

To cast a level 1 or 2 spell you need at least a relatively recent Smartphone, Netbook or Tablet, to cast a level 3 spell you need at least a modern laptop or PC, to cast a level 4 or 5 spell you need a supercomputer. Mental sorcery can be attempted but is extremely risky, the spell has an increase in difficulty of -6 and any fail is a Calamitous Failure.

No Arcane Power (or similar) is used, any number of spells can be cast.

Laundry Spell	Hardware	Difficulty	Requirements
Level 1	Smartphone, Netbook or Tablet	Moderate: 0	-
Level 2	Smartphone, Netbook or Tablet	Hard: -2	+1 per extra requirement taken
Level 3	Laptop or PC	Tough: -4	+1 per extra requirement taken
Level 4	Supercomputer	Demanding: -6	+1 per extra requirement taken
Level 5	Supercomputer	Very Demanding: -8	+1 per extra requirement taken

Helpers

+1 for an extra sorcerer, +2 for 4 extra sorcerers, +3 for 16 extra sorcerers, +4 for 64 extra sorcerers or

+1 for 5 assistants, +2 for 25 assistants, +3 for 125 assistants, +4 for 625 assistants.

Level 1 and 2 Spells Casting Requirements

- As per Spells of the First Magnitude, Barbarians of Lemuria:
 - Special Item
 - Line of Sight
 - Casting Time
 - Intimate Materials
 - Special Knowledge
 - Hour Power
 - Wounds
- Taumic Resonance – The spell is cast at an old, well-used gallows, old cemetery or asylum, or similar.
- Casting Aids – A single complex diagram or other single object, including off-shelf electronics that have been re-purposed for sorcerous use, like a speech synthesiser or

MP3 player playing recordings of chants.

- Laptop or PC used instead of a PDA, Netbook or Tablet.
- (+2) Supercomputer used instead of a PDA, smartphone, Netbook, Tablet, Laptop or PC.

Level 3 Spells Casting Requirements

- As per Spells of the Second Magnitude, Barbarians of Lemuria:
 - Special Item
 - Rare Components
 - Casting Time
 - Ritual Sacrifice
 - Lunar
 - Wounds
- Thaumatic Resonance – The spell is cast at a huge necropolis, very old and especially horrific asylum, ritual space of a small magical cult that endured for a few decades.
- Casting Aids – Half a dozen simple but appropriate objects, like candles, drawings and ritual knives or a set of several moderately complex peripherals that can all fit into a small suitcase, such as lasers and a set of mirrors used to make a laser pentacle. Alternately, a single highly specialised and custom made piece of electronics that plugs into the sorcerer's PDA or computer.
- Super Computer used instead of a modern Laptop or PC.

Level 4 and 5 Casting Requirements

- As per Spells of the Third Magnitude, Barbarians of Lemuria:
 - (+2) Ritual Sacrifice
 - The Stars ARE Right
 - Demonic Transformation
 - Wounds
- Thaumatic Resonance – Ritual space of a large and old magical cult, an ancient cemetery used as a ritual site by a small cult.
- Casting Aids – A full laboratory set up, complete with several pieces of expensive, highly specialised equipment, or a collection of large and exceedingly elaborate ritual gear that seems more appropriate on the set of a movie.

Spell Calamitous Failure Table

2d6	Result
2-5	One or two delicate pieces of equipment used in the spell are ruined.
6-7	There is a small explosion of thaumic energy. All electronics within 10 metres require resetting or restarting before they work again and all potentially fragile ritual paraphernalia is ruined. Also, everyone within 10 metres takes 1d3 points of thaumic energy damage due to nose bleeds, serious headaches and minor cell damage.
8	There is major poltergeist activity for the next 1d3 minutes. Objects with a SIz equal to or smaller than the level of the spell fly through the air, smashing breakable objects and possibly striking anyone within 10 metres. Everyone within this range must make a Mind roll every turn that they are within the affected area to avoid suffering 1d6 damage due to being hit by small flying objects like cell phones, circuit boards or candlesticks.
9	There is a moderate explosion of thaumic energy, everyone within 10 metres suffers 1d6+2 damage from thaumic energy, all electronics within range are utterly ruined.
10	The spell acts as a summoning spell and summons a single non-physical entity. This entity attempts to possess any person or complex piece of electronics (like a computer or a phone) that is not warded.
11	There is a massive explosion of thaumic energy, everyone within 10 metres suffers 2d6+2 damage from thaumic energy, all electronics within range are utterly ruined and all digital data is unrecoverable. Also, the region is now affected by a Haunting (see page 126 of The Laundry) of a level equal to the spell that was being cast.
12	A type three gate (see page 138 of The Laundry) is opened to a random dimension (or possibly one that the sorcerer was trying to summon a being from). This gate remains open for 1d3 hours and during this time extra-dimensional entities can come through it, including both non-physical entities that can possess humans or animals and extra-dimensional physical beings. The exact nature of the beings depends upon the particular dimension. Also, the region is now affected by a level four haunting, unless the spell being cast was level five, in which case the area now suffers from a level five Haunting.

Note: In all cases, wearing or previously casting a personal ward of a level at least equal to the level of the spell that went wrong protects the user from any damage caused by thaumic energy, but does not protect their equipment. Also, unless the level of the ward is higher than the level of the spell that went wrong, the ward is destroyed.

Laundry Spell List

Name:	Level:	Casting Time:
Defensive Bindings	One to Four	One minute per Level
Destiny Entanglement Geas	Three or Four	30 minutes (Level 3), 1 hour (Level 4)
Entropy Manipulation	One to Four	One round per level
Exorcism	One to Four	One minute per level
Gates	One to Five (in practice, Three to Five)	Variable Level three gates require two minutes to create. Level four gates require at least 20 minutes to create. Level five gates require at least three days of continuous work to create.
Geas	Two for a temporary geas, three for a lasting geas; +1 Level to the spell if the geas is used on an extra-dimensional being	Two turns for a temporary geas, two minutes for a lasting geas. Multiply this time by three for geases cast on extra-dimensional beings – six turns for a temporary geas and six minutes for a lasting geas
Glamour	One to Four (and rumours of Five)	One minute per level
Prognostication	Four	Five hours
Scrying	One, Two or Three	One round per level
Sympathetic Magic	One to Three	Two minutes per level
Summoning & Banishing	Two to Five (for summoning) or One to Four (for banishing)	Two minutes per level for level two to four summonings. Level five summonings require three days to complete. Banishings require two turns per level for level one to three banishings and three

		hours for level four banishings.
Wards	One to Four	One turn per level for personal and offensive wards, two minutes per level for area wards.