

Chapter Five – Wizardry

Wizardry Basics

- You must have bought the skill for the spell before you may cast it.
- Magic must be done in a space that has been minimally prepared - the ritual space must be marked with a cloth, rope, or other such device (although not necessarily a crafted item). In the absence of such things, at least one uninterrupted minute of preparation - pacing the length and breadth of a room and marking its distances, invisibly scribing lines in the dirt, etc. - may be substituted, but it will be generally faster and easier to mark the space with objects. The rules for creating ritual space are detailed in Chapter Two, Using Wizardry skills.
- The ritual may be role-played in any way desired so long as it is obviously a magical working, although it should be reasonably consistent from casting to casting and the general outline of the ritual should be inscribed in the 'spell notes' section in the caster's grimoire.
- Your hands must be free to cast any ritual; you may not have your arms bound, and you may not be holding any non-ritual items in your hands at any time during the ritual. You may not cast a ritual if both of your arms are rendered unusable (such as through the Maim effect), though you may cast with only one useable.
- Rituals may be canceled at any time. The stamina cost for the ritual is not expended until the ritual is complete and has taken effect.
- Any Ritual Components that are contributing to the spells effect must be used in the ritual; at least minimally enough to be set out and touched once during the ritual.
- The caster must have the herbal component for the spell on their person or used in the ritual.
- The caster must have their Grimoire open to the proper page for reference.
- The 'target' of a ritual must have been present for the entire ritual and touching or within the marked ritual space for the entire duration of the ritual.

Boosting Wizardry

The Herbal Component and each appropriate Ritual Component (listed in the spell description) that is used in the ritual will add a 'magical bonus' to the ritual based on their quality - 0 for Apprentice, 1 for Journeyman, and 2 for Master. These magical bonuses provide additional Spiritual Stamina for each casting according to the chart below:

<u>Total Magical Bonus</u>	<u>Additional Spiritual Stamina</u>
1 or 2	1
3 to 5	2
6 to 9	3
10	4

No matter how many bonus Spiritual Stamina are added to a spell, the caster must always expend at least the Minimum Spiritual Stamina for the spell directly from their Spiritual Stamina Pool.

Sacrificing an Herbal Component to the ritual makes the ritual's stamina requirements significantly less. Some powerful spells are nearly impossible to cast without this sacrifice. Sacrificing an herbal component need not be explicitly part of the ritual, but when it is done, the component is rendered useless and its tag should be destroyed.

Spell Details

Wizardry Key:

Skill Name [Talent/Type or Trait and Level]

Stamina Cost: The number before the slash is the number of Spiritual Stamina you must pay to cast this spell normally. The number after the slash is the number of Spiritual Stamina you must pay to cast this spell if the herbal component is sacrificed during the ritual.

Minimum Stamina Cost: The first number is the number of Stamina you must pay directly from your Spiritual Stamina pool when you cast this spell, regardless of any bonus Stamina. The number after the slash is the same, but applies only when you sacrifice your Herbal Component to the ritual.

Karma Cost: Certain spells might require the castor to expend Karma in order to use the spell. This cost cannot be defrayed or paid in any other manner.

Ritual Length: The time it takes to perform the ritual. Additional Spiritual Stamina may always be spent to reduce the time of a ritual by 5 seconds per point, to a minimum of the Minimum Ritual Length.

Minimum Ritual Length: The minimum time to which the ritual can be reduced.

Common Ritual Actions: Examples of specific actions that would be typical of a casting of this spell.

Description: What the spell's effects are. All spells have their effects immediately after the ritual ends; you may not wait to deliver the effect.

Herbal Component: The primary herbal component of the spell. This component is required.

Ritual Components: Any crafted item(s) that may assist in the spell's casting. Only one implement of each type can be used per casting (for example, a wooden wand and a metal wand could not be used at the same time).

Spells:

Brethren's Blessing (Brethren) [Spiritual/Wizardry 3]

Stamina Cost: 3/2

Minimum Stamina Cost: 2/1

Ritual Length: 1 minute

Minimum Ritual Length: 20 seconds

Common Ritual Actions: Ask the first target the name of their family. Ritually accept the second target - give them a cup to drink, embrace them, clasp their hand, etc.

Description: Once this ritual is cast, you may immediately touch the second target with a packet and call 'Imbue Family of <trait> by Magic', where <trait> is the first character's Family Trait. This will replace the second target's Family Trait if they currently have one. This may only be cast on a willing target.

Herbal Component: Compound of Connection

Ritual Components: None

Family's Tears (Sunder) [Spiritual/Wizardry 3]

Stamina Cost: 3/2

Minimum Stamina Cost: 2/1

Ritual Length: 1 minute

Minimum Ritual Length: 20 seconds

Common Ritual Actions: Ritually scorn the target - spit at their feet, turn your back upon them, etc.

Description: Once this ritual is cast, you may immediately touch the target with a packet and call 'Inflict by Magic' to remove the target's Family Trait.

Herbal Component: Tincture of Solitude

Ritual Components: None

Fates Retribution (Destroy Magic) [Spiritual/Wizardry 8]

Stamina Cost: 16/8

Minimum Stamina Cost: 12/6

Ritual Length: 1 minute

Minimum Ritual Length: 20 seconds

Common Ritual Actions: Gesture at the ward to be destroyed. Draw signs in the air against it.

Description: Once this ritual is cast, you may immediately touch a Ward and call 'Destroy Ward by Magic'. You must then immediately take the warding paper down to signify that the Ward has been removed. This spell can normally only be cast by sacrificing the components. This spell can only be cast within the Peace Ward area of the town.

Herbal Component: Essence of Negation

Ritual Components: Clay jar, talisman/hexagram, iron ritual knife, black ritual candle

Fates Salvation (Lifeline) [Spiritual/Wizardry 7]

Stamina Cost: 7/4

Minimum Stamina Cost: 6/3

Karma Cost: 3 per casting

Ritual Length: 30 seconds

Minimum Ritual Length: 5 seconds

Common Ritual Actions: Thread string or cord through your hands.

Description: Once this ritual is cast, you may immediately call 'Imbue to Spirit by Magic' and give the ritual coins to a dead character so that they will take only a minimal penalty from traveling through Death's Gate. The character receiving the Imbue will remain in Death's Realm only the minimum of time it takes for a spirit to return, although this time may vary. This death will not count towards their total number of deaths.

Herbal Component: Essence of Fate

Ritual Components: Ritual key, lodestone, thread, runestones, pair of ritual coins

Gift of the Fates (Touch of Sanity) [Spiritual/Wizardry 5]

Stamina Cost: 1 / 0.5 per point of Sanity restored

Minimum Stamina Cost: 2/1

Ritual Length: 30 seconds

Minimum Ritual Length: 5 seconds

Common Ritual Actions: Pass your hand or another object before the target's eyes three times. Speak soothingly and calmly. Chant mantras over and over.

Description: When this ritual is complete, you may immediately touch the target with a packet and call 'Refresh <X> Sanity by Magic', where X is the number of Spiritual Stamina points you expend in the casting.

Herbal Component: Tincture of Peace

Ritual Components: Jeweled pendulum, yellow/orange ritual candle, sachet, mirror

Gift of the Muses (Safe Travel) [spiritual/wizardry 3]

Stamina Cost: 3/2

Minimum Stamina Cost: 2/1

Ritual Length: 1 minute

Minimum Ritual Length: 20 seconds

Common Ritual Actions: chanting, singing, meditation

Herbal Component: Tincture of Safety

Ritual Component: A handcrafted Triskelion Disc at least 4" in diameter with your family name inscribed on the back, a bell, a box (where the disc is stored during the day)

Description: Hang the Triskelion in clear view outside the door of a private dwelling you wish to protect. Chant, sing or meditate to call and draw the spirit to the Triskelion, for the required ritual time. When you are finished, ring the bell and call out "Imbue by the Muses". The protective spirit will inhabit the Triskelion for 8 hours, from 2AM to 10AM. This spell cannot be cast more than 3 hours before you wish the spirit to become active. Casting this spell puts a protective spirit into the Triskelion amulet for 8 hours. The Triskelion amulet must be placed in clear view at the entrance to a private dwelling; this won't work on a tavern or guildhouse. Anyone who stays in that dwelling may invoke the spirit's protection for the purposes of safe travel to the bathhouse facility. They must touch the amulet upon exiting the building, stating "Invoke Spirit Protection". They must proceed directly to the facility and directly back with no detours. While under the spirit's protection, they cannot use any skills or abilities, nor may they interact with anyone. If an attack or encounter attempts to engage them, they reply "Spirit Protection" and continue on. They may carry any light source that was already activated and in their hands before they invoked the spirit's protection, but they may not carry any items, weapons or packets otherwise. Also, no damage-causing or harmful skills may be used within the protected dwelling while this spell is in effect. A dwelling is defined as a semi-permanent structure with at least 3 walls and a defined doorway.



Triskelions can be as fancy or as plain as the crafter desires. No specific skill aside from Gift of the Muses is required to craft one. They can be of any weatherproof or protected material, and of any size provided they are at least 4" in diameter. Most are crafted on a round disc, but this is custom and not an absolute requirement.

Muses' Blessing (Heal) [Spiritual/Wizardry 5]

Stamina Cost: 1 for each point of Healing you wish to do / 1 for each 2 points of Healing you wish to do

Minimum Stamina Cost: 2/1

Ritual Length: 30 seconds

Minimum Ritual Length: 5 seconds

Common Ritual Actions: Ask or call for the target's wounds to be healed. Comfort or pray over the target.

Description: Once this ritual is cast, you may immediately touch the target with a packet and call 'Heal <X> by Magic', where X is the number of Spiritual Stamina points you expend in the casting.

Herbal Component: Tincture of Health

Ritual Components: Cup, jeweled ring, blue/green ritual candle, cloth sheet

Muses' Grace (Mend Limb) [Spiritual/Wizardry 5]

Stamina Cost: 5/3 for each time you wish to call 'Cure Maim <limb> by Magic'

Minimum Stamina Cost: 2/1

Ritual Length: 30 seconds

Minimum Ritual Length: 5 seconds

Common Ritual Actions: Join or straighten something - clasp your hands together, tie a knot, connect a chain, bend a wire, etc.

Description: Once this ritual is cast, you may immediately touch the target with a packet and call 'Cure Maim <limb> by Magic' once for each 5 Spiritual Stamina you expend in the casting. You may only affect a single target with each casting of this spell.

Herbal Component: Compound of Wholeness

Ritual Components: Wand, red ritual candle, rope, charm bag

Muses' Purity (Cleanse Body) [Spiritual/Wizardry 5]

Stamina Cost: 5/3 for each 'Cure Poison' or 'Cure Disease' call you wish to make.

Minimum Stamina Cost: 2/1

Ritual Length: 30 seconds

Minimum Ritual Length: 5 seconds

Common Ritual Actions: Raise a hand or bowl over the target's head, or anoint them. Breathe deeply. Make warding gestures about them.

Description: Once this ritual is cast, you may immediately touch the target with a packet and call 'Cure Poison by Magic' or 'Cure Disease by Magic' once for each 5 Spiritual Stamina you expend in the casting. You may only affect a single target with each casting of this spell.

Herbal Component: Compound of Purity

Ritual Components: Bowl, silver ritual knife, incense, bracelet

Spirit of Hearth Protection (Ward) [Spiritual/Wizardry 7]

Stamina Cost: 7/4

Minimum Stamina Cost: 5/3

Ritual Length: 1 minute

Minimum Ritual Length: 20 seconds

Common Ritual Actions: Trace the door to be warded or pace the length and breadth of the room. Inscribe warding signs upon the lintel.

Description: Once this ritual is cast, you may ward a single room from unauthorized entry. The caster must be within or at the door of the warded location. When the ritual is cast, the caster writes the name of the ward's warden, who must be present for the casting, upon it in the top position and places the warding paper prominently on the location to be warded. No being may enter the warded room unless their name is written upon the warding paper by the warden, (this includes the caster). The warden may add names to the ward by spending one minute writing the names of the added characters to the ward; multiple names may be added at the same time. Names may not be subtracted from the ward. The warden and any who are

named upon the ward may enter the warded area by spending three seconds role-playing concentrating on and tracing the warding rune; if you do not enter immediately after tracing the rune, you must retrace it before you may enter. The warden and only the warden may deactivate the ward by taking down the warding rune, but once deactivated, the ward cannot be reactivated. If multiple portals are to be warded by the same spell, multiple warding runes/papers may be used, although only one of them must have names written upon it. The herbal component for this spell cannot be taken out of the warded area as long as the ward is up, and may only be used for one ward at a time. This cannot be cast outside of the town Peace Ward.

Herbal Component: Compound of Dismissal

Ritual Components: Ritual lock, signet ring/seal, sealing wax, white ritual candle

Star of the Fates (Magelight) [Spiritual/Wizardry 1]

Stamina Cost: 1

Minimum Stamina Cost: 1

Ritual Length: 20 seconds

Minimum Ritual Length: 5 seconds

Common Ritual Actions: Chant or gesture over the object which will provide light. Sing softly.

Description: Once this ritual is cast, you may immediately light a glowstick or turn on a small, diffused flashlight. This light may not be passed to another character. If you douse the light, you must cast the spell again before you may light it.

Herbal Component: Tincture of Brilliance

Ritual Components: None

Tongue of the Muses (Spirit Speech) [Spiritual/Wizardry 4]

Stamina Cost: 4/3

Minimum Stamina Cost: 3/2

Ritual Length: 30 seconds

Minimum Ritual Length: 5 seconds

Common Ritual Actions: Show your respect for the spirit to which you wish to speak - kneel, do obeisance, give it praise, etc.

Description: Once this ritual is cast, you say "Imbue by the Muses". You may then immediately throw a packet for 'Speak to Spirit' or 'Speak to Dead', allowing a spirit or dead character to communicate with you if he/she wishes. Be warned that some spirits will react badly to being pressed for too much information; question them sparingly.

Herbal Component: Compound of Wisdom

Ritual Components: Wine, bell, mask, statuette

Whimsy of the Muses (Pocket Space) [Spiritual/Wizardry 2]

Stamina Cost: 2/1

Minimum Stamina Cost: 1

Ritual Length: 20 seconds

Minimum Ritual Length: 5 seconds

Common Ritual Actions: Form a circle with your hands or arms. Perform a feat of prestidigitation.

Description: Once this ritual is cast, you gain the ability to carry extra tags without physreps. This spell may only be used on yourself, and lasts until you sleep.

Herbal Component: Compound of Passage

Ritual Components: None

Walking the Spirit World (Spirit Walking) [Spiritual/Wizardry 8]

Stamina Cost: 8/4

Minimum Stamina Cost: 6/3

Ritual Length: 1 minute

Minimum Ritual Length: 30 seconds

Common Ritual Actions: Mark a circle, chanting, singing, meditation, lighting a candle

Herbal Component: Essence of Spirit

Ritual Component: Blue jar or votive ritual candle, circlet, string, chain or chalk, a small personal item or belonging that the castor identifies with to tether them to their spirit circle, shawl

Description: This must be performed in a prepared and protected ritual space, such as the Mage's Guild, and under supervision. This ritual is dangerous to perform in an unprotected space. Draw or mark a small Spirit Circle. Inside the circle, place an unlit blue ritual candle and your personal ritual component. Chant, sing or meditate over the circle for the required time. When you are ready, wrap the shawl around your shoulders, light the candle and say "Imbue Spirit by Magic". You will become a spirit for up to 1 hour. If you do not return to your Spirit Circle before your 1 hour time limit is up, you will become a true spirit and must proceed immediately to the passage to the Isle of the Dead. While this spell is active you are not restricted to any location or travel regardless of whether you have the Townsperson or Adventurer trait, except that you may not enter any location marked as a Gate or with a yellow triangle. You may speak and communicate normally only with those who share your "Family" trait. While in spirit form due to the effects of this spell, you may Diagnose <Family> to determine the Family Trait of anyone attempting to speak with you. Whenever you do not have both feet planted on the ground, you must keep your hands clasped together in front of you.

While this spell is active, you may not use any game skills or abilities except those which let you provide instruction in the identification of scholarly information or gathering of materials; nor may you use, activate, accept, give or move any game items. In the use of any such skill, you may only interact by speech that does not include verbals or incants. You may only touch things that were already on your person when you cast the spell, such as paper, writing implements and already active light sources. You will not recover Stamina while this spell is active. You will call "Spirit" to any other effect or interaction, unless it specifically is targeted "to spirit". If an effect 'to spirit' would render you unconscious or unstable, you must immediately return to your Spirit Circle as a spirit and the spell will be broken. You will then take the effect that disrupted your spell and immediately fall unconscious or unstable. This spell may only be cast on oneself. This spell may only be cast once during any event. If a second attempt is made to cast this spell by a single castor during an event, the castor will proceed directly to the passage to the Isle of the Dead at the conclusion of the spell and take the normal consequences for death. The spell is considered concluded at the normal end of the one hour time limit or immediately upon receiving an effect which would otherwise disrupt and end the spell. In this case, no other spirit effecting spells may be cast upon this person.
