanted to be impervious to damage for the duration of the spell). CT 10 seconds. BP 3. D 10 minutes.

Shadow Dance (46)

A sly and surefooted dance leaves you invisible to the casual observer so long as you don’t interfere.

While you dance without interfering, creatures ignore your presence as if you were invisible. CT 10 seconds. BP 1. D 10 minutes max.

Shielding Hand (51)

A massive shining hand emerges between your ally and an attack that would slay them.

Cast this spell when an attack would take an ally within your line of sight to zero hit points. That ally remains at one hit point (regardless of how much damage the attack would have dealt). CT instant. BP 2.

Simple Scrying Vortex (52)

All you need is a clear bowl of water and you can scout ahead, albeit with limited usefulness.

Cast this spell onto a small puddle/bowl of water. You can peer into the water and see the area around you (1 mile diameter with you at the center) as if you were looking at it from the sky. You cannot see underground, into buildings, or through heavy foliage with this spell. CT 10 minutes. BP 1. D 1 minute.

Sinister Warp Blossom (53)

A short step out of reality leaves one in the Between - a warped mirror dimension of our own.

Cast this spell and all creatures (including yourself) must make a saving throw (WIS) or be dragged into the Between. The Between is a mirror dimension that only exists when people are within it. Casting this spell while in the Between will return you and any creatures within 30 feet of you to the normal world. Being in the between too long warps an individual into a twisted, pseudo-sentient horror bent on some unfathomable evil. These wicked beings stalk the Between looking for a way back into the real world (or if that isn't possible food). Travel in the Between is exactly equivalent to travel in the real world. CT 10 minutes. BP 5.

Sorrowful Rain of Concealing (54)

Heavy clouds drop grey, cloying rain; the sound and sight obscure anyone in the area.

Cast this spell while outside, or within sight of the sky. A short downburst accompanied by thunder and wind envelopes your local area (a half-mile radius). The rain and wind negate any attempts at tracking or detecting the caster and their allies. CT 10 minutes. BP 4. D 1d6 turns (10 to 60 minutes).

Storm Knight of Screaming (55)

The summoning of the spirits of the dead is a gruesome and unpleasant art; the dead want to stay dead.

You summon the semi-corporeal undead spirit of a great knight to do your bidding. The spirit is in constant pain and screams like the wind howling through a narrow mountain pass. It glows green and takes half damage from all non-magical attacks. AC 5, AV 13, HD 3, MV 30, ST 8, Attk: Ghostly Weapon 1d6. It lasts for 1d6 minutes. CT 1 minute. BP 3. D 1d6 minutes.



Summoning Beast (56)

The fey spirit that you call into the world takes the form of a ferocious beast that will obey you, for a time.

You summon a fey spirit in the form of an animal. Choose the size of the animal, the BP of this spell is equivalent to the HD of the animal that you summon (minimum 1). The spirit obeys you for 1d6 segments (10 to 60 minutes), and exists for 1d6 segments (10 to 60 minutes). Roll these separately, there is a chance that the creature exists while not under your control - how you treat it while under your control determines how it acts while outside of your control. CT 1 minute. BP as HD. D 1d6 segments.

Summoning Fire Storm (61)

Fire is always hungry; you summon a starving flame which grows into an uncontrollable elemental storm.

Choose a point within your line of sight. At that point a wild and malevolent fire elemental spirit is summoned forth. The fire spreads rapidly, engulfing the area in a storm of flames. The fire spreads until it is unable to (due to a fire break, water, etc.) consuming everything it can. Any creature not swift enough to escape who isn't fireproof will take 1d6 damage every second it touches them (one turn is 10 seconds, 10d6 damage). Living creatures within it must make a saving throw or fall unconscious from the heat. CT 10 seconds. BP 6. D until the fire runs out of fuel, or is put out.

Swarm Servant of Pursuing (62)

A swarm of insects gathers from the nearby area, coalesces into a humanoid form, and chases your target.

Designate a target when casting this spell. A swarm of insects (using the swarm of insects statistics) attacks that target for the duration of this spell, or until destroyed. Should the enemy try and flee, the swarm will pursue them relentlessly until the duration of the spell ends. CT 10 seconds. BP 2. D 1 minute.

Tormented Shard Key (63)

You take a small piece of crystal and place it against a lock, your spell transforms it into the key you need.

Cast this spell on a shard of crystal or stone while placing it against a lock. The crystal or stone becomes the perfect key to that lock for the duration of the spell. CT 10 seconds. BP 1. D 1d6 minutes.

Wave Hammer of Clay (64)

With a wave of your arm, a wave of earth and stone upturns itself and slams into your enemies.

Wave your arm in the general direction of your enemies and a massive wave of earth hits them. You must be standing on the ground to cast this spell. 1d6+3 creatures in the way of your wave make a saving throw. On a fail they take 1d6 damage, and if human-sized or smaller, are pushed to the ground under the dirt. On a pass they take 1d3 damage. CT 10 seconds. BP 2.

Wind Sword (65)

You call upon the elemental powers of wind to create an invisible and infinitely sharp sword.

You summon an invisible sword made of wind. During combat you can use it like a normal hand weapon. The sword can strike at enemies up to 30 feet away as if they were adjacent to you. CT 10 seconds. BP 2. D 1d6 minutes.

Word Trap of Nullifying (66)

With a simple riddle or rhyme you can disrupt the arcane flows of enchanted items or wards.

Cast this spell onto an enchanted item, ward, or any magical effect with a duration longer than 10 seconds. Pay a BP larger than the original cost of the effect and you dispel that effect; nearby friendly mages may contribute to paying this BP. CT 1 minute. BP higher than target effect.

CHARACTER SPELLCRAFTING

Your characters will likely have very similar spells for a long time (as they teach each other the spells that they have found/learned). Once they can start crafting their own spells their imaginations will take off.

Spells that the characters should make for themselves should have some relation to the types of magic that they study, i.e. the other spells, rituals, or rites that they have learned. This helps the mages keep a cohesive theme; additionally it can inspire mage characters to specialize in specific fields of magic.

Specialist Mages

If a mage decides to become a specialist (like a pyromancer or necromancer) it becomes easier for them to create spells of that specialty. They can still cast other spells normally and use magic items unrelated to their field, but their primary study is within their specialist field.

A specialist mage that is making a new spell, wand, potion, or magic item that is directly related to their field pays half the normal cost of the spell (determine the cost normally first and then halve that amount).

Rituals & Rites

Rituals and rites are more complicated and powerful than the average spell. A mage that wants to perform such a task must be prepared with the appropriate components, at the correct time, and sacrifice more blood than any one spell would usually require. In this chapter you'll learn the basic underpinnings of rituals and rites, how a mage can use or learn such an ability, and be presented a few classical examples of such magical undertakings.

RITUAL BASICS

Rituals make massive changes to the world. Raising the dead, changing the weather, and freeing imprisoned otherworldly beings are all typical examples of what rituals can accomplish. A ritual has five pillars: Blood Price (BP), Casting Time (CT), Location, Components, and Ceremony. Only if all five of these pillars are fulfilled does the ritual work.

Rituals are sympathetic magic. The location, components, and ceremony are related metaphysically to the object of the ritual. A ritual to call rain into an area will be performed in the location desiring rain, with components related to water, and a ceremony involving symbolic representation of rain, water, life, etc. A ritual can be a group event; the BP of the ritual split amongst the participants (who may be willing or unwilling based on the nature of the ritual). Anyone involved in the ritual must be involved the entire time. Rituals are performed with specific goals in mind. Generic dark rituals for "power" lack a specific goal and go awry.

Casting a Normal Spell as a Ritual

A mage may cast a normal spell as a ritual by adding relevant location, component, and ceremony to the casting. The normal spell's blood price is lowered to reflect the amount of preparation and time that the spell will take when cast as a ritual (the Game Master will determine the exact amount that it is lowered by based on the ritual that the mage has prepared).

BASIC RITES

A rite involves enchanting something with the power of runes or hieroglyphics charged with the blood of the caster. The most common magical items are made through rites; these items are not themselves magical, they are imbued magical properties through the rite. Should the runes or hieroglyphics on the item be destroyed, it would no longer be magical (although most rites have at least rudimentary protections over their inscriptions).

Rites have four pillars: Blood Price (BP), Casting Time (CT), Components, and Inscription. Only if all four of these pillars are fulfilled does the rite succeed.

Rites are constructive magic, they add to the nature of the thing that they are performed upon. The components and inscription must be related, metaphysically, to the goal of the rite. A rite to protect the corpse within a coffin from being raised as an undead would involve components related to death, sleep, and rest while the inscription would be carved into the coffin like a short poem written in the ancient, arcane writing system of the rite's origins. Only one rite may be performed on an object. The BP of a rite is usually more than a single mage can give in one sitting, but the construction of a rite can be split amongst days to allow the caster time to rest and recover.

USING RITUALS & RITES

Memorizing a ritual or rite is beyond the capability of a mage. There are aspects too delicate or dangerous to leave to memory. A ritual or rite is recorded in a grimoire similar to a spell, but to use the ritual or rite the mage must have the grimoire with them.

Should any aspect of the ritual of a ritual be interrupted or spoiled, the entire thing fails. A rite is slightly more robust, but should the inscription be destroyed the magic will fail.

RITUAL GENERATOR

d66	MORE COMPONENTS	LOCATION	CEREMONY
11	Bear Skin	A Crop Circle	Aerobic Exercise
12	Blood of a Pig	A Den of Sin	Ascetic Fasting
13	Bone of Saint	A Swamp Hut	Bloody Sacrifice
14	Cockatrice's Venom	Alchemical Laboratory	Bonfire Building
15	Crocodile Intestine	An Abandoned Home	Carving
16	Cut Emeralds	Ancient Cairn	Ceremonial Forging
21	Desiccated Pixie	At a Birth	Construction Project
22	Diamond Dust	At a Funeral	Crude Idol Worship
23	Dog's Liver	At Dawn	Deathly Slumber
24	Flayed Frog	At Dusk	Delirious Pacing
25	Floating Stone	At High Noon	Drowning Sacrifice
26	Full Human Skeleton	At Midnight	Elaborate Painting
31	Fly Agaric	Beach during a Storm	Erecting Standing Stones
32	Hag's Nails	Circles of Stone	Fighting
33	Hand of a Thief	Crater	Formal Dancing
34	Life of an Innocent	Cult Lair	Gluttonous Drinking
35	Living Eagle	Demon Fane	Grand Feast
36	Loved One's Flesh	During a Solstice	Group Meditation
41	Moonstone	During a Waning Moon	Imbibing Hallucinogens
42	Mortal Skull	During a Waxing Moon	Intricate Tattooing
43	Name of a Demon	During an Eclipse	Martial Arts Forms
44	Nightshade	During an Equinox	Philosophical Reflection
45	Octopus Ink	Graveyard	Pray for Absolution
46	Peyote	Holy Spring	Precise Drawing
51	Phoenix Feather	In a Bone Hut	Rhythmic Chanting
52	Platinum Coin	Isolated Grove	Sand Painting
53	Recently Dead Corpse	Jungle Temple	Self-Flagellation
54	Sentimental Item	Mountain Peak	Self-Sacrifice
55	Snake Venom	On a Ship	Silent Contemplation
56	Stardust	Opulent Observatory	Sinful Revelry
61	Steel Needles	Ruined Tower	Singing
62	Vial of Mercury	Rural Church	Smoking Narcotics
63	Vial of Pure Water	Underground	Solitary Meditation
64	Victim's Hair or Blood	Unholy Tomb	Theatrical Presentation
65	Volcanic Glass	Volcanic Cave	Torture
66	Voodoo Doll	Wizard's Sanctum	Wild Dancing

d6	BENEVOLENT RITUALS
1	Banishing or Binding a Dark Being
2	Blessing the Harvest
3	Calling the Rain
4	Miraculous Healing
5	Protecting a Family or People
6	Visions of the Future or Past

d6	MALEVOLENT RITUALS
1	Communing with a Demon
2	Cursing the Land
3	Cursing a Family or Person
4	Necromancy
5	Summoning a Dark Being
6	Sacrificing Innocents for Life

RITE GENERATOR

D66	INSCRIPTION FORM	COMPONENTS	ENCHANTMENTS
11	Acrostic Poem	Amber	A keyword ignites it safely
12	An Ekphrastic	Amythest	Absorbs blood and viscera
13	Backwards Sentence	Ash	Always cold to the touch
14	Bejeweled Words	Beryl	Always reappears in your pocket
15	Bone Calligraphy	Bile	Always warm to the touch
16	Chalk Ornamentation	Blood	Can only be seen by you
21	Childish Rhyme	Bloodstone	Can shift its center of gravity
22	Clay Runes	Bone	Condensation always forms on it
23	Confusing Pantoum	Brass	Cooks food while cutting it
24	Cryptic Koan	Bronze	Detects invisible creatures
25	Elaborate Characters	Diamond	Dulls your sense of pain and fear
26	Elegant Haiku	Emerald	Explodes when stolen
31	Epic Poem	Fish Scales	Feels soft to you, sharp to enemies
32	Golden Runes	Garnet	Floats around you
33	Glowing Script	Gold	Freezes water that it touches
34	Inked Hieroglyphs	Hair	Generates its own ink
35	Insane Scratching	Iron	Has magically enhanced durability
36	Ivory Hieroglyphs	Jade	Hums faintly near magic users
41	Lead Etchings	Lapis Lazuli	Makes you immune to mind tricks
42	Mirrored Words	Moonstone	Makes you less noticable
43	Ode to a Vice	Oak	Masks your thirst and hunger
44	Ode to a Virtue	Oil	Mimics sounds you make
45	Onyx Lettering	Opal	Near undead it glows visibly
46	Platinum Plating	Organs	Never changes temperature
51	Pleasant Sonnet	Pearl	Nullifies poisons and toxins
52	Ramblings	Petrified Wood	Perfects your sense of balance
53	Rhetorical Question	Platinum	Preserves food or drink indefinitely
54	Riddle	Quartz	Shields you from radiation
55	Rudimentary Kanji	Reptile Scales	Shocks everyone except owner
56	Sigil in Blood	Ruby	Will clean itself regularly
61	Silver Gilding	Sapphire	Will fly short distances
62	Simple Carvings	Silver	Will never dull or corrode
63	Simple Limerick	Skin	Will repair itself, albeit slowly
64	Stolen Letters	Steel	Will repel water from you
65	Traditional Saying	Tin	Will stick to stone surfaces
66	Wooden Letters	Turquoise	Will protect you and your friends

D6	DEFENSIVE RITES
1	Blood Wards
2	Funerary Rites
3	Hiding a Treasure
4	Illusion or Invisibility
5	Magic Armor
6	Protecting a Home

D6	OFFENSIVE RITES
1	Enchanted War Banner
2	Explosive Runes
3	Golemancy
4	Magic Weapon
5	Magical Trap
6	Nullifying Weapon

CROWN COMPENDIUM is a collection of tools and advice for Game Masters and players. The material within each issue is optional; it can be dropped into an existing game, used for inspiration, or simply read for enjoyment.

In this issue, SPELLS & GRIMOIRES, you'll find guidelines for converting spells from other OSR systems, generating grimoires, sample spells, and guidelines for rituals & rites.

