Instructions:

You will be prompted on the screen to enter various information regarding spell numbers and victims’ names, etc… The general flow can be seen below.

1. Enter Citizen Name (Citizen1, Citizen2, etc…)
2. Enter Spell Number (Numbers found starting on next page)
3. Enter the correct names, herbs, teams when prompted on screen.
4. Type ‘Exit’ to stop the game when prompted for Next Citizen Name.
5. Score displayed

All citizen names have a capitalized ‘C’. The answers can be found on the last page. Be sure to enter the correct answers when prompted, there will be consequences!

When prompted for a “curse number” use the spells/incantations below to choose from. The red highlighted text indicates what you will be prompted to answer once you select that curse number. All of the input is case sensitive (ie: All names are to be capitalized)

Magical Spells and Incantations:

Games:

Races:

1. To be used when

Write on a Lead Tablet:

*I conjure you, daemon, whoever you may be, and order you, to torture and kill, from this hour, this day, this moment, the horses of the (Team Names); kill and smash the charioteers (Racers Names); do not leave a breath in them. I conjure you by him who has delivered you, at the time, the god of the sea and the air: Iao, Iasdao, Oorio, Aeia*. [*Arcana Mundi*, 129].

1. Write on a silver lamella the names of the horses you wish to not get tired during the horse race and speak the following:

*I adjure you angels of running, who run amid the stars, that you will grid with strength and courage the horses that (Name of Citizen) is racing and his charioteer who is racing them. Let them run and not become weary not stumble. Let them run and be swift as an eagle. Let no animals stand before them, and let no other magic or witchcraft affect them.* [*Curses Tables and Binding spells,* 59]

Place the silver lamella and conceal it in the racing lane you wish to win.

1. Write on a Lead Tablet:

*I bind to them the race, the feet, the victor, the strength, the soul, the speed, drive them crazy, without muscles, without limbs, so that tomorrow, in the hippodrome, they will be unable to run or walk or conquer or leave the starting gates or go around the course, but let them fall with their driver (Target’s Name). Bind their hands, steal their victor, their sight, so that they are unable to see their opponents, rather, drag them their own chariots and thrown them on the ground so that they fall down throughout the hippodrome, but particularly around the course, with their own horses.* [*Magic in the Ancient World*, 156]

Games of Chance:

1. Silently repeat in your mind the following formula:

*THERTHENITHRO DYAGOTHERE THERTHENITHOR SYAPOTHEREUO KODOCHOR makes me a winner at (Game Type) O prevailing Adrie!* [*Hermetic Magic*, 249]

Dice:

1. Whisper into your hand holding the dice the following formula:

*Let none be my equal, for I am THERTHENITHOR EROTHORTHIS DOLOTHOR, and I throw what I will!* [*Hermetic Magic,* 249]

Sex, Love, and Marriage:

1. Write on a Lead Tablet:

*I record (Target’s Name), the daughter of (Target’s Mothers name), with Hermes the Restrainer. Restrain her near you. I bind (Target’s Name) before Hermes the Restrainer—the hands, the feet of (Target’s name), the whole body*. [*Curses Tables and Binding spells,* 86]

1. Write on a Lead Tablet:

*(Target’s Name) and the women who will be seen with him. May he not marry any other woman or young maiden, or find happiness in life.* [*Curses Tables and Binding spells,* 91]

1. Write on a Lead Tablet:

*We bind (Husband Name), the wife of (Wife Name), and (Son Name), son of (Husband Name), and the children/slaves of (Husband Name), I bind their souls and their deeds and their entries selves and all their belongings. And their penis and their vagina, both themselves and their soul and deeds and all their entire selves and their penis and unholy vagina be cursed.*[ *Curses Tables and Binding spells,* 91]

1. Write on a Lead Tablet:

*I turn away (First Target’s Name) from (Second Target’s Name), from his face, from his eyes, from his mouth, from his breast, from his soul, from his belly, from his penis, from his anus, from his entire body. I turn away (First Target’s Name) from (Second Target’s Name).* [*Curses Tables and Binding spells*, 92]

Legal**:**

1. Write on a Lead Tablet:

*The tongue of (Name). The tongues of the advocates of (Name)* [*Magic, Witchcraft, and Ghosts in Greek,* 211]

1. Write on a Lead Tablet:

*If anyone put a binding spell on me, be it man or woman, slave or free, alien or citizen, from my household or from outside it, be it out of envy toward my work or my actions, if anyone put a binding spell on me before Hermes, be it Hermes Erionious or Hermes Restrainer or Hermes Trickster, or before some other power, I bind it return all my enemies. I bind my opponent in court (City Name).* [*Magic, Witchcraft, and Ghosts in Greek*, 211]

1. Write on a Lead Tablet:

*I will bind (Target’s Name) and the friend, (Target’s Friend Name). Both him and the actions of (Target’s friend Name) and his tongue and words and actions; and that he may prove useless to the authorities.* [*Curses Tables and Binding spells,* 126]

1. Write on a Lead Tablet:

*Hermes of the underworld and Hekate of the underworld. Let (Target’s Name) be bound before Hermes of the underworld and Hekate of the underworld. I bind (Target’s Name)’s (Target’s Girl) to Hermes of the underworld and to Hekate of the underworld. I bind her. And just as this lead is worthless and cold, so let that man and his property be worthless and cold. And those who are with him who have spoken and counseled concerning me.*

*Let (Supporter of Target) and any other supporter of (Target’s Name) be bound before Hermes of the underworld and Hekate of the underworld. Also (Target’s Name) soul and mind and tongue and plans and the things that he is doing and the things that he is planning concerning me. May everything be contrary for him and for those counseling and acting.* [*Curses Tables and Binding spells,* 127]

1. Write on a Lead Tablet:

*Daimones under the earth and daimones whoever you may be; fathers of fathers and mothers, whether male of female, daimones whoever you may be and who lie here, having left grievous life, whether violently slain or foreign or local or unburied, whether you are borne away from the boundaries of cities or wander somewhere in the air, and you who lie under here, take over the voice of my opponents. (Target’s Name) the (Target’s Position) to whom (Target’s Mothers name) gave birth. NETHIMAZ MASOLABEO MAMAXOMAX ENKOPTODIT ENOUROUMAR AKNEU MELOPHTHELEAR AKN ruler of daimones beneath the earth. And give a muzzle to (Target’s Name) the (Target’s Position).* [*Curses Tables and Binding spells*, 134]

Protection/Healing

1. To keep bugs/out of the house:

*Mix Goat Bile with water and sprinkle it.* [*The Greek Magical Papyri,* 119]

1. To keep fleas out of the house:

*Wet rosebay with salt water, grind it and spread it*. [*The Greek Magical Papyri*, 119]

1. Favor and victor charm:

*Take a blood-eating gecko that has been found among the tombs and grasp its right front foot and cut it off with a reed, allowing the gecko to return to its own hole alive. Fasten the foot of the creature to the fold of your garment and wear it.* [*The Greek Magical Papyri*, 120]

1. Discharge of the eyes:

Write this on a piece of papyrus and attach it as an amulet: “ROURARBISAROURBBARIASPHREN”

[*The Greek Magical Papyri,* 121]

1. Migraine Headache:

*Take oil in your hands and utter the spell, “Zeus sowed grape seed: it parts the soil; he does not sow it; it does not sprout”*

[*The Greek Magical Papyri*, 121]

1. Migraine Headache

*Write these things on scarlet parchment: “ABRASAX”, Place it, having made it into a plaster, on the side of the head*. [*The Greek Magical Papyri*, 121]

1. For Coughs

In black ink, write on hyena parchment the following:

*TEUTHRAIO THRAITEU THRAITO THABARBAORI LIKRALIRETA deliver, (Citizen’s Name), from the cough that holds him fast.* [*The Greek Magical Papyri,* 121]

Answers:

Citizen1: 1 : White : Abas

Citizen2: 7 : Thyrsos

Citizen3: 10 : Eucles

Citizen4: 9 : Patroclus : Strabo

Citizen5: 13 : Harmon : Galene : Oinophilos

Citizen6: 6 : Phanessa : Callisto

Citizen7: 16 : rosebay : salt

Citizen8: 5 :

Citizen9: 21 :

Citizen10: 11 :