

Enhanced Source

Aspect:	General
Difficulty:	3
Catalyst Required:	None
May Be Extended:	True
Duration:	20 Logistics Periods
Casting Time:	5
Ritual Target Type:	Item [Staff, Source]
Ritual Choice:	None
Scroll Type:	Enchantment
NPC Only Ritual:	False
Role Play Only:	False

The Enhanced Source Ritual allows the wielder of the Target Item to evoke multiple applicable Channeling Elements based on difficulty. If cast as Celestial Aspect, it may be used to add Flame, Stone, Ice, or Lightning; if cast as Earth or Necromancy Aspect, it may be used to add Healing or Chaos, respectively.

If this Ritual is cast on an existing Source of the opposing type, the Target Item will be considered to be both a Relic and a Wand.

When cast upon a staff, in order for the wielder to benefit from this Ritual Effect, the Aspect of the Ritual must match the Aspect of High Magic used to purchase Oak of the Archmage.

This Ritual requires a minimum of 3 Reagents to cast. Any additional Reagents required by the Ritual should be of the same types as listed on the Ritual scroll.

- 3:3 Reagents - adds 1 type of Elemental damage
- 7:4 Reagents - adds 2 types of Elemental damage

- 13:5 Reagents - adds 3 types of Elemental damage
- 16:6 Reagents - adds 4 types of Elemental damage

Spellcrafting:

Spellcraft Difficulty:	1 (adds 1 type of Elemental damage)
Spellcraft Cost:	1
Spellcraft Duration:	5 days
Spellcraft Incant:	I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE ENHANCED SOURCE RITUAL

Eternal Forest / Blighted Forest

Aspect:	Earth/Necromancy
Difficulty:	7
Catalyst Required:	Required
May Be Extended:	True
Duration:	20 Logistics Periods
Casting Time:	10
Ritual Target Type:	Location [Tree]
Ritual Choice:	False
Scroll Type:	Enchantment
NPC Only Ritual:	False

Role Play Only:	True
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The Eternal Forest Ritual allows the Ritual Caster to create a ripple of magical energy which extends from the Circle of Power and promotes the increased growth of all trees and forest plant life. The center of the Ritual Effect is a single tree which must be marked by the Caster with a rune symbol at least 6" x 6" on all four sides and which must start within the Circle of Power. The range of this Effect is a 1 mile radius for every 5 points of Ritual Strength, in addition to any extra from Ritual Unification, the Caster possesses at the time of casting.

Once the Ritual casting is complete and successful, over the course of 1 year, the affected Forest within the radius of the Eternal Forest Ritual Effect will grow as if 10 years had passed, causing small trees to grow to maturity and seedlings to grow into saplings in only a few seasons. The Target Tree becomes the anchor point for the Earth Ritual Magic used to augment the growth of the forest; either destroying the tree physically, using a Blighted Forest Ritual on it, or using an appropriate Destroy Magic Ritual on it will remove the rune symbol and cause the Ritual Effect to fade. Growth already achieved when the Ritual Effect ends will remain.

The reverse of this Ritual Effect, Blighted Forest, creates a ripple of necromantic energy which extends from the Target Tree and causes all trees and forest plant life to sicken and wither, eventually dying, within 1 mile radius for every 5 points of Ritual Strength, in addition to any extra from Ritual Unification, the Caster possesses. The Target tree must be marked by the Caster with a Rune symbol at least 6" x 6" on all four sides and which must be within the Circle of Power.

Once the Ritual is successfully cast, the tree is infused with chaos and necromantic magic, sickening and warping the tree into a semi-sentient creature of necromantic power. For every month that passes while a Blighted Forest effect remains the Forest will suffer as if a year of drought had occurred and large areas of the forest trees will die and rot as if years had passed. Destroying the Center Tree, casting an Eternal Forest Ritual on it, or casting a Destroy Magic Ritual on it will end the Blighted Forest effect however all loss of plant life already sustained will remain and trees which are sickening may still continue to die at a natural rate.

Multiple castings of either version do not stack and will not further increase how fast the forest is promoted to grow/decay. Areas under the Ritual effects of both an Eternal Forest and a Blighted Forest Ritual will have unique effects- trees will grow quickly only to rot and decay within a few days, other trees may spring back to life from logs on the ground, etc. The Local Plot Committee will determine the exact interaction of the two Rituals should they be in the same territory.

The Local Plot Committee should be notified in advance of the Ritual casting, so a proper experience may be supplied.

This Ritual requires 3 Reagents to cast as listed on the scroll.

Spellcrafting:

This Ritual can not be Spellcrafted.

Eternal Resolution

Aspect:	Earth/Necromancy
Difficulty:	3
Catalyst Required:	None
May Be Extended:	True
Duration:	20 Logistics Periods
Casting Time:	5
Ritual Target Type:	Item [Armor]
Ritual Choice:	None
Scroll Type:	Enchantment
NPC Only Ritual:	False
Role Play Only:	False

The Eternal Resolution Ritual allows the bearer of the Target Armor, upon using a Resolute skill, once per Logistics Period per charge, to activate a charge of the Ritual Effect and immediately touchcast "Activate Elemental Strike X Healing" or "Activate Elemental Strike X Chaos" on themselves. X is defined based on the level the Ritual is cast at and varies from 5 to 25.

This Ritual requires a minimum of 3 Reagents to cast. Any additional Reagents required by the Ritual should be of the same types as listed on the Ritual scroll.

- 3:3 Reagents - one charge per Logistics period of Elemental Strike 5 Healing/Chaos.
- 6:4 Reagents - one charge per Logistics period of Elemental Strike 10 Healing/Chaos.
- 9:5 Reagents - one charge per Logistics period of Elemental Strike 15 Healing/Chaos.

- 12:6 Reagents - one charge per Logistics period of Elemental Strike 20 Healing/Chaos.
- 15:7 Reagents - one charge per Logistics period of Elemental Strike 25 Healing/Chaos.

Spellcrafting:

Spellcraft Difficulty:	1 (grants 5 Elemental Healing/Chaos)
Spellcraft Cost:	1
Spellcraft Duration:	5 days
Spellcraft Incant:	I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE ETERNAL RESOLUTION RITUAL

Explosive Demise

Aspect:	General
Difficulty:	6
Catalyst Required:	None
May Be Extended:	True
Duration:	20 Logistics Periods
Casting Time:	5
Ritual Target Type:	Item [Staff, Source]
Ritual Choice:	None
Scroll Type:	Enchantment
NPC Only Ritual:	False

Role Play Only:	False
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The Explosive Demise Ritual allows the wielder of the Target Item to expend any amount of Channeling (not limited by their normal Channeling limit) to call "X Vengeance" when they take a legal Killing Blow, where X is the amount of Channeling Pool expended. This may be done even while unconscious or otherwise unable to use Game Abilities.

This Ritual requires 4 Reagents to cast as listed on the scroll.

Spellcrafting:

Spellcraft Difficulty:	1
Spellcraft Cost:	1
Spellcraft Duration:	5 days
Spellcraft Incant:	I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE EXPLOSIVE DEMISE RITUAL

Extend Battle Magic Duration

Aspect:	General
Difficulty:	2
Catalyst Required:	None
May Be Extended:	False
Duration:	20 Logistics Periods
Casting Time:	5
Ritual Target Type:	Item [Any], Spirit, Body

Ritual Choice:	Active Battle Magic Spell Effect
Scroll Type:	Enchantment
NPC Only Ritual:	False
Role Play Only:	False

The Extend Battle Magic Duration Ritual increases the duration of any chosen single active Battle Magic spell within the Circle of Power, that normally would be limited to either Line of Sight or five days or less, to 20 Logistics periods. The Ritual Caster must be of the same Aspect as the chosen Spell Effect, if applicable.

The chosen Spell Effect can still be removed with any applicable removal effects. A spell that is normally expended when its effect is activated, such as a protective, will still be used up normally. Extending the duration of a Battle Magic Circle of Power beyond its original duration does not cause the Target Circle to recognize the Caster or allow investiture or any abilities associated with permanent circles.

Attempting to Target a non-standard Battle Magic Effect may result in a Backlash or other unexpected effects; in such cases, the Local Plot Committee should be notified in advance, so a proper experience may be supplied.

This Ritual requires 3 Reagents to cast as listed on the scroll.

Spellcrafting:

This Ritual can not be Spellcrafted.

Focused Resistance

Aspect:	General
Difficulty:	3
Catalyst Required:	None

May Be Extended:	True
Duration:	20 Logistics Periods
Casting Time:	5
Ritual Target Type:	Item [Any]
Ritual Choice:	None
Scroll Type:	Enchantment
NPC Only Ritual:	False
Role Play Only:	False

The Focused Resistance Ritual, allows the wielder of the Targeted Item, once per Logistics Period per charge, to Meditate and expend an unused Racial Resist skill to grant themselves “Elemental Strike 25 Healing” by touchcast.

This Ritual requires a minimum of 3 Reagents to cast. Any additional Reagents required by the Ritual should be of the same types as listed on the Ritual scroll.

- 3:2 Reagents - one charge per Logistics Period.
- 6:3 Reagents - two charges per Logistics Period.
- 9:4 Reagents - three charges per Logistics Period.

Spellcrafting:

Spellcraft Difficulty:	1
Spellcraft Cost:	1
Spellcraft Duration:	5 days
Spellcraft Incant:	I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE FOCUSED RESISTANCE RITUAL

Foresee the Weather

Aspect:	General
Difficulty:	6
Catalyst Required:	None
May Be Extended:	False
Duration:	Instantaneous
Casting Time:	5
Ritual Target Type:	Spirit
Ritual Choice:	None
Scroll Type:	Divination
NPC Only Ritual:	False
Role Play Only:	True

The Foresee the Weather Ritual allows the Ritual Caster to gain a brief divination of local weather patterns, allowing them to make a highly educated guess as to the exact weather for the next few days. The Ritual Effect is not normally accurate for more than 2-3 days out, however at the discretion of the Local Plot Committee, the Caster may receive insight for as much as 5-7 days ahead of time. The Caster is able to predict approximate times such as "about midday" or "after the sun sets" for such predictions, but more precise definitions of time are rarely possible.

Unique weather conditions controlled by the Local Plot Committee, such as magical storms or warping energy waves, may also be detected by the Caster at the discretion of the Plot Committee. The amount of information a Caster gains about these non-standard weather disturbances will be likewise determined by the Plot Committee.

The Local Plot Committee should be notified in advance of the Ritual casting, so a proper experience may be supplied. The Ritual Marshal has the final say on what prediction the Caster receives.

This Ritual requires 1 Reagent to cast as listed on the scroll.

Spellcrafting:

This Ritual can not be Spellcrafted.

Gift of Life

Aspect:	Earth
Difficulty:	5
Catalyst Required:	Optional
May Be Extended:	False
Duration:	Instantaneous
Casting Time:	10
Ritual Target Type:	Spirit, Item [Spirit Bottle]
Ritual Choice:	None
Scroll Type:	Enchantment
NPC Only Ritual:	False
Role Play Only:	False

The Gift of Life Ritual, when cast upon a Target Spirit subjected to a Transform Greater Undead (Corporeal), Transform Greater Undead (Skeletal), or Transform Greater Undead (Incorporeal) Ritual, but not also a Curse of Undeath, will cause the Target Spirit to revert to the living Player Race it had prior to the casting of the Transform Ritual without suffering a resurrection.

When cast upon a Target Spirit Bottle created by the Curse of Undeath Ritual, this Ritual will negate the Curse of Undeath Effect, destroying the bottle, but not reverting the affected Undead character to

its original form or causing it to resurrect. A second casting of the Gift of Life Ritual upon the same Target Undead character whose Spirit Bottle was destroyed, will cause the Target to revert to the living Player Race it had prior to the casting of the Transform to Undead Ritual upon it without the need to resurrect.

If a Catalyst is used in the casting when Targeting a Spirit Bottle specifically created by a Curse of Undeath ritual, this Ritual will additionally negate the Curse of Undeath, destroying the Bottle immediately in addition reverting the Undead to its original form without causing it to resurrect.

This Ritual requires 4 Reagents to cast as listed on the scroll. Use of the Catalyst is optional for greater effect, but is not required for the basic function of the Scroll.

Spellcrafting:

This Ritual can not be Spellcrafted.

Greater Source

Aspect:	General
Difficulty:	3
Catalyst Required:	None
May Be Extended:	True
Duration:	20 Logistics Periods
Casting Time:	5
Ritual Target Type:	Item [Staff, Source]
Ritual Choice:	None
Scroll Type:	Enchantment
NPC Only Ritual:	False

Role Play Only:	False
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The Greater Source Ritual enchants a Target Staff or Channeling Source, allowing a wielder with Channeling, once per Logistics Period per charge, to double the amount of a single Channeling packet cast through the Target Item. This amount may exceed the wielder's normal Channeling pool maximum and does not expend the additional points.

If cast as Celestial Aspect, this Ritual cannot Target a Relic; if cast as Earth or Necromantic Aspect; it cannot Target a Wand. While a Staff is a legal Target for all Aspects, it cannot be used to evoke Channeling Pool charges without the appropriate High Magic.

This Ritual requires a minimum of 3 Reagents to cast. Any additional Reagents required by the Ritual should be of the same types as listed on the Ritual scroll.

- 3:2 Reagents - one charge per Logistics period.
- 6:3 Reagents - two charges per Logistics period.
- 9:4 Reagents - three charges per Logistics period.

Spellcrafting:

This Ritual can not be Spellcrafted.

Haven of the Living / Domain of the Defiled

Aspect:	Earth/Necromancy
Difficulty:	7
Catalyst Required:	None
May Be Extended:	False
Duration:	20 Logistics Periods
Casting Time:	5
Ritual Target Type:	Location

Ritual Choice:	None
Scroll Type:	Enchantment
NPC Only Ritual:	False
Role Play Only:	False

The Haven of the Living Ritual enchants a Target Location, preventing any Undead from entering or being brought into the Target Location in physical form (this includes non-corporeal beings, but not Spirits). Any Undead within the Target Location upon successful casting must immediately leave to the best of their ability and can not use any game abilities until they are out.

When the Necromantic version Domain of the Defiled Ritual is in effect, no living being may enter or be brought into the Target Location in physical form, and any living being within the Ritual effect must immediately leave the Location to the best of their ability and can not use any games abilities until they are out.

Casting the reversed version of this Ritual upon an active Haven of the Living or a Domain of the Defiled Location will destroy and replace it. Both versions are also destroyable by a Destroy <Aspect> Magic Ritual.

The Haven Effect must be clearly marked on all portals with an "H" and the Domain effect must be clearly marked with a "D". If the Target Location is a Circle of Power, the "H" or "D" must be clearly displayed within the Targeted Circle, must be clearly indicated on the Marshal notes, and cannot be covered by any means. This Ritual may only be cast upon an unmovable structure, such as a building, tent, or immovable wagon, with minimum dimensions of 1 Game Room and maximum dimensions of 10 Game Rooms, or upon a single Circle of Power.

This Ritual requires 4 Reagents to cast as listed on the scroll.

Spellcrafting:

This ritual can not be Spellcrafted.

Heal Construct

Aspect:	Celestial
Difficulty:	2
Catalyst Required:	None
May Be Extended:	False
Duration:	Times Ever
Casting Time:	5
Ritual Target Type:	Item [Any]
Ritual Choice:	None
Scroll Type:	Enchantment
NPC Only Ritual:	False
Role Play Only:	False

The Heal Construct Ritual allows the Ritual Caster to enchant a Target Item with the activated ability to repair damage and remove detrimental effects from Constructs of any type.

This is a packet delivered effect and that may be touch cast or thrown. The wielder must use the verbal call, "Spell Strike Heal Construct". This Ritual Effect restores 50 Body to the affected Construct and removes all ongoing negative status effects.

The following effect groups will always be removed by this Ritual Effect, as long as they have a duration: Command, Greater Command, Alteration, Binding, Curse, Necromancy, and Eldritch Force. Only effects which affect the Construct's Body or Spirit will be removed. This Ritual Effect does not remove Protective, Enhancements, High Magic abilities or similar effects.

This Ritual Effect will have No Effect on non-Construct creatures, however it will still trigger automatic Guards such as Spell Shields or Reflect Spells. For the purposes of Guards, this is considered an Eldritch Force effect.

This Ritual requires a minimum of 3 Reagents to cast. Any additional Reagents required by the Ritual should be of the same types as listed on the Ritual scroll.

- 2:3 Reagents - one charge

- 3:4 Reagents - two charges
- 4:5 Reagents - three charges

Spellcrafting:

This Ritual can not be Spellcrafted.

Healing / Chaos Imbuement

Aspect:	Earth/Necromancy
Difficulty:	3
Catalyst Required:	None
May Be Extended:	True
Duration:	20 Logistics Periods
Casting Time:	5
Ritual Target Type:	Item [Weapon]
Ritual Choice:	None
Scroll Type:	Enchantment
NPC Only Ritual:	False
Role Play Only:	False

The Healing Imbuement Ritual enchants a Target Weapon that, upon activation, allows the wielder to use the Healing carrier for any number of weapon attacks with that Weapon within the next ten minutes. It is considered an Earth Ritual.

The Chaos Imbuement Ritual enchants a Target Weapon that, upon activation, allows the wielder to use the Chaos carrier for any number of weapon attacks with that Weapon within the next ten minutes. It is considered a Necromantic Ritual.

Multiple activations may occur on a single Target Weapon during the same time period, allowing the wielder to choose which available effect to swing. Keep in mind that carrier attacks may never be used to heal.

This Ritual requires a minimum of 3 Reagents to cast. Any additional Reagents required by the Ritual should be of the same types as listed on the Ritual scroll.

- 3:2 Reagents - one charge per Logistics period.
- 6:3 Reagents - two charges per Logistics period.
- 9:4 Reagents - three charges per Logistics period.

Spellcrafting:

Spellcraft Difficulty:	2
Spellcraft Cost:	1
Spellcraft Duration:	5 days
Spellcraft Incant:	I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE HEALING / CHAOS IMBUEMENT RITUAL

Heroic Interception

Aspect:	General
Difficulty:	5
Catalyst Required:	None
May Be Extended:	True
Duration:	20 Logistics Periods

Casting Time:	5
Ritual Target Type:	Item [Weapon, Shield]
Ritual Choice:	None
Scroll Type:	Enchantment
NPC Only Ritual:	False
Role Play Only:	False

The Heroic Interception Ritual allows the wielder of the Target Weapon or Shield to expend a charge of this Ritual effect when using the Intercept skill to use the verbal call "Resolute" as per the Resolute skill, without requiring the Resolute skill to be known or available.

This Ritual requires 3 Reagents to cast as listed on the scroll.

Spellcrafting:

Spellcraft Difficulty:	1
Spellcraft Cost:	1
Spellcraft Duration:	5 days
Spellcraft Incant:	I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE HEROIC INTERCEPTION RITUAL

Illumination/Darkening

Aspect:	Celestial
Difficulty:	3

Catalyst Required:	None
May Be Extended:	True
Duration:	20 Logistics Periods
Casting Time:	5
Ritual Target Type:	Location
Ritual Choice:	Item [Light Source]
Scroll Type:	Enchantment
NPC Only Ritual:	False
Role Play Only:	True

The Illumination Ritual allows the Ritual Caster to enchant a Target Location, allowing a set amount of chosen Items within the Location to glow with a soft light similar to the Light spell. The chosen Illumination items are tied to the physical structure of the Target Location and cannot be removed.

This Ritual Effect allows the Caster to create one or many "triggers" which can control whether the lights are active or inactive. Once the Ritual is successfully cast, anyone can activate the trigger or switch. The strength level of light is dependent on the quality and quantity of Illumination items provided for the Ritual (i.e. available light fixtures/sources).

The Darkening Ritual renders a Target Location incapable of being illuminated by any means (magical or non-magical) for the duration of the Ritual Effect.

Casting the opposing version of this Ritual upon an active Illumination or a Darkening will either destroy previous Ritual Effect or destroy and replace it at the choice of the Caster.

Illumination or Darkening must be clearly marked on the Marshal Notes for the Target Location.

This Ritual requires 2 Reagents to cast as listed on the scroll.

Spellcrafting:

Spellcraft Difficulty:	1
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Spellcraft Cost:	1
Spellcraft Duration:	5 days
Spellcraft Incant:	I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE ILLUMINATION DARKENING RITUAL

Instant Trap

Aspect:	General
Difficulty:	3
Catalyst Required:	None
May Be Extended:	False
Duration:	Times Ever
Casting Time:	5
Ritual Target Type:	Item [Trap]
Ritual Choice:	None
Scroll Type:	Enchantment
NPC Only Ritual:	False
Role Play Only:	False

The Instant Trap Ritual enchants one or more Target Traps within the Circle of Power, allowing them to be able to be set with three seconds of Focus by any character with the Tinkering skill. Physically arming the trap rep is still required and may take additional time depending on the physical rep.

All traps Targeted by the Ritual are separately tagged and tracked upon a successful casting and do not need to be the same type of trap.

An Instant Trap Effect is always expended once the Target Trap is set.

This Ritual requires a minimum of 3 Reagents to cast. Any additional Reagents required by the Ritual should be of the same types as listed on the Ritual scroll.

- 3:3 Reagents - up to three Traps
- 6:4 Reagents - up to six Traps
- 9:5 Reagents - up to nine Traps

Spellcrafting:

Spellcraft Difficulty:	1 (Targets one trap)
Spellcraft Cost:	1
Spellcraft Duration:	5 days
Spellcraft Incant:	I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE INSTANT TRAP RITUAL

Investiture/Divestiture

Aspect:	General
Difficulty:	1
Catalyst Required:	None
May Be Extended:	False
Duration:	Permanent
Casting Time:	5

Ritual Target Type:	Item [Circle of Power] and Spirit
Ritual Choice:	None
Scroll Type:	Enchantment
NPC Only Ritual:	False
Role Play Only:	False

The Investiture/Divestiture Ritual forms or breaks a link between the Circle of Power and a Target Spirit. The Investiture Effect forms a link allowing the Target Spirit to control whom the Circle recognizes in addition to allowing the Target to utilize the Circle's inherent powers. The Investiture Effect lasts for the duration of the Circle of Power or until the Divestiture Ritual is cast upon the Target Spirit in the Circle of Power. This Ritual does not count against the 20 Ritual limit upon a Spirit. The Target Spirit may refuse an Investiture Ritual, but not a Divestiture Ritual.

The Ritual must be cast in the Circle where the link is being created. The Ritual Caster must already be invested in the Circle where the link is to be created. The Target Spirit that is to be Invested must be present in the Circle at the time of casting.

An Invested Spirit outside the Circle can cause the Circle to recognize them by physically touching it. An Invested Spirit within Line of Sight of the Circle can cause it to recognize any other beings and allow them access at will without the need of physically touching it, by using the verbal call, "The Circle recognizes you". Only a Spirit in a Body or an animated form (such as a Construct) can utilize the Circle's inherent powers.

This Ritual must be recorded on the Marshal Notes for the Circle Of Power it is cast on and include the name of the Character invested.

This Ritual requires 3 reagents to cast as listed on the scroll.

Spellcrafting:

Spellcraft Difficulty:	1
Spellcraft Cost:	1
Spellcraft Duration:	5 days

Spellcraft Incant:	I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE INVESTITURE/DIVESTITURE RITUAL
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Item Recall

Aspect:	General
Difficulty:	8
Catalyst Required:	None
May Be Extended:	True
Duration:	20 Logistics Periods
Casting Time:	5
Ritual Target Type:	Item [Any] and Spirit
Ritual Choice:	None
Scroll Type:	Enchantment
NPC Only Ritual:	False
Role Play Only:	False

The Item Recall Ritual creates a connection between the Target Spirit and Target Item, allowing the Target Spirit while in a Limited or Permanent Circle of Power, once per Logistics Period, to recall the Item to that Circle.

Both the Target Item and Spirit must be within the Circle of Power for the duration of the Ritual casting. This Ritual cannot Target an Item that is already Spirit Linked or Spirit Locked. A character with a Spirit Link, Spirit Lock, or Ownership Ritual may be the Target of an Item Recall. An item may have multiple Item Recalls cast on it, but they must all be linked to the same Target Spirit. Any attempt to cast an Item Recall connecting the same Item to a secondary Spirit will immediately fail.

The Target Spirit activates the Item Recall Effect with a verbal 3-Count ("I recall [item] one, I recall [item] two, I recall [item] three"). The activation of an Item Recall Effect requires a Marshal or Ritual Marshal present, who will be handed the item recall tag and be given specific instructions where the item can be found.

If an Item Recall fails to materialize the item, it can be attempted again at the next Logistics Period or, if multiple Item Recalls exist on the Item, it can be attempted again immediately.

The Target Spirit recalling the Item must remain in the Circle throughout the entire casting or the Ritual fails. If the Item is too large to fit in the Circle where the Item Recall was activated, the Item Recall fails.

When the Caster activates the Item Recall ritual, they are to give a Marshal as much information as possible as to the Item's location; the Marshal will leave the Circle and seek out the Item. If the Marshal cannot locate the Item in a reasonable amount of time, the Marshall will inform the Local Plot Committee of the attempt and return to inform the Recaller that the Recall attempt has failed.

You cannot Item Recall an item from between campaigns without prior consent from both Local Plot Committees.

This Ritual requires 5 Reagents to cast as listed on the scroll.

Spellcrafting:

This Ritual can not be Spellcrafted.

Jack of All Trades

Aspect:	General
Difficulty:	8
Catalyst Required:	None
May Be Extended:	True
Duration:	20 Logistics Periods
Casting Time:	5

Ritual Target Type:	Item [Any]
Ritual Choice:	None
Scroll Type:	Enchantment
NPC Only Ritual:	False
Role Play Only:	False

The Jack of All Trades Ritual allows the wielder of the Target Item to identify any consumable Adventuring Equipment in 30 seconds. Additionally, for every 10 Profession skills the wielder possesses, they count as having one additional level of Enhanced Meditate.

This Ritual requires 4 Reagents to cast as listed on the scroll.

Spellcrafting:

Spellcraft Difficulty:	1
Spellcraft Cost:	1
Spellcraft Duration:	5 days
Spellcraft Incant:	I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE JACK OF ALL TRADES RITUAL

Life Leech

Aspect:	Necromancy
Difficulty:	6
Catalyst Required:	None

May Be Extended:	True
Duration:	20 Logistics Periods
Casting Time:	5
Ritual Target Type:	Item [Weapon]
Ritual Choice:	None
Scroll Type:	Enchantment
NPC Only Ritual:	False
Role Play Only:	False

The Life Leech Ritual allows the wielder of a Target Weapon, once per Logistics Period per charge, to activate the Ritual Effect immediately after a single damaging attack made with the Weapon qualifier connects and is not prevented or altered via a defensive call. When the enchanted weapon damage connects, the wielder may activate the Ritual Effect and regain Body Points equal to the damage called in the attack. The wielder may not regain Body Points over their normal maximum.

The character need not make any verbal declaration that they are utilizing this Ritual.

This Ritual requires a minimum of 3 Reagents to cast. Any additional Reagents required by the Ritual should be of the same types as listed on the Ritual scroll.

- 6:3 Reagents - one charge per Logistics Period
- 12:6 Reagents - two charges per Logistics Period
- 18:9 Reagents - three charges per Logistics Period

Spellcrafting:

Spellcraft Difficulty:	1
Spellcraft Cost:	1
Spellcraft Duration:	5 days

Spellcraft Incant:

I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE LIFE LEECH RITUAL

Lore

Aspect:	General
Difficulty:	2
Catalyst Required:	None
May Be Extended:	False
Duration:	Instantaneous
Casting Time:	5
Ritual Target Type:	Item [Enchanted], Body
Ritual Choice:	None
Scroll Type:	Divination
NPC Only Ritual:	False
Role Play Only:	False

The Lore Ritual allows the Ritual Caster to identify any Target Enchanted Item or Body within the Circle of Power as if using the Identify power of a Greater Celestial Circle of Power. The Caster can Identify one Target Item or Body per level of Ritual magic that they possess.

The Local Plot Committee should be notified in advance of the Ritual casting, so a proper experience may be supplied. The Ritual Effect, at the Local Plot Committee's discretion, may also reveal information which Celestial Circles are traditionally unable to identify such as history, legends or other information.

This Ritual requires 3 Reagents to cast as listed on the scroll.

Spellcrafting:

This Ritual can not be Spellcrafted.

Magic Evocation

Aspect:	Celestial
Difficulty:	15
Catalyst Required:	None
May Be Extended:	True
Duration:	20 Logistics Periods
Casting Time:	5
Ritual Target Type:	Item [Any], Spirit, Body
Ritual Choice:	None
Scroll Type:	Enchantment
NPC Only Ritual:	False
Role Play Only:	False

The Magic Evocation Ritual allows the Target Spirit, Body, or bearer of the Target Item to choose Magic as the delivered effect in place of their standard choices, when casting an Evocation Bolt from memory. This Ritual Effect may also be used on Evocation Bolts manifested via the Flexible Casting skill.

This Ritual requires 5 Reagents to cast as listed on the scroll.

Spellcrafting:

Spellcraft Difficulty:	1
Spellcraft Cost:	1
Spellcraft Duration:	5 days
Spellcraft Incant:	I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE MAGIC EVOCATION RITUAL

Magic Imbuement

Aspect:	Celestial
Difficulty:	3
Catalyst Required:	None
May Be Extended:	True
Duration:	20 Logistics Periods
Casting Time:	5
Ritual Target Type:	Item [Weapon]
Ritual Choice:	None
Scroll Type:	Enchantment
NPC Only Ritual:	False
Role Play Only:	False

The Magic Imbuement Ritual enchants a Target Weapon that upon activation, allows the wielder the ability to use the Magic carrier for any number of weapon attacks made with the Target weapon within the next ten minutes.

This Ritual requires a minimum of 3 Reagents to cast. Any additional Reagents required by the Ritual should be of the same types as listed on the Ritual scroll.

- 3:2 Reagents - one charge per Logistics period
- 6:3 Reagents - two charges per Logistics period
- 9:4 Reagents - three charges per Logistics period

Spellcrafting:

Spellcraft Difficulty:	2
Spellcraft Cost:	1
Spellcraft Duration:	5 days
Spellcraft Incant:	I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE MAGIC IMBUEMENT RITUAL

Magical Claws

Aspect:	General
Difficulty:	10
Catalyst Required:	None
May Be Extended:	True
Duration:	20 Logistics Periods
Casting Time:	5
Ritual Target Type:	Spirit, Body

Ritual Choice:	None
Scroll Type:	Enchantment
NPC Only Ritual:	False
Role Play Only:	False

The Magical Claws Ritual allows a Target Spirit or Body to have Item (Weapon) Rituals legally cast on their Body. These Weapon Ritual Effects may only be used through the Target's Claws. If a character with two Claws activates a 10 minute weapon-specific Ritual on one claw (such as Magic Imbuement), they may only use that Ritual Effect with the single claw on which it was activated.

If this Ritual Effect is removed or expires while Weapon Ritual Effects are still active on the character's Body, those Rituals continue to exist, but become defunct and do not function until a new Magical Claws Ritual is cast upon the character (although the defunct Ritual Effects must still be registered every event).

This Ritual requires 6 Reagents to cast as listed on the scroll.

Spellcrafting:

This Ritual can not be Spellcrafted.

March of the Untiring

Aspect:	General
Difficulty:	5
Catalyst Required:	None
May Be Extended:	False
Duration:	Special

Casting Time:	5
Ritual Target Type:	Body
Ritual Choice:	Location
Scroll Type:	Enchantment
NPC Only Ritual:	False
Role Play Only:	True

The March of the Untiring Ritual allows the Ritual Caster to subtly alter the flow of time around all Target Bodies within the Circle of Power. To all observers and the Targets themselves, nothing will appear to have changed however when the Targets make an overland journey, they will arrive at their destination in roughly 1/3 of the time it would take others to do the same distance. For example, a character walking normally takes approximately 15 minutes to travel 1 mile however under the March of the Untiring Effect this same journey would take only 5 minutes. Once the Ritual is completed, all within the Circle who wish to benefit from the March Effect must begin traveling within 5 minutes or the Ritual Effect will fade from them.

This Ritual Effect distorts perception as well as time. Passersby, as well as others trying to travel with the enchanted group and the Targets themselves, will not notice any difference in their speed; however each individual will have a moment of disorientation as actual perception catches up to them when the effect ends. This moment is only a brief "snap" as reality settles in and occurs whenever the Targets or those who were walking "with" them stop.

March of the Untiring lasts on each Target for as long as they continue to walk for up to 24 hours and remain within sight of the Caster of the Ritual. Once an enchanted individual stops moving or loses sight of the Ritual Caster, the March Effect fades from them with no ill aftereffects. For purposes of losing sight of the Ritual Caster only the Primary Caster, if multiple Casters are present, is the focus of the March.

This Ritual requires 2 Reagents to cast as listed on the scroll.

Spellcrafting:

This Ritual can not be Spellcrafted.

Mark / Unmark

Aspect:	General
Difficulty:	1
Catalyst Required:	None
May Be Extended:	False
Duration:	Permanent
Casting Time:	5
Ritual Target Type:	Item [Any], Spirit, Body
Ritual Choice:	Symbol
Scroll Type:	Enchantment
NPC Only Ritual:	False
Role Play Only:	False

The Mark Ritual enchants a Target Item, Spirit, or Body with a Chosen Symbol that will remain on the Ritual Target permanently until permanent death or Item destruction. The Mark Ritual Effect in no way confers indestructibility upon a Target Item. If the Mark Effect Targets a Spirit, it will always appear on that body part containing the Spirit if parts of the body are separated. When the Body is reformed through resurrection, the Mark will appear upon the identical body location it was on before resurrection.

The Chosen Mark can be up to two colors Chosen by the Ritual Caster and a size between one and ten square inches at the Choice of the Ritual Caster. The Caster at the successful completion of the Ritual, draws the Mark upon the Ritual Target. The Caster can choose to add additional colors to the Marks by paying an increased cost of +1 DC per additional color above the initial two and +1 Reagent for every 5 total Colors they would like to use. For example, to use 3 colors would cost DC 2 and cost 3 Reagents (base). To use 10 colors would cost DC 9 and 5 Reagents (+2 to base cost).

The Mark Ritual lasts until an Unmark is cast upon it or the Ritual Target is destroyed. In all other ways the Unmark Ritual is permanent, for it is instantaneous and irreversible by any other means. The Unmark Ritual is not required to be of the same Aspect as the Mark to be destroyed. The Mark Ritual

can only be destroyed and/or replaced with itself and is not a legal target for a Destroy (Aspect) Magic Ritual.

This Ritual requires a minimum of 3 Reagents to cast. Any additional Reagents required by the Ritual should be of the same types as listed on the Ritual scroll.

Spellcrafting:

Spellcraft Difficulty:	1
Spellcraft Cost:	1
Spellcraft Duration:	5 days
Spellcraft Incant:	I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE MARK / UNMARK RITUAL

Memory Strike

Aspect:	General
Difficulty:	3
Catalyst Required:	None
May Be Extended:	True
Duration:	20 Logistics Periods
Casting Time:	5
Ritual Target Type:	Item [Weapon]
Ritual Choice:	None
Scroll Type:	Enchantment

NPC Only Ritual:	False
Role Play Only:	False

The Memory Strike Ritual enchants a Target Weapon, allowing it to absorb, once per Logistics Period, a Battle Magic spell from the wielder's memory of the same Aspect as the Ritual Effect. The spell to be absorbed must be touchcast into the Target Weapon in a Circle of Power matching the Aspect of the selected spell. The wielder can forgo the need for a Circle of Power by absorbing the spell into the Target Weapon during a Logistics check-in. The absorbed spell will expire at the next Logistics Period, if not expended.

Once absorbed, the Battle Magic spell effect is delivered through the Target Weapon as a Spell Strike, forgoing the need to fully incant the spell or use magical aura. For bows and crossbows, a Spell Strike must still be delivered by a packet as appropriate to the Target Weapon. A Storm spell may never be stored into a Memory Strike Ritual.

This Ritual requires a minimum of 3 Reagents to cast. Any additional Reagents required by the Ritual should be of the same types as listed on the Ritual scroll.

- 3:3 Reagents - may be used for up to a 3rd level spell
- 6:4 Reagents - may be used for up to a 6th level spell
- 9:5 Reagents - may be used for up to a 9th level spell

Spellcrafting:

Spellcraft Difficulty:	1 (may be used up to a 9th level spell)
Spellcraft Cost:	1
Spellcraft Duration:	5 days
Spellcraft Incant:	I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE MEMORY STRIKE RITUAL

Merchant Insight

Aspect:	General
Difficulty:	5
Catalyst Required:	None
May Be Extended:	True
Duration:	20 Logistics Periods
Casting Time:	5
Ritual Target Type:	Item [Any], Location
Ritual Choice:	None
Scroll Type:	Enchantment
NPC Only Ritual:	False
Role Play Only:	False

The Merchant Insight Ritual allows a character with the Educated skill, to identify Alchemy, Battle Magic scrolls, Potions, and Trap Globes in 3 seconds, if the Ritual has Targeted a Location, or 15 seconds if they wield a Targeted Item, instead of the normal required identification duration.

This Ritual requires a minimum of 3 Reagents to cast. Any additional Reagents required by the Ritual should be of the same types as listed on the Ritual scroll.

- 5:3 Reagents - may only be cast on a Location
- 10:5 Reagents - may be cast on an Item

Spellcrafting:

Spellcraft Difficulty:	1 (may be used for either a location or an item)
Spellcraft Cost:	1

Spellcraft Duration:	5 days
Spellcraft Incant:	I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE MERCHANT INSIGHT <declare choices> RITUAL

Mist Sense

Aspect:	General
Difficulty:	3
Catalyst Required:	None
May Be Extended:	False
Duration:	Instantaneous
Casting Time:	5
Ritual Target Type:	Spirit
Ritual Choice:	None
Scroll Type:	Divination
NPC Only Ritual:	False
Role Play Only:	True

The Mist Sense Ritual allows the Ritual Caster to be immediately aware of the nearest bank of Fortannis Mist within the world as well as the approximate distance to locate this Mists Portal. This Ritual Effect only allows the Caster to locate the Mists - it grants no ability to travel to them or control your destination once within the Mists and provides no additional information.

This Ritual requires 1 Reagent to cast as listed on the scroll.

Spellcrafting:

This Ritual can not be Spellcrafted.

Obfuscate

Aspect:	General
Difficulty:	8
Catalyst Required:	Required
May Be Extended:	False
Duration:	Permanent
Casting Time:	5
Ritual Target Type:	Item [Any], Spirit, Body
Ritual Choice:	None
Scroll Type:	Enchantment
NPC Only Ritual:	False
Role Play Only:	False

The Obfuscate Ritual makes the Target Item, Spirit, or Body unidentifiable via the Lore Ritual or a Greater Celestial Circle. When an Obfuscated Target is identified, they will identify as possessing one or more unidentifiable Ritual Effects. No other information is given, not even its Aspect.

For Logistics purposes, enchanted item tags with the Obfuscate Ritual Effect will still list Ritual Effects and Aspects as any other tag. This information, if present on the tag, is intended for Out of Game records or in the event of the removal of the Obfuscate and is in no way available to the Identifiers while the Obfuscate Ritual Effect remains on the Ritual Target.

Casting a second Obfuscate will remove the original Obfuscate. Casting a Destroy <Aspect> Magic Ritual upon an Obfuscated Target removes it if the correct aspect is chosen, along with any other Rituals of that Aspect. You can specifically Target the Obfuscate, but the Aspect will most likely have to be guessed.

This Ritual requires a Catalyst and 4 Reagents to cast as listed on the scroll.

Spellcrafting:

This Ritual can not be Spellcrafted.

Obliterate

Aspect:	Earth
Difficulty:	8
Catalyst Required:	Required
May Be Extended:	False
Duration:	Instantaneous
Casting Time:	30
Ritual Target Type:	Spirit, Item [Spirit Bottle]
Ritual Choice:	None
Scroll Type:	Manipulation
NPC Only Ritual:	False
Role Play Only:	False

The Obliterate Ritual forces a Target Spirit to immediately dissipate and resurrect as if they had suffered three deaths. The Target Spirit may not refuse this Ritual. Once this Ritual has begun, the

Spirit is unable to leave the Circle of Power until the Ritual is successful or failed. The Target Spirit pulls from the Bag of Chance only once for all three deaths. After the Ritual Effect has finished, the Target Spirit selects a circle for resurrection normally.

If the Target Spirit is enchanted with a Ritual Effect that abrogates the need to pull from the Bag of Chance, they need not pull, but the Target is still weakened by three deaths. If a Spirit Bottle is Targeted with this Ritual, the Spirit will suffer three deaths. Creatures under a Curse of Undeath Effect will reform at their Spirit Bottle and their Spirit will be weakened by three deaths. If the three deaths place them beyond the total deaths allocated to the Spirit Bottle, they will suffer their permanent death and the ritual which stored the Spirit and/or created the bottle will be destroyed.

Undead not under a Curse of Undeath will resurrect as stated in the Transform to Greater Undead Ritual.

This Ritual requires a Catalyst and 4 reagents to cast as listed on the scroll.

Spellcrafting:

This Ritual can not be Spellcrafted.

Perfect Riposte

Aspect:	General
Difficulty:	6
Catalyst Required:	None
May Be Extended:	True
Duration:	20 Logistics Periods
Casting Time:	5
Ritual Target Type:	Item [Weapon]
Ritual Choice:	None

Scroll Type:	Enchantment
NPC Only Ritual:	False
Role Play Only:	False

The Perfect Riposte Ritual allows the wielder of the Target Weapon to utilize an expended skill in conjunction with a Riposting Blow's offensive attack effect.

This Ritual requires 4 Reagents to cast as listed on the scroll.

Spellcrafting:

Spellcraft Difficulty:	1
Spellcraft Cost:	1
Spellcraft Duration:	5 days
Spellcraft Incant:	I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE PERFECT RIPOSTE RITUAL
