

# The Grimoire of Kylerean Harkyn.

A full accounting of  
the Sorcery, Theurgy  
and Necromancy  
of the New World

# Maelstrom

## DOMINION

### KYLEREAN HARKYN PASSPORT

#### Advanced Necromantic Lore

You can sacrifice living victims in the ritual site to produce power for rituals. This skill will not work on targets that are not affected by LIVING calls.

It takes approximately fifty days to teach this skill.

#### Advanced Sorcerous Lore

Once every thirty seconds, you can cast a single incantation as a free cantrip. You must already know this incantation and it must normally only cost one mana crystal to cast and have a casting time of less than thirty seconds.

Due to the recent changes to magic, you can use this ability once every thirty seconds to cast any cantrip or incantation that is listed on your passport as requiring two mana crystals or less and which has a casting time of less than thirty seconds.

It takes approximately fifty-six days to teach this skill.

#### Advanced Theurgic Lore

Using your greater understanding of ritual magic you can attempt to weave two rituals into a single piece of new magic. If you attempt to combine two rituals in this way, you can only choose one target which must be a valid target for at least one of the rituals.

If the attempt to combine the rituals fails, because you lack sufficient skill or because the two rituals cannot be combined, both rituals will take normal effect, provided that the target is a valid target for both rituals. If the target is not valid for one of the component rituals then that ritual will fail (the other ritual will work as normal).

If the attempt to combine the rituals succeed then you will get a single effect which is thematically derived from the two component rituals. The two rituals will combine to produce a single new effect which reflects the magics that were used to form it.

It can take several hours or more of consideration to successfully combine two rituals in this way for the first time. If you intend to try a new combination of rituals that you have not successfully combined before then you should tell a ref well in advance of the attempt. There is no guarantee that your rituals can be combined in this way but you are more likely to be successful if your character spends a few hours or more considering the ritual before attempting it.

If you cast two rituals using this skill then it is considered to be a single ritual, regardless of whether the

attempt to combine the two rituals succeeds or fails. The total mana cost is the mana cost of each component ritual, but if you do not provide enough mana for the entire effect, then both rituals will fail.

It is not possible to use this skill without attempting to combine two rituals into a single new ritual.

It takes approximately fifty-six days to teach this skill.

## **Alchemical Lore**

This skill provides the character with a working knowledge of alchemy allowing you to learn how to refine and mix base preparations.

Some alchemical skills allow you to refine base preparations, such as Philosopher's Stone or Escharotic Pumice. These essential compounds are either a potion, oil, vapour or dust that have a magical effect when used correctly. Once you have learnt the skill, a base preparation can be refined in downtime. You do not get a lore code sheet with this skill until you have learnt an actual base preparation.

You can also learn how to mix base preparations to produce a new product which is more potent. Different combinations of base preparations produce different effects, but it takes time to learn how to mix them properly. They cannot be mixed effectively until you have learnt the skill to do so in downtime. At present mixing base preparations can only be done at an event.

It takes approximately fifty days to teach this skill.

## **Alleviate Poison 1**

This sorcerous ritual requires ten mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

This sorcerous ritual will alleviate the effects of poisons and intoxicants such as Geum, Gilded Berries or Swamp Fever for up to one hour. The more mana expended in the ritual, the more potent poisons this ritual will alleviate. The ritual does not cure the victim, only alleviate the symptoms and effects of the poison. The target continues to die throughout the time and full symptoms resume after an hour.

It takes approximately twenty-five days to teach this skill.

## **Alleviate Poison 2**

This sorcerous ritual requires twenty mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

This sorcerous ritual will alleviate the effects of poisons and intoxicants such as Geum, Gilded Berries or Swamp Fever for up to four hours. The more mana expended in the ritual, the more potent poisons this ritual will alleviate. The ritual does not cure the victim, only alleviate the symptoms and effects of the poison. The target continues to die throughout the time and full symptoms resume after four hours.

It takes approximately thirty-four days to teach this skill.

### Analyse Liquid

This sorcerous ritual requires five mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

Upon completion of this ritual you learn the powers of one or more alchemical liquids.

It takes approximately twenty-three days to teach this skill.

### Analyse Mana Crystal

This theurgic ritual requires one mana crystal to cast at any ritual site. You must be close enough to be able to touch the target to cast this spell.

This simple theurgic ritual allows you to analyze mana crystals. It detects defective mana crystals, or mana crystals with special properties, and reveals details of those defects or properties.

#### How This Ritual Works

This ritual analyses the structure of the mana crystal, both its physical form and the maelstrom energy stored within. Most mana crystals are without any special features, but this ritual will determine if any of the targeted crystals have special properties.

While this spell is quite simple, it is a ritual and requires an expenditure of mana to perform. Generally, even a minor ritual site allows the examination of several mana crystals with only minimal mana expenditure.

#### How to use this Ritual

All the mana crystals to be examined must be present, and you must spend at least 10 seconds handling each crystal in the course of the ritual. You will analyze the mana crystals in the order you handle them.

#### Example data:

You discover that mana crystal 50515 is corrupted with necromantic energies. You believe that the corruption is sufficiently slight that the mana crystal could be used to cast an incantation without a problem, however you suspect it would be very dangerous to use this mana crystal to perform a ritual. It should be safe to use it for a necromantic ritual, but any other ritual could well end in disaster as the unstable mana crystal is likely to react badly to the massive forces involved in powering a ritual.

It takes approximately thirteen days to teach this skill.

### Analyse Poison

This sorcerous ritual requires ten mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close



enough to be able to touch the target to cast this spell.

Upon completion of the ritual you learn if the target has been poisoned, how badly and how long they have left to live if they will not survive. You must speak the true name of all characters to be affected at the completion of this ritual.

It takes approximately twenty-three days to teach this skill.

### **Analyse Ritual**

This theurgic cantrip requires one mana crystal to cast. It takes thirty seconds to cast this spell. You must be within five metres of the target to be able to cast this spell.

If you cast this cantrip at a ritual site while a referee is present and a ritual is being cast then they will tell you what the basic outcome will be. You must cast this cantrip for at thirty seconds while the ritual is being cast. You should inform the referee that you are casting this spell before you begin your spell casting.

It takes approximately seventeen days to teach this skill.

### **Analyse Ritual Site**

This theurgic cantrip requires one mana crystal to cast. You must be close enough to be able to touch the target to cast this spell.

If you cast this cantrip at a ritual site while a referee is present then they will tell you the level of power present in the site and any additional information where appropriate.

It takes approximately twenty-eight days to teach this skill.

### **Attune Ritual Site**

This theurgic ritual requires ten mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

This theurgic ritual uses allows you to apply your maelstrom insight to ways of disrupting the flow of mana around a ritual site. When you cast the ritual, you specify a magical lore skill that you know (necromantic lore, sorcerous lore or theurgic lore). You cause a disruption in the flow of mana that means that rituals using that magical lore skill will be impossible to cast at the ritual site. The more mana you spend the longer the effect of this ritual lasts.

Only one magical lore skill can be affected at a time. If another casting is attempted, only the most powerful spell has an effect. You may choose to cast this ritual without specifying a magical lore skill to try and "clear" the effect of this ritual prematurely.

It takes approximately twenty-one days to teach this skill.

## Banish

This theurgic ritual requires five mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. This ritual creates a magical curse which can be delivered to the target once you are within five metres of them.

This theurgic ritual allows you to empower a single character who is present during the ritual to deliver a curse that will prevent an eidolon from leaving the Maelstrom. You must speak the target's true name during the ritual. The more mana used to create the curse the harder it will be for the eidolon to escape from the Maelstrom. This curse effect ends when the eidolon successfully escapes the Maelstrom.

This theurgic ritual empowers a single character who is present during the casting to bear the power of the ritual. The bearer must deliver this curse within one week of the completion of the ritual or the ritual is wasted. If the bearer is slain in any way before the curse is delivered then the ritual is wasted. To deliver the curse, the bearer must call CURSE while using appropriate roleplaying within five metres of the target.

It takes approximately fifty-six days to teach this skill.

## Barrier

This theurgic ritual requires 1000 mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. The target must be within the Maelstrom for this ritual to take effect.

This ritual is so powerful that it can only be cast at an equinox or solstice and it must be cast repeatedly over a series of seasons. You must perform this ritual a total of four times for it to take full effect. Each casting must be on a different equinox or solstice. You may choose to miss one or more seasons without any adverse effect.

When the ritual is complete, it should become difficult or near impossible for any eidolon to leave the Maelstrom. Some effects will become noticeable after the first casting, with consequences growing increasingly more potent with each additional casting.

It takes approximately forty-five days to teach this skill.

## Barrier-thinning meditation

This theurgic ritual requires 1500 mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. The target must be within the Maelstrom for this ritual to take effect.

This ritual is so powerful that it can only be cast at an equinox or solstice and must be cast repeatedly over a series of seasons to take effect. When the ritual is complete, the barrier that prevents eidolons from leaving the Maelstrom should be completely destroyed, allowing every eidolon who has ever been trapped there to escape.

The decline of the Maelstrom barrier appears to be some kind of natural process. This spell accelerates that process. As such it produces an instantaneous change that cannot be reversed.

It takes approximately fifty-nine days to teach this skill.

### **Blessed Touch of Invigoration**

This sorcerous cantrip requires one mana crystal to cast. You must be close enough to be able to touch the target to cast this spell.

The cantrip allows you to cause a single LIVING incapacitated character to be immediately raised to debilitated. You must speak the target's true name at the completion of this cantrip. This cantrip only affects characters that are affected by LIVING calls.

It takes approximately twenty-five days to teach this skill.

### **Block Character Skill**

This theurgic ritual requires five mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. This ritual creates a magical curse which can be delivered to the target once you are within five metres of them.

This theurgic ritual creates a curse that will cause the victim to lose one or more skills. The skill loss is permanent unless the power of the curse can be broken. The more mana used to perform the ritual, the more skills are lost; you may select which skills you want the target to lose. This theurgic ritual empowers you or a single character who is present during the casting to bear the power of the ritual. The bearer must deliver this curse using appropriate roleplaying within a season of completing the ritual (i.e. before the end of the next downtime period). If the bearer is slain or leaves the mortal world and returns to the Maelstrom for any reason before the curse is delivered then the ritual is wasted.

This theurgic ritual empowers a single character who is present during the casting to bear the power of the ritual. The bearer must deliver this curse within one week of the completion of the ritual or the ritual is wasted. If the bearer is slain in any way before the curse is delivered then the ritual is wasted. To deliver the curse, the bearer must call CURSE while using appropriate roleplaying within five metres of the target.

It takes approximately sixty-two days to teach this skill.

### **Calculate Ritual Cost**

This theurgic ritual requires one mana crystal to cast at any ritual site. You must be close enough to be able to touch the target to cast this spell.

This simple theurgic ritual allows you to calculate how many mana crystals will be required to cast another ritual at the same ritual site. You will need the true name and presence of the intended caster of the other



ritual and the true name and/or presence any targets that need to be named and/or present for the other ritual, along with any ritual-enhancing items or effects (or the source of such effects) that the other ritual intends to use.

It takes approximately twenty-one days to teach this skill.

## **Call the Spirit of the Maelstrom**

This theurgic cantrip requires one mana crystal to cast. It takes thirty seconds to cast this spell. The target must be within the Maelstrom for this ritual to take effect.

This cantrip allows you to communicate with a character currently trapped in the Maelstrom. You can leave a short message that the eidolon may receive when they are in or next enter the Maelstrom. You must speak the true name of the target at the completion of the cantrip.

### **Using This Skill**

Write all the message details including their true name on one of the tinted colour ceremonies sheet available from GOD and hand in to a referee. Although not required for use of this skill, it would be helpful to include their character name, real name and/or CID if known.

It takes approximately twenty-five days to teach this skill.

## **Chilling gaze**

This necromantic incantation requires eight mana crystals to cast. You must be within five metres of the target to be able to cast this spell.

When you cast this necromantic incantation you call PARALYSE LIVING against a single target within five metres. If living then for thirty seconds they are under the same restrictions as if they were incapacitated, except they may either freeze in place or else fall to the ground.

It takes approximately fifty-six days to teach this skill.

## **Claim Soul**

This theurgic ritual requires five mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. This ritual creates a magical curse which can be delivered to the target once you are within five metres of them.

This theurgic ritual creates a magical curse that an eidolon can deliver that will cause the target to become soul pacted to the eidolon unless their soul is mystically protected. You must speak aloud the true name of the victim during the casting of the ritual. Only an eidolon can be chosen to deliver this curse and you must speak the true name of the eidolon during the ritual.

This theurgic ritual empowers a single character who is present during the casting to bear the power of the ritual. The bearer must deliver this curse within one week of the completion of the ritual or the ritual is wasted. If the bearer is slain in any way before the curse is delivered then the ritual is wasted. To deliver



the curse, the bearer must call CURSE while using appropriate roleplaying within five metres of the target.

It takes approximately thirty-four days to teach this skill.

### **Confirm True Name**

This theurgic cantrip requires one mana crystal to cast. It takes thirty seconds to cast this spell. You must be close enough to be able to touch the target to cast this spell.

When you cast this cantrip you can tell if the name you believe is the subject's true name is correct or not as they will glow with a pale light visible to all in the vicinity. This cantrip takes thirty seconds to cast.

It takes approximately twenty-one days to teach this skill.

### **Conjure Malefic Scow**

This necromantic ritual requires 200 mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You can cast this ritual at any location you are familiar with. The mana required to cast this spell increases the further from the ritual site you select.

This necromantic ritual allows you to conjure a malefic scow, a floating platform of flotsam and jetstam lashed together with sinew that is hard to sink and is capable of transporting cargo and men-at-arms. The vessel is guided by a malign intelligence that drives the scow through the water. This vessel is clearly supernatural and is likely to be attacked on sight in the Known World. Because of the nature of the vessel it is not possible to upgrade the ship with better rigging or the like.

A malefic scow is capable of performing beach landings much like a battle barge. The ship is very vulnerable to bombardment from warships but is surrounded by a miasma of fear that makes any boarding action impossible to any but the most courageous.

You believe that if you know how to make a Flembic Galleas it should be possible to combine that knowledge with this skill to research a ritual that creates a necromantic warship. If you know how to make a Mayan Slave Ship then it should be possible to combine that knowledge with this skill to research a ritual that creates a platform that will spread plague and disease.

It takes approximately fifty days to teach this skill.

### **Conjure Necromantic Item**

This necromantic ritual requires ten mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

You can cast a necromantic ritual that instantly fashions an item from bone or flesh that allows you to steal

the souls of those you execute. You must have a suitable looking phys-rep for a necromantic item that reflects the supernatural nature of this necromantic ritual.

When you execute someone while carrying this item, you may attempt to steal their soul. Show them the item's lammy; if they do not resist the effect they will give you their soul card. Bring this to GOD within an hour to exchange it for necromantically tainted mana crystals. These crystals may be used for any incantation, but are dangerous to use in a sorcerous or theurgic ritual. They may have a beneficial effect on necromantic rituals cast using only this kind of mana crystal.

Instead of converting a soul to mana, you may choose to use it to modify your response to detection magic. To do so, bring the soul to GOD and ask to store the soul in your necromantic item. Your item's lammy will be re-printed, allowing you to use the DETECT responses of the stored soul instead of your own, at your option. Only one soul at a time may be stored in this fashion.

You can choose to create your necromantic focus as a weapon, such as a staff or sword if you have a suitable phys-rep which appears to be made of bone or flesh. The focus can be used to inflict SINGLE damage.

This item is soul tainted to your soul and because of this link it can only be used by you. If the item leaves your possession or you cast this ritual again, then the item will slowly fade away.

It takes approximately fifty days to teach this skill.

### **Conjure Osseus Ravager**

This necromantic ritual requires 125 mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You can cast this ritual at any location you are familiar with. The mana required to cast this spell increases the further from the ritual site you select.

You can cast a necromantic ritual that creates an osseus ravager, a ship the size of a dhow made of the bones of drowned sailors. The osseus ravager is incapable of carrying cargo or passengers but is able to attack other ships by itself. The vessel is capable of catching, boarding and overpowering undefended ships as large as battle barges, slave ships and whalers. Because of the nature of the vessel it is not possible to upgrade the ship with better rigging or the like.

It takes approximately forty-two days to teach this skill.

### **Conjure Plague Ship**

This necromantic ritual requires 350 mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You can cast this ritual at any location you are familiar with. The mana required to cast this spell increases the further from the ritual site you select.

You can conjure a plague ship, a shallow platform, little more than a floating raft that spreads plague and disease in its wake. This vessel is clearly supernatural and is likely to be attacked on sight in the Known

World. Because of the nature of the vessel it is not possible to upgrade the ship with better rigging or the like.

A plague ship cannot carry troops or cargo, or attack other ships. The corrupt vessels only purpose is to spread plague and disease in whatever waters it sails upon. Fish stocks can be slaughtered if the vessel sails in deep waters or by sailing closer to the shore the vessel can bring plague and disease to people living in coastal towns and cities.

It takes approximately twenty-eight days to teach this skill.

## Conjure Stygian Reaper

This necromantic ritual requires 500 mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You can cast this ritual at any location you are familiar with. The mana required to cast this spell increases the further from the ritual site you select.

This necromantic ritual allows you to conjure a stygian reaver, a small warship formed of bone timbers and driven by sickly white sails. This vessel is clearly supernatural and is likely to be attacked on sight in the Known World. Because of the nature of the vessel it is not possible to upgrade the ship with better rigging or the like.

A single stygian reaver is more than a match for a Flembic galeass although it would be outclassed by a more powerful warship. However a Stygian Reaper will regenerate damage over time, automatically repairing itself.

The Stygian Reaper is the most powerful necromantic vessel that can be summoned.

It takes approximately thirty-four days to teach this skill.

## Construct Palisade

You can oversee the construction of a palisade during downtime.

It takes twenty-five days and thirty workers to construct a palisade. This feature is classed as a defensive wall. It cannot be constructed in any area that has an existing defensive wall present. You may be able to upgrade an existing, but inferior defensive wall that is present if you have permission to use it. This feature requires sixty-five tons of wood to construct.

It takes approximately six days to teach this skill.

## Control Ritual Site

This theurgic ritual requires ten mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.



This theurgic ritual allows you to create a temporary seal for a ritual site. The more mana used in the ritual, the longer the effect lasts. While the effects are ongoing no eidolon, undead or ritualist can make use of the ritual site without knowing your true name.

It takes approximately sixty-four days to teach this skill.

## Create Building

This sorcerous ritual requires two mana crystals for every ton of wood or stone that the building requires to construct when cast at a minor ritual site during downtime. You can cast this ritual at any location you are familiar with. The mana required to cast this spell increases the further from the ritual site you select.

This sorcerous ritual allows you to magically create one or more buildings that you know how to construct.

It takes approximately sixty-seven days to teach this skill.

## Create Food

This sorcerous ritual requires one mana crystal for every three tons of food created at a minor ritual site during downtime. You must be within five metres of the target to be able to cast this spell.

Upon completion of this ritual, a large volume of nourishing food is created around the ritual site. The caster can choose what form this food takes. The food is nourishing and filling but bland and tasteless whatever form it takes. The more mana used to cast the ritual, the greater the amount of food and water produced.

The food appears at the ritual site and must be moved normally. If the food is created at an event then it will last for one season without needing to be stored.

It takes approximately thirty-four days to teach this skill.

## Create Gribbly

This theurgic ritual requires twenty-five mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

You can cast a ritual that fashions a theurgic creature from the energies of the Maelstrom. The creature's body may take up to an hour to form. You may set simple instructions as part of the ritual that the creature will follow when it emerges. You will need to provide an out-of-character copy of these instructions for the referee.

If you spend more mana on this ritual, you may potentially summon more creatures, or they may last for longer. You may specify how you would prefer to weight the extra mana: towards more creatures, towards a longer duration, or a balance of the two.

It takes approximately forty-two days to teach this skill.



## Create Gribbly Two

This theurgic ritual requires sixty mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

You can cast a ritual that fashions a theurgic creature from the energies of the Maelstrom. The creature's body may take up to an hour to form. You may set simple instructions as part of the ritual that the creature will follow when it emerges. The more mana used when casting the ritual, the longer the creature may last.

It takes approximately eighty-four days to teach this skill.

## Create Howling Daemon

This theurgic ritual requires forty mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

You can cast a ritual that creates a powerful creature designed to hunt supernatural entities from the essence of the Maelstrom. The creature has a terrifying howl that will provoke fear in all living creatures except the ritualist.

If you spend more mana on this ritual, you may potentially summon more creatures, or they may last for longer. You may specify how you would prefer to weight the extra mana: towards more creatures, towards a longer duration, or a balance of the two.

It takes approximately fifty days to teach this skill.

## Create Ship

This sorcerous ritual requires a number of mana crystals depending on the strength of effect required. You can cast this ritual at any location you are familiar with. The mana required to cast this spell increases the further from the ritual site you select.

This sorcerous ritual allows you to create one or more vessels that you know how to construct. The base cost of the ritual is one mana for every ton of wood required to construct the ship.

It takes approximately sixty-two days to teach this skill.

## Curse Cultist Soul

This theurgic ritual requires ten mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. This ritual creates a magical curse which can be delivered to the target once you are within five metres of them.

This theurgic ritual allows you to empower a single character who is present during the ritual to deliver a curse. The curse will affect a single soul pacted living character whose true name you speak during the

ritual. If an eidolon attempts to enshrine the soul stone of the cursed target then they do not receive any of the target's skills but cannot remove the soul stone. The soul stone counts double for calculating soul weight.

This theurgic ritual empowers a single character who is present during the casting to bear the power of the ritual. The bearer must deliver this curse within one week of the completion of the ritual or the ritual is wasted. If the bearer is slain in any way before the curse is delivered then the ritual is wasted. To deliver the curse, the bearer must call CURSE while using appropriate roleplaying within five metres of the target.

It takes approximately forty-two days to teach this skill.

### **Curse Soul Stone**

This theurgic ritual requires fifteen mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

This theurgic ritual enchants a single soul stone that is present during the ritual. The soul stone will curse any eidolon that attempts to enshrine it. If an eidolon attempts to enshrine the cursed soul stone then they do not receive any of the soul's skills but cannot remove the soul stone. The soul stone counts double for calculating soul weight.

It takes approximately sixty-two days to teach this skill.

### **Death Mail**

This theurgic ritual requires twenty mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

This theurgic ritual allows you to form a weak connection between your soul and another soul which can receive a message from the connected soul upon death. You require the True Name of the target and must also speak your own True Name during the ritual within their hearing. When the target soul leaves the mortal world, it will be able to leave you a message; subsequent to casting this ritual, you can check at any time whether there is a message and receive one if it exists with five minutes of meditation (and a visit to GOD).

It takes approximately twenty-eight days to teach this skill.

### **DeMoran's Righteous Hammer**

This sorcerous incantation requires six mana crystals to cast. You must be within five metres of the target to be able to cast this spell.

You can call THUNDER STRIKE SINGLE STRIKEDOWN against a single target within 5 metres.

It takes approximately fifty-six days to teach this skill.

### **DeMoran's Touch of Death**

This sorcerous cantrip requires one mana crystal to cast. You must be within five metres of the target to be able to cast this spell.

This cantrip allows you to call COUP DE GRACE against a single target within range. The victim must be incapacitated or unresisting or the spell has no effect. The cantrip creates a visible IC wound of a razor thin perfect cut across their throat. The victim is immediately aware of being cut and must start their death count. Armour will not protect against this attack nor is it affected by the attack.

It takes approximately twenty-five days to teach this skill.

### **Destroy Eidolon**

This theurgic ritual requires 150 mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. This ritual creates a magical curse which can be delivered to the target once you are within five metres of them.

This theurgic ritual allows you to empower a single character who is present during the ritual to deliver a curse. The curse will permanently destroy the soul of the target eidolon after it is delivered. You must speak the target's true name before the completion of the ritual.

If the curse is successfully delivered it will create a link between the eidolon and the character that delivers the curse. Provided that the character who delivered the curse does not leave the area where the curse was inflicted then the curse will cause the target to swell with theurgic energy. They will grow increasingly powerful, until they reach the point that their form can no longer contain the energy. At this point their soul will explode permanently destroying them.

This theurgic ritual empowers a single character who is present during the casting to bear the power of the ritual. The bearer must deliver this curse within one week of the completion of the ritual or the ritual is wasted. If the bearer is slain in any way before the curse is delivered then the ritual is wasted. To deliver the curse, the bearer must call CURSE while using appropriate roleplaying within five metres of the target.

It takes approximately twenty-five days to teach this skill.

### **Destroy Pact**

This theurgic ritual requires 1000 mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. This ritual creates a magical curse which can be delivered to the target once you are within five metres of them.

This theurgic ritual allows you to empower a single character who is present during the ritual to deliver a



curse. The curse will permanently destroy the soul of the eidolon target after it is delivered. The curse will also kill every eidolon who is joined by soul pact to the target. You must speak the target's true name before the completion of the ritual.

This theurgic ritual empowers a single character who is present during the casting to bear the power of the ritual. The bearer must deliver this curse within one week of the completion of the ritual or the ritual is wasted. If the bearer is slain in any way before the curse is delivered then the ritual is wasted. To deliver the curse, the bearer must call CURSE while using appropriate roleplaying within five metres of the target.

It takes approximately one hundred days to teach this skill.

## Destroy Undead

This theurgic ritual requires five mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. Any character whose true name you know is within range of this ritual.

This theurgic ritual allows you to empower a single character who is present during the ritual to deliver a curse. The curse will permanently destroy the soul of the target undead after it is delivered. You must speak the target's true name before the completion of the ritual.

It takes approximately twenty-five days to teach this skill.

## Destruction

This sorcerous ritual requires one hundred mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. Range is unlimited but dependent on the amount of mana used to power the ritual.

This powerful sorcerous ritual causes a series of powerful blows to strike a building or wall that you know of, causing the building to be damaged or destroyed. Fortified buildings will require additional mana.

It takes approximately seventy days to teach this skill.

## Detect Blessed

This theurgic cantrip requires one mana crystal to cast. You must be close enough to be able to touch the target to cast this spell.

When you cast this cantrip, you can call DETECT BLESSED at a single targeted character.

It takes approximately thirty-four days to teach this skill.



## Detect Living 1

This sorcerous cantrip requires one mana crystal to cast. You must be within five metres of the target to be able to cast this spell.

When you cast this cantrip you may choose to call DETECT LIVING, DETECT FACET, or DETECT GOLEM. This cantrip does not work on targets that have no soul, such as objects or locations.

It takes approximately twenty-three days to teach this skill.

## Detect Soul Pacted

This theurgic cantrip requires one mana crystal to cast. You must be within five metres of the target to be able to cast this spell.

When you cast this cantrip, you can call DETECT SOUL PACTED at a single targeted character within range.

It takes approximately twenty-eight days to teach this skill.

## Detect Soul Taint

This necromantic cantrip requires one mana crystal to cast. You must be within five metres of the target to be able to cast this spell.

When you cast this cantrip, you can call DETECT SOUL TAINT at a single targeted character.

It takes approximately thirty-four days to teach this skill.

## Detect the Maelstrom's Touch

This sorcerous cantrip requires one mana crystal to cast. You must be close enough to be able to touch the target to cast this spell.

This cantrip allows you to detect the presence of different magical energies within an item, character or location that you have been touching throughout the 30 seconds casting time. When you cast this cantrip on a character then you can call DETECT FACET, DETECT GOLEM, DETECT EIDOLON or DETECT UNDEAD. You may also cast this cantrip on lammied and unlammied items or locations with the aid of a referee.

It takes approximately twenty-three days to teach this skill.

## Detect Weather

This sorcerous ritual requires twenty-five mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

This sorcerous ritual allows you to understand the local winds, clouds and other signs so that you can tell what weather will occur over the season ahead.

It takes approximately fourteen days to teach this skill.

### **Dispatch the Traitorous Ally**

This theurgic incantation requires two mana crystals to cast. You must be within five metres of the target to be able to cast this spell.

This incantation allows you to call SMITE EIDOLON SINGLE THROUGH or SMITE UNDEAD SINGLE THROUGH against a character within range.

It takes approximately thirty-one days to teach this skill.

### **Dispel Magic**

This theurgic ritual requires five mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

When you cast this theurgic ritual, you will dispel all magical and mystical effects on an object or a character whose true name you speak as part of the ritual, including most potion effects based on the amount of mana you use. More powerful effects will require more mana to be applied to dispel them. This might affect magical creatures.

It takes approximately forty-two days to teach this skill.

### **Distil Mana**

This skill enables you to distil mana crystals during downtime.

It takes approximately twenty-one days to teach this skill.

### **Distil Necromantic Mana**

You can distil Metallic Mana Crystals in downtime. These crystals can only be used for incantations and Necromantic rituals - they will not contribute to Sorcerous or Theurgic rituals and may be dangerous to use in them. However, they may have a beneficial effect on Necromantic rituals cast using this type of crystal.

It takes approximately thirteen days to teach this skill.

### **Distil Sorcerous Mana**

You can distil iridescent mana crystals in downtime. These crystals can only be used for incantations and Sorcerous rituals - they will not contribute to Necromantic or Theurgic rituals, and may be dangerous to use in such rituals. However, they may have a beneficial effect on Sorcerous rituals cast using this type of

crystal.

It takes approximately thirteen days to teach this skill.

### **Distil Theurgic Mana**

You can distil Smoky Mana Crystals in downtime. These crystals can only be used for incantations and Theurgic rituals - they will not contribute to Sorcerous or Necromantic rituals, and may be dangerous to use in such rituals. However, they may have a beneficial effect on Theurgic rituals cast using this type of crystal.

It takes approximately thirteen days to teach this skill.

### **Distil Unstable Mana**

You can distil Cracked Mana Crystals in downtime. These crystals can only be used for incantations. They will explode if used in a ritual.

It takes approximately thirteen days to teach this skill.

### **Double Strikedown Sorcerous**

This sorcerous incantation requires fourteen mana crystals to cast. You must be within five metres of the target to be able to cast this spell.

You can call THUNDER STRIKE DOUBLE STRIKEDOWN against a single target within 5 metres. You must be carrying a sapphire of at least 25 grains or an item with a suitable sapphire set in it to cast this incantation.

It takes approximately seventy days to teach this skill.

### **Double Stun Sorcerous**

This sorcerous incantation requires fourteen mana crystals to cast. You must be within five metres of the target to be able to cast this spell.

You can cast an incantation that allows you to exhale a massive ball of fire which will burn and overwhelm a single nearby opponent. You may call DRAGON BREATH DOUBLE STUN. You must be carrying a ruby of at least 25 grains or an item with a suitable ruby set in it to cast this incantation.

It takes approximately seventy days to teach this skill.

### **Double Through Sorcerous**

This sorcerous incantation requires fourteen mana crystals to cast. You must be within five metres of the target to be able to cast this spell.

You can cast an incantation that allows you to spit a ball of corrosive acid which will melt through armour

and flesh. You can call ACID SPIT DOUBLE THROUGH. You must be carrying a emerald of at least 25 grains or an item with a suitable emerald set in it to cast this incantation.

It takes approximately seventy days to teach this skill.

### **Empower The Wandering Soul**

This necromantic ritual requires five mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

This ritual allows you to empower the body of one or more undead characters. You must speak the true name of all targets at the completion of this ritual.

The body resembles a corpse and has a minimum phys rep of dark coloured veins on all visible skin or make-up / prosthetics for a more corpse like appearance.

The Cadaverous Corpus is very sturdy.

It is capable of wearing light armour and use most melee one handed weapons.

It takes approximately twenty-three days to teach this skill.

### **Enchant Farm Production**

This sorcerous ritual requires fifty mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. Range is unlimited but dependent on the amount of mana used to power the ritual.

This sorcerous ritual allows you to enchant an area with sorcerous energies causing plants to bloom and grow, which makes crops grow bigger and faster.

It takes approximately forty-nine days to teach this skill.

### **Enchant Sword 1**

This sorcerous incantation requires eight mana crystals to cast. You must be close enough to be able to touch the target to cast this spell.

When this spell is cast on any weapon (including uncrafted weapons and claws), the person wielding the weapon can call TRIPLE for the next thirty seconds regardless of their skill. The incantation ends if they release the weapon.

It takes approximately sixty-seven days to teach this skill.

### **Enhance Natural Armour I**

This sorcerous ritual requires five mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.



This sorcerous ritual allows to enhance the natural armour of a subject, provided that they have some natural armour already.

It takes approximately forty-two days to teach this skill.

### **Enshrine Soul Item**

This theurgic ritual requires fifteen mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

This ritual allows you to enshrine a soul stone within an item and soul pact the item to an eidolon that is present. You must speak the target eidolon's true name at the completion of the ritual. The item is permanently bonded to the eidolon and will make it harder for them to escape from the Maelstrom in the future.

The eidolon can manifest with the item whenever they leave the Maelstrom. The item retains any mundane or magical properties but may change in appearance to reflect the personality of the eidolon it is pacted to. The weapon will vanish from the mortal world within five minutes if it leaves the possession of the eidolon it is pacted to.

It takes approximately forty-two days to teach this skill.

### **Enshrine Soul Stone**

This theurgic ritual requires ten mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

This theurgic ritual allows you to enshrine a soul stone in an eidolon who is present. You must speak the target eidolon's true name at the completion of the ritual. The soul stone is permanently bonded and cannot be removed without the eidolon's true name. This will make it harder for the target to escape from the Maelstrom in the future. The more soul stones that you wish to enshrine in the target, the more mana is required.

It takes approximately forty-two days to teach this skill.

### **Famine 1**

This sorcerous ritual requires 250 mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You can cast this ritual at any location you are familiar with. The mana required to cast this spell increases the further from the ritual site you select.

This skill allows you to drain the sorcerous energies from an area causing plants to wither and die. Crops are lost and foraging for food becomes much more difficult.

It takes approximately forty-two days to teach this skill.

### **Fear Necromantic**

This theurgic incantation requires two mana crystals to cast. You must be within five metres of the target to be able to cast this spell.

This incantation sends waves of magic against your enemy that will weaken them. An eidolon will be forced to withdraw from you or else be debilitated by the power of your spell. You may call FEAR UNDEAD against a single character within range. Most immortal beings are not easily cowed, but they are still subject to all other rules for the FEAR effect.

It takes approximately twenty-three days to teach this skill.

### **Flesh Shaping**

This sorcerous ritual requires fifteen mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

This sorcerous ritual allows you to alter a person's physiology if you have their true name. You can make minor physical changes to their shape, allowing them to change their mask or make-up if they have one. If they wish to use claw phys-reps then you may give them claws, or you may provide them with inherent armour if they wish to include hard scales or chitin as part of their phys-rep. You must speak the target's true name during the casting of the ritual.

While this ritual can change the shape of the target, it cannot change their gross structure - a facet reshaped with this ritual will still clearly be made of crystal, for example.

It takes approximately fifty days to teach this skill.

### **Flesh To Stone**

This sorcerous ritual requires 200 mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be within five metres of the target to be able to cast this spell.

This powerful sorcerous ritual allows you to create a curse on a target whose true name you know. The victim of this curse is turned to stone. The referee will give you a CURSE card after the ritual is complete. You can unleash the curse at your target using appropriate roleplaying if they are within five metres. The victim will then begin to turn to stone. If you unleash this curse at the wrong target it has no effect. If you do not unleash this curse before the end of the event, the ritual ends.

It takes approximately sixty-seven days to teach this skill.

## Fortitude

Normal characters have a maximum death count of 300. This skill increases your maximum death count by 100.

It takes approximately twenty-five days to teach this skill.

## Garden Of Eden

This sorcerous ritual requires 750 mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You can cast this ritual at any location you are familiar with. The mana required to cast this spell increases the further from the ritual site you select.

This spell transforms the targetted colony into an earthly paradise, filled with beautiful flowering plants that produce the most exquisite food in bounteous quantities. Any farm or plantation in the area is immediately replaced by the flowers and plants. No living being in the area will ever starve again.

All buildings and structures require half the normal number of workers. All building costs are halved and the number of workers for all building projects is halved. All taint of any kind is immediately removed from the land.

It takes approximately forty-two days to teach this skill.

## Gift of Tongues

This necromantic cantrip requires one mana crystal to cast. You must be close enough to be able to touch the target to cast this spell.

If you cast this cantrip on a character who has died but whose soul is still present then they are then able to communicate freely for as long as you remain in contact with them. The character cannot move, but they can see, hear and speak normally. They are under no compunction to tell the truth or to answer your questions. The target may speak as quietly or as loudly as they wish, their words are audible to anyone who can hear them. You may not cast this on yourself. A show-me lammy will be provided for use with this spell.

It takes approximately twenty-five days to teach this skill.

## Greater Dispel Magic

This theurgic ritual requires fifty mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

When you cast this theurgic ritual, you will dispel all magical and mystical effects on an object or a character who is present, including some potion effects, ritual effects such as necromantic taint and soul effects such as blessings or soul pacts based on the amount of mana you use. More powerful effects will require more mana to be applied to dispel them. This might affect magical creatures.



It takes approximately forty-two days to teach this skill.

### **Gussepi's neutralising Strike**

This sorcerous incantation requires two mana crystals to cast. You must be within five metres of the target to be able to cast this spell.

This incantation allows you to call THUNDER STRIKE ZERO DISARM (HAND) against a single target within five metres. The victim of ZERO DISARM must drop (or gently place down if fragile) the item that is held in the specified hand, but they are not mortally wounded. If the item is held by more than one hand then the target need only remove the specified hand from the item. The description of the hand to be affected at the end of the spell vocals should be stated as either LEFT HAND or RIGHT HAND; if an item is only held by one hand then you may call the name of the item instead. It is recommended that you also point at the chosen hand.

It takes approximately twenty-five days to teach this skill.

### **Hands of the Surgeon**

This sorcerous cantrip requires one mana crystal to cast. You must be close enough to be able to touch the target to cast this spell.

This sorcerous cantrip allows you to tend an individual's wounds directly without the need for tools. The spell lasts for 150 seconds after casting and for that period you automatically count as having surgeon's tools which allow you to treat wounds in 150 seconds for the purpose of any skill that requires you to have surgeon's tools.

It takes approximately twenty-five days to teach this skill.

### **Heal Mortal Wound**

This necromantic incantation requires four mana crystals to cast. You must be close enough to be able to touch the target to cast this spell.

If this incantation is cast on an undead character then they are cured of all effects of any mortal wounds they have suffered. This spell has no effect on any character that is not undead. You must speak the character's true name at the completion of this incantation.

It takes approximately twenty-eight days to teach this skill.

### **Heal Soul Taint**

This theurgic ritual requires fifteen mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. This ritual creates a magical curse which can be delivered to the target once you are within five metres of them.



This theurgic ritual allows you to empower a single character who is present during the ritual to deliver a curse that will remove the taint of necromancy from the target's soul. You must speak the target's true name during the ritual.

This theurgic ritual empowers a single character who is present during the casting to bear the power of the ritual. The bearer must deliver this curse within one week of the completion of the ritual or the ritual is wasted. If the bearer is slain in any way before the curse is delivered then the ritual is wasted. To deliver the curse, the bearer must call CURSE while using appropriate roleplaying within five metres of the target.

It takes approximately fourteen days to teach this skill.

## Healing Circle

This sorcerous ritual requires twenty mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

After casting this ritual you can restore one body hit by touch to a single wounded LIVING character every thirty seconds. This ritual ends the moment you leave the ritual site or become incapacitated. The ritual site cannot be used to cast other rituals while this ritual endures. This ritual only affects characters that are affected by LIVING calls.

It takes approximately fifty-six days to teach this skill.

## Heaven On Earth

This sorcerous ritual requires 1500 mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

This spell transforms the New World into an earthly paradise, filled with beautiful flowering plants that produce the most exquisite food in bounteous quantities. All farms and plantations are immediately replaced by the flowers and plants. No living being will ever starve again.

All buildings and structures require half the normal number of workers. All building costs are halved and the number of workers for all building projects is halved. All taint of any kind is immediately removed from the New World.

This ritual is so powerful that it can only be cast at an equinox or solstice and must be cast three times over a series of seasons to take effect.

It takes approximately fifty-nine days to teach this skill.

## Heaven's Truth Revealed

This theurgic cantrip requires one mana crystal to cast. You must be within five metres of the target to be able to cast this spell.

When you cast this cantrip you can call either MASS DETECT EIDOLON or MASS DETECT UNDEAD. This cantrip only does not work on targets that do not have a soul such as objects or locations.

It takes approximately twenty-one days to teach this skill.

## Hide Building

This sorcerous ritual requires a number of mana crystals depending on the strength of effect required. You can cast this ritual at any location you are familiar with. The mana required to cast this spell increases the further from the ritual site you select.

This sorcerous ritual creates an illusion to hide a building making it appear mundane and uninteresting. The building is exceptionally difficult to find for people who do not know it is there. The longer a building takes to construct the greater the mana cost to perform this ritual on it. The illusion ends automatically if the building takes any damage.

It takes approximately forty-nine days to teach this skill.

## Illuminate The Maelstrom's Shadow

This theurgic ritual requires five mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

If this ritual is cast on an eidolon or undead character then their soul symbol will quickly fade and become invisible. This effect ends when the eidolon or undead character next forms a new body. You must speak the true name of all targets at the completion of this ritual.

Some necromantic empowerment rituals require the target to assume a specific form. This ritual is powerful enough to mask the physical appearance. A character that is under the effects of Illuminate the Maelstrom's Shadow does not need to follow the specific rules for racial phys-rep for any necromantic empowerment ritual, however they still to follow all the other rules e.g. mental changes.

It takes approximately twenty-four days to teach this skill.

## Illusionary Building

This sorcerous ritual requires a number of mana crystals depending on the strength of effect required. You can cast this ritual at any location you are familiar with. The mana required to cast this spell increases the further from the ritual site you select.

This sorcerous ritual allows you to magically create one or more illusionary buildings that you know how to construct. The more wood and stone required to create the building, the more mana is needed to conjure

an illusion of it. The base cost of the ritual is one mana for every ten tons of stone and one mana for every twenty tons of wood required to construct the building.

It takes approximately sixty-seven days to teach this skill.

### **Illusionary Men-at-arms**

This sorcerous ritual requires five mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You can cast this ritual at any location you are familiar with. The mana required to cast this spell increases the further from the ritual site you select.

This sorcerous ritual creates illusionary troops that can be used to bolster your armies. Illusionary troops are incapable of harming an enemy but may cause some forces to flee before them or fool enemy scouts or spies. The more mana expended, the more illusionary soldiers are created.

It takes approximately eighty-four days to teach this skill.

### **Improved Distil Mana**

You can distil mana more effectively in downtime.

It takes approximately twenty-eight days to teach this skill.

### **Improved Soul Stone**

This theurgic ritual requires five mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

This ritual will trap the soul of a mortal character who is executed during the ritual. The target's soul will become a soul stone in your possession at completion of the ritual. This spell only affects mortal characters who are not already soul pacted or tainted.

It takes approximately one hundred days to teach this skill.

### **Inflict Pain**

This sorcerous cantrip requires one mana crystal to cast. You must be close enough to be able to touch the target to cast this spell.

This sorcerous cantrip allows you to inflict horrific pain on an incapacitated, debilitated or unresisting target. The pain endures as long as you concentrate. If you maintain the cantrip for thirty seconds you can inflict a permanent injury on the victim.

It takes approximately thirty-nine days to teach this skill.



## Infuse the Wandering Soul

This necromantic incantation requires two mana crystals to cast. It takes thirty seconds to cast this spell. You must be close enough to be able to touch the target to cast this spell.

This incantation allows you to empower the body of an undead shadow so they can use most of the original skills and abilities they had when alive. This incantation takes thirty seconds to cast. You must speak the target's true name at the completion of this cantrip.

Until the festival of Integration (event 2 2012), this was a cantrip. It became an incantation for IC reasons.

It takes approximately twenty-five days to teach this skill.

## Invoking the Vital Force

This sorcerous ritual requires ten mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

You can provide one or more LIVING targets with enhanced fortitude. The recipients of this ritual have their maximum death count increased by 100 for a season (i.e. until the end of the next downtime period). You must speak the true name of all characters to be affected at the completion of this ritual. This ritual only affects characters that are affected by LIVING calls.

It takes approximately twenty-eight days to teach this skill.

## Knowledge Of Eidolon Nature

The panoply and body of an eidolon are not like other forms of matter - they exist only as an extension of the will of the eidolon. Armour is formed as an expression of the desire for protection, but protects only as far as the eidolon can impose this desire on the world. Weapons are formed to enforce the eidolon's desires, but cut only as well as they can master others.

Returning to the Maelstrom represents a moment of sublimation of that will - to cease to exist requires a release of desire. It is possible that the eidolons don't recognise this as it would simply be reflexive to them. The arms of an eidolon simply cease to be at that point, or if they are separated from the eidolon decay ever more quickly. While their accoutrements appear the same when they re-enter the mortal world, they are in truth new, different objects.

It takes approximately one day to teach this skill.

## Knowledge Of Facet Biology

Facets are mana crystals that have somehow gained sentience and intelligence. The crystal in their forehead is a mana crystal that has become sentient and capable of growing a body. Their soul is contained within the crystal rather than the body they have grown.

If a facet's body is destroyed then the facet is able to grow a new one relatively quickly. The only way to



kill a facet is to use up the supplies of mana that remain within their mana crystal soul. A facet will die immediately if all the mana within their soul is gone.

This knowledge may help you to develop other skills.

It takes approximately one day to teach this skill.

### **Knowledge Of Golem Nature**

You have an understanding of the essential magical nature of golems. Golems are an extremely powerful talismanic enchantment, one that can only be applied to statues. Most magic that affects a talisman should affect a golem. If you can find a way to combine this insight with an advanced knowledge of talismans then it may be possible to combine the golem enchantment with other talismanic enchantments.

It takes approximately one day to teach this skill.

### **Knowledge Of Grafting**

You are knowledgeable of the existence of grafting, of the methods involved and the medical requirements. This skill may allow you to learn new skills that require knowledge of grafting. If you teach this skill to a character who can make a complex mechanical or magical device then they may be able to make a prosthetic replacement limb.

It takes approximately one day to teach this skill.

### **Kylerean's Minor Genesis**

This sorcerous ritual requires five mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

Over the course of a few days after casting this sorcerous ritual, a tiny area of ground is transformed into a fertile garden, overflowing with scented flowers and bushes. The effects of this ritual are permanent, although the garden needs regular tending otherwise it will fade. The flowers and bushes produced are purely decorative.

It takes approximately twenty-one days to teach this skill.

### **Kylerean's Stem the Ebb of Life**

This sorcerous cantrip requires one mana crystal to cast. You must be close enough to be able to touch the target to cast this spell.

This cantrip allows you to staunch the wounds of a single LIVING character that is bleeding to death from a mortal wound. The normal rules for staunching wounds apply: You should count their death count for them out loud, counting every other second (50 - staunching your wounds - 51 - staunching your wounds). Staunching has no effect on body hits, it merely slows down someone from dying. This cantrip will only

affect characters that are affected by LIVING calls and upon casting staunching must begin immediately and lasts for as long as appropriate role playing of magically staunching their wound (and counting their death count) continues.

It takes approximately twenty-one days to teach this skill.

### **Kylerean's Transmute Forest to Plains**

This sorcerous ritual requires one hundred mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. Range is unlimited but dependent on the amount of mana used to power the ritual.

This expensive sorcerous ritual fills an area with sorcerous magic gradually transforming dense woodland into verdant fields.

It takes approximately fifty-six days to teach this skill.

### **Last Known Ritualist**

This theurgic ritual requires twenty-five mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be within five metres of the target to be able to cast this spell.

This theurgic ritual allows you to see an image of the last ritualist to use that ritual site in the last few days.

It takes approximately fifty-six days to teach this skill.

### **Letting off steam**

This sorcerous ritual requires fifty mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You can cast this ritual at any location you are familiar with. The mana required to cast this spell increases the further from the ritual site you select.

This ritual channels the power of the Time of Destruction into causing natural disasters throughout an area of land. Due to the waning power of the Time of Destruction this skill is no longer potent and cannot be used.

It takes approximately twenty-one days to teach this skill.

### **Lich's Tomb**

This necromantic ritual requires 1000 mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You can cast this ritual at any location you are familiar with. The mana required to cast this spell increases the further from the ritual site you select.

This ritual allows you to create a necromantic beacon that binds the soul of an unliving being to the mortal world. The size and power of the building is such that it can fully anchor the necromantic being to this world, granting it substantial additional powers.

Only one being can be bound to a beacon, they must be present when the ritual is cast and you must speak their true name aloud as part of the ritual. If this ritual is cast on a living being then it will bind them to the building, but the power of the ritual is such that it will kill them when it is cast (they will then return as an unliving being). If the ritual is cast on a sorcerous target, such as a facet, it will simply kill them.

Any being bound to a beacon in this way can learn necromantic, sorcerous and theurgic spells normally, as if they were still alive. Their necromantic powers are such that they can learn necromantic spells in three quarters of the normal time. If they execute a living being, the power of the beacon attempts to destroy the victim's soul. If the victim's soul is successfully destroyed then the soul bound character regains all lost body hits.

By touching a largely intact corpse and roleplaying appropriately the soul-bound character may raise the body as a soulless husk. This will obey the soul-bound character's simple commands, and hungers for the flesh of the living.

The character can cast any necromantic incantations they know for one mana, not stacking with any other mana reducing effects. If the character has been executed then their spirit will return as a shadow. They may re-form their body by consuming 50 mana crystals.

Once this spell has been cast upon a character, they are irrevocably bound to a beacon and can never again be soul tainted, pacted or devoted. If the ritual is cast again they may become bound to a new beacon. If the beacon is destroyed, then the soul bound character is utterly destroyed if they are killed before they can establish a new beacon, or if they fail to establish a new beacon before the end of the next festival.

This ritual can only be cast on a living or necromantic target.

It takes approximately forty-two days to teach this skill.

## **Lightning Halo**

This sorcerous ritual requires one hundred mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You can cast this ritual at any location you are familiar with. The mana required to cast this spell increases the further from the ritual site you select.

This sorcerous ritual creates a halo of lightning on a palisade or similar fortification. The halo emits small bolts of lightning that randomly strike any forces attempting to breach the walls.

It takes approximately fifty-six days to teach this skill.

## **Maelstrom Insight**

You have a theoretical understanding of the nature of the Maelstrom, the Maelstrom barrier and Ritual



Sites. You may be able to find ways of developing practical applications of this knowledge. If you were not taught this skill then you may have gained it by experience of close contact with the Maelstrom in downtime or at an event.

The Maelstrom is composed of magical energy that cannot normally be seen by mortal creatures. It constantly surrounds and enfolds all things. It is not an empty void, but rather is full of sensations that are nearly overwhelming in their intensity. Mortals do not "see" the Maelstrom because it is too separated from their experiences of the world. When someone does interact with the Maelstrom, everything about it is perceived in the form of metaphor.

There are currents within the Maelstrom as if it were a great ocean, but these currents could equally be described as "winds" and the Maelstrom seen as a great storm. At certain times the currents within the Maelstrom are particularly powerful. This especially happens during the solstices and equinoxes, but may occur at other times as well.

The Maelstrom barrier between the Known World and the New World is linked to the sea of energy that is also the Maelstrom. It also partakes a little of its metaphorical nature. It is experienced as a great storm because that is the easiest way that mortals can understand it. It is made up of both mundane forces and incomprehensible energies of the Maelstrom. Some of these energies are highly destructive to creatures and objects.

The "gap" that allows travel from one world to the other is as full of energy as the rest of the storm, but the energy in the gap is in a different state – one that is not destructive to physical objects and souls. It is like an interface between the material world and the Maelstrom.

Energy pours from the gap in the barrier. This energy is the "mana" that saturates the New World. It does not radiate outwards in a regular way like ripples on a pond. Rather it is full of currents and complex systems that affect the way it spreads and moves. These currents may mimic the currents in the Maelstrom itself.

Magical energy also enters the world at ritual sites. Where the energy pouring from the Maelstrom barrier represents a vast flood, even the most powerful ritual site represents only a tiny trickle of power. As with the energy entering the world through the barrier, however, this magical energy spreads outwards and creates new currents within the mana that saturates the world.

These currents could be channelled or enhanced as they enter the world by constructing buildings at the ritual site. Such structures would need to be carefully designed geometric structures designed to shape the flow of energy, and the designer would need this skill.

This skill represents a body of knowledge and lore that your character knows, that is summarized above. It does not represent any kind of ability to analyze, divine or examine things. It is not a skill that your character can actively use in any way.

It takes approximately two days to teach this skill.



## Maelstrom Storms

This sorcerous ritual requires 500 mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You can cast this ritual at any location you are familiar with. The mana required to cast this spell increases the further from the ritual site you select.

This ultimate sorcerous ritual allows you to draw the physical force of the Maelstrom into the world, filling an area with intense magical storms filled with acidic rain, rains of fire and strangely coloured lightning. The more mana used, the larger area that is affected. The storms destroy all inhabitants as well as buildings and ships in the area and render the land uninhabitable.

It takes approximately 125 days to teach this skill.

## Magic Immunity

This sorcerous ritual requires fifty mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

You can provide yourself with resistance to magical effects. The recipient of this ritual should call RESIST and take no effect from PARALYZE, MUTE or FEAR.

It takes approximately 167 days to teach this skill.

## Map Transformation Create Sea

This sorcerous ritual requires 300 mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You can cast this ritual at any location you are familiar with. The mana required to cast this spell increases the further from the ritual site you select.

This expensive sorcerous ritual causes coastal areas to permanently sink beneath the waves. Buildings are destroyed and inhabitants are drowned as the sea rushes in.

It takes approximately eighty-four days to teach this skill.

## Map Transformation Desert To Plains

This sorcerous ritual requires 200 mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You can cast this ritual at any location you are familiar with. The mana required to cast this spell increases the further from the ritual site you select.

This expensive sorcerous ritual fills an area with sorcerous magic gradually transforming arid tundra and desert to verdant plains.

It takes approximately eighty-four days to teach this skill.

### **Map Transformation Flood River**

This sorcerous ritual requires 250 mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You can cast this ritual at any location you are familiar with. The mana required to cast this spell increases the further from the ritual site you select.

This expensive sorcerous ritual fills a river with flood waters causing everything downstream of the affected point to be flooded. The flood destroys crops, damages buildings and kills inhabitants.

It takes approximately fifty days to teach this skill.

### **Map Transformation Marsh To Plains**

This sorcerous ritual requires 200 mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You can cast this ritual at any location you are familiar with. The mana required to cast this spell increases the further from the ritual site you select.

This expensive sorcerous ritual fills an area with sorcerous magic gradually transforming boggy marsh and swamp into verdant fields.

It takes approximately seventy days to teach this skill.

### **Map Transformation Plains To Desert**

This sorcerous ritual requires 120 mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You can cast this ritual at any location you are familiar with. The mana required to cast this spell increases the further from the ritual site you select.

This expensive sorcerous ritual fills an area with sorcerous magic rapidly transforming verdant plains to arid tundra and desert.

It takes approximately forty-two days to teach this skill.

### **Map Transformation Plains To Forest**

This sorcerous ritual requires one hundred mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You can cast this ritual at any location you are familiar with. The mana required to cast this spell increases the further from the ritual site you select.

This expensive sorcerous ritual fills an area with sorcerous magic gradually transforming causing woodland and trees to shoot up in areas of verdant plains. Any buildings in the area are likely to suffer massive damage as the trees grow.

It takes approximately forty-two days to teach this skill.

### **Map Transformation Plains To Marsh**

This sorcerous ritual requires 150 mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You can cast this ritual at any location you are familiar with. The mana required to cast this spell increases the further from the ritual site you select.

This expensive sorcerous ritual fills an area with sorcerous magic rapidly transforming verdant fields into boggy marsh and swamp.

It takes approximately thirty-five days to teach this skill.

### **Map Transformation Volcano**

This sorcerous ritual requires 300 mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You can cast this ritual at any location you are familiar with. The mana required to cast this spell increases the further from the ritual site you select.

This expensive sorcerous ritual fills an area with sorcerous magic causing a massive volcano to erupt in the area. This will cause massive devastation in the area around the volcano.

It takes approximately eighty-four days to teach this skill.

### **Mass Death**

This necromantic ritual requires 500 mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

You can perform this ritual site in an area of necromantic tainted land. It decimates all non-heroic characters in the area and causes them to rise up as mindless husks under the control of the necromancer who tainted the land.

It takes approximately forty-two days to teach this skill.

### **Mass Detect Soul Pact**

This theurgic incantation requires four mana crystals to cast. You must be within five metres of the target to be able to cast this spell.

When you cast this incantation you can call MASS DETECT SOUL PACTED.

It takes approximately forty-two days to teach this skill.

## Mass Detect Soul Taint

This necromantic incantation requires four mana crystals to cast. You must be within five metres of the target to be able to cast this spell.

When you cast this incantation you can call MASS DETECT SOUL TAINT.

It takes approximately thirty-nine days to teach this skill.

## Mass Fear Living

This necromantic incantation requires eight mana crystals to cast. You must be within five metres of the target to be able to cast this spell.

This incantation allows you to call MASS FEAR LIVING.

It takes approximately seventy days to teach this skill.

## Mass Mute

This sorcerous incantation requires six mana crystals to cast. You must be within five metres of the target to be able to cast this spell.

When you cast this sorcerous incantation you can call MASS MUTE which will silence everyone in a 5 meter radius for 30 seconds.

It takes approximately forty-nine days to teach this skill.

## Mass Zero Strikedown

This sorcerous incantation requires six mana crystals to cast. You must be within five metres of the target to be able to cast this spell.

When you cast this incantation you may call THUNDER STRIKE MASS ZERO STRIKEDOWN.

It takes approximately fifty-six days to teach this skill.

## Matter Ascension

This theurgic ritual requires twenty mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

This theurgic ritual uses practical applications of your maelstrom insight to allow you to affect the local environment within the Maelstrom. The target of this ritual is a material object, which will be destroyed as part of the ritual. You have no direct control over where the object goes, but it will imprint itself in some way on the energies of the Maelstrom, especially those connected with this place. You must touch the target of this ritual as you perform it, and if it has a True Name you must speak it.



It takes approximately forty-two days to teach this skill.

### **Mend Natural Armour I**

This sorcerous incantation requires two mana crystals to cast. It takes thirty seconds to cast this spell. You must be close enough to be able to touch the target to cast this spell.

This incantation completely restores all lost natural armour hits to a target. This spell has no effect on lost body hits or normal armour hits, it can only be used to restore lost natural armour such as the kind possessed by dragons. This incantation takes thirty seconds to cast. You must speak the target's true name at the completion of this incantation.

It takes approximately twenty-eight days to teach this skill.

### **Mend Natural Armour II**

This sorcerous incantation requires two mana crystals to cast. It takes thirty seconds to cast this spell. You must be close enough to be able to touch the target to cast this spell.

This incantation completely restores all lost natural armour hits to a target. This spell has no effect on lost body hits or normal armour hits, it can only be used to restore lost natural armour such as the kind possessed by myrmidons. This incantation takes thirty seconds to cast. You must speak the target's true name at the completion of this incantation.

It takes approximately twenty-eight days to teach this skill.

### **Mephistopheles**

This theurgic ritual requires thirty mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

You can cast a ritual that uses a soul stone as the basis for a creature formed from the stuff of the Maelstrom. You must have a soul stone to cast this ritual on. The creature created has the intelligence and skills (but not the memories) of the soul. The creature is as powerful as an immortal eidolon but will serve you loyally for the duration. The creation will persist for at least thirty minutes. The more mana used in creation, the longer the creation will persist.

It takes approximately eighty-four days to teach this skill.

### **Mini-banish**

This theurgic incantation requires ten mana crystals to cast. It takes thirty seconds to cast this spell. You must be close enough to be able to touch the target to cast this spell.

You can cast this theurgic incantation on an unresisting eidolon to place a seal over their soul that prevents

them from manifesting a new body for one hour. You will receive a show-me lammy to use this ability.

It takes approximately fifty-six days to teach this skill.

### **Mutate Beast**

This sorcerous ritual requires forty mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. Range is unlimited but dependent on the amount of mana used to power the ritual.

This sorcerous ritual allows you to alter a beast's physiology to warp the creature and turn it into a monstrous abomination that will fight for you. The transformation takes some time to take effect.

It takes approximately forty-two days to teach this skill.

### **Mutate Sea Creature**

This sorcerous ritual requires fifty mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You can cast this ritual at any location you are familiar with. The mana required to cast this spell increases the further from the ritual site you select.

This sorcerous ritual allows you to alter a sea creature's physiology to warp the creature and turn it into a monstrous abomination that will fight for you at sea.

It takes approximately fifty days to teach this skill.

### **Mute Permanent**

This sorcerous ritual requires one hundred mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. Any character whose true name you know is within range of this ritual.

This sorcerous ritual allows you to curse a target whose true name you speak during the ritual. The referee will give you a CURSE card after the ritual is complete. You can unleash the curse at your target using appropriate roleplaying if they are within five metres. The victim is permanently muted. If you unleash this curse at the wrong target it has no effect. If you do not unleash this curse before the end of the event, the ritual ends.

It takes approximately forty-two days to teach this skill.

### **Necromantic Armageddon**

This necromantic ritual requires 1000 mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

This ritual is so powerful that it can only be cast at an equinox or solstice and must be cast repeatedly over three seasons to take effect. It should snuff out all life and cause the slain creatures to rise as animated husks under the control of the caster.

It takes approximately forty-six days to teach this skill.

### **Necromantic Barracks**

This necromantic ritual requires 150 mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You can cast this ritual at any location you are familiar with. The mana required to cast this spell increases the further from the ritual site you select.

You can cast a necromantic ritual that creates a mustering ground, a site that turns the animated husks created by your necromantic beacon into flesh hungry beserkers.

It takes approximately sixty-three days to teach this skill.

### **Necromantic Lore**

You have a working knowledge of necromancy and are able to learn necromantic spells. Necromancy gives the wielder power over death.

It takes approximately thirty days to teach this skill.

### **Necromantic Sacrifice**

This necromantic cantrip requires one mana crystal to cast. It takes thirty seconds to cast this spell. You must be close enough to be able to touch the target to cast this spell.

You can perform this necromantic cantrip while you are executing a character. If the target of this cantrip is being executed while this cantrip is performed, then the spell will drain the life from a victim as they die, turning it into necromantically attuned mana crystals. You will receive their soul card which you must take to GOD and hand over to a referee in return for your mana crystals.

It takes approximately thirteen days to teach this skill.

### **Negate Ritual Site**

This theurgic ritual requires five mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be within five metres of the target to be able to cast this spell.

This ritual allows you to close the rift in the Maelstrom that makes a ritual site function. The more mana expended in the ritual, the longer the ritual site will stay closed. One mana is enough to close a major ritual site for an hour and longer at weaker sites. No rituals can be cast at the ritual site while this spell endures.



It takes approximately forty-two days to teach this skill.

### **Paralyse Eidolon**

This theurgic incantation requires ten mana crystals to cast. You must be within five metres of the target to be able to cast this spell.

When you cast this incantation you can call PARALYSE EIDOLON against a single eidolon character within five metres.

It takes approximately twenty-three days to teach this skill.

### **Paralyse Undead**

This necromantic incantation requires ten mana crystals to cast. You must be within five metres of the target to be able to cast this spell.

When you cast this incantation you call PARALYSE UNDEAD against a single undead within five metres.

It takes approximately twenty-three days to teach this skill.

### **Psychometry**

This sorcerous ritual requires twenty-five mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

This skill allows you to cast a sorcerous ritual that will allow you to sense what characters have been closely associated with an item for a long period of time. Usually this will include the character that made the item, but it may also include characters that have owned the item for a long time. You usually cannot detect the imprint of those who have only held the item for a short amount of time. Sometimes you might be able to see their face or the surroundings when the item was used. It might be that you gain other sensations or history of the travels of the item.

It takes approximately forty-two days to teach this skill.

### **Purify Food**

This sorcerous cantrip requires one mana crystal to cast. It takes thirty seconds to cast this spell. You must be close enough to be able to touch the target to cast this spell.

You can cast a simple cantrip that purifies all minor poisons and impurities from a consumable item. The cantrip takes thirty seconds to cast and must be performed before the food or drink is consumed to have any effect. It will not purify more powerful poisons such as Scorbutic Fire.

It takes approximately thirteen days to teach this skill.



## Raise the World's Claws

This sorcerous ritual requires 200 mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You can cast this ritual at any location you are familiar with. The mana required to cast this spell increases the further from the ritual site you select.

This expensive sorcerous ritual fills an area with sorcerous magic rapidly transforming verdant plains to hills and mountains. This will cause massive damage to buildings in the affected area.

It takes approximately thirty-nine days to teach this skill.

## Regeneration

This sorcerous ritual requires thirty mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

After casting this ritual you can provide any LIVING character with a wellspring of healing energies that allow them to recover one lost body hit every thirty seconds for the next five minutes. You must speak the true name of the target at the completion of this ritual.

It takes approximately one hundred days to teach this skill.

## Release The Insolent Servant

This necromantic ritual requires five mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. Any character whose true name you know is within range of this ritual.

You can cast a necromantic ritual that will sever the soul taint to an undead character that is soul tainted to you. You must say the true name of the undead target as part of the ritual. They will not automatically be aware that this ritual has been cast.

It takes approximately nine days to teach this skill.

## Remove Soul Item

This theurgic ritual requires ten mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

This theurgic ritual allows you to break the soul pact between an eidolon and an item that has been soul pacted to them. You must know the true name of the item to perform this ritual. The item is destroyed at the completion of this ritual.

It takes approximately fifty days to teach this skill.

## Remove Soul Stone

This theurgic ritual requires five mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

This theurgic ritual allows you to force an eidolon who is present to abandon soul stones it has enshrined next time they return to the Maelstrom. You must speak the true name of the target eidolon at the completion of the ritual. The more soul stones that you wish to remove from the eidolon, the more mana is required.

It takes approximately fifty days to teach this skill.

## Rend Soul

This theurgic ritual requires fifteen mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

This ritual allows you to rend the soul of a living character who is dying into fragments, preventing any known force from claiming or restoring the soul. This spell will not affect eidolons or the undead.

It takes approximately forty-two days to teach this skill.

## Repair Building

This sorcerous ritual requires twenty-five mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. Range is unlimited but dependent on the amount of mana used to power the ritual.

This sorcerous ritual allows you to repair one or more damaged buildings. The more damage the buildings have suffered the greater the amount of mana required to fully repair them.

It takes approximately thirty-four days to teach this skill.

## Repair Ship

This sorcerous ritual requires fifty mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. One or more squares within a hundred miles of the ritual site.

This sorcerous ritual allows you to repair one or more damaged vessels. The more damage the vessels have suffered the greater the amount of mana required to fully repair them.

It takes approximately thirty-four days to teach this skill.

## Repel the Unwelcome Servant

This theurgic incantation requires two mana crystals to cast. You must be within five metres of the target to be able to cast this spell.

This incantation sends waves of magic against your enemy that will weaken them. An eidolon will be forced to withdraw from you or else be debilitated by the power of your spell. You may call FEAR EIDOLON against a single character within range. Most immortal beings are not easily cowed, but they are still subject to all other rules for the FEAR effect.

It takes approximately twenty-eight days to teach this skill.

## Resist Detect Necromantic

This theurgic ritual requires ten mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

When this theurgic ritual is cast on a character, they can say 'no' to all DETECT UNDEAD and DETECT SOUL TAINTED calls made within the next season (i.e. until the end of the next downtime period). This ritual ends prematurely if the target is an eidolon who RETURNS or an undead whose body is destroyed. You must speak the true name of the target as part of the ritual.

It takes approximately twenty-eight days to teach this skill.

## Resist Detect Theurgic

This theurgic ritual requires ten mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

When this theurgic ritual is cast on a character, they can say 'no' to all DETECT EIDOLON and DETECT SOUL PACTED calls made within the next season (i.e. until the end of the next downtime period). This ritual ends prematurely if the target is an eidolon who RETURNS or an undead whose body is destroyed. You must speak the true name of the target as part of the ritual.

It takes approximately twenty-eight days to teach this skill.

## Restore the Defiled Body

This necromantic incantation requires two mana crystals to cast. You must be close enough to be able to touch the target to cast this spell.

If this incantation is cast on an undead character then all lost body hits are completely restored. You must speak the target's true name at the completion of this incantation.

It takes approximately twenty-one days to teach this skill.



## Retrace The Maelstrom's Path

This sorcerous ritual requires five mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

This ritual allows the overnight recharging of a talisman, with the mana cost dependant on the number and power of charges to be restored. The more powerful the talisman is, the more mana you will need to recharge it. A talisman can only be restored up to its original number of charges.

If you cast this ritual on more than one item at the same time, then the mana will be used to recharge the most costly talisman that you are able to recharge first. Any remaining mana will then be used to recharge the next most costly talisman that you can recharge and so on until all mana is used. If two items require the same mana to recharge then they will be recharged in the order you indicate when performing the ritual.

It takes approximately twenty-three days to teach this skill.

## Revealing the Shadow of Death

This necromantic incantation requires two mana crystals to cast. You must be within five metres of the target to be able to cast this spell.

This incantation allows you to call FEAR LIVING against a single target within range.

It takes approximately twenty-three days to teach this skill.

## Rite of Arcanus

This sorcerous ritual requires 1000 mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

This ritual is so powerful that it can only be cast at an equinox or solstice and must be cast repeatedly over a series of seasons to take effect. It can be cast on multiple targets.

The recipients must be present when the ritual is cast and the caster must speak their true names during the ritual.

When the ritual is complete all ritual sites in the New World, including temporary ritual sites, fall under the complete control of the recipients of the spell. A ritual site can be locked so that no character can use it, or set so that a character whose true name a recipient knows can use it.

No character can use a mana site without the permission of one of the recipients.

Magical energies flow from the mana site to the recipients of the spell. This allows them to cast any incantation with no mana cost once every thirty seconds. Each recipient can cast one ritual per day in

downtime without cost and one ritual every six hours at an event without cost.

It takes approximately fifty-six days to teach this skill.

### **Rite of Arcanus Tier 1**

The mana cost of every incantation that your character knows is reduced by one point from the listed cost, to a minimum of 1 mana. This ability does not stack with any other reduction.

This ability cannot be taught.

### **Rite of Arcanus Tier 2**

The mana cost of every incantation that your character knows is reduced by three points from the listed cost, to a minimum of 1 mana. This ability does not stack with any other reduction.

Any ritual which you cast is cast as if the ritual site was one level higher. This does not stack with any other effect which increases the effect of a ritual site.

At any time, you can request a list of what rituals have been cast since the last time you asked.

You can feel the pulsing of mana beneath your feet and in the air around you as it flows towards you.

If this was the highest tier attained in the world, you would have gained control of all minor ritual sites in the new world; however, if you have no higher tier of this skill you know this is not the case - someone has a higher concentration of power.

If you have control, no other character can use a ritual site without your permission; you can grant permission to another character to use locked ritual sites by touching them and speaking their true name, and can revoke this permission at any time by speaking their true name. You will require a referee to use either ability. If you could grant this ability to a magical being they may receive additional benefits.

This ability cannot be taught.

### **Rite of Arcanus Tier 3**

At any time, you can request a list of what rituals have been cast since the last time you asked. You will receive information about the ritual cast, and about the identity of the caster.

You have gained control of all minor and moderate ritual sites in the New World. This control is identical to that granted over minor sites by Rite of Arcanus Tier 2.

You can channel raw magical power to smite your foes. This requires appropriate roleplaying and both your hands must be free. Once every thirty seconds you can call one of THUNDERSTRIKE TRIPLE STRIKEDOWN, DRAGONBREATH TRIPLE STUN or ACID SPIT TRIPLE THROUGH against a single target within 5m. Once every five minutes you may call one of MASS THUNDERSTRIKE SINGLE STRIKEDOWN, MASS DRAGONBREATH SINGLE STUN or MASS ACID SPIT SINGLE THROUGH.

You can feel the magical flows of the world permeating your being. At times, it seems almost as though you levitate, supported only by your mastery of magic.

This ability cannot be taught.

### **Rite of Arcanus tier 4**

You have gained control of all ritual sites in the New World. This control is identical to that granted over minor sites by Rite of Arcanus Tier 2.

At any time, you can request a list of what rituals have been cast since the last time you asked. You will receive full information about the ritual cast, and about the identity of the caster and all targets.

You can channel raw magical power to smite your foes. This requires appropriate roleplaying and both your hands must be free. Once every thirty seconds you can call one of THUNDERSTRIKE TRIPLE STRIKEDOWN, DRAGONBREATH TRIPLE STUN or ACID SPIT TRIPLE THROUGH against a single target within 5m. Once every five minutes you may call one of MASS THUNDERSTRIKE SINGLE STRIKEDOWN, MASS DRAGONBREATH SINGLE STUN or MASS ACID SPIT SINGLE THROUGH.

You may also call SMITE FACET QUAD STRIKEDOWN against a single target within 5m or SMITE FACET MASS DOUBLE STRIKEDOWN at will.

Mana sites will no longer generate mana crystals; instead you have an incredibly quick distillation rate.

Magical energies are constantly flowing into you, allowing you to cast any incantation with no mana cost at will. You can cast any ritual you know as if you are at a permanent major ritual site; you can put up to 50 mana for free into any ritual cast in this fashion, and top up with mana crystals as usual.

You can feel the magical flows of the world permeating your being. At times, it seems almost as though you levitate, supported only by your mastery of magic. The magical forces provide you with 25 points of natural armour.

You also believe that over long periods of time (months) you would be able to interfere with magical creatures and other major magical enchantments and drain them - for instance you are pretty certain that you could kill Gaia with a full season's concentration.

This ability cannot be taught.

### **Ritual Dismemberment**

This sorcerous ritual requires ten mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be within five metres of the target to be able to cast this spell.

This sorcerous ritual uses a practical application of your understanding of the maelstrom to channel destructive energy (similar to that found in the maelstrom barrier) into a character.



The target must be present for the entire ritual, and once the energy has built up in the ritual, the target's physical body is almost instantly ripped apart when the forces are released by the caster. This completely destroys their corporeal form releasing their soul.

It takes approximately twenty-eight days to teach this skill.

## Ritual Fortitude 2

This sorcerous ritual requires twenty mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

You can provide one or more LIVING targets with enhanced fortitude. The recipients of this ritual have their maximum death count increased by 300 for one season (i.e. until the end of the next downtime period). You must speak the true name of all characters to be affected at the completion of this ritual. This ritual only affects characters that are affected by LIVING calls.

It takes approximately forty-two days to teach this skill.

## Ritual Fortitude 3

This sorcerous ritual requires thirty mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

You can provide one or more LIVING targets with enhanced fortitude. The recipients of this ritual have their maximum death count increased to one hour for one season (i.e. until the end of the next downtime period). You must speak the true name of all characters to be affected at the completion of this ritual. This ritual only affects characters that are affected by LIVING calls.

It takes approximately eighty-four days to teach this skill.

## Ritual Fortitude 4

This sorcerous ritual requires forty mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

You can provide one or more LIVING targets with enhanced fortitude. The recipients of this ritual have their maximum death count increased to one hour for one season (i.e. until the end of the next downtime period). You must speak the true name of all characters to be affected at the completion of this ritual. This ritual only affects characters that are affected by LIVING calls.

It takes approximately 125 days to teach this skill.

## Ritual Fortitude 5

This sorcerous ritual requires fifty mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

You can provide one or more LIVING targets with enhanced fortitude. The recipients of this ritual no longer bleed to death when mortally wounded for one season (i.e. until the end of the next downtime period). You must speak the true name of all characters to be affected at the completion of this ritual. This ritual only affects characters that are affected by LIVING calls.

It takes approximately 167 days to teach this skill.

## Scrying Buildings

This sorcerous ritual requires thirty mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You can cast this ritual at any location you are familiar with. The mana required to cast this spell increases the further from the ritual site you select.

This sorcerous ritual grants you knowledge of hidden and concealed buildings in an area.

It takes approximately fifty-six days to teach this skill.

## Scrying Full Explore

This sorcerous ritual requires forty mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You can cast this ritual at any location you are familiar with. The mana required to cast this spell increases the further from the ritual site you select.

This sorcerous ritual grants you thorough knowledge of the terrain of an area.

It takes approximately fifty days to teach this skill.

## Scrying Geology

This sorcerous ritual requires thirty mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You can cast this ritual at any location you are familiar with. The mana required to cast this spell increases the further from the ritual site you select.

This sorcerous ritual grants you knowledge of the lodes of precious metals and gems in an area.

It takes approximately thirty-four days to teach this skill.

## Scrying Magical Sites

This sorcerous ritual requires thirty mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You can cast this ritual at any location you are familiar with. The mana required to cast this spell increases the further from the ritual site you select.

This sorcerous ritual grants you knowledge of ritual and mana sites in an area.

It takes approximately thirty-four days to teach this skill.

## Scrying Men-at-arms

This sorcerous ritual requires forty mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You can cast this ritual at any location you are familiar with. The mana required to cast this spell increases the further from the ritual site you select.

This sorcerous ritual grants you knowledge of the presence of ships and fighting men in an area.

It takes approximately seventy days to teach this skill.

## Scrying Survey

This sorcerous ritual requires fifteen mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. Range is unlimited but dependent on the amount of mana used to power the ritual.

This sorcerous ritual grants you knowledge of the rough terrain of an area within one hundred miles of the ritual site.

It takes approximately forty-two days to teach this skill.

## Seal Form

This theurgic ritual requires fifteen mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. This ritual creates a magical curse which can be delivered to the target once you are within five metres of them.

This theurgic ritual allows you to empower a single character who is present during the ritual to deliver a curse. The curse will affect a single eidolon forcing them to continue using their current form whenever they manifest. The curse lasts one season (i.e. until the end of the next downtime period). If you speak the eidolon's true name during the ritual then the curse is permanent.

This theurgic ritual empowers a single character who is present during the casting to bear the power of the ritual. The bearer must deliver this curse within one week of the completion of the ritual or the ritual is wasted. If the bearer is slain in any way before the curse is delivered then the ritual is wasted. To deliver the curse, the bearer must call CURSE while using appropriate roleplaying within five metres of the target.



It takes approximately thirty-nine days to teach this skill.

### **Seal The Maelstrom Gap**

This theurgic ritual requires 1500 mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. The target must be within the Maelstrom for this ritual to take effect.

This ritual allows you to restore the fabric of the Maelstrom, causing the gap in the Maelstrom barrier between the New and Known World to close up. This spell is permanent once cast, but could be dispelled from any ritual site.

If this spell is in place, closing the Maelstrom barrier, then you could cast the spell in such a way that it would undo this effect.

It takes approximately fifty-nine days to teach this skill.

### **Shatter the Maelstrom's Fetters**

This theurgic ritual requires five mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

This ritual allows you to create a soul link between yourself and an eidolon. The eidolon must choose to pledge themselves to the soul link created by this ritual. You must speak the target's true name at the completion of this ritual. If successful then the soul symbol visible on the eidolons forehead will change to yours when they next reform a body. Consequently the first time you cast this spell, you will need to submit your desired soul symbol to GOD using the relevant form.

The soul pact between you and the eidolon allows the eidolon to escape from the Maelstrom if they become trapped there. The more souls an eidolon has enshrined, the harder it is for them to escape. If you use additional mana when performing this ritual, then the bond between you and the eidolon is strengthened. The more powerful the bond is, the more souls the target can have enshrined when they use the power of the soul pact to escape from the Maelstrom.

An eidolon can only use the soul pact to escape from the Maelstrom if you are playing your character at that event. If you are currently playing a secondary or have gone OOC for a substantial period of time then the eidolon cannot escape from the Maelstrom using the power of your soul pact. To accomplish this, if you know an eidolon at the event is relying on you then it is your responsibility to inform a referee that your character is unavailable.

It takes approximately thirty days to teach this skill.

## Sickness Malediction

This necromantic ritual requires twenty-five mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. Any character whose true name you know is within range of this ritual.

This necromantic ritual allows you to inflict a debilitating weakness on a LIVING target whose true name you know. When you cast the ritual, you create one or more curses for the true names of the characters you use during the ritual. A curse can only be inflicted on the character whose true name was used during its creation and must be used within the next season (i.e. before the end of the next downtime period). The effects of the curse are permanent unless you die or the spell is broken.

It takes approximately thirty-eight days to teach this skill.

## Silence the Chattering Child

This sorcerous incantation requires two mana crystals to cast. You must be within five metres of the target to be able to cast this spell.

This incantation allows you to call MUTE against a single target within range.

It takes approximately twenty-one days to teach this skill.

## Single Stun Sorcerous

This sorcerous incantation requires six mana crystals to cast. You must be within five metres of the target to be able to cast this spell.

You can cast an incantation that allows you to exhale a massive ball of fire which will burn and overwhelm a single nearby opponent. You may call DRAGON BREATH SINGLE STUN.

It takes approximately forty-nine days to teach this skill.

## Single Through Sorcerous

This sorcerous incantation requires six mana crystals to cast. You must be within five metres of the target to be able to cast this spell.

You can cast an incantation that allows you to spit a ball of corrosive acid which will melt through armour and flesh. You can call ACID SPIT SINGLE THROUGH.

It takes approximately forty-nine days to teach this skill.

## Skeleton 1

This necromantic ritual requires ten mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

A necromantic ritual that allows you to create an agile skeletal body that is difficult to kill. You must speak the true name of all targets at the completion of this ritual.

The Osseous Corpus has a calcified appearance and hence the minimum phys rep requirement is all visible skill being noticeably white, with your eyes and lips outlined with dark makeup.

As its body lacks weak spots or vital areas with no internal organs, it does not bleed.

It has good endurance and is capable of wearing light armour.

It can use a bow and darkpowder weapons well.

It takes approximately forty-two days to teach this skill.

## Slay Living

This necromantic incantation requires six mana crystals to cast. You must be within five metres of the target to be able to cast this spell.

This necromantic incantation allows you to call SMITE LIVING SINGLE THROUGH.

It takes approximately seventy days to teach this skill.

## Slay Soul

This theurgic ritual requires fifteen mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. This ritual creates a magical curse which can be delivered to the target once you are within five metres of them.

This theurgic ritual creates a magical curse that an eidolon can deliver that will cause the target to become soul pacted to the eidolon and die unless their soul is mystically protected. You must speak aloud the true name of the victim during the casting of the ritual. Only an eidolon can be chosen to deliver this curse and you must speak the true name of the eidolon during the ritual.

This theurgic ritual empowers a single character who is present during the casting to bear the power of the ritual. The bearer must deliver this curse within one week of the completion of the ritual or the ritual is wasted. If the bearer is slain in any way before the curse is delivered then the ritual is wasted. To deliver the curse, the bearer must call CURSE while using appropriate roleplaying within five metres of the target.

It takes approximately eighty-four days to teach this skill.

## Snake Oil Detection

This sorcerous ritual requires ten mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

This sorcerous ritual allows you to analyse an anti-venom or potion along with a poisoned character whose



true name you know to see what his symptoms will be for the following day if the anti-venom is administered.

It takes approximately thirty-four days to teach this skill.

### **Sorcerous Execution**

This sorcerous cantrip requires one mana crystal to cast. It takes thirty seconds to cast this spell. You must be close enough to be able to touch the target to cast this spell.

If you cast this cantrip on an incapacitated or unresisting target within range they are executed. This cantrip takes thirty seconds to cast.

It takes approximately forty-two days to teach this skill.

### **Sorcerous Lore**

You have a working knowledge of sorcery and are able to learn sorcerous spells. Sorcery gives the wielder power over the bodies of inanimate and living things.

It takes approximately thirty days to teach this skill.

### **Soul Net**

This theurgic ritual requires 750 mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You can cast this ritual at any location you are familiar with. The mana required to cast this spell increases the further from the ritual site you select.

This ritual allows you to create a massive theurgic beacon the size of a building. The beacon affects the surrounding area trapping the souls of any body that dies there and causing them to accumulate at the beacon as soul stones unless their soul is sent on by other powerful means, such as lay-to-rest or an eidolon.

If you create more than two of these theurgic beacons, they will automatically link up to cover all the land between them.

It takes approximately forty-six days to teach this skill.

### **Soul Stealer**

This necromantic ritual requires ten mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

This ritual allows you to create a light shadowy body for an undead character to inhabit. It's minimum phys-rep requirement is white make-up covering all visible skin. You must speak the true name of all targets at the completion of this ritual.

The empowered targets gain the following skills and abilities:

A dreadful presence that terrifies the living.

A semi-corporeal body that leaves it resistant to penetrating attacks.

Capable of feeding on the living, killing them in the process of regaining lost body hits.

It takes approximately thirty-eight days to teach this skill.

## Soul Stone

This theurgic incantation requires four mana crystals to cast. It takes thirty seconds to cast this spell. You must be close enough to be able to touch the target to cast this spell.

This incantation allows you to claim the soul of a dead mortal character whose true name you know. The spell turns the soul into a soul stone. You will receive a show-me lammy to allow you to use this incantation. You should take the target's soul card to GOD within 30 minutes.

It takes approximately thirty-four days to teach this skill.

## Soul Stone Emetic

This theurgic ritual requires ten mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. This ritual creates a magical curse which can be delivered to the target once you are within five metres of them.

This theurgic ritual allows you to empower a single character who is present during the ritual to deliver a curse. If you speak the target's true name during the ritual then the curse will be more potent. The curse will force the target to drop any soul stones they have enshrined the next time they return to the Maelstrom. This curse effect ends when the eidolon returns to the Maelstrom.

This theurgic ritual empowers a single character who is present during the casting to bear the power of the ritual. The bearer must deliver this curse within one week of the completion of the ritual or the ritual is wasted. If the bearer is slain in any way before the curse is delivered then the ritual is wasted. To deliver the curse, the bearer must call CURSE while using appropriate roleplaying within five metres of the target.

It takes approximately forty-five days to teach this skill.

## Soul Strike Eidolon

This theurgic incantation requires eight mana crystals to cast. You must be within five metres of the target to be able to cast this spell.

This incantation allows you to call SMITE EIDOLON DOUBLE THROUGH against a single eidolon character within range.

It takes approximately eighty-one days to teach this skill.

## **Soul Strike Undead**

This theurgic incantation requires eight mana crystals to cast. You must be within five metres of the target to be able to cast this spell.

This incantation allows you to call SMITE UNDEAD DOUBLE THROUGH against a single undead character within range.

It takes approximately eighty-one days to teach this skill.

## **Staunch Wounds**

You can staunch the wounds of anyone who is bleeding to death from a mortal wound. If you use this skill on another character then you should count their death count for them out loud, counting every other second (50 - staunching your wounds - 51 - staunching your wounds), for as long as you staunch wounds. If they are also incapacitated then after 30 real seconds of staunching they become debilitated instead as well.

Staunching can also be used in certain other circumstances, such as if a poison incapacitates a victim. In this case the victim only is raised to debilitated whilst the stauncher remains present i.e. as soon as they leave the victim is immediately incapacitated again.

Staunching requires both hands and you cannot fight, use another skill or move faster than a walking pace. Staunching has no effect on body hits, it merely slows down someone from dying. You cannot staunch the wounds of a patient who is having their wounds treated.

It takes approximately thirty-five days to teach this skill.

## **Steal Character Skill**

This theurgic ritual requires ten mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be within five metres of the target to be able to cast this spell.

This theurgic ritual allows you to empower an eidolon to steal a portion of a soul whose true name you speak during the ritual. This will cause the victim to permanently lose skills and provide the eidolon with a portion of that character's soul which he can soul stone. The eidolon must deliver this curse using appropriate roleplaying before he leaves the mortal world and returns to the Maelstrom.

It takes approximately seventy days to teach this skill.

## **Stealing Of A Child's Youth**

This necromantic ritual requires ten mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be



close enough to be able to touch the target to cast this spell.

You can drain the life force from one or more living victims that are executed at the completion of this ritual. You can use the energy you have stolen from their slain souls to reinvigorate yourself, gaining a number of additional years of life or to cure a range of minor ailments such as sickness or addiction. If another character is present whose true name you know then you may channel the stolen life force to them to allow them to make use of it.

It takes approximately forty-two days to teach this skill.

## Storms

This sorcerous ritual requires 200 mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. Range is unlimited but dependent on the amount of mana used to power the ritual.

This powerful sorcerous ritual allows you to take control of wind and rain forcing an area to suffer terrible storms. The more mana used, the greater the severity of the storms and the larger area that is affected. Heavy storms destroy crops and cause minor damage to buildings but they are most effective at sea causing major damage to ships that sail through the area.

It takes approximately forty-two days to teach this skill.

## Stormwind Rider

This sorcerous ritual requires one mana crystal to cast at any ritual site. You can cast this ritual at any location you are familiar with. The mana required to cast this spell increases the further from the ritual site you select.

This powerful sorcerous ritual allows you to create a great whirlwind which will pick up an army and transport them to another location in the New World. The army needs to be formed up before the ritual is cast. You must speak the true name of the leader of the force at the completion of this ritual.

It takes approximately twenty-three days to teach this skill.

## Strengthen Maelstrom

This theurgic ritual requires five mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

You can cast a theurgic ritual that creates a seal at the ritual site that temporarily hampers the ability of fallen eidolons to return. The more mana expended in the ritual, the more powerful the seal and the longer the effect lasts. The ritual endures for at least one hours.

It takes approximately thirty-nine days to teach this skill.

## Superior Soul Pact

This theurgic ritual requires twenty-five mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

This ritual may be cast on an Eidolon that is currently pacted to you via the ritual Shatter the Maelstrom's Fetters. The ritual binds the Eidolon more closely to you and severs its connection to the gods, such that they are no longer able to follow any deity. However, this closer connection with the mortal world empowers the eidolon with a range of additional abilities which it may use to empower any mortal character pacted to it. The number and power of these abilities depend on the number of cultists the eidolon has and the number of souls they have enshrined. In addition a superior soul pact allows for the eidolon to teach skills to mortals pacted to them at an accelerated rate. You may only have one superior pact at a time and so to create a new one you would need to somehow get the original one broken.

It takes approximately twenty-one days to teach this skill.

## Taint Land

This necromantic ritual requires twenty-five mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You can cast this ritual at any location you are familiar with. The mana required to cast this spell increases the further from the ritual site you select.

This ritual taints the life force of the plants and animals that live in the area around the ritual site. The more mana expended in the ritual, the greater the area of effect. Over time as the plants and animals die, they will slowly be replaced with undead plants and animals which are linked to the soul of the caster.

It takes approximately thirty-four days to teach this skill.

## Tame the Earthen Vista

This sorcerous ritual requires 200 mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You can cast this ritual at any location you are familiar with. The mana required to cast this spell increases the further from the ritual site you select.

This expensive sorcerous ritual fills an area with sorcerous magic gradually transforming hills, mountains and volcanoes to verdant plains.

It takes approximately seventy-eight days to teach this skill.

## Tearing the Maelstrom's Veil

This theurgic ritual requires five mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be within five metres of the target to be able to cast this spell.

This ritual allows you to create a gate that an eidolon can use to enter the world. The size and duration of the gate is determined by the number of mana crystal expended in casting the ritual. Any character that is in the Maelstrom that is aware of the hole may choose to come through. The hole remains open for at least approximately one hour.

It takes approximately twenty-eight days to teach this skill.

## Teleport Home

This sorcerous ritual requires 1000 mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

This ritual allows you to create a gateway that will teleport those who step through it, to lands in the Free Islands. The more mana that is expended in casting the ritual, the more people can pass through the gate before it closes.

Due to the current campaign developments which are causing the Maelstrom barrier to grow thicker and more solid, this spell is more difficult to cast than usual. It can only be cast once at the height of the equinox or solstice. At this event, the spell can be performed once at any time between 7pm and 9pm on Saturday only. It will not be possible to perform this spell ever again after this point unless something is done to prevent the barrier continuing to thicken.

This spell can only be cast at a site where the Maelstrom barrier is naturally thin. You can identify such an area by speaking to a ref (we have put the spot near the Flembic camp).

It takes approximately one day to teach this skill.

## Telluric Insight

This skill represents knowledge of how geological features interact with magic.

Gemstones, and to a lesser extent precious metals, are a natural conductor of magic. Each gemstone has its own particular affinity for a variety of sorcerous damage - rubies with the fire which is akin to the breath of dragons, sapphires with the more easily channelled strikes of thunder and lightning, emeralds with acidic projectiles, and diamonds, unusually, with the pure incorporeal power that can discern between varieties of soul and is usually channelled via blessings rather than magics.

Knowledge of these correspondances may open up new areas of study in Talismancy, with a suitable location for the further study of these properties.

The veins of gemstones and precious metals in the ground affect the disposition of mana and ritual sites, although there are also other factors. Large-scale mining could disrupt the flows of magic leading to a change in potency and eventually location of these sites, although you also know that the world extends surprisingly deep and the deposits further down are also important in the maintenance of magical flows.

However, you suspect that with further study, the link between mana sites and their 'feeder' veins of



gemstones could be strengthened with sorcerous ritual – although linking the land so strongly to the flows of magic may also present a vulnerability that another ritualist could exploit, turning the unusually high ambient mana of the area loose to wreak havoc and destruction.

The surges of magma which sometimes result in volcanos are also linked strongly to magic. Whilst it is possible for a volcano to have natural causes, the most likely source of magma in the New World is a vein of gemstones which became so potent a channel of magical energy that the gemstones and rock alike could not contain the energy in a solid state and spontaneously melted, probably due to divine intervention.

Careful observation of the patterns of weather suggests that similar lines of power exist in the sky as well, and manipulation of those would allow the manipulation of the weather.

With a decent grasp of sorcery and further study of lava pools, you suspect you could control and harness the power of magma to surge in a particular location, and perhaps even perform more complex actions. Maybe even raising your own volcano...

It takes approximately one day to teach this skill.

### **Thaelin's Shattering Cry**

This sorcerous incantation requires six mana crystals to cast. You must be within five metres of the target to be able to cast this spell.

This incantation allows you to call SHATTER on a single item (such as talisman, weapon or shield) within five metres. This will affect a lammied item unless it specifically states otherwise on the lammy.

It takes approximately forty-one days to teach this skill.

### **Thaelin's Wild Strike**

This sorcerous incantation requires six mana crystals to cast. You must be within five metres of the target to be able to cast this spell.

When you cast this sorcerous incantation you may call THUNDER STRIKE DOUBLE against a single foe within five metres.

It takes approximately fifty-six days to teach this skill.

### **The Pugilist's Mighty Blow**

This sorcerous incantation requires two mana crystals to cast. You must be within five metres of the target to be able to cast this spell.

This incantation allows you to call THUNDER STRIKE ZERO STRIKEDOWN against a single target within range. The victim of a ZERO STRIKEDOWN is knocked to the ground, but they take no damage and are not mortally wounded.

It takes approximately twenty-three days to teach this skill.

### **The Sacred Hands of Life**

This sorcerous incantation requires two mana crystals to cast. It takes thirty seconds to cast this spell. You must be close enough to be able to touch the target to cast this spell.

This incantation restores a single lost body hit to a target. This spell will only affect targets that are affected by LIVING calls. This incantation takes thirty seconds to cast. You must speak the target's true name at the completion of this incantation. This spell will not stop you dying from a mortal wound if it is cast on you.

It takes approximately thirty days to teach this skill.

### **The Smith's Mystic Anvil**

This sorcerous cantrip requires one mana crystal to cast. It takes thirty seconds to cast this spell. You must be close enough to be able to touch the target to cast this spell.

The cantrip allows you to mend a single item touched, such as a shattered shield or sword. A single casting can be used to restore one armour point to a suit of damaged armour. This cantrip cannot be used to repair natural armour nor damage caused by Caustic Bile. This cantrip takes thirty seconds to cast. If the target has a true name then it must be spoken at the completion of this cantrip.

It takes approximately twenty-eight days to teach this skill.

### **Theurgic Consecrate**

This theurgic ritual requires ten mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

This theurgic ritual allows you to enchant an enclosed area so that an eidolon whose true name you know can more easily enter the mortal world at that location. You must speak the true names of any eidolons who you want to use the site at the completion of this ritual. If you are soul pacted to an eidolon then you do not have to speak the eidolon's true name.

You can only perform this ritual if you have a suitable focus or symbol of the fallen eidolon or pact of eidolons that you wish to aid. The focus does not need to be a laminated special item but you must have a suitable phys-rep present before you begin the ritual. This item will become a special item at the completion of the ritual. If you invoke the special item in a suitable enclosed area, such as a tent, then the area will be affected by the theurgic enchantment while the special item remains clearly visible in the tent. The enchantment ends if the special item is removed from the area.

While the enchantment is in effect, any eidolon whose true name was spoken during the ritual or any eidolon that you are soul pacted to may treat the affected areas as if it were a ritual site for purposes of entering the mortal realm.

It takes approximately twenty-five days to teach this skill.

### **Theurgic Excommunicate**

This theurgic ritual requires fifteen mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

This theurgic ritual allows you to shatter a soul pact between an eidolon and a target character if you know their true names. You must speak the eidolon's true name and the target's true name at the completion of this ritual. If you are soul pacted to the eidolon whose pact you are breaking then you do not have to speak the eidolon's true name. You can only perform this ritual on a target that is present but they need not be willing.

It takes approximately thirty-nine days to teach this skill.

### **Theurgic Initiate**

This theurgic ritual requires three mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

This theurgic ritual allows you to create a soul pact between a target character and an eidolon whose true name you know. You must speak the eidolon's true name and the target's true name at the completion of this ritual. If you are soul pacted to an eidolon then you do not have to speak the eidolon's true name. You can only perform this ritual on a target that is present but they need not be willing.

It takes approximately twenty-one days to teach this skill.

### **Theurgic Lore**

You have a working knowledge of theurgy allowing you to learn theurgic spells. Theurgy give the wielder power over the force of the soul and the energy of the Maelstrom.

It takes approximately thirty days to teach this skill.

### **Theurgic Visions**

This theurgic ritual requires ten mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

This theurgic ritual uses practical applications of your Maelstrom insight to grant visions of the Maelstrom. These visions will include a perception of the Maelstrom itself to "visionary" experiences and waking dreams. You have no direct control over what is seen when this ritual is used, and exposure to pure Maelstrom energy might overwhelm some targets. You must touch each target of this ritual as you perform it, and speak their true name.



It takes approximately fourteen days to teach this skill.

### **Thunderstrike Quad**

This sorcerous incantation requires twenty-four mana crystals to cast. You must be within five metres of the target to be able to cast this spell.

When you cast this mighty sorcerous incantation you may call THUNDER STRIKE QUAD against a single foe within five metres. You must be carrying a diamond of at least 36 grains or an item with a suitable diamond set in it to cast this incantation.

It takes approximately 112 days to teach this skill.

### **Thunderstrike Single**

This sorcerous cantrip requires one mana crystal to cast. You must be within five metres of the target to be able to cast this spell.

When you cast this mighty sorcerous cantrip you may call THUNDER STRIKE SINGLE against a single foe within five metres once every thirty seconds. You must be carrying a diamond of at least 25 grains or an item with a suitable diamond set in it to cast this incantation.

It takes approximately fifty-six days to teach this skill.

### **Thunderstrike Triple**

This sorcerous incantation requires ten mana crystals to cast. You must be within five metres of the target to be able to cast this spell.

When you cast this mighty sorcerous incantation you may call THUNDER STRIKE TRIPLE against a single foe within five metres. You must be carrying a diamond of at least 25 grains or an item with a suitable diamond set in it to cast this incantation.

It takes approximately eighty-four days to teach this skill.

### **Time Of Destruction**

You have an instinctive understanding of the Time of Destruction, an enormous metaphysical event that is echoing through the Maelstrom. You understand that the Time of Destruction is not a regular occurrence, but a rare and powerful supernatural event when forces rage across an area instigating destruction in their path.

The Time of Destruction is a time of great danger for all. The natural world will respond to the roiling energies that are spiralling through the Maelstrom in a myriad of conflicting ways. The Time of Destruction will continue until the energies have spent themselves, either through natural disaster or through the actions of mortal agents.

Moreover, you understand how to tap into this turbulent power for your own ends. If you possess powerful magical skills it should be possible to harness the Time of Destruction to make particularly terrible magics. There is no sentience or morality to the time of destruction, it is simply a release of pent-up energies but it should be possible for the gods to enlighten their devotees with ways to channel this effect.

This skill represents a body of knowledge and lore that your character knows, that is summarized above. It does not represent any kind of ability to analyze, divine or examine things. It is not a skill that your character can actively use in any way.

All the signs and portents seem to indicate that the energy of the Time of Destruction is coming to an end. Although it is not completely exhausted, it appears to be waning and will soon come to an end completely.

This ability cannot be taught.

## **Torment Pact**

This theurgic ritual requires five mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. This ritual creates a magical curse which can be delivered to the target once you are within five metres of them.

This theurgic ritual allows you to empower a single character who is present during the ritual to deliver a curse. The curse inflicts a wasting disease that weakens the soul of any mortal beings who are linked by soul pacts to your target. You must speak the target's true name before the completion of the ritual.

The wasting disease causes any living being who is soul pacted to the target to become debilitated over the course of several days. The effects are permanent whilst the curse remains. The more mana that is used to perform the ritual, the more potential victims will be affected. The weakest victims will succumb first and may die as a result of this ritual.

This theurgic ritual empowers a single character who is present during the casting to bear the power of the ritual. The bearer must deliver this curse within one week of the completion of the ritual or the ritual is wasted. If the bearer is slain in any way before the curse is delivered then the ritual is wasted. To deliver the curse, the bearer must call CURSE while using appropriate roleplaying within five metres of the target.

It takes approximately sixty-seven days to teach this skill.

## **Tormented Dreams**

This necromantic ritual requires sixty mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You can cast this ritual at any location you are familiar with. The mana required to cast this spell increases the further from the ritual site you select.

This necromantic ritual allows you to plague the dreams of everyone in an area of land within one hundred

miles of the ritual site. The victims will suffer nightmares and horrific dreams leaving them exhausted rather than recovered after a night's sleep.

It takes approximately forty-two days to teach this skill.

### **Touch of Blasphemy**

This necromantic ritual requires five mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

This ritual taints the target's soul with the force of the Maelstrom. The targets become soul tainted and they immediately lose all benefits of devotion to a deity (if any). If the character dies whilst soul tainted then their spirit will return as a shadow. The target's body must be present with the soul still inside it, but they do not have to be still alive for you to cast this ritual on them. You must speak the true name of all targets at the completion of this ritual. Before the first time you cast this spell, you will need to submit your desired soul symbol to GOD using the relevant form.

Characters that are Soul Tainted to you will only return if your character is still alive and in play at that event. If you are currently playing a secondary or have gone OOC for a substantial period of time then the referees will not allow them to go back into play. To accomplish this, if you know there are undead at the event relying on you then it is your responsibility to inform a referee that your character is unavailable.

It takes approximately twenty-eight days to teach this skill.

### **Tower Of Blood And Bone**

This necromantic ritual requires 250 mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

This necromantic ritual allows you to create a necromantic beacon, a small column of bone and flesh at a soul-tainted ritual site. You will need to provide an appropriate phys rep. A necromantic beacon enhances the strength of the necromantic magic that permeates an area of tainted land causing bodies of any who die in the area to raise up as animated corpses under your control. You must express during the ritual a single desire for the undead if you are performing this ritual at a festival. The ritual has no effect in an area that is not necromantically tainted. The beacon does not affect the normal functioning of the ritual site.

If you cast this ritual at an event, please make sure that you have a suitable phys-rep for the column of bone and flesh.

It takes approximately forty-nine days to teach this skill.

### **Tower Of Mana Generation**

This necromantic ritual allows you to create a necromantic condensor, a large column of crystallised encrusted bone at a ritual site in a necromantically tainted area. A necromantic condensor draws on the



strength of the necromantic magic that permeates an area of tainted causing necromantically attuned mana crystals to automatically form at the tower rather than the energies flowing to the necromancer who originally tainted the land.

The ritual has no effect in an area that is not necromantically tainted. The condensor does not affect the normal functioning of the ritual site.

If you cast this ritual at an event, please make sure that you have a suitable phys-rep for the tower of crystal encrusted bone.

It takes approximately twenty-one days to teach this skill.

### **Transfer Harm**

This necromantic cantrip requires one mana crystal to cast. It takes thirty seconds to cast this spell. You must be close enough to be able to touch the target to cast this spell.

The cantrip allows you to reduce the body hits of the target by one. If the cantrip is successful then you restore one lost body hit on yourself if you had lost any. This spell has no effect on targets that are not affected by LIVING calls. This cantrip takes thirty seconds to cast. This spell will not stop you dying from a mortal blow.

It takes approximately thirty-four days to teach this skill.

### **Transform Mana Site**

This sorcerous ritual requires seventy-five mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You can cast this ritual at any location you are familiar with. The mana required to cast this spell increases the further from the ritual site you select.

This sorcerous ritual allows you to transform a mana site so that it produces crystals especially suited for sorcerous rituals. It may also produce crystals more abundantly and speed the construction and operation of structures that depend on the mana site.

It takes approximately twenty-five days to teach this skill.

### **Treat Wounds Human**

You can stop a human from dying from a mortal wound, by role-playing treating their wound. Both hands must be free and you cannot use any other skill or move whilst treating a patient. Mentally add 200 to the patients current death count, if they reach that number with you still treating them then they are no longer dying. If you get interrupted for more than a few seconds or another character takes over then the whole treating process must begin again. Using relevant crafted surgeons tools will reduce the time taken. See page 28 of the Event Rules for full details.

It takes approximately sixty days to teach this skill.

### Triple Strikedown Sorcerous

This sorcerous incantation requires twenty-four mana crystals to cast. You must be within five metres of the target to be able to cast this spell.

You can call THUNDER STRIKE TRIPLE STRIKEDOWN against a single target within 5 metres. You must be carrying a sapphire of at least 36 grains or an item with a suitable sapphire set in it to cast this incantation.

It takes approximately one hundred days to teach this skill.

### Triple Stun Sorcerous

This sorcerous incantation requires twenty-four mana crystals to cast. You must be within five metres of the target to be able to cast this spell.

You can cast an incantation that allows you to exhale a massive ball of fire which will burn and overwhelm a single nearby opponent. You may call DRAGON BREATH TRIPLE STUN. You must be carrying a ruby of at least 36 grains or an item with a suitable ruby set in it to cast this incantation.

It takes approximately one hundred days to teach this skill.

### Triple Through Sorcerous

This sorcerous incantation requires twenty-four mana crystals to cast. You must be within five metres of the target to be able to cast this spell.

You can cast an incantation that allows you to spit a ball of corrosive acid which will melt through armour and flesh. You can call ACID SPIT TRIPLE THROUGH. You must be carrying an emerald of at least 36 grains or an item with a suitable emerald set in it to cast this incantation.

It takes approximately one hundred days to teach this skill.

### Unleash Magma Kraken

This sorcerous ritual requires one hundred mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You can cast this ritual at any location you are familiar with. The mana required to cast this spell increases the further from the ritual site you select.

This powerful sorcerous ritual summons a magma kraken to rise up in near the ritual site (or at a location further away that is known to you, for increased cost). The magma kraken will lay waste to the surrounding area until it is slain, infusing the land with destructive magic that is hostile to living creatures.

It takes approximately twenty-one days to teach this skill.

## View Character Skills

This theurgic ritual requires forty mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. Any character whose true name you know is within range of this ritual.

When you cast this theurgic ritual you receive information about the skills and abilities of the true named subjects of the spell, including the name they know the skill or ability by and what it does.

It takes approximately sixty-four days to teach this skill.

## View Master Pact

This theurgic ritual requires fifty mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. Any character whose true name you know is within range of this ritual.

When you cast this theurgic ritual on a true named eidolon you see a mental image of all characters who share the same pact as the target.

It takes approximately fifty days to teach this skill.

## View Pact

This theurgic ritual requires twenty-five mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. Any character whose true name you know is within range of this ritual.

When you cast this theurgic ritual on a true named character you see a mental image of all the characters that they are linked to by soul pacts. You must speak the true name of the target before the completion of the ritual. The ref will show you a picture of every character who is soul pacted to the target.

It takes approximately fifty-three days to teach this skill.

## Wall Of Bone

This necromantic ritual requires 150 mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You can cast this ritual at any location you are familiar with. The mana required to cast this spell increases the further from the ritual site you select.

This necromantic ritual allows you to create a massive wall of bone that surrounds the area providing protection for any armies that defend it.

It takes approximately fifty-six days to teach this skill.



## Watchful Eye

This sorcerous ritual requires one hundred mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You can cast this ritual at any location you are familiar with. The mana required to cast this spell increases the further from the ritual site you select.

This sorcerous ritual creates a sorcerous eye on top of a watchtower or similar structure. The spell produces a great unblinking eye radiating scintillating colours that appears to stare in all directions at once. The eye is able to clearly see troops movements in the surrounding area, rendering any men-at-arms patrolling the area incapable of being surprised. Even the most carefully concealed forces are naked before the magical powers of the eye.

It takes approximately forty-nine days to teach this skill.

## Weaving the Cloth of Steel

This sorcerous ritual requires five mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

You can provide one or more targets with a single armour point. You must pay the full cost of the ritual for each target affected. The armour point gained cannot be stacked with normal armour. You must speak the true name of all characters to be affected at the completion of this ritual.

It takes approximately twenty-one days to teach this skill.

## Weaving The Cloth Of Steel 2

This sorcerous ritual requires fifteen mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

You can provide one or more targets with two armour points. You must pay the full cost of the ritual for each target affected. Armour points gained cannot be stacked with normal armour. You must speak the true name of all characters to be affected at the completion of this ritual.

It takes approximately twenty-seven days to teach this skill.

## Weaving The Cloth Of Steel 3

This sorcerous ritual requires thirty mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

You can provide one or more targets with three armour points. You must pay the full cost of the ritual for each target affected. Armour points gained cannot be stacked with normal armour. You must speak the true name of all characters to be affected at the completion of this ritual.

It takes approximately thirty-two days to teach this skill.

### **Weaving The Cloth Of Steel 4**

This sorcerous ritual requires fifty mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

You can provide one or more targets with up to four armour points. The armour points cannot be combined with armour points from normal armour. You must speak the true name of all characters to be affected at the completion of this ritual. It is not possible to benefit from multiple versions of this spell.

It takes approximately thirty-eight days to teach this skill.

### **Weaving The Cloth Of Steel 5**

This sorcerous ritual requires seventy-five mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

You can provide one or more targets with up to five armour points. The armour points cannot be combined with armour points from normal armour. You must speak the true name of all characters to be affected at the completion of this ritual. It is not possible to benefit from multiple versions of this spell.

It takes approximately forty-four days to teach this skill.

### **Wight**

This necromantic ritual requires thirty mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

A necromantic ritual that allows you to create a decayed body armed with vicious powerful claws for your undead minions. You must speak the true name of all targets at the completion of this ritual.

As this Degenerate Corpus appears rotten and decayed the minimum phys-rep requirement is all visible skin being noticeably bruised and diseased looking.

It is capable of feeding on the living, killing them in the process of regaining lost body hits.

It takes approximately fifty-six days to teach this skill.

### **Zombie 2**

This necromantic ritual requires ten mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

This ritual allows you to empower the body of one or more undead characters. You must speak the true name of all targets at the completion of this ritual.

The body resembles a corpse and has a minimum phys rep of dark coloured veins on all visible skin or make-up / prosthetics for a more corpse like appearance.

The Cadaverous Corpus is very sturdy and has good endurance.

It is capable of wearing all types of armour, a shield and use most melee weapons well.

It takes approximately thirty-eight days to teach this skill.

### **Zombie 3**

This necromantic ritual requires fifteen mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

This ritual allows you to empower the body of one or more undead characters. You must speak the true name of all targets at the completion of this ritual.

The body resembles a corpse and has a minimum phys rep of dark coloured veins on all visible skin or make-up / prosthetics for a more corpse like appearance.

The Cadaverous Corpus is very sturdy and has very good endurance as well as the ability to absorb some blows that would mortal a normal man.

It is capable of wearing all types of armour, a shield and use most melee weapons well.

It takes approximately forty-eight days to teach this skill.

### **Zombie 4**

This necromantic ritual requires twenty-five mana crystals to cast at a minor ritual site during downtime. It will cost less mana than this to cast the ritual at a more powerful ritual site or during an event. You must be close enough to be able to touch the target to cast this spell.

This ritual allows you to empower the body of one or more undead characters. You must speak the true name of all targets at the completion of this ritual.

The body resembles a corpse and has a minimum phys rep of dark coloured veins on all visible skin or make-up / prosthetics for a more corpse like appearance.

The Cadaverous Corpus is very sturdy and has exceptional endurance as well as the ability to absorb some blows that would mortal a normal man.

It is capable of wearing all types of armour, a shield and use most melee weapons very well.

It takes approximately fifty-six days to teach this skill.

### **Natural Armour**

Your character is protected by twenty-five points of natural armour. Natural armour points can be combined with armour points from wearing normal armour. You can only have one source of normal armour points and you can only have one source of natural armour points. Natural armour points are lost after all normal armour points are gone but before any body hits are lost.