

Spirit Forge

Aspect:	General
Difficulty:	9
Catalyst Required:	Required
May Be Extended:	False
Duration:	Instantaneous
Casting Time:	10
Ritual Target Type:	Spirit
Ritual Choice:	None
Scroll Type:	Manipulation
NPC Only Ritual:	False
Role Play Only:	False

The Spirit Forge Ritual manipulates a Target Spirit, allowing the affected player to rebuild their character card. The Target Spirit loses its previous class and all skills, but may choose a new class and relearn skills using the same amount of experience points. The Target Spirit does not lose any memories prior to the Ritual casting, merely the skills to perform them.

This Ritual Effect is instantaneous and irrevocable and the changes made last forever or until the character is the Target of another Spirit Forge Ritual.

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

Spellcrafting:

This Ritual can not be Spellcrafted.

Spirit Link

Aspect:	General
Difficulty:	6
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 Spirit Link Ritual is used to forge an enchanted connection between a Target item and a Target Spirit. Both the Target item and Target Spirit must be in physical contact with the Ritual Caster within the Circle of Power. The Target item must be considered a possession of the Target Spirit and must be physically portable by that Spirit when in their normal body.

Once the Target Item is Spirit Linked, it cannot be physically separated from the Target Spirit's Body until the duration of the Ritual Effect expires or the Spirit suffers its final death. However, all Linked Items can be absorbed into the Spirit's Body with 10 minutes of Focus and expelled with another 10 minutes of Focus.

If the Target Spirit becomes separated from its Body, the Target Item is intangible and invisible and will reform at the place of the Spirit's resurrection. Should the Target Spirit's Resurrection fail, the Item will reform with the dead body, no longer attached to the departed Spirit. The next Spirit that wields the Target Item and is not at their limit of Rituals upon their Spirit will activate the Link Effect with it. If

that character is at the limit of the Rituals on their Spirit they will realize that the item attempted to Spirit Link to them and failed.

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

Spellcrafting:

Spellcraft Difficulty:	2
Spellcraft Cost:	2
Spellcraft Duration:	5 days
Spellcraft Incant:	I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE SPIRIT LINK <declare choices> RITUAL

Spirit Lock

Aspect:	General
Difficulty:	6
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 Spirit Lock Ritual is used to forge an enchanted non-transferrable connection between a Target Item and a Target Spirit. Both the Target Item and Target Spirit must be in physical contact with the Ritual Caster within the Circle of Power. The Target Item must be considered a possession of the Target Spirit and must be physically portable by that Spirit when in their normal Body.

Once the Target item is Spirit Locked, it cannot be physically separated from the Target Spirit’s Body until the duration of the Ritual Effect expires or the Spirit suffers its final death. However, all Locked Items can be absorbed into the Spirit’s Body with 10 minutes of Focus and expelled with another 10 minutes of Focus.

If the Target Spirit becomes separated from its Body, the Target Item is intangible and invisible and will reform at the place of the Spirit's resurrection. Should the Target Spirit's Resurrection fail, the Target Item dissipates with the departed Target Spirit.

All properties given to the Target Item via Ritual Magic will only work for the enchanted character to whom it is Spirit Locked. The Spirit Locked item may not be transferred from the Spirit to another Spirit, and any attempt to do so will automatically fail.

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

Spellcrafting:

This Ritual can not be Spellcrafted.

Spirit Recall

Aspect:	Earth
Difficulty:	8
Catalyst Required:	None
May Be Extended:	False

Duration:	Times Ever
Casting Time:	5
Ritual Target Type:	Spirit and Location [Permanent or Limited Circle of Power]
Ritual Choice:	None
Scroll Type:	Enchantment
NPC Only Ritual:	False
Role Play Only:	False

The Spirit Recall Ritual enchants a Target Spirit, allowing them to activate a travel effect temporarily transforming them into a Spirit form that moves from any place to the Target Permanent or Limited Circle of Power without suffering a death. No possessions may travel with the Target Spirit except Spirit Linked or Spirit Locked items and basic clothing.

To activate a Spirit Recall, the Target uses the verbal call, "I recall one. I recall two. I recall three." The player then leaves all possessions that will not travel with their Spirit at the location they activated the Ritual Effect. The time required to travel is the same as it would take the Target Spirit to walk the distance. The Target is unable to observe or affect the world in any manner during travel, as if it were a Spirit traveling for Resurrection. When appearing in the Target Circle, the player uses the verbal call, "I recall one. I recall two. I recall three."

If the Target Circle enchanted with a Recall Effect is destroyed or expires, the Target Spirit is automatically aware of the loss of this Ritual Effect.

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

Spellcrafting:

Spellcraft Difficulty:	2
Spellcraft Cost:	2
Spellcraft Duration:	5 days

Spellcraft Incant:	I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE SPIRIT RECALL <declare choices> RITUAL
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Spirit Walk

Aspect:	General
Difficulty:	9
Catalyst Required:	None
May Be Extended:	False
Duration:	Instantaneous
Casting Time:	5
Ritual Target Type:	Spirit
Ritual Choice:	Location [Circle of Power]
Scroll Type:	Manipulation
NPC Only Ritual:	False
Role Play Only:	False

The Spirit Walk Ritual will allow one or more Target Spirits within the Circle of Power to travel to another Circle of Power in spirit form without suffering a death. The Ritual Targets can include the Ritual Caster or other Spirits who are present in the Circle of Power during the entire Ritual casting.

The Targets must know the Circle of Power by having seen it themselves prior to the casting of this Ritual. All Targets will walk to the same Circle. All Targets walk at the pace of the slowest Target. All possessions on the Targets travel with them and are intangible and invisible during that time. Upon completion of the Ritual, the Targets will become spirits, saying, "I become a Spirit one. I become a Spirit two. I become a Spirit three." They must immediately leave the Circle of Power.

The time required to travel from Circle to Circle is the same as it would take the Spirit, if physical, to walk the distance with all of its possessions. While walking, the Spirit is unable to observe or affect the world in any manner as if it were a Spirit traveling for resurrection. The Spirits are unaware of the happenings inside the Circle until they enter it.

Upon arriving at the Circle of Power, the Targets and their possessions immediately begin to reform and are tangible enough to be affected by attacks and may not further pass through Wards or Wizard Locks. When reforming, the Targets recite, "I reform one. I reform two. I reform three."

The Circle of Power used for the Ritual can be of any type (Permanent, Limited, or Battle Magic) or school (Earth or Celestial). The Spirit(s) do not need to be invested in either Circle of Power. If the Target Circle does not exist by the time the Spirit reaches it or it is not where the Spirit believes it is located, the Spirit must return to the Circle.

No one may Spirit Walk to or from a Circle of Power between chapters without prior approval from the Local Plot Committees of both chapters, so that the proper experience may be supplied.

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

Spellcrafting:

This Ritual can not be Spellcrafted.

Stable Foundation

Aspect:	Celestial
Difficulty:	6
Catalyst Required:	Required
May Be Extended:	False
Duration:	Permanent
Casting Time:	5
Ritual Target Type:	Location [Structure/Building]

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

The Stable Foundation Ritual enchants a Target Structure or Building with magical force rendering it immune to common damage including fires, storms, floods, earthquakes or any other weather-related effects. In addition, the Target Location is extremely damage resistant to physical attacks though it is not Indestructible.

This Ritual Effect may be removed from a Target Location by casting an appropriately Aspected Destroy Magic Ritual.

This Ritual requires a Catalyst and 2 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 STABLE FOUNDATION <declare choices> RITUAL

Stalwart Shield

Aspect:	General
Difficulty:	5

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

The Stalwart Shield Ritual allows the wielder of the Target Shield, when the Shield is struck with a Spell, Elemental, or Poison qualifier attack, to use the verbal call "Resist" by expending a Strengthening charge. The Target Shield may be Strengthened again by a character with the appropriate Smithing ability, unlike most enchanted items.

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 STALWART SHIELD <declare choices> RITUAL

Store Ability

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

The Store Ability Ritual allows the Ritual Caster to absorb a Skill into a Target Item or Body, as a once ever charge. The Skill must be expended and subsequently absorbed into the Target by a character possessing an unused charge of that Skill while touching the Ritual Target and stating the Skill name within the Circle of Power. This expends the Skill as if it had been used for that Logistics Period. To use a skill that has been stored the wielder must have a weapon in hand and the necessary skill to use that weapon (if applicable to the stored skill).

At the time of casting if the Skill has an Effect, the Caster has the option to allow that Effect to also be absorbed into the Ritual Target. If an Effect is listed on the enchanted item tag, then that Effect must manifest with the Skill when the Ritual Effect is activated. If no Effect is listed. then the Effect is assumed to be "Normal" and the bearer may apply any additional Effects or spells. No additional ritual effects, skill abilities, enchanted items, spells, or effects can change the damage or damage type if it is already present in the Target.

If an attack is used that has some other prerequisite (such as Repel Strike needing a two-handed weapon), that prerequisite must still be fulfilled to use the skill from a Store Ability ritual.

You can store 1 Charge of a Skill from the list below:

Sleep/Paralysis Blow, Silence/Stun Blow, Slow/Weakness Blow, Fear/Pin Blow, Evade, Dodge, Assassinate, Doom Blow, Counteract, Break/Disarm Strike, Sleep/Enfeeble Strike, Weakness/Shun Strike, Destruction/Stun Blow, Repel Strike, Precise Blow, Parry, Riposting Blow, Slay, Eviscerating Blow, Intercept, Resolute, Mettle, Dispelling Strike, Purifying/Draining Strike.

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

Spellcrafting:

This Ritual can not be Spellcrafted.

Strengthen Spirit

Aspect:	Earth
Difficulty:	4
Catalyst Required:	None
May Be Extended:	False
Duration:	Instantaneous
Casting Time:	5
Ritual Target Type:	Spirit
Ritual Choice:	None
Scroll Type:	Manipulation
NPC Only Ritual:	False
Role Play Only:	False

The Strengthen Spirit Ritual manipulates the Target Spirit, strengthening their Death number for future resurrections. This functions in all ways (including future Goblin Stamp buyback costs) as if the affected player had bought back a Death with Goblin Stamps.

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

Spellcrafting:

This Ritual can not be Spellcrafted.

Strengthened Blow

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 Strengthened Blow Ritual allows a wielder of the Target Weapon, once per Logistics Period per charge, to expend Channeling Points to add that same amount as damage to a single weapon attack with the Target Weapon. This bonus damage may not exceed their normal Channeling maximum.

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.
- 5:4 Reagents - two charges per Logistics Period.
- 7:5 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 STRENGTHENED BLOW <declare choices> RITUAL

Sturdy Armor

Aspect:	General
Difficulty:	4
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 Sturdy Armor Ritual enchants the Target Armor allowing the bearer to take 5 seconds less to refit. This Ritual Effect is passive and does not require an activation to use. This Ritual may only be cast once per Target Armor and must be cast on a physical Base Armor tag. When combined with the Fast Refit ability, this Effect reduces the refit time after the Fast Refit effect has been applied.

When another character begins a refit on your Target Armor, you must inform the player that your Armor takes 5 seconds less to refit.

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 STURDY ARMOR <declare choices> RITUAL

Summon Elemental (Foundation)

Aspect:	Celestial
Difficulty:	3
Catalyst Required:	Required

May Be Extended:	False
Duration:	Special
Casting Time:	10
Ritual Target Type:	Location [Circle of Power]
Ritual Choice:	Plane [Air, Fire, Stone, Water]
Scroll Type:	Summoning
NPC Only Ritual:	False
Role Play Only:	False

The Summon Elemental (Foundation) Ritual allows the Ritual Caster to summon a Foundation Elemental from a Chosen Plane. The Elemental that is summoned is random and will stay on the Plane until killed, banished, or the Caster does not agree to the compensation for the task they wish the Elemental to perform, whichever comes first.

If the true name of an Elemental is known and stated during the summoning, the named creature will feel the call and may choose to allow themselves to be summoned. The creature whose true name is spoken will know the identity of the Caster.

The Ritual Effect allows the Caster limited control over an Elemental based upon the instructions given to them. Elementals covet specific Reagents (listed below), and in exchange for an agreed amount of Reagents, they will perform specific tasks for the Caster. Summoned Elementals may demand alternate payment in the form of coin or a service, at their discretion. The duration, complexity, and impact of the task will determine the amount of compensation requested from the Caster; the final pricing is decided by the staff member overseeing the casting. Due to their limited intelligence, summoned Lesser Elementals will commonly have a more intelligent Elemental negotiate on their behalf.

During this negotiation period, the Elemental may place additional restrictions on the task, such as the Caster being Rifted to the Chosen Plane or having their Body inhabited by the summoned Elemental for the duration of the task. The Caster becomes a Non-Player Character overseen by the Local Plot Committee for the duration of the task.

Once an Elemental has agreed to the compensation for the task to be performed, it is bound to accept the payment and perform the task to the best of its ability. If the Caster cannot turn over the compensation required to complete their task, the Elemental may attack the Caster or return to the

Chosen Plane. Additionally if the Elemental is treated poorly or is inherently destructive in nature, it may choose to attack the Ritual Caster upon the expiration of the task. This Ritual Effect can last an indefinite duration depending on the task desired.

If the Ritual Caster expends more Reagents and takes additional difficulty, more powerful and intelligent Elementals will be summoned. The more powerful the summoned creature, the more potentially dangerous the Caster's interaction may become. At the Plot Committee's discretion, Overlords may require additional compensation for merely being summoned and addressed.

Reagent compensation requested by the Elemental:

- Fire - Pyrotis
- Water - Jetsam
- Air - Penna
- Stone- Heartstone

The Local Plot Committee should be notified in advance of the Ritual casting, so a proper experience may be supplied. Stat cards for any summoned creature may change at the Plot Committee's discretion.

This Ritual requires a Catalyst and 2 Reagents to cast as listed on the scroll. Any additional Reagents required by the Ritual should be of the same types as listed on the Ritual scroll.

- 3:Catalyst + 2 Reagents - Foundation Shard.
- 5:Catalyst + 2 Reagents - Foundation Imp.
- 7:Catalyst + 3 Reagents - Foundation Adept.
- 9:Catalyst + 4 Reagents - Foundation Lord.
- 15:Catalyst + 9 Reagents - Foundation Knight.
- 43:Catalyst + 35 Reagents - Foundation Overlord.

Spellcrafting:

Spellcraft Difficulty:	2
Spellcraft Cost:	2
Spellcraft Duration:	1 Hour
Spellcraft Incant:	I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE SUMMON ELEMENTAL (FOUNDATION) <declare choices> RITUAL

Summon Elemental (Magisterium)

Aspect:	Earth/Necromancy
Difficulty:	3
Catalyst Required:	Required
May Be Extended:	False
Duration:	Special
Casting Time:	10
Ritual Target Type:	Location [Circle of Power]
Ritual Choice:	Plane [Chaos, Death, Life, Order]
Scroll Type:	Summoning
NPC Only Ritual:	False
Role Play Only:	False

The Summon Elemental (Magisterium) Ritual allows the Ritual Caster to summon a Magisterium Elemental from a Chosen Plane. The Elemental that is summoned is completely random and will stay on the Plane until killed, banished, or the Caster does not agree to the compensation for the task they wish the Elemental to perform, whichever comes first.

If the true name of a Target Elemental is known and stated during the summoning, the named creature will feel the call and may choose to allow themselves to be summoned. The creature whose true name is spoken will know the identity of the Caster.

The Ritual Effect allows the Caster limited control over a Target Elemental based upon the instructions given to them. Elementals covet specific Reagents (listed below), and in exchange for an agreed amount of Reagents, they will perform specific tasks for the Caster. Summoned Creatures may demand alternate payment in the form of coin or a service, at their discretion. The time, duration, complexity, and game impact of the task will determine the amount of compensation requested from the Caster; the final pricing is decided by the staff member overseeing the casting. Due to their limited

intelligence, summoned Lesser Elementals will commonly have an Elemental Overlord negotiate on their behalf.

During this negotiation period, the Target Elemental may place additional restrictions on the task, such as the Caster being Rifted to the Chosen Plane or having their Body inhabited by the Target Elemental for the duration of the task. Should this restriction be accepted, the Ritual Target will shift to the Caster's Body. The Caster becomes a Non-Player Character overseen by the Local Plot Committee for the duration of the task.

Once an Elemental has agreed to the compensation for the task to be performed, it is bound to accept the payment and perform the task to the best of its ability. If the Caster cannot turn over the compensation required to complete their task, the Elemental may attack the Caster or return to the Chosen Plane. Additionally if the Elemental is treated poorly or is inherently destructive in nature, upon the expiration of the task may choose to attack the Ritual Caster. This Ritual Effect can last an indefinite duration depending on the task desired.

If the Ritual Caster expends more Reagents and takes additional difficulty, more powerful and intelligent Elementals will be summoned. The more powerful the summoned creature, the more potentially dangerous the Caster's interaction may become. At the Plot Committee's discretion, Overlords may require additional compensation for merely being summoned and addressed.

Reagent compensation requested by the Elemental:

- Chaos - Cariousus
- Death - Nightshade
- Life - Ley Ore
- Order - Truesilver

The Local Plot Committee should be notified in advance of the Ritual casting, so a proper experience may be supplied. Stat cards for any summoned creature may change at the Plot Committee's discretion.

This Ritual requires a Catalyst and 2 Reagents to cast as listed on the scroll. Any additional Reagents required by the Ritual should be of the same types as listed on the Ritual scroll.

- 3:Catalyst + 2 Reagents - Foundation Shard.
- 5:Catalyst + 2 Reagents - Foundation Imp.
- 7:Catalyst + 3 Reagents - Foundation Adept.
- 9:Catalyst + 4 Reagents - Foundation Lord.
- 15:Catalyst + 9 Reagents - Foundation Knight.
- 43:Catalyst + 35 Reagents - Foundation Overlord.

Spellcrafting:

Spellcraft Difficulty:	2
Spellcraft Cost:	2
Spellcraft Duration:	1 Hour
Spellcraft Incant:	I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE SUMMON ELEMENTAL (MAGISTARIUM) <declare choices> RITUAL

Summon Extraplanar Creature

Aspect:	Celestial
Difficulty:	3
Catalyst Required:	Required
May Be Extended:	False
Duration:	5 Days
Casting Time:	10
Ritual Target Type:	Location [Circle of Power]
Ritual Choice:	Plane [Fortannis, Void, Foundation, Magisterium, Faerie, Graveyard, Mists]
Scroll Type:	Summoning
NPC Only Ritual:	False
Role Play Only:	False

The Summon Extraplanar Creature Ritual allows the Ritual Caster to summon one Extraplanar Creature from a Chosen Plane to carry out a task. The specific Extraplanar Creature that is summoned is completely random and will stay on the Plane until the creature completes its task, is killed, or banished, whichever comes first.

If the true name of a specific Extraplanar Creature is known and stated during the summoning, the named creature will feel the call and may choose to allow themselves to be summoned. The creature whose true name is spoken will know the identity of the Caster.

The Ritual Effect allows the Caster to interact and negotiate with the Summoned Creatures in order to have a task performed. The Extraplanar Creature will demand payment in the form of Reagents, coin or a service at their discretion. The time, duration, complexity, and game impact of the task will determine the amount of compensation requested from the Caster; the final pricing is decided by the staff member overseeing the casting.

During this negotiation period, the summoned Extraplanar Creature may place additional restrictions on the task, such as the Caster being Rifted to the Chosen Plane or having their Body inhabited by the Summoned Creature for the duration of the task. Should this restriction be accepted, the Ritual Target will shift to the Caster's Body. The Caster becomes a Non-Player Character overseen by the Local Plot Committee for the duration of the Ritual Effect.

Once an Extraplanar Creature has agreed to the compensation for the task to be performed, it is bound to accept the payment and perform the task to the best of its ability. If the Caster cannot turn over the compensation required to complete their task, the Summoned Creature may attack the Caster or return to the Chosen Plane. Additionally if the Summoned Creature is treated poorly or is inherently destructive in nature, upon the expiration of the task they may choose to attack the Caster. This Ritual Effect can last an indefinite duration depending on the task desired.

If the Ritual Caster expends more reagents and takes additional difficulty, more powerful and intelligent Creatures will be summoned. Depending on the personality of the Summoned Creature, the Caster could be immediately attacked when the creature appears at the end of the Ritual casting at the discretion of the Local Plot Committee.

The Local Plot Committee should be notified in advance of the Ritual casting, so a proper experience may be supplied. Stat cards for any summoned creature may change at the Plot Committee's discretion.

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

- 3:Catalyst + 3 Reagents - Creature of Fortannis.
- 5:Catalyst + 4 Reagents - Creature of the Void between Planes.
- 7:Catalyst + 4 Reagents - Creature of the Foundation Planes.
- 12:Catalyst + 10 Reagents - Creature of the Magisterium Planes.
- 15:Catalyst + 12 Reagents - Creature of Faerie.

- 23:Catalyst + 16 Reagents - Creature of the Graveyard.
- 43:Catalyst + 40 Reagents - Creature of the Mists.

Spellcrafting:

Spellcraft Difficulty:	2
Spellcraft Cost:	2
Spellcraft Duration:	1 Hour
Spellcraft Incant:	I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE SUMMON EXTRAPLANAR CREATURE <declare choices> RITUAL

Summon Magical Creature

Aspect:	Earth
Difficulty:	3
Catalyst Required:	Required
May Be Extended:	False
Duration:	Special
Casting Time:	10
Ritual Target Type:	Location [Circle of Power]
Ritual Choice:	Plane [Faerie or Fortannis]
Scroll Type:	Summoning
NPC Only Ritual:	False

Role Play Only:	False
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The Summon Magical Creature Ritual allows the Ritual Caster to summon one Magical Creature from a Chosen Plane to carry out a task. The specific Extraplanar Creature that is summoned is completely random and will stay on the Plane until the creature completes its task, is killed, or banished, whichever comes first.

If the true name of a specific Magical Creature is known and stated during the summoning, the named creature will feel the call and may choose to allow themselves to be summoned. The creature whose true name is spoken will know the identity of the Caster.

The Ritual Effect allows the Caster to interact and negotiate with the Summoned Creatures in order to have a task performed. The Magical Creature will demand payment in the form of Reagent, coin or a service at their discretion. The time, duration, complexity, and game impact of the task will determine the amount of compensation requested from the Caster; the final pricing is decided by the staff member overseeing the casting.

During this negotiation period, the summoned Extraplanar Creature may place additional restrictions on the task, such as the Caster being Rifted to the Chosen Plane or having their Body inhabited by the Summoned Creature for the duration of the task. Should this restriction be accepted, the Ritual Target will shift to the Caster's Body. The Caster becomes a Non-Player Character overseen by the Local Plot Committee for the duration of the Ritual Effect.

Once an Extraplanar Creature has agreed to the compensation for the task to be performed, it is bound to accept the payment and perform the task to the best of its ability. If the Caster cannot turn over the compensation required to complete their task, the Summoned Creature may attack the Caster or return to the Chosen Plane. Additionally if the Summoned Creature is treated poorly or is inherently destructive in nature, they may choose to attack the Caster upon the expiration of the task.

If the Ritual Caster expends more reagents and takes additional difficulty, more powerful and intelligent Creatures will be summoned. Depending on the personality of the Summoned Creature (as decided by the Local Plot Committee) the Caster could be immediately attacked when the creature appears at the end of the Ritual casting. This Ritual Effect can last an indefinite duration depending on the task desired.

The Local Plot Committee should be notified in advance of the Ritual casting, so a proper experience may be supplied. Stat cards for any summoned creature may change at the Plot Committee's discretion.

This Ritual requires a Catalyst and 4 reagents as listed on the scroll. 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:Catalyst + 3 Reagents - Magic Eater or Quickling.
- 5:Catalyst + 4 Reagents - Fey Commoner or Redcap Bloodletter.
- 7:Catalyst + 4 Reagents - Fey Merchant or Satyr Commoner.
- 12:Catalyst + 10 Reagents - Fey Gentry or Satyr Knight.
- 15:Catalyst + 12 Reagents - Fey Noble or Satyr Lord.
- 23:Catalyst + 16 Reagents - Satyr Prince.
- 43:Catalyst + 40 Reagents - Unicorn/Dark Unicorn, Satyr King.

Spellcrafting:

Spellcraft Difficulty:	2
Spellcraft Cost:	2
Spellcraft Duration:	1 Hour
Spellcraft Incant:	I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE SUMMON MAGICAL CREATURE <declare choices> RITUAL

Summon Pantherghast

Aspect:	Celestial
Difficulty:	2
Catalyst Required:	Required
May Be Extended:	False
Duration:	5 Days
Casting Time:	10
Ritual Target Type:	Location [Circle of Power]
Ritual Choice:	Player Race

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

The Summon Pantherghast Ritual allows the Ritual Caster to summon one Pantherghast from its Plane to attack a Chosen Player Race. This Ritual will last 5 days or until the Pantherghast is killed or banished, whichever comes first.

Be forewarned that this Ritual Effect does not provide the Ritual Caster any control over the Pantherghast

At the successful completion of the Ritual, the Caster must state within the first 60 seconds, the Chosen Player Race for the Summoned Creature to attack. Failure to do so will cause the Pantherghast to focus on the nearest living creature, determined by the Ritual Marshal, as the Chosen Player Race to be hunted. Pantherghasts will seek the Chosen Race by visual sight and are vaguely drawn to large gatherings or concentrations of the Race in question, if none can be seen visually.

The Ritual Caster incurs additional difficulty when attempting to summon more powerful Pantherghasts to do their bidding. Summoning a Panthergaunt is a very dangerous endeavor, as they will behave differently from all weaker counterparts. Upon being summoned, a Panthergaunt will attune itself to the Ritual Caster's Player Race, making all other races the Chosen Player Races for the Ritual Effect. Panthergaunts are also extremely intelligent and have the ability to summon additional Pantherghasts to do their bidding. A Panthergaunt will not rest until its goal is carried out or it is destroyed.

The Local Plot Committee should be notified in advance of the Ritual casting, so a proper experience may be supplied. Stat cards for any summoned creature may change at the Plot Committee's discretion.

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

- 2:Catalyst + 3 Reagents - Pantherghast.
- 4:Catalyst + 4 Reagents - Pantherghast Hunter.
- 6:Catalyst + 4 Reagents - Pantherghast Terminator.
- 11:Catalyst + 10 Reagents - Pantherghast Exterminator.
- 14:Catalyst + 12 Reagents - Pantherghast Reaver.
- 42:Catalyst + 40 Reagents - Panthergaunt.

Spellcrafting:

This Ritual can not be Spellcrafted.

Summon Undead (Corporeal)

Aspect:	Necromancy
Difficulty:	3
Catalyst Required:	None
May Be Extended:	False
Duration:	5 Days
Casting Time:	10
Ritual Target Type:	Location [Circle of Power]
Ritual Choice:	None
Scroll Type:	Summoning
NPC Only Ritual:	False
Role Play Only:	False

The Summon Undead (Corporeal) Ritual allows the Ritual Caster to summon and control one or more Corporeal Undead for 5 days or until destroyed, whichever comes first. The number of Undead summoned is decided by the Ritual Strength of the Caster.

The Summoned Creatures will remain with the Caster at all times, unless a specific order is issued. Once this simple order is issued, the Summoned Undead will attempt to carry out the order to the best of their abilities. The Ritual Caster is the only one who may order and control the Undead without the aid of additional magic; the Caster may not issue an order for their Summoned Undead to accept another creature's commands.

Summoned Undead may only follow simple commands with one objective; these commands may not involve decision-making and may not be longer than 20 words. Examples of acceptable commands include: Kill him, defend me, hold him, pick the sword up, or attack her. Examples of unacceptable commands include: follow their orders, if X happens, do Y, kill anything you see if X. Whether a command is acceptable or not is left to the discretion of the Local Plot Committee.

The specific type of Undead summoned is equal to the difficulty the Ritual Caster is willing to undertake.

The Local Plot Committee should be notified in advance of the Ritual casting, so a proper experience may be supplied. Stat cards for any summoned creature may change per casting, at the Plot Committee's discretion.

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 - Zombie, 1 Creature Summoned Per point of Ritual Strength.
- 2:3 Reagents - Rot Worm, 1 Creature Summoned Per 2 points of Ritual Strength.
- 3:4 Reagents - Cackling Corpse, 1 Creature Summoned Per 2 points of Ritual Strength.
- 4:4 Reagents - Ghoul, 1 Creature Summoned Per 2 points of Ritual Strength.
- 4:4 Reagents - Death Master, 1 Creature Summoned Per 3 points of Ritual Strength.
- 5:4 Reagents - Mummy, 1 Creature Summoned Per 3 points of Ritual Strength.
- 6:5 Reagents - Ghast, 1 Creature Summoned Per 3 points of Ritual Strength.
- 6:5 Reagents - Wight, 1 Creature Summoned Per 3 points of Ritual Strength.
- 7:5 Reagents - Charnel Juggernaut, 1 Creature Summoned Per 4 points of Ritual Strength.
- 9:6 Reagents - Clinging Corpse, 1 Creature Summoned Per 5 points of Ritual Strength.
- 10:7 Reagents - Barrow Wight, 1 Creature Summoned Per 5 points of Ritual Strength.
- 10:7 Reagents - Lord of the Graveyard, 1 Creature Summoned Per 5 points of Ritual Strength.
- 12:9 Reagents - Charnel Colossus, 1 Creature Summoned Per 5 points of Ritual Strength.
- 20:17 Reagents - Barghast, 1 Creature Summoned Per 6 points of Ritual Strength.

Spellcrafting:

Spellcraft Difficulty:	2
Spellcraft Cost:	2
Spellcraft Duration:	1 Hour
Spellcraft Incant:	I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE SUMMON UNDEAD (CORPOREAL) <declare choices> RITUAL

Summon Undead (Skeletal)

Aspect:	necromancy
Difficulty:	3
Catalyst Required:	None
May Be Extended:	False
Duration:	5 Days
Casting Time:	10
Ritual Target Type:	Location [Circle of Power]
Ritual Choice:	None
Scroll Type:	Summoning
NPC Only Ritual:	False
Role Play Only:	False

The Summon Undead (Skeletal) Ritual allows the Ritual Caster to summon and control one or more Skeletal Undead for 5 days or until destroyed, whichever comes first. The number of Undead summoned is decided by the Ritual Strength of the Caster.

The Caster must remain with the Summoned Creatures at all times, unless a specific order is issued. Once this simple order is issued, the Summoned Undead will attempt to carry out the order to the best of their abilities. The Ritual Caster is the only one who may order and control the Undead without the aid of additional magic; the Caster may not issue an order to Summoned Undead to accept another creature's commands.

Summoned Undead may only follow simple commands with one objective; these commands may not involve decision-making and may not be longer than 20 words. Examples of acceptable commands include: Kill him, defend me, hold him, pick the sword up, or attack her. Examples of unacceptable

commands include: follow their orders, if X happens, do Y, kill anything you see if X. Whether a command is acceptable or not is left to the discretion of the Local Plot Committee.

The specific type of Undead summoned is equal to the difficulty the Ritual Caster is willing to undertake.

The Local Plot Committee should be notified in advance of the Ritual casting, so a proper experience may be supplied. Stat cards for any summoned creature may change per casting, at the Plot Committee's discretion.

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 - Skeleton, 1 Creature Summoned Per point of Ritual Strength.
- 2:3 Reagents - Grave Dancer, 1 Creature Summoned Per 2 points of Ritual Strength.
- 3:4 Reagents - Skeletal Warrior, 1 Creature Summoned Per 2 points of Ritual Strength.
- 4:4 Reagents - Jade Skeleton, 1 Creature Summoned Per 2 points of Ritual Strength.
- 4:4 Reagents - Giant Skeleton, 1 Creature Summoned Per 2 points of Ritual Strength.
- 6:5 Reagents - Hound of the Dead, 1 Creature Summoned Per 3 points of Ritual Strength.
- 7:5 Reagents - Death's Head, 1 Creature Summoned Per 4 points of Ritual Strength.

Spellcrafting:

Spellcraft Difficulty:	2
Spellcraft Cost:	2
Spellcraft Duration:	1 Hour
Spellcraft Incant:	I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE SUMMON UNDEAD (SKELETAL) <declare choices> RITUAL

Summon Undead (Spectral)

Aspect:	Necromancy
Difficulty:	3

Catalyst Required:	None
May Be Extended:	False
Duration:	5 Days
Casting Time:	5
Ritual Target Type:	Location [Circle of Power]
Ritual Choice:	None
Scroll Type:	Summoning
NPC Only Ritual:	False
Role Play Only:	False

The Summon Undead (Skeletal) Ritual allows the Ritual Caster to summon and control one or more Skeletal Undead for 5 days or until destroyed, whichever comes first. The number of Undead summoned is decided by the Ritual Strength of the Caster.

The Caster must remain with the Summoned Creatures at all times, unless a specific order is issued. Once this simple order is issued, the Summoned Undead will attempt to carry out the order to the best of their abilities. The Ritual Caster is the only one who may order and control the Undead without the aid of additional magic; the Caster may not issue an order to Summoned Undead to accept another creature's commands.

Summoned Undead may only follow simple commands with one objective; these commands may not involve decision-making and may not be longer than 20 words. Examples of acceptable commands include: Kill him, defend me, hold him, pick the sword up, or attack her. Examples of unacceptable commands include: follow their orders, if X happens, do Y, kill anything you see if X. Whether a command is acceptable or not is left to the discretion of the Local Plot Committee.

The specific type of Undead summoned is equal to the difficulty the Ritual Caster is willing to undertake.

The Local Plot Committee should be notified in advance of the Ritual casting, so a proper experience may be supplied. Stat cards for any summoned creature may change per casting, at the Plot Committee's discretion.

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 - Will O' Wisp, 1 Creature Summoned Per point of Ritual Strength.
- 2:3 Reagents - Bone Shade, 1 Creature Summoned Per 2 points of Ritual Strength.
- 4:4 Reagents - Spectre, 1 Creature Summoned Per 2 points of Ritual Strength.
- 5:4 Reagents - Ghost, 1 Creature Summoned Per 3 points of Ritual Strength.
- 6:4 Reagents - Phantom, 1 Creature Summoned Per 3 points of Ritual Strength.
- 10:7 Reagents - Corpse Light, 1 Creature Summoned Per 4 points of Ritual Strength.
- 14:11 Reagents - Night Shade, 1 Creature Summoned Per 5 points of Ritual Strength.

Spellcrafting:

Spellcraft Difficulty:	2
Spellcraft Cost:	2
Spellcraft Duration:	1 Hour
Spellcraft Incant:	I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE SUMMON UNDEAD (SPECTRAL) <declare choices> RITUAL

Transfer Enchantment

Aspect:	General
Difficulty:	10
Catalyst Required:	Required
May Be Extended:	False
Duration:	Instantaneous
Casting Time:	10

Ritual Target Type:	Item [Any], Spirit, Body, Location
Ritual Choice:	None
Scroll Type:	Manipulation
NPC Only Ritual:	False
Role Play Only:	False

The Transfer Enchantment Ritual manipulates a Target Item, Spirit, or Body, allowing all Ritual magic of the same Aspect as the Ritual Caster to transfer from a Target Item or person to another Target Item or person, respectively. Both Ritual Targets must be in the Circle of Power during the entire casting. The Ritual Caster must also touch the two Targets during the entire casting. If the Transfer Magic Ritual is cast upon a person it will transfer all Rituals on the body and the Spirit.

Transferring a Ritual Effect to an unsupported Ritual Target Type will cause that specific Effect to be destroyed and lost irrevocably. For example, Warder Glyph may only Target a Location; attempting to transfer that Ritual Effect to an Item would cause the Effect to be destroyed.

If the Target Spirit has a Spirit Link Effect of the same aspect as the Caster, that Link will transfer to the new Target Spirit. Likewise, if the Target Item has a Spirit Link Effect, that Link will transfer to the new Target Item. A single Transfer Enchantment Effect cannot transfer a Spirit Link Effect to both a new Target Spirit and a new Target Item.

Any Extension Rituals being transferred over do not apply to the Rituals Effects already on the receiving Ritual Target. Similarly, any Extension Ritual Effects already on a Receiving Ritual Target do not apply those Extension Effects to any newly Transferred Rituals being received.

The Ritual Effects Curse of Undeath and Regeneration may never be the Target of this Ritual. A Spirit Locked item may not be transferred from a Spirit to another Spirit, and any attempt to do so will automatically fail.

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

Spellcrafting:

This Ritual can not be Spellcrafted.

Transform to Greater Undead (Corporeal)

Aspect:	Necromancy
Difficulty:	7
Catalyst Required:	Required
May Be Extended:	True
Duration:	20 Logistics Periods
Casting Time:	30
Ritual Target Type:	Spirit
Ritual Choice:	None
Scroll Type:	Manipulation
NPC Only Ritual:	False
Role Play Only:	False

The Transform Greater Undead (Corporeal) Ritual manipulates a Target Spirit, transforming them into one type of Corporeal Undead, depending on the difficulty of the Ritual. The transformed Undead is recognizable as the living being it had been. The transformed Undead will have all the physical abilities typical to their new monster card in addition to the skills of the Target Spirit. This Ritual Effect does not give the Ritual Caster any control over the Target or over any of the Undead that may be currently under the control of the Target.

If the Curse of Undeath Ritual preceded the casting of this Ritual immediately within the same open ritual batch, then the Target Spirit will resurrect in the newly created Spirit Bottle as the appropriate Undead type cast. If a Gift of Life Effect Targets the Spirit Bottle, which has an active Curse of Undeath, it negates the Curse of Undeath.

Killing the Summoned Undead Body or casting a Destroy (Earth) Magic Ritual Targeting the Spirit will both cause a death and resurrection, having the Spirit return as the Player Race they were prior to the casting. Without a Curse of Undeath Effect, a Gift of Life Ritual cast upon the Target Spirit will revert the character to their Player Race prior to the casting without the Spirit suffering a death.

When the Ritual Effect expires either at the end of its duration or at the expiration of a Curse of Undeath, the Target Spirit will suffer a death and must seek resurrection as the Player Race prior to the casting.

The Local Plot Committee should be notified in advance of the Ritual casting, so a proper experience may be supplied. Be forewarned that the casting of this Ritual upon a Player Character will cause them to become a Non-Player Character for the duration of this Ritual Effect. Stat cards for any transformed Undead may change per casting, at the Plot Committee’s discretion.

This Ritual requires a Catalyst and 4 Reagents to cast as listed on the scroll. Any additional Reagents required by the Ritual should be of the same types as listed on the Ritual scroll.

- 7:Catalyst + 4 Reagents - Death Lord Mage, Prerequisite Undead: None.
- 7:Catalyst + 4 Reagents - Death Lord Thief, Prerequisite Undead: None.
- 7:Catalyst + 4 Reagents - Death Lord Warrior, Prerequisite Undead: None.
- 10:Catalyst + 5 Reagents - Death Lord Wizard, Prerequisite Undead: Death Lord Mage.
- 10:Catalyst + 5 Reagents - Death Lord Rogue, Prerequisite Undead: Death Lord Thief.
- 10:Catalyst + 5 Reagents - Death Lord Knight, Prerequisite Undead: Death Lord Warrior.
- 11:Catalyst + 6 Reagents - Mummy King, Prerequisite Undead: None.
- 12:Catalyst + 7 Reagents - Ghoul Lord, Prerequisite Undead: None.
- 13:Catalyst + 8 Reagents - Kennel Creep, Prerequisite Undead: None.
- 14:Catalyst + 9 Reagents - Dread Lord Sorcerer, Prerequisite Undead: Death Lord Mage.
- 14:Catalyst + 9 Reagents - Dread Lord Preceptor, Prerequisite Undead: Death Lord Rogue.
- 14:Catalyst + 9 Reagents - Dread Lord Highwayman, Prerequisite Undead: Death Lord Knight.
- 17:Catalyst + 12 Reagents - Eternal Emperor, Prerequisite Undead: Mummy King.
- 17:Catalyst + 12 Reagents - Barrow Lord, Prerequisite Undead: Ghoul Lord.
- 17:Catalyst + 12 Reagents - Huntsman, Prerequisite Undead: Kennel Creep.

Spellcrafting:

This Ritual can not be Spellcrafted.

Transform to Greater Undead (Skeletal)

Aspect:	Necromancy
Difficulty:	7
Catalyst Required:	Required

May Be Extended:	True
Duration:	20 Logistics Periods
Casting Time:	30
Ritual Target Type:	Spirit
Ritual Choice:	None
Scroll Type:	Manipulation
NPC Only Ritual:	False
Role Play Only:	False

The Transform Greater Undead (Skeletal) Ritual manipulates a Target Spirit, transforming them into one type of Skeletal Undead, depending on the difficulty of the Ritual. The transformed Undead is recognizable as the living being it had been. The transformed Undead will have all the physical abilities typical to their new monster card in addition to the skills of the Target Spirit. This Ritual Effect does not give the Ritual Caster any control over the Target or over any of the Undead that may be currently under the control of the Target.

If the Curse of Undeath Ritual preceded the casting of this Ritual immediately within the same open ritual batch, then the Target Spirit will resurrect in the newly created Spirit Bottle as the appropriate Undead type cast. If a Gift of Life Effect Targets the Spirit Bottle, which has an active Curse of Undeath, it negates the Curse of Undeath.

Killing the Summoned Undead Body or casting a Destroy (Earth) Magic Ritual Targeting the Spirit will both cause a death and resurrection, having the Spirit return as the Player Race they were prior to the casting. Without a Curse of Undeath Effect, a Gift of Life Ritual cast upon the Target Spirit will revert the character to their Player Race prior to the casting without the Spirit suffering a death.

When the Ritual Effect expires either at the end of its duration or at the expiration of a Curse of Undeath, the Target Spirit will suffer a death and must seek resurrection as the Player Race prior to the casting.

The Local Plot Committee should be notified in advance of the Ritual casting, so a proper experience may be supplied. Be forewarned that the casting of this Ritual upon a Player Character will cause them to become a Non-Player Character for the duration of this Ritual Effect. Stat cards for any transformed Undead may change per casting, at the Plot Committee's discretion.

This Ritual requires a Catalyst and 4 Reagents to cast as listed on the scroll. Any additional Reagents required by the Ritual should be of the same types as listed on the Ritual scroll.

- 7:Catalyst + 4 Reagents, Skeletal Champion, Prerequisite Undead: None
- 11:Catalyst + 6 Reagents, Skeletal Warlord, Prerequisite Undead: Skeletal Champion
- 13:Catalyst + 8 Reagents, Genhoarde, Prerequisite Undead: None
- 19:Catalyst + 14 Reagents, Lesser Liche, Prerequisite Undead: None
- 24:Catalyst + 19 Reagents, Greater Liche, Prerequisite Undead: Lesser Liche

Spellcrafting:

This Ritual can not be Spellcrafted.

Transform to Greater Undead (Spectral)

Aspect:	Necromancy
Difficulty:	7
Catalyst Required:	Required
May Be Extended:	True
Duration:	20 Logistics Periods
Casting Time:	30
Ritual Target Type:	Spirit
Ritual Choice:	None
Scroll Type:	Manipulation
NPC Only Ritual:	False
Role Play Only:	False

The Transform Greater Undead (Spectral) Ritual manipulates a Target Spirit, transforming them into one type of Spectral Undead, depending on the difficulty of the Ritual. The transformed Undead is recognizable as the living being it had been. The transformed Undead will have all the physical abilities typical to their new monster card in addition to the skills of the Target Spirit. This Ritual Effect does not give the Ritual Caster any control over the Target or over any of the Undead that may be currently under the control of the Target.

If the Curse of Undeath Ritual preceded the casting of this Ritual immediately within the same open ritual batch, then the Target Spirit will resurrect in the newly created Spirit Bottle as the appropriate Undead type cast. If a Gift of Life Effect Targets the Spirit Bottle, which has an active Curse of Undeath, it negates the Curse of Undeath.

Killing the Summoned Undead Body or casting a Destroy (Earth) Magic Ritual Targeting the Spirit will both cause a death and resurrection, having the Spirit return as the Player Race they were prior to the casting. Without a Curse of Undeath Effect, a Gift of Life Ritual cast upon the Target Spirit will revert the character to their Player Race prior to the casting without the Spirit suffering a death.

When the Ritual Effect expires either at the end of its duration or at the expiration of a Curse of Undeath, the Target Spirit will suffer a death and must seek resurrection as the Player Race prior to the casting.

The Local Plot Committee should be notified in advance of the Ritual casting, so a proper experience may be supplied. Be forewarned that the casting of this Ritual upon a Player Character will cause them to become a Non-Player Character for the duration of this Ritual Effect. Stat cards for any transformed Undead may change per casting, at the Plot Committee's discretion.

This Ritual requires a Catalyst and 4 Reagents to cast as listed on the scroll. Any additional Reagents required by the Ritual should be of the same types as listed on the Ritual scroll.

- 7:Catalyst + 4 Reagents, Wraith, Prerequisite Undead: None
- 9:Catalyst + 4 Reagents, Ghost Lord, Prerequisite Undead: None
- 10:Catalyst + 5 Reagents, Wraith Lord, Prerequisite Undead: Wraith
- 11:Catalyst + 6 Reagents, Haunt, Prerequisite Undead: None
- 13:Catalyst + 8 Reagents, Spectral Warlord, Prerequisite Undead: Wraith Lord

Spellcrafting:

This Ritual can not be Spellcrafted.

Universal Speech

Aspect:	General
Difficulty:	3
Catalyst Required:	None
May Be Extended:	False
Duration:	1 Hour
Casting Time:	5
Ritual Target Type:	Location [Circle of Power]
Ritual Choice:	None
Scroll Type:	Enchantment
NPC Only Ritual:	False
Role Play Only:	True

The Universal Speech Ritual allows the Ritual Caster to Target the Circle of Power, allowing any characters that start or enter the Target Circle at any point during the Ritual Effect duration to communicate with each other as if they spoke the same language. These affected characters continue speaking any known language that they possess and hear any other language translated into their "native" language. Creatures outside of the Target Circle are unable to understand the languages spoken within unless they actually speak those languages.

This Ritual Effect translates all forms of speech within the Target Circle including private or "secret" languages. The Local Plot Committee has final say on what qualifies as a language. The ability for individuals to hold coherent discussions is determined by the intelligence of the creature in question. Only creatures of animal intelligence or higher may benefit from the casting of this Ritual.

The Ritual Effect grants no characters in the Target Circle the ability to at a later date translate or understand these languages without further ritual magic.

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

Spellcrafting:

This Ritual can not be Spellcrafted.

Vision

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

The Vision Ritual allows a Target Spirit to have a prophetic or fact-revealing divination of a general nature on a Chosen Topic. The Target Spirit can either be the Ritual Caster or another character within the Circle of Power. The Ritual Effect causes the Target to go into a trance during which the divination will take place. During this trance, the Target is unable to use any in-game skills or interact with those around them in any way. Any action taken against the Target may, at the player's option, break the trance interrupting the Ritual Effect.

The information revealed by this Ritual Effect is completely up to the Local Plot Committee. Be forewarned that the contents of the Vision Ritual Effect will never reveal specific information and may even fail to reveal anything.

The Local Plot Committee should be notified in advance of the Ritual casting, so a proper experience may be supplied. This Ritual Effect is intended for Plot-generated situations between Player

Characters and Non-Player Characters and not between separate groups of Player Characters. In such cases, no divination will be received regardless of the success of the Ritual casting.

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

Spellcrafting:

This Ritual can not be Spellcrafted.

Whispering Wind

Aspect:	General
Difficulty:	2
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:	False

The Whispering Wind Ritual allows the Ritual Caster to send a message to a Target Spirit as long as the Target is not permanently dead and presently on the same Plane of existence. The Ritual Effect sends the message to the Target allowing only them to hear it. The Target may choose to ignore the Ritual Effect message.

The following limitations can be altered by adjusting the base difficulty or increasing the difficulty of the Ritual casting. The Caster must have met the Target Spirit. The Target will be aware of the identity of the Caster. The message is limited to 30 words plus one word per level of Ritual magic possessed by the Caster.

The following effects can be added during a casting, but all costs add to the base Difficulty and Reagent Cost.

- +2 DC and +1 reagent per extra target (must use the target with the greatest base DC to calculate total costs.) Additional Messages are subject to the same delivery limitations as the primary message (as long as it takes the Marshal to find the subject and may fail if the subject cannot be located).
- +5 DC and +3 reagents to hide the identity of the message sender.
- +1 reagents for every 10 words added to the base allowed.

The Local Plot Committee should be notified in advance of the Ritual casting, so a proper experience may be supplied. The Ritual Marshal is responsible for ensuring the Ritual Effect message gets delivered. The message takes as long to deliver as it takes for a Non-Player Character to find the Target. The time allowed for delivery of the message is 2 hours or the Ritual Effect will fail. This time limit is extendable by the Plot Committee. This Ritual Effect may not be used for communication between chapters without prior agreement between both Plot Committees.

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

- 2:3 Reagents, Standard Whispering Wind.
- 4:4 Reagents, Caster has not met the Target, but the Target is well known to them.
- 6:5 Reagents, Caster has not met the Target, but the Caster has heard of the subject.
- 8:6 Reagents, Caster only knows Target's name

Spellcrafting:

This Ritual can not be Spellcrafted.