

The Book of Shadows

A guide to magic in the world of Charmed.

by Jeff Slick

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New Qualities:

Natural Empath

8 point drawback, or 5 or 12 Point Quality

An Empath is a mortal who can feel the emotions of those around her. The Empath chooses to either embrace the gift or reject it. If she chooses to reject her empathic abilities, the emotions easily will begin to overwhelm her. She feels emotions of everyone within a mile of her location. She can handle the emotions of up to ten people, but any more than that has an adverse effect. For each additional ten people within a mile of the empath, she has a -2 to all actions, if there are more than a hundred people in the area she can do little more than cower and cry. This is an 8 point drawback.

An empath who embraces the gift has the ability to feel the emotions of everyone around her. This power extends to a range of one mile. She has become accustomed to the constant influx of emotions and has become able to ignore them to an extent, allowing her to be unaffected by the emotions of those around her. At any time she may read the emotions of anyone she knows within the area, this requires no roll and she can feel any emotions that the target is feeling. The ability to feel all the emotions of a target allow the Empath to easier influence other people, she gains a +2 to influence rolls.

When an Empath who has accepted the gift dies, she is given the chance to return to earth and use her gift to aid and guide others as a Natural Empath. These people often pose as teachers, mentors or clergy members in order to get close to people in need. A Natural Empath's gift extends to a number of miles equal to twice her willpower, but works in all other ways like her original empathic gift. She retains her +2 to influence rolls and also gains a number of other abilities. She is Immortal and gains 3 level of Hard to Kill (may have up to 10 levels). She can also heal people by concentrating the good emotions of those around her, she must concentrate for one round and place her hands on the injured person, this heals 20 life points, this can be done once per hour. An empath in the Underworld or any other demon dimension finds this ability severely limited, she can only heal 5 life points in a round and may only do this once per six hours due to the stress on her mind. Conversely, an empath in a Heavenly dimension finds she is able to heal all wounds in one round and can also remove any poison, disease or mental problem, and is able to do this once per minute.

Witch Doctor

15 Point Quality

Witch Doctor: Let me guess, you were expecting someone with a bone through the nose and a shrunken head necklace perhaps?

~5:13 Obsessions

Witch Doctors are sort of like metaphysical Orken Men. Their main purpose is to exorcise spirits and poltergeists from locations that build up large amounts of spiritual or magical residue, like the Charmed One's home. Well not evil, Witch Doctors are not above murder if

they feel it will further the greater good, leading a number of good beings to avoid working with them if possible.

Witch Doctors possess the following abilities:

- Calling - A Witch Doctor can call an item she can see simply by thinking about it. The item must be small enough to fit in the palm of her hand, it disappears from its location and reappears in her hand instantly.
- Expel Spirits - By making a Willpower + Occultism roll a Witch Doctor can destroy a poltergeist, the poltergeist resists with a Willpower roll. Ghosts can also be destroyed in this manner, but they get a +2 to their Willpower roll to resist.
- Hex - With a simple ritual a Witch Doctor can cause a persons character flaws to become an obsession. To do this she needs an object belonging to the intended target, she then creates a poppet (a small doll) and attach's the item to it. She then performs a five minute ritual ending with dropping the poppet into a bubbling cauldron. At the completion of the ritual the victims eyes glow for a second and then the hex takes effect. The victim gains the Obsession drawback associated with her biggest character flaw. The obsession lasts until the Witch Doctor ends the hex or the character overcomes the obsession, through some major role playing.
- Teleport – A Witch Doctor can teleport instantly to the lodge that he was trained at.
- Contacts (Supernatural – 2) All Witch Doctors have a two point supernatural contact in their lodge brethren. The character may increase this level through normal means, but all Witch Doctors have at least this level.
- Obligation – All Witch Doctors belong to a lodge, or group of Witch Doctors. They are expected to obey the orders of the elders and possibly go into dangerous situations in the name of her lodge.

New Witch Powers:

Deflection

6 Point Quality

One of the most powerful of Witch abilities this allows the witch to deflect any Witch Power or Demonic Power back at its user. She must be aware of the attack to be able to deflect it, any attack she is unaware of is defended against as normal. A Witch with the Situational Awareness quality is allowed a Notice + Perception roll before the attack; if the roll is successful she is able to deflect the power, failure means the attack is defended against normally.

All Witch Power Qualities and Demonic Powers are deflected by this power, it has no effect on physical attacks (fists, swords, guns). Any being who's power is deflected, must immediately defend against their own attack at a -2.

Energy Ball, Fire Ball, Acid Spray

6 or 9 point Quality

(Note: The following supersedes the rules found in the Charmed RPG Core Netbook.)

With this power a witch can project a dangerous substance from her hands (chosen when the quality is taken). Fireballs and Energyballs appear in the witches hand and are then thrown at the target, Acid is sprayed in a jet toward the target. This requires a Dexterity + Wild Card (Energyball, Fireball or Acid spray). The 6 point power deals an amount of damage equal to the willpower of the caster per success level; the 9 point version deals twice willpower per success level. Both powers have the same range as a pistol. All versions of this power are considered to deal fire damage.

Transmogrification

9 Point Quality

The ability to transform your very essence is one of the most coveted powers. With this ability a Witch can shape her essence, allowing her to transform into anything from the size of a large book to a small car. Well assuming the form of an inanimate object, she sees and hears what is going on around her, and has no need to breath or eat well in this form. This power also allows the Witch to assume the form of animals and other people. A witch who assumes an animal form, gains the physical abilities of an average member of the species. She can also make herself appear as an exact duplicate of any person known to her, though she must have a picture of the person she wishes to look like. She gains the physical characteristics of the person (physical ability scores and Attractiveness levels), but none of the targets supernatural or trained abilities (Sorcery, Telepathy, Situational Awareness, etc.).

The Witch may stay in a transmogrified form for as long as she wishes and can switch between forms at any time. If she is killed well in an alternate form, she immediately reverts to her natural form, but remains deceased.

Potion Craft

Potions are an important part of life for any witch, whether it's a potion to create smoke, attract a lover or vanquish a powerful demon. Most potions are made as part of a Vanquishing spell, meant to destroy a demon; but potions can be used to do a great deal more.

Creating a potion works the same way as creating a spell, except potions always have a casting time of "Ritual" length (+0 modifier). Potions are also slightly more difficult to create (+1 power level) than a comparable spell, due to the witch trying to bind powerful forces within a small vial of liquid.

The witch makes a Willpower + Occultism + Sorcery roll, if she acquires a number of successes equal to the Power Level of the Potion she succeeds in creating the potion. For every success level she acquires in excess of the number she needs, she has brewed enough of the potion to use more than once; she gets one additional potion for each extra success level, to a maximum number of extra potions equal to half her Sorcery level rounded down.

For the potion to take effect it must come into contact with the target, either by poring it on the target or throwing a vial of it at the target. Throwing the potion requires a Dexterity + Getting Medieval roll versus the targets dodge; success means the potion vial has broken on the victim, failure destroys the vial and the potion without effect.

New Spells:

Scrying

Source: Various

Quick Cast: No

Power Level: 5

Requirements: The caster needs a quartz crystal which is tied to a string and a map of the area she wishes to scry. She also needs a item belonging to the person she wishes to scry for or a sample of the targets hair or blood. A witch scrying for someone she has a close emotional attachment to (family member, lover, best friend) does not need a personal object of the one they are scrying for.

Effect: The spell can be used to locate any person that is known to the caster. When the spell is cast, the witch concentrates on the target and slowly swings the crystal like a pendulum over the map. After a few moments the caster will feel a tug as the crystal pulls itself to the map, landing on the location of the person being scryed for. Obviously the smaller the area covered by the map, the more exact the information given by the scrying; though if the target is not in the area covered by the map the spell fails. It may take several attempts to locate the target and narrow the search.

Aspect Analysis: Recitation (few moments) (+1), Awesome Scope (Map Area) (+5), Unusual Ingredients (-1), Minor Effect (+0).

To Call a Spirit

“Hear these words, hear my cries, spirit from the other side, come to me, I summon thee, cross now the great divide.”

Source: Various

Quick Cast: No

Power Level: 4

Requirements: The caster must focus on a departed relative who she wishes to speak too. She can only call the spirit of a relative she knew personally.

Effect: When the spell is cast the spirit of the relative appears before the caster. The spirit is insubstantial, but may at the directors discretion retain some of the powers she may have had in life. The spirit can refuse to appear and may leave at any time.

Aspect Analysis: Recitation (a few moments) (+1), Noticeable Scope (one being) (+1), Long Duration (one hour per success) (+1), Difficult use (-1), Severe Effect (+2)

Binding a Witches Powers

“I take your hands in mine, and with this string I will entwine, your powers I will forever entwine, from now until the end of time.”

Source: Pre 1:1, 2:2 Morality Bites (Never Cast)

Quick Cast: No

Power Level: 7

Requirements: The witch must recite the spell well her target is within sight.

Effect: The spell binds the target witches powers, keeping her from using any Witch Power or Magic. Well the spell is in effect the witch loses all Witch Power Qualities and Sorcery Levels. The caster can end the spell at anytime, she may also choose to allow the spell to be ended by the target. If she wishes to allow the target to end the effect, she must write an invocation to receive a witches powers. The target needs only to read the invocation to recover her full powers.

Aspect Analysis: Recitation (+1), Noticeable Scope (+1), Permanent Duration (+3), Severe Effect (+2)

Spell To Attract A Lover

“I conjure thee, I conjure thee, I am the Queen you're the bee, as I desire so shall it be.”
~Piper & Pheobe

Source: 1:5 Dream Sorcerer

Quick Cast: No

Power Level: 6

Requirements: The caster must make a list of the qualities she is looking for in a lover. Men must also also place a piece of Honey Cake in their arm pit for a day. She must then recite the list of qualities and a short incantation.

Effect: The spell draws prospective lovers to the caster. At first only one person is drawn to her, but within a few hours dozens of people will begin making romantic advances, even people she doesn't know will send her romantic gifts. After a few hours the original love interest will become obsessed with the caster, attempting to be around her at all times. If the caster spurns his advances he will go to any lengths to be with her or become violent toward her for rejecting him. The witch can end the spell at any time by performing a short (power level 1) ritual.

Aspect Analysis: Ritual (+0), Noticeable Scope (one person) (+1), Very Long Duration (Several Months) (+2), Severe Effect (+3)

Truth Spell

“For those who want the truth revealed, Opened hearts and secrets unsealed, From now until it is now again, Until then which the memory ends, those who now are in this house, Will here truth from others mouths.”

~ Prue

Source: 1:8 The Truth Is Out There And It Hurts

Quick Cast: No

Power Level: 7

Requirements: The caster need only recite a short spell taking approximately a minute.

Effect: The spell allows the caster and anyone else in the house to hear the truth from everyone they come into contact with. It is impossible for anyone to lie to her, but she can't lie to anyone either. After twenty-four hours the spell ends, causing everyone to forget any conversation they had with a target of the spell. The caster and anyone within the area of effect of the spell retain all memories at the end of the spell.

Aspect Analysis: Recitation (one minute) (+1), Severe Scope (everyone within the house) (+2), Very Long Duration (24 hours) (+2), Severe Effect (+2)

Blood Resurrection

“Melinda Warren, blood of our blood; our great, great, great, great, great, great, great Grandmother, We summon thee.”

~ Prue, Piper, Pheobe

Source: 1:9 The Witch is Back

Quick Cast: No

Power Level: 7

Requirements: The spell can only be cast by a relative of the deceased. The Witch must perform a five minute ritual, which includes placing a drop of the casters blood on an object belonging to the deceased.

Effect: When the spell is complete the relative appears in a ball of glowing white light. She appears just as she would have immediately before her death, with all abilities she possessed in life. The spell may be ended with a short ritual (power level 1). Raising the dead is not something to be undertaken lightly and the Director has final decision over whether this spell works or not; even if it has worked in the past, the Powers the Be may not allow the target to be resurrected.

Aspect Analysis: Ritual (five minutes) (+0), Noticeable Scope (one person) (+1), Permanent Duration (+3), Unusual Ingredient (object belonging to the deceased) (-1), Requirement (caster must be a relative of the deceased) (-1) Awesome Effect (+5)

Spell To Relinquish A Witches Power

*“From whence they came, return them now, vanish the words, vanish our powers.”
Piper, Prue & Pheobe.*

Source: 1:10 Wicca Envy

Quick Cast: No

Power Level: 4

Requirements: The caster needs a magical container created specifically to contain a witches powers. The witch must then recite a short incantation.

Effect: This spell removes all witch powers and Sorcery levels from the caster. If a Charmed One casts the spell, she also loses the Charmed Quality; if all three Charmed Ones relinquish their powers the Book of Shadows also becomes magically erased. The only way to reverse the spell is by destroying the container holding their powers or through the intervention of a higher power.

Aspect Analysis: Caster Must be a Witch (-1), Recitation (Less than a Minute) (+1), Noticeable Scope (One Person) (+1), Permanent Duration (or until dispelled) (+3), Way-Rare Ingredient (Magic Container) (-3), Major Effect (+3)

Spell to Multiply a Witches Power

*“Take my powers blessed be, multiply their strength by three.”
~Prue*

Source: 1:16 Which Prue Is It Anyway?

Quick Cast: No

Power Level: 7

Requirements: The witch need only recite a short incantation.

Effect: When the spell is complete there is a sound like thunder and the caster falls to her knees surrounded by swirling lights. After a few seconds the lights dissipate and two clones of the caster appear beside her. These clones are identical to the caster in all ways, except that each has only part of the personality characteristics of the witch. One is much more conservative than the witch, attempting to always maintain the status-quo; well the other is very out going, willing to do anything to get what she wants. Though both clones have differing personalities from the caster they are in essence the same person, and neither of the clones would do anything that goes against the morals of the witch. The clones can be killed by normal means, though the caster feels the pain of their death. Both clones disappear as soon as the threat they were created to fight is gone.

Aspect Analysis: Recitation (+1), Noticeable Scope (+1), Very Long Duration (until the threat is over) (+2), Major Effect (+3)

Ghost Banishing

“Ashes to ashes, spirit to spirit, take his soul, banish this evil.”

Source: 1:20 The Power Of Two

Quick Cast: No

Power Level: 4

Requirements: The witch needs to chant a short incantation, oh and she must be a ghost herself.

Effect: When the spell is cast the target begins to fade away. The witch must keep up the chant for a number of rounds equal to half the targets willpower rounded up, the ghost is then sent to whatever afterlife they were destined for. If she is interrupted the spell fails and she must start over. In most cases banished spirits will be sent to some hell dimension, as good spirits usually move on to the afterlife as soon as their unfinished business is completed.

Aspect Analysis: Caster must be a ghost (-1), Recitation (+1), Noticeable Scope (+1), Major Effect (+3)

Spell to Exchange Powers

“Whats mine is yours, whats yours is mine, let our powers cross the line, I offer up my gift to share, switch our powers through the air.”

Piper & Prue

Source: 1:21 Love Hurts

Quick Cast: No

Power Level: 6

Requirements: The witch need only recite the incantation.

Effect: This spell transfers the powers between two beings; Witches, White Lighters and Dark Lighters can be effected by this spell. The caster gains all the powers of her target and the target gains her powers. The affected people do not automatically know how to use their new powers, both the witch and her target must make an Intelligence + Occultism roll with a -3 penalty to figure out how to use the other persons powers. If the other person explains how the power works this eliminates the penalty. The following qualities are transferred; Dark Lighter, White Lighter, Half White Lighter and all Witch Power Qualities. If one of the affected people die, the spell is ended. Casting the spell a second time returns all powers to their original owner.

Aspect Analysis: Recitation (less than a minute) (+1), caster must be a witch (-1), Severe Scope (two people) (+2), Very Long Duration (+2), Difficult Use (-1), Major Effect (+3)

Spell To Accelerate Time

“Winds of time gather round, give me wings to speed my way, rush me on my journey forward, let tomorrow be today.”

~Prue

Source: 1:22 Deja Vu All Over Again

Quick Cast: No

Power Level: 7

Requirements: The caster must recite a short incantation.

Effect: Upon completion of the spell, time within the house accelerates to midnight. The world outside goes on normally, though from the view of someone in the house it would appear as if the whole world was fast forwarding. In fact it is time inside the house that is effected, time in the house slows to the point where the rest of the world moves at a pace of about an hour for every five seconds that go by in the house. Anyone who enters the house will notice the effect if they look outside or at a clock within the house. Once time outside the house reaches midnight the effect ends. Someone who looked into the house would see people standing completely still, things that may be falling would appear to be suspended in mid air.

Aspect Analysis: Recitation (+1), Severe Scope (Large House) (+2), Long Duration (+1), Major Effect (+3)

To Go To The Future

“Hear these words, hear the rhyme, we send to you this burning sign, then our future selves we will find.”

Source: 2:2 Morality Bites

Quick Cast: No

Power Level: 1

Requirements: The spell may only be cast by the Charmed ones. They must burn a piece of paper with the date they wish to travel to well reciting the spell.

Effect: When the spell is cast the casters are transported to a specific time in the future, where they wake up in the bodies of their future selves. They have no recollection of the events that happened between the time they left and the present. After the spell is cast it disappears from the Book of Shadows and any future attempts to cast the spell automatically fail.

Aspect Analysis: Multiple Casters (3 casters) (-2), Casters must be Charmed (-1), Recitation (+1), Severe Scope (+2), Way-restricted Use (-5), Awesome Effect (+5)

Creating a Door

“When you find your path is blocked, all you have to do is knock.”

Source: 2:2 Morality Bites

Quick Cast: No

Power Level: 6

Requirements: The caster must draw a door on the wall where she wishes the opening to appear. She then recites a short incantation.

Effect: When the spell is cast, the wall inside of the drawn door disappears. The spell is powerful enough to create a passage through up to five feet of concrete or wood, or up to one foot of metal. The wall reappears undamaged after a few minutes.

Aspect Analysis: Recitation (+1), Severe Scope (+2), Medium Duration (one minute per success level) (+0), Major Effect (+3)

To Disempower a Witch

“By the passing of this hour take away all their powers.”

Source: 2:6 That Old Black Magic

Quick Cast: No

Power Level: 3

Requirements: The caster must wrap a red ribbon around a fresh human heart. Then she recites the incantation well focusing on the witch who she wishes to disempower.

Effect: One hour after the casting the spell all of the targets Witch Powers and all Sorcery Levels are suppressed. This prevents her from casting any spells, though she still retains the ability to create potions. If she attempts to create a potion she gains no bonus from any sorcery levels she may have, but a Charmed One does still retain the bonus granted by that quality. The caster may end the effect at any time and it is automatically ended if she is killed. (note: if the rules for Demon Dimension ties from the Magic Box are being used, this spell should automatically be considered a “serious turn to the dark side”)

Aspect Analysis: Ritual (+0), Noticeable Scope(+1), Very Long Duration (+2), Rare Ingredient (A fresh human heart) (-2), Severe Effect (+2)

To Create A Mate

“From strike of twelve count twenty-four, that's how long this spell is for, if to abate my lonely heart, enchant these gifts I thee impart.”

Source: 2:13 Animal Pragmatism

Quick Cast: No

Power Level: 5

Requirements: This spell requires an animal who will be turned into a human. She then needs

only to recite the invocation.

Effect: When the spell is cast, bright lights and smoke fill the an area of about five feet around the animal. As the smoke clears the animal is turned into a human. The new mortal has some stereotypical characteristics of its original animal form (ie., pigs eat constantly, snakes are evil and rabbits, well...). They also retain some physical characteristics of their original animal form (snakes with poison fangs and slit eyes or rabbits with the ability to leap great heights). As time goes on they will continue to take on more characteristics of their animal sides (a man made from a pig may have his nose become more pig like).

Aspect Analysis: Recitation (+1), Long Duration (24 hours) (+1), Major Effect (+3)

To Exchange Souls With A Past Life

"In this time and in this place, take the soul that I displace, bring her forth well I go back, to inhabit a soul so black."

Source: 2:14 Pardon My Past

Quick Cast: No

Power Level: 6

Requirements: The caster must have knowledge of the past life she wishes to exchange bodies with, either through a spell or some more mundane method. (note: most people have no knowledge of their past lives and no idea how to learn about them. Finding information on a past life should not be easy and should require either drama point usage or an episode devoted to learning the requisite information or both) She then needs only speak a short spell.

Effect: The spell switches the casters soul with the soul of her past self, she inhabits her past self's body and her past self inhabits hers. Both have full control of the bodies they now inhabit, but lack any memories of the other. A caster who is a witch or warlock in her current life would also be such in her past life, though her past self may not have the same powers as she has. Both souls retain their Witch Powers and Sorcery levels well in the others body. The spell is permanent, but the caster can cast the spell again to return to her original body.

Aspect Analysis: Recitation (+1), Noticeable Scope (+1), Permanent Duration (+3), Rare Ingredient (past life knowledge) (-2), Major Effect (+3)

To See The Unseen

"In this 'tween time, this darkest hour, we call upon the sacred power. Three together stand alone, command the unseen to be shown. In innocence we search the skies, enchanted are our new found eyes."

Source: 3:3 Once Upon A Time

Quick Cast: No

Power Level: 3

Requirements: The spell can only be cast by the charmed ones, and all three must want to be able to see the faeries and other creatures the spell will allow them to see. They must then recite the invocation.

Effect: The spell allows the casters to see faeries, trolls and other mythical creatures; beings that are normally invisible to adults. The caster regains a small part of her innocence and may experience some child like thoughts and feelings as a result of the spell, such as the urge to sneak a peek at a Christmas present. These thoughts and feeling go away within a few hours, but the effects of the spell remain.

Aspect Analysis: Multiple Casters (3 casters) (-2), Casters Must Be Charmed (-1), Recitation (+1), Permanent Duration (+3), Severe Effect (+2)

Lost and Found Spell

“Guiding spirits I ask your charity, lend me your focus and clarity, lead me to the one I cannot find, restore that and my piece of mind.”

Source: 3:12 Wrestling with Demons

Quick Cast: No

Power Level: 6

Requirements: A lit candle, a crystal and two witches who recite the incantation. Both casters must concentrate on the person they wish to find.

Effect: When the spell is complete some indication of the location of the person they are attempting to find. The spell always creates a subtle indication of the location of the person, such as making all the pictures in your newspaper disappear except for the image of someone who has speaking appearance that the intended will be attending. The director should feel free to create new and creative indicators each time this spell is cast. As a side effect of the spell, other things that the casters have lost in the past begin to show up. The set of keys she lost last week, the wallet that came up missing two months ago and all the socks that have disappeared out of the dryer over the many year begin to appear. This can become quite a problem when a wall of missing socks falls out of the laundry room and every old friend the caster hasn't talked to in years begins to call her. Either caster may end the spell at any time by casting a dispel (power level 2).

Aspect Analysis: Dual Casters (-1), Recitation (a few moments) (+1), Greater than Awesome Scope (+6), Minor Effect (+0)

Summoning the Angel of Death

“Spirits of air, land and sea, converge to set the angel free, in this wind I send this rhyme, bring death before me, before my time.”

Source: 3:16 Death takes a Halliwell

Quick Cast: No

Power Level: 5

Requirements: The spell must be cast on a beach where she must chant the spell.

Effect: The witch chants the invocation until the Angel of Death appears before her. Death does not take kindly to people summoning him frivolously and will leave if the caster does not have a good reason to summon him. Death will not give up someone he has taken nor will he be convinced to not take someone whose time has come. Being an ancient being who has seen the death of every mortal since the beginning he has a huge store of knowledge and may be willing to answer a few short questions, but all answers will be cryptic.

Aspect Analysis: Recitation (+1), Noticeable Scope (+1), Major Effect (+3)

Enchantment to see Evil

"Magic forces far and wide, enchant these so those can't hide, allow this witch to use there in, so she can reveal the evil within."

Source: 4:2 Charmed Again II

Quick Cast: No

Power Level: 4

Requirements: The caster needs something to enchant. Usually a pair of glasses, but anything that the caster can look through will work.

Effect: The spell enchants a pair of glasses, that allow the caster (and only the caster) to see the evil nature inside of beings. She automatically sees the demonic form of any demon or Warlock she looks at. Other evil beings have a cloudy black aura around them.

Aspect Analysis: Recitation (A few moments) (+1), Magic Item (+1), Noticeable Scope (+1), Very Long Duration (One day per success level) (+2), Minor Effect (+0)

Spell to Create Compromise

"These words will travel through the minds, of stubborn parties and unbind, the thoughts to rigid to be kind, a compromise they'll dis-entwine."

Source: 4:3 Hell Hath No Fury

Quick Cast: No

Power Level: 4

Requirements: The caster must concentrate on the situation well reciting the spell.

Effect: When the spell is cast, all people involved in the situation immediately become willing to compromise in order to create a situation everyone can agree too. A boss may be willing to extend a deadline or a shop owner may negotiate a lower price. The spell only effects one situation and cannot effect a situation involving more than a few people. It could help to solve a

dispute between neighbors, but it won't create peace in the Middle East.

Aspect Analysis: Recitation (+1), Severe Scope (two to ten people) (+2), Noticeable Effect (+1)

Vanishing

"Let the object of objection be but a dream, as I cause the seen to be unseen."

Source: 4:3 Hell Hath No Fury

Quick Cast: No

Power Level: 7+

Requirements: The caster must concentrate on the thing which she wants to disappear. The size of the object determines the power level of the spell.

Effect: The spell causes anything she wishes to vanish, as if it had never existed. It can affect something as small as a pimple or as large as the Golden Gate Bridge. In the case of large object, such as houses, anyone who was in the area vanishes as well. Though there is no physical evidence that the target ever existed, it does not remove the memory of its existence. The caster can return the vanished at any time with a caster roll (power level 4).

Aspect Analysis: Recitation (+1), Scope (Noticeable to Awesome) (+1 to +5), Very Long Duration (One day per success) (+2), Major Effect (+3)

To Reverse a Spell

"Guiding spirits hear our plea, annul this magic, let it be."

Source: 4:3 Hell Hath No Fury

Quick Cast: No

Power Level: 3

Requirements: Two Witches must write the incantation of the spell they wish to reverse on a slip of paper and burn it while chanting "Guiding spirits hear our plea, annul this magic, let it be."

Effect: When the spell is completed it reverses the effect of chosen spell. All effects of the spell immediately end.

Aspect Analysis: Dual Casters (-1), Ritual (less than a half an hour) (+0), Noticeable Scope (one spell) (+1), Major Effect (+3)

To Unlock What is Locked

"Door unlock, no magic block."

Source: 4:12 Lost and Bound

Quick Cast: Yes

Power Level: 4

Requirements: A five minute ritual. For a Witch or Warlock a few words and a gesture.

Effect: This spell allows a witch to unlock any non-magical door or gate. Magical locks require two casters to say the spell in order to unlock them (this is a Major Effect). It is also possible to use this spell to break through an Energy Barrier, but this use is a Power of Three Spell.

Aspect Analysis: Quick Cast (+1), Ritual (Five Minutes) (+0), Noticeable Scope (+1), Severe Effect (open any lock) (+2)

To Find a Lost Love

“Whither my love, where ever you be, through time and space take my heart nearer to thee.”

Source: 4:22 Witch Way Now?

Quick Cast: No

Power Level: 4

Requirements: The caster must concentrate on her lost love well reciting the incantation.

Effect: When the spell is cast, the casters Astral form is projected to where ever her love is, well the physical body lay comatose. The Astral body is a physical manifestation that has all the skills and abilities of the caster, except it lacks any magical abilities. Well in astral for she cannot cast spells or use and “Witch Powers.” If the astral form is destroyed the caster must pass a survival test with a -1 penalty plus any penalty for damage the astral for took. Success returns the witches mind to her body, though she is unable to take any action for two rounds due to the stress of having “died.” Failure causes the witch's body to die instantly. Also, the death of the physical body instantly destroys the astral form and kills the caster. The witch may end this spell at anytime by simply concentrating for a round.

Aspect Analysis: Recitation (+1), Noticeable Scope (+1), Medium Duration (one minute per success) (+0), Severe Effect (+2)

Returning the Finder

“Return thy love, where ever she be, through time and space, return her to me.”

Source: 4:22 Witch Way Now

Quick Cast: Yes

Power Level: 4

Requirements: Two casters must recite the incantation well touching the body of the person they wish to affect.

Effect: When the spell is cast, it reverses any *To Find a Lost Love* spell the target may have cast. The person's astral form is returned to her body, and she is unable to take any action more strenuous than speaking for two rounds.

Aspect Analysis: Dual Caster (-1), Quick Cast (+1), Noticeable Scope (+1), Major Effect (+3)

To Remove Fear

“Locked in, boxed in, full of fear, my panic grows manic until I can't hear, in need of reprieve so that I can breathe, remove my fear, please make it leave.”

Source: 5:2 A Witch's tail, pt 2

Quick Cast: No

Power Level: 5

Requirements: The caster must write the incantation on the floor or wall with chalk. She then recites the incantation.

Effect: The caster loses all fear she may have had and cannot be scared by anything. Well under the effects of this spell, the caster is considered to have the Nerves of Steel quality and three levels of Resistance: Pain (both stack with whatever qualities the caster may already have). She also gains the Reckless drawback (if she already has this drawback, the recklessness becomes more severe). The Recklessness grows more powerful as time goes on, after a few hours the caster will become so reckless she will begin to consider suicidal plans to be a viable option. The spell ends if the caster is able to face her fears and work through them, otherwise the spell ends within a few days.

Aspect Analysis: Ritual (+0), Noticeable Scope (+1), Very Long Duration (One day per success) (+2), Severe Effect (+2)

To Conceal a Door

“Concealeous.”

Source: 5:8 A Witch In Time

Quick Cast: Yes

Power Level: 2

Requirements: A Witch or Warlock need only say “Concealeous” and gesture toward the door, everyone else must perform a five minute ritual. There must also be something near by that can cover the door or portal (a bush or dresser would work).

Effect: The spell causes something in the area to move in front of the door. Tree's and other

plants are magically re-planted in front of the door. This gives anyone trying to find the door a -5 on their perception+notice to see it.

Aspect Analysis: Quick Cast (+1), Noticeable Scope (+1), Minor Effect (+0)

To Make What is Invisible Seen

“Aspectus invisus.”

Source: 5:8 A Witch In Time

Quick Cast: Yes

Power Level: 3

Requirements: A Witch or Warlock need only say a few words and make a gesture, everyone else must do a five minute ritual.

Effect: When the spell is cast everything in the room (or a thirty foot radius) becomes visible. Object become visible for one minute per success level and people with the ability to become invisible cannot do so for a like amount of time.

Aspect Analysis: Quick Cast (+1), Noticeable Scope (+1), Medium Duration (+0), Noticeable Scope (+1)

To Induce Slumber

“Sopio”

Source: 5:8 A Witch In Time

Quick Cast: Yes

Power Level:

Requirements: A Witch or Warlock needs only say “Sopio,” anyone else must perform a five minute ritual.

Effect: The spell causes the victim to instantly fall asleep. Any action that would normally wake a heavy sleeper will wake the victim.

Aspect Analysis: Quick Cast (+1), Noticeable Scope (+1), Medium Duration (+0), Severe Effect (+2)

Calling an Object

“Teleportato”

Source: 5:8 A Witch In Time

Quick Cast: Yes

Power Level: 5

Requirements: For Witches and Warlocks, a word and a gesture. For everyone else a five minute ritual.

Effect: The spell causes a small object within the targets view to teleport to the casters hand. The object must be something that can fit in the palm of the casters hand.

Aspect Analysis: Quick Cast (+1), Noticeable Scope (one object) (+1), Minor Scope (a few yards) (+0), Major Effect (+3)

To Call a Witch Doctor

“Free us from the ties that bind, of evil magic intertwined, we call upon the one who cures, he who's to the dark injured.”

Source: 5:13 House Call

Quick Cast: No

Power Level: 4

Requirements: The caster must perform a five minute ritual involving the brewing of special herbs. She then recites the incantation.

Effect: This spell teleports a Witch Doctor to the casters location. The witch doctor appears within a minute or two ready to destroy evil spirits. If the Witch Doctor is asked to do anything else, he immediately teleports away. Otherwise he will destroy any spirits within an area up to the size of a large house. When all spirits in the area are destroyed, the Witch Doctor leaves.

Aspect Analysis: Ritual (+0), Noticeable Scope (+1), major Effect (+3)

The Dark Side of Magic

Not everyone who uses magic is in it to help the helpless. Below are two examples of Magic Users who have turned their craft to the dark side.

Kali

Name: Kali

Motivation: Steal the Book of Shadows

Critter Type: Demonic High Priestess

Attributes: Str -- (2) Dex -- (3) Con -- (3) Int 3 Per 3 Will 5

Ability Scores: Muscle -- (10) Combat 12 Brains 14

Life Points: 30

Drama Points: 2

Special Abilities: Attractiveness +2, Fireball, Grant Power, Sorcery 5, Unique Kill

Maneuvers:			
Name:	Score:	Damage:	Notes:
Dodge	12	--	Defense Action
Fireball	13	24	Fire
Magic	16	varies	By Spell
Possession	16	--	Resisted by Willpower Doubled

An evil sorceress, Kali was banished into her own dimension. She appears to troubled youths as a reflection in a mirror, attempting to manipulate them into gaining power for her. She grants the youth magical powers, the ability to throw fireballs (willpower per success level damage) and Sorcery 1, effectively making them witches. Kali can strip these powers at any time and can only grant power to one person at a time. With these new powers, she sends the youth to gain the trust of witches so they can steal the witches spell book and with it their power.

Kali also has the power to posses anyone she has given power too. If the innocent touches Kali's reflection they must make a willpower (doubled) roll verses Kali's possession. Failing this roll allows her to posses the victim. Well possessing an innocent, she is able to use her full powers and is also immune to the Temporal Stasis power, though the person she has possessed is not. Targeting her with Temporal Stasis causes Kali to manifest in a physical form (use the stats above).

The only way to permanently destroy Kali is to destroy her reflection in a mirror. If she is knocked into a mirror well in physical form, she is returned to the mirror where she remains until she can posses someone new.

The Wizard

Name: Wizard

Motivation: Steal the Grimoir and become the Source

Critter Type: Legendary being

Attributes: Str 1 Dex 2 Con 3 Int 3 Per 3 Will 5

Ability Scores: Muscle 8 Combat 12 Brains 14

Life Points: 30

Drama Points: 3

Special Abilities: Alter Reality, Energyball, Sorcery 5, Teleport

Name:	Maneuvers:		
	Score:	Damage:	Notes:
Dodge	12	--	Defense action
Energyball	12	20	Fire
Magic	16	varies	By spell
Staff	12	8	Bash
(Groin Shot)	9	7	Bash; Knockdown

Long thought to be extinct, the last Wizard appeared as the Underworld was preparing for the coronation of the new Source. He was determined to steal the Grimoir and become the Source himself. His initial attempt to take the book failed and he was chased by a demon into the home of the Charmed ones. With some effort, he tricked the sisters into helping him steal the book and would have become the source had it not been for the intervention of the Seer and, the now evil, Pheobe.

The Wizard was a master of his own reality. He was able to create powerful illusions that could alter reality, creating objects out of thin air and make entire rooms appear as if they were pulled straight from the underworld. These illusions look and feel real, but are not, and will disappear within a few hours or when the Wizard chooses to end the effect. Almost anything up to the size of a large room can be created with this power, but anything large than a person will be purely illusionary and lack any substance. The Wizard can also make clones of people with this power, but they are unthinking and must be told exactly what to do.

Book Of Shadows - Season One Spells

Incantation to Recieve Powers

"Hear now the words of the witches
The secrets we hid in the night
The oldest of gods are invoked here
The great work of magic is sought
In this night and in this hour
I call upon the ancient power
Bring your powers to we sisters three
We want the power
Give us the power..."

Cast by: Phoebe

Spell to Kill Jeremy (That failed)

"Your love wither and depart
from my life and my heart.
Let me be, Jeremy,
and go away forever."

Cast by: Piper

Spell to Kill Jeremy (That worked)

"The Power of Three,
Will Set Us Free."

Cast by: Prue, Piper & Phoebe

Javna Vanquishing Spell

"Evil eyes, look unto thee.
May they soon extinguished be.
Bend they will to the power of three,
Eye of earth, evil and accursed "

Cast by: Prue, Piper & Phoebe

Shapeshifters Vanquishing Spell

"When in the circle that is home,
Safety's gone and evils roam,
Rid all beings from these walls,
We sisters three, now heed our call."

Cast by: Prue, Piper, Phoebe

Spell to attract men

"I conjure thee, I conjure thee,
I'm the Queen you're the bee,
As I desire so shall it be."

Cast by: Piper & Phoebe

The Truth Spell

"For those who want the truth revealed,
Opened hearts and secrets unsealed,
From now until its now again,
Until then which the memory ends,
Those who now are in this house,
Will hear the truth from others mouths."

Cast by: Prue

Spell to bring back Melinda Warren

"Melinda Warren Blood of our blood,
Our great, great, great, great, great, great, great
grandmother,
We summon thee."

Cast by: Prue, Piper & Phoebe

Spell To Vanquish Matthew

"Outside of time,

Outside of gain,
Know only sorrow,
Know only pain."

Cast by: Melinda Warren

Spell To Send Melinda Back

"Melinda Warren,
Blood of our blood,
We release you."

Cast by: Prue

Spell to Return Their powers

"From whence they came,
Return them now,
Vanish the words,
Vanish our powers."

Cast by: Prue, Piper & Phoebe

Spell to Vanquish the Woogyman

"I am light, I am one too strong to fight,
Return to dark where shadows dwell,
You cannot have this Halliwell,
Go away and leave my sight,
And take with you this endless night."

Cast by: Gramms & Phoebe

Spell to Multiply the Strenght of Your Power

"Take my powers blessed be,
Multiply their strength by three."

Cast by: Prue

Spell To Go Back Time

"The bond which was not to be done,
Give us the power to see it undone,
And turn back time to whence it was begun."

Cast by: Prue, Piper & Phoebe

Spell To Return To Their Time

"A time for everything,
And everything its place,
Return what has been moved,
Through time and space."

Cast by: Little Prue, Little Piper & Patty (In Pregnancy)

The Nicholas Must Die Spell

"Lavender, Mimosa, Holy thistle,
Cleans this evil from our mist, Scatter its cells throughout
time,
Let this Nick no longer exist."

Cast by: Prue, Piper & Phoebe

Spell To Banish The Spirit Of Jackson Ward

"Ashes to ashes,
Spirit to spirit, Take his soul,
Banish this evil."

Cast by: Prue

Spell To Exchange Powers

"What's mine is yours,
What's yours is mine,
Let our powers cross the line,
I offer up my gift to share,
Switch our powers through the air."

Cast by: Prue & Piper

Spell To Accelerate Time

"Winds of time,
Gather around,
Give me wings to speed my way.
Rush me on my journey forward.
Let tomorrow be today."

Cast by: Prue, Piper & Phoebe

Book Of Shadows - Season Two Spells

Spell to Recieve Powers, that vanquishes Abraxis

Hear now the words of the witches,
the secrets we hid in the night,
the oldest of gods are invoked here,
the great work of magic is sought,
In this night and in this hour, I call upon the anceint power,
Bring your powers to we sisters three,
We want the powers, Give us the powers.

Casy by: Prue, Piper & Phoebe

Spell to go to the Future

Hear these words, here the rhyme,
We send to you this burning sign,
Then our future selves we'll find,
In another place and time.

Cast by: Prue, Piper & Phoebe

Spell To Return to the Present

Take us back to whence we came,
To time and place that are the same,
Let past be present, That time regain.

Cast by: (Never cast, it disappeared and was never cast.)

Binding Spell

I take your hands in mine,
and with this string I will entwine,
your powers I will forever bind,
From now until the end of time.

Cast by: Grams (This is a guess, because we never heard Grams say the binding spell. We only saw the spell, when Piper was going yo bind her daughters powers.)

Spell To Create a Door

When you find your path is blocked,
All you have to do is knock.

Cast by: Prue

Spell to Erase a Memory

Thoughts, Beliefs, Ideas, Truths, Images,
All of these you hold onto tightly,
What I mention now you will release.

Cast by: (Again, this spell was only seen from a page in The Book of Shadows.)

Smart Spell

Spirits send the words,
from all across the land,
Allow me to absorb them,
through the touch of either hand,
For 24 hours from 7 to 7,
I will understand all meaning of the
words from here to heaven.

Cast by: Phoebe

To Enter the Painting

Absolvo Amitto, Amplus Brevis, Sempler Mea

Cast by: Prue, Piper, Phoebe,

To Free Those Trapped Within The Painting

Verva Omnes Liberant.

To Lure and Destroy a Succubus

By the force of Heaven and Hell,
Draw to us this woman fell,
Run from her foul desire,
That she might perish as a moth to fire.

Cast by: Prue

To Disempower a Witch

Before the passing of this hour take away all of their powers.

Cast by: Tuatha

To Here Secret Thoughts

As flame lights shadow, and truth ends fear,
Open locked thoughts to my mind's willing ear,
May the smoke from this candle into everywhere creep,
Bring innermost voices to mind and speech.

Cast by: Prue & Piper

Awakening Spell

Troubled blood with sleep's unease,
Remove the cause of this disease,
Take sleep eternal nevermore,
And shift the source of unearthly spawn,
To this poppet whom none shall mourn.

Reverse Awakening Spell

What was awakened from it's sleep,
Must once again slumber deep,
Returne the disease from whence it came,
So life can ease back to the same.

To Create-A-Mate

From strike of twelve, count twenty-four,
That's how long this spell is for, If to abate my lonely heart,
Enchant these gifts I thee impart.

Cast by: Phoebe

To Turn the Human/Animals, back into Animals

Something wicked in our midst,
In human form these spirits dwell,
Make them animals sayth the spell.

Cast by: Phoebe

Reverse Human/Animals into Animal Spell

Undo the magic acted here, Reverse the spell so all is clear.

Cast by: Phoebe

Past Life Spell

To Exchange Spirits With Past Life

In this time and in this place,
Take the soul that I displace,
Bring her forth while I go back,
To inhabit a soul so black.

Cast by: Phoebe

To Vanquish and Evil Witch

Evil Witch in our sight, Vanquish thyself,
Vanquish thy might, in this and every future life.

Cast by: Prue Bowen (Prue's past life) & Piper

To Give a Sign of True Love

I beseech all powers above,
Send a sign to free my sister's heart,
One that will lead her to her love.

Cast by: Phoebe

To Reverse Bad Luck

From this moment on, Your pain is erased,
Your bad luck as well.
Enjoy your good luck Maggie,
You're free from this hell.

Cast by: Prue

To Call Cryto

We call on the demon Cryto,
Reach back throughout the ages,
Humbled by his power,
We invite him into our circle.

Cast by:

To Call The Power of a Witch

Powers of the witches rise,
Course unseen across the skies,
Come to us who call you near,
Come to us and settle here.

To Vanquish Cryto

What witch has done and then undone.
Return this spirit back within, A
nd separate him from his skin.

Cast by: Prue, Piper & Phoebe

To Destroy Demon of Illusion

Evil that has travelled near,
I call on you to disappear.
Elementals heed my call,
Remove this creature from these walls.

Cast by:

To Vanquish Libris

Demon hide your evil face, Libris, die and leave no trace.

To Vanquish the Demon of Anarchy

Sower of discord, Your works now must cease.
I vanquish thee now, With these words of peace.

To Save Prue

Sower of Discord, Your help we implore.
I summon thee now, With these words of truce.

To Vanquish the Dragon Warlock

The Power of Three Will Set Us Free,
The Power of Three Will Set Us Free,
The Power of Three Will Set Us Free.

Cast by: Prue, Piper & Phoebe

Book Of Shadows - Season Four Spells

To See the Unseen

In this tween time, This darkest hour, We call upon the
sacred power,
Three together stand alone, Command the unseen to be
shown,
An innocents we search the skys, Enchanted our are now
found eyes

To Remove Vince's Pain

Free the impath, Release his gift, Let his pain be cast adrift

Belthazor Vanquish

Spirits of Air, Forest and Sea, Set us of this demon free;
Beasts of hoof and Beasts of shell, Drive this demon back to
hell

Spell to Summon Belthazor

Magic forces black and white, Reach out through space and
light.
Be he far, or be he near. Bring us the demon Belthazor here.

Spell to Vanquish the Alchemist

Let flesh be flesh and bone be bone, the Alchemist shall
transform none,
cruel scientist of evil born, with this words face the fire's
scorn.

To Kill the Essence

Host soul reject this poison essence, Let loves light end this
cruel possession.

To Vanquish Aimes

Time for emends and a victims revenge,
Cloaning power turned sour,
power to change turned to strange,
I'm rejectin your deflection.

Lost and Found Spell

Guiding spirits I ask your charity,
lend me your focus and clarity,
Lead me to the one I cannot find,
restore that and my peace of mind.

Spell To Find Tom

Show me the path to the one I cannot find,
to save Tom and restore Prue's peace of mind.

To Reverse the Lost and Found Spell

Return what I didn't want to find, Let it be out of sight, out of
mind.

Spell to Kill a Female Warlock

Through this book, Weave this spell,
Create the pain of heaven to hell.
May she suffer, until she cries,
her tears will run and then she dies.

Hemlock Killing Spell

Branch of Hemlock do your deed,
Blood of life will you impede,
Poisoned fork will stop the breathe,
and in the end will bring death.

To Vanquish the Dark Priestess

Powers of light, Magic of right.
Cast this blight, Into forever's night.

Rhyme Piper and Leo say after the hand-fasting

Heart to thee, Body to thee, Always and Forever, so mote it
be.

Spell to call the Angel of Death

Spirits of air, sand and sea,
Converge to set the Angel free,
In the wind I send this rhyme,
Bring death before me, before my time.

To Vanquish the Seekers

Knowledge gained by murderous means,
Is wisdom's bitter enemy.
The mind that burns with stolen fire,
Will now become you're funeral pier.

To call a spirit

Beloved unknown spirit, We seek your guidance.
We ask you to commune with us, And move among us

Spell to Vanquish Shadow

Nine times this evil's cheated death,
Felt no pain and kept his breath.
This warlock standing in our mist,
Let him feel what he has missed.

Spell to activate the Magical Amulets

Evil is approaching, Let darkness be withstood,
blanket me with your defense, protect me with the power of
good.

To Track a Banshee

The piercing cry that feeds on pain, And leaves more sorrow
than it gains. S
hall now be heard by one who seeks, To stop the havoc that it
rieks.

Spell to Vanquish Shax

Evil wind that blows, That which forms below.
No longer will you dwell, Death takes you with this spell.

Book Of Shadows - Season Four Spells

Spells to Bring back the Power of three

In this night and in this hour,
I call upon the anceint power,
Bring back my sister,
bring back the power of three.

Blood to blood I summon thee,
Blood to Blood return to me.

Powers of the witches rise,
course unseen across the skies.
Come to us who call you near,
come to us and settle here.

To call a Spirit

Hear these words, Hear my cries,
Spirit from the other side,
Come to me, I summon thee,
cross now the great divide.

Spell to Vanquish Shax

Evil wind that blows,
That which forms below,
no longer will you dwell,
Death takes you with this spell.

Enchantment Spell

Magic forces far and wide,
Enchant these so those can't hide,

Allow this witch to use there in,
So she can reveal the evil within.

To Remove a Someone

Take him back, Take him away,
Remove him now, Don't let him stay...
We Call the Spirits to help undo,
And send him off to Timbucktoo.

A Compromising Spell

These words will travel through the minds,
Of stubborn parties and unbind,
The thoughts too rigid to be kind,
A compromise they'll dis-entwine.

Vanishing Spell

Let the object of objection become but a dream,
As I cause the seen to be unseen

Instant Karma Spell

Let Cruelty, Pain, And Evil Ways,
Follow This Demon, Through All His Days,
Reverse The Torment, He Creates,
To Turn On Him, A Crueler Fate.

Rewritten Instant Karama Spell for Donnie

Let Cruelty, Pain, And Evil Ways,
Follow This Dirtbag, Through All His Days,
Reverse The Torment, He Creates,
To Turn On Him, A Crueler Fate.

To Reverse a Spell

Write the spell on a peice of paper,
then burn it while you chant:
Guiding Spirits hear our plea,
Annul this magic, let it be.

To Call Piper

With the Blood from Cole they begin to chant:
Powers of the Sisters Rise,
Course unseen across the skies,
Come to us who call you near,
Come to us and Settle here,
Blood to blood we summon thee,
Blood to blood return to me.

To Vanquish Gammill

Small of mind,
big or woe,
The pain you caused,
You now will know.

Spell Cast On The Prince, To Summon Him To The Future

Bring together my prince and me,
let him fall on bended knee,
I summon him to my side,
that he may take me to be his destined bride.

To go back in Time

Bring together my prince and me,
A kingdom now I wish to see,
crossing history to his side,
from myself I will not hide.

To Vanquish The Shocker demon

Vanquish we three witches cry,
one final shock and then you die.

To Vanquish a Demon in Duquise

Evil hiding in plain sight,
I use this spell with all my might,

To stop your changing form and shape,
This Vanquish now seals your fate.

To Enter Someones Mind

Life to Life and Mind to Mind,
Our Spirits now will intertwine,
We meld our souls and journey to,
the one whose thoughts, we wish we knew

To Releinquish Our Powers

From whence they came return them now,
vanish the words, vanish our powers

To See a Muse

Being of Creativity, Show yourself now to me,
your light which shines upon our face,
Let our vision now embrace

To Vanquish a Warlock

Evil is a faithful foe,
But good Does battle best,
We witches will with these words,
Waste the warlocks evil zest

Spell to Go into the Underworld, but sent to P3

Being of creativity, we call ourselves now to thee,
your light now darkend in a ring,
Shall feel the power of three we bring

To undo the Muse seeing Spell

Being of creativity, hide yourself now from me,
your light that shines upon our face, from our vision now
earse

Spell to Stretch the Imagination

Let mind and body soar, To heights not reached Before,
Let limits stretch, that you may catch, A new truth to explore

To Unlock what is Locked

Door Unlock, no magic Block

Spell to Vanquish Ludlow

The Brittle winter gives way to flowers of spring,
Ludlow is vanquished

Spell to Vanquish The Source of All Evil

Pruedence, Patricia, Penelope, Melinda,
Astrid, Lena, Laura and Grace,
Halliwell Witches Stand strong beside us,
Vanquish this evil from time and space.

Spell to Return the Hollow

Aboleo extium cavium du eternias

Hearts Desire Spell

My Love is Strong, My spirit weak,
It is an answer that I seek,
A question burns, within this fire,
so I may hear, My hearts desire.

Spell to Vanquish Kurzon

Hell Threw you from it's inner core,
the earth won't hold you anymore,
since heaven cannot be your place,
your flesh and blood we now erase.

Spell to Vanquish a Ghost

Ashes to ashes,
spirit to spirit,
take their souls,
banish this evil

Spell to Vanquish a Harpy

Claws of Pain we have to sever,
demon you are gone forever

Power of Three Spell

The Power of three will set us free
demon you are gone forever

Spell to Find a Lost Love

Wither my love, wherever you be,
through time and space,
take my heart nearer to thee

Spell to Return

Return they love, wherever she be,
through time and space, bring her back to me