

From: The Big Book of Hellmouths

(And Wikipedia. Thanks, Wikipedia)

Hellmouths are places of increased supernatural energy in the area in which the barriers between dimensions are weak. The Hellmouth has a focal point, which serves as a portal between earth and Hell. For these reasons, the Hellmouth attracts demons and other supernatural creatures, becoming a hot spot for supernatural activity.

The energies emitted by the Hellmouth can have strange effects. Making things of imagination into reality. For example, a shy girl who feels invisible, may become invisible. A man suffering from stress might literally explode. The ghosts of dead lovers may haunt the area. Inexplicable feats of science become possible. People become drawn to do evil things.

It has been determined that there are no less than three types of Hellmouths, depending on the age of the Hellmouth. Although, age of the Hellmouth is a relative term as a Hellmouth can quickly morph from a type one to a type two.

A type one Hellmouth will appear as a shimmering in the air, barely visible unless you know what to look for. A type two Hellmouth will appear as a visible doorway or gateway.

The third type, the fully formed Hellmouth will appear as a pit or gash in the earth. On occasion, it will spontaneously form a Seal of Danzalthar indicating that the Hellmouth is fully formed.

Hellmouths can be closed in one of three ways. The first way is to create a dimensional scrambler, a device that creates a vibratory interface pattern that interferes with the Hellmouth's operation.

The second is to perform a magical ritual. Each Hellmouth has its own particular ritual and the rite often has to be tuned to the people attempting to close the Hellmouth.

The third, and most dangerous, method is to go into the Hellmouth and fight the evil within. There is usually some sort of guardian being on the Hell side of the Hellmouth using its energies to hold the Hellmouth open.

The level of the Hellmouth dictates which methods need to be used to close it. For example, a level 1 Hellmouth needs only one of the three methods to close it. Two methods are needed for a level 2 Hellmouth, and those unfortunate enough to encounter a level 3 Hellmouth must utilize all three methods at once to close the damned thing. Good luck!



Figure 1: The Seal of Danzalthar















































From: Hellmouths in History

(A compendium of famous historical Hellmouths)

One of the first recorded Hellmouths was a type three that opened in ancient Egypt in the form of the Bent Pyramid. The Hellmouth was closed through the diligent work of the little known Ja-Kirk-Hotep and his Mystic Spock.

It is known that Ja-Kirk-Hotep created a dimensional scrambler which was instrumental in closing the Hellmouth. Unfortunately, the complete instruction guide for creating the dimensional scrambler have been lost to the mists of time.

However, one set of mysterious hieroglyphs remain. It is said that when the time comes to decipher this puzzle, the meaning of the hieroglyphs will make themselves apparent.

From: Dangerous Potions and You

(An old, dusty tome of magical elixirs)

One unusual potion in our collection is the Potion of Rraf Nop. This potion dates back from the times of ancient Egypt where there great Pharaoh Ja-Kirk-Hotep ordered his healers to create the potion for his Mystic, Spock. It is said that the potion would not have helped Spock then, but would thousands of years hence, so powerful is the enchantment within.

The potion is especially odd because it requires a number of steps not normally found in potion making and includes concepts that were unknown to Ancient Egypt at the time. There are those who say that Ja-Kirk-Hotep received advice from travelers from the stars who guided him and gave him the advanced technology that allowed the creation of the pyramids.

Before the potion can even be created, it must be calibrated to especially to the target. To do this at least four sets of hormone samples must be obtained. Ja-Kirk-Hotep gave explicit orders that his healer, Mah-koy collect the samples.

The samples need to be collected not only from the target of the potion, but also from three of his mates. The samples need to be fresh, taken within 10 minutes of mating with the target. Once the samples are obtained, the healer must produce a “vulcadrine disrupter,” a chemical that will be the first ingredient in the potion.

Once the initial ingredient is created, the potion maker may create the actual potion. The potion requires five ingredients. The first should have been already obtained from the healer in question. The rest need to be prepared then introduced into the cauldron in the order specified.

The second ingredient is five grams of knotgrass. The knotgrass should be tied into as small a ball of knots as possible, no larger than two inches in diameter.

The second ingredient is something known as Saurian Brandy.

You will need exactly two ounces of this strange ingredient, which has never been known to exist in any potions stores and is not a part of any other potion.

The fourth ingredient is the semen of a vampire. The semen must be freshly obtained within the past two hours. No more than a teaspoon of semen is needed.

Finally, unicorn hair must be obtained. This ingredient is quite uncommon, but a master of potions may have some.

Once all of the ingredients have been obtained, mix the three liquid ingredients together in your cauldron, stirring in a counterclockwise manner until they have become pink and bubbly.

Next place the fifth ingredient into the cauldron and continue to stir. Finally, add the second ingredient. The potion should flash and become clear and shimmering. It is then ready to be applied to the target in the manner of the healer. Warning: if this potion is imbibed, it may cause unexpected results.

Cursing a Vampire With a Soul

(From Cursing Vampires and You, a Practical Guide)

This particular ritual was developed by the Kalderash clan of Gypsies who were particularly haunted by Vampires in Eastern Europe.

You'll need: an Orb of Thesulah, some incense or herbs, matches, some stones, four candles and some animal bones. You will also need the semen of your target.

Instructions: Set up a sacred circle in front of you as depicted in the picture on the right (basket is optional). Light the herbs or incense as well as the candles and chant the following:



Quod perditum est, invenietur.

Not dead nor not of the living. Spirits of the interregnum I call.

Let him know the pain of humanity, gods. Reach your wizened hands to me. Give me the sword. Gods, bind him. Cast his heart from the evil realm. I call on you gods.

Te implor, Doamne, nu ignora aceasta rugaminte.

Nici mort, nici de-al ființei, Te invoc, spirit al trecerii. Reda trupului ce separa omul de animal!

Nici mort, nici al ființei.

Lasa orbita sa fie vasul care-i va transporta, sufletul la el.

Utrespur acestui. Asa sa fie! Asa sa fie! Acum!

Then sprinkle the semen on the orb. It should burn away and the soul will be restored.

The Seven Heavenly Virtues

(From Wikipedia: The Book of Wikipedia Pages)

There is a list of the seven virtues to oppose the seven deadly sins. The “Seven heavenly virtues” were derived from the *Psychomachia* (“Contest of the Soul”), an epic poem written by Aurelius Clemens Prudentius (c. AD 410) entailing the battle of good virtues and evil vices. The intense popularity of this work in the Middle Ages helped to spread the concept of holy virtue throughout Europe. Practicing these virtues is considered to protect one against temptation from the seven deadly sins, with each one having its counterpart. Due to this they are sometimes referred to as the *contrary virtues*. Each of the seven heavenly virtues matches a corresponding deadly sin.

Virtue	Latin	Vice	Virtue's Meaning
Chastity	<i>Castitas</i>	Lust	Abstaining from sexual conduct according to one's state in life. Embracing of moral wholesomeness and achieving purity of thought through education and betterment.
Temperance	<i>Temperantia</i>	Gluttony	Constant mindfulness of others and one's surroundings; practicing self-control, abstention, and moderation.
Charity	<i>Caritas</i>	Greed	Generosity. Willingness to give. A nobility of thought or actions.
Diligence	<i>Industria</i>	Sloth	A zealous and careful nature in one's actions and work. Decisive work ethic. Budgeting one's time; monitoring one's own activities to guard against laziness.
Patience	<i>Patientia</i>	Wrath	Forbearance and endurance through moderation. Resolving conflicts peacefully, as opposed to resorting to violence. The ability to forgive; to show mercy to sinners.
Kindness	<i>Humanitas</i>	Envy	Charity, compassion, friendship, and empathy without prejudice and for its own sake.
Humility	<i>Humilitas</i>	Pride	Modest behavior, selflessness, and the giving of respect. Giving credit where credit is due; not unfairly glorifying one's own self.

From: The Big Book of Fun Magic Spells For All Ages

(An old and tattered tome with pop-up illustrations. Unfortunately, the book is so old the pop ups do not work any more.)

A Hellmouth's energies relate directly to Hell and sin and the forces therein. They are tied therefore to the seven deadly sins. To close a Hellmouth, one must perform a ritual where the seven Heavenly virtues are brought forth.

It is important, therefore, that the ritual participants be seven magic users who best exemplify the seven Heavenly virtues. Some leeway may be given. If no magi can be found who exemplifies a specific virtue, the one who most exemplifies it may be used and the other magi may have to work that much harder on the ritual.

To start, inscribe with chalk a septogram large enough that two people can lay comfortably within. The seven magi, each representing a Heavenly virtue must stand at the seven points of the star. Two chosen magi, who represent the forces of good and evil, must stand within the septogram, each with a food or beverage.

Each of the seven magi requires an item that represents their virtue. It may be a common item, or something quite extraordinary. The closer it represents the virtue, the better, and the more unusual also the better.

Each of the seven magi will also require a saying about their virtue, something they can chant during the ritual. It should be short, no longer than a sentence. You know, something chantable, nice and chantable.

Starting in the outside of the circle and going widdershins (that's counter-clockwise to you and me), the seven virtues start their chants, one at a time, starting slowly and increasing in power and speed with each iteration. The chanters will be saying their chants over and over again, so no need to get too fast too quickly. Keep the chanting going while the action goes on inside of the septogram.

Inside the septogram, the forces of good and evil must first feed each other while saying, "these are the fruits of the tree of the knowledge of good and evil." The

foods do not have to be fruit or even related to good, evil, or knowledge. It is all symbolic and stuff.

After the feeding, the forces must share juices. This is exactly what you think the phrase “share juices” implies. It doesn’t matter the exact method the participants use, but juices better be shared, if you get my drift.

All the while, the seven outside of the circle continue their chanting; they keep chanting until the juices have been shared. And then the energy will be sufficient to close a Hellmouth.