



Book of Lore & Magic

Rules and Background for Fantasy Live Role Playing Events
Version 5.1

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Important notice relating to the nature of the hobby

Whilst Curious Pastimes Ltd. takes all due steps to minimise the risk to customers, the nature of the game is such that customers are likely to be involved in fights involving LRP weapons and this carries with it a risk of injury due to bad luck or misuse of the equipment. Similarly these events often take place on uneven surfaces and areas with trees and undergrowth, and certain activities also happen where lighting is less than ideal. By booking to attend an event a customer acknowledges that these risks are an inherent part of the activity and also acknowledges that the primary responsibility for their safety in these circumstances rests with themselves.

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This **Curious Pastimes Book of Lore and Magic** contains information on spells, alchemy, crafting and research, for those characters who are magicians, alchemists or crafters.

Please see the **Curious Pastimes Core Rule Book** for all of the necessary information to play the game at Curious Pastimes, including all of the calls PCs need to react to during game play.

Introduction

This document contains all of the rules for Magic (including casting spells, rituals, invocation and conjunctural magic), Alchemy, Crafting and Research.

There are lots of ways to find out more and to develop these skills; players will need to investigate the world through research, questing, talking to PCs and NPCs. A good place to start is one of the in character institutions, such as The Celestial College or The Academy of Arms & Magic.

There is a companion document, the Curious Pastimes Core Rule Book, it should be referred to for information about character creation and development, the world of Curious Pastimes and OOC information about events.

Alchemy

For clarity in these guidelines all poisons and potions will be referred to as potions.

These are the rules for alchemists at CP, designed to work in conjunction with the referee guidelines for the creation of potions and research of new potions.

Alchemy allows characters to change the game world in a real and lasting way, (consider Snow White eating the poisoned apple) and there have been a number of potions researched, developed and created by PCs or through plots throughout the history of CP that have immortalised said characters, including Villa's Potion of Resistance, Rosalie's Reinforcing Resin and The Nomad Potion of Healing.

Please be aware that these rules are presented as part of the rule book as information for those who wish to play alchemist characters, the following guidelines are not common knowledge to those characters who are not alchemists. Players should remember their role-playing obligations when encountering potions.

Players should note that alchemy is a demanding activity both in terms of character creation and role-playing requirements at events but the rewards can be considerable. Players should be aware that they will need physical representations of alchemy equipment at every event in order to use this skill, they will also need to dedicate part of their day at every event to role-playing as an alchemist.

To become an alchemist a character must have the skills Poison Lore 1 and 2 *and* Potion Lore 1 and 2 *and* the skill Alchemy. These skills afford characters the abilities to identify potions, an alchemist is also able to brew and research new potions.

Alchemist Register

All alchemists will have an individual entry in the alchemist register, containing both player and character details, and the following additional information:

- Recipes known by individuals
- Alchemical equipment owned by individuals and covens
- Current brewing activity
- Current research activity
- Group research contributions (to achieve complex research activities)

The alchemist register is an active document in which all alchemical activities are recorded during a character's life. Any activities not recorded will not be considered to have taken place within the game.

Alchemy

Work Units

All alchemists have 6 basic work units (WU) each day of each event attended (this includes part days). Players will only receive WU for days they attend. In order to use these WU each day an alchemist must conduct one and a half hours' suitable roleplay by using appropriate physical representations such as grinding powders, mixing liquids or testing their concoctions in various ways.

WU may not be saved for another day nor may they be given to another alchemist.

To brew potions or conduct research an alchemist must use their WU towards a specific target applied to an activity, e.g. known potions have a WU as part of their recipe and research projects have a WU target set by the referee overseeing the project (that may or may not be revealed to the player).

Poison and Potions

All potions require a physical representation; they also require a CP game card denoting them to be present IC. All physical representation of potions must have their identification cards with them. If not attached to the container then a discreet label should give the contents unique identity code.

All alchemists will receive a basic list of known potions. Without researching or learning other potions, alchemists will be unable to brew any potions except those on this basic list.

There are two basic types of potion:

- Herbal potions have general non-magical effects and can be made from readily available herbs. These will usually require three passive and two active ingredients. Herbal potions will generally have an effect that can be found in the natural world, e.g. healing or poisoning. These potions do not replicate extra normal effects;
- Magical potions are generally more powerful and give extra-normal effects. The brewing of these will require either spell cards or ritual/ magical ingredients for their successful creation. These potions will require at least three passive, two active and any requisite magical ingredients.

Passive and Active ingredients

- Passive ingredients are those that make a 'carrier' for the potion. These can be liquids, creams or powders.
- Active ingredients are those that give the potion its actual effect. A potion recipe will have the necessary active ingredients listed on it.

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Both passive and active ingredients can be sourced through foraging (see: Basic Skills: Ranger 1 & Veteran Skills: Forage). There are a lot of ingredients known to those who forage, although not all have a readily apparent use without further research. Most valuable are unique ingredients that are occasionally found or acquired; with diligent research these may form the basis of truly unique potions.

Potency

All potions and poisons on the basic list have a potency value of four. Other potions may have a higher or lower potency level. This is important knowledge for the spells Discern Nature of Poison and Purge Poison.

Please note that some basic list potions may have been further researched/developed IC in the game and different versions may have been developed with a higher potency, these will not be considered 'basic list' for the purposes of countering the effects by magic only, thereby requiring additional corporeal cards to be spent on Purge Poison. The higher potency will be related during the casting of Discern Nature of Poison. (See: Corporeal Spells; Discern Nature of Poison and Purge Poison.)

Teaching Recipes

By conducting research alchemists can develop new alchemical recipes. Initially only the alchemist who has completed the research will know a particular recipe. If an alchemist wishes to teach another alchemist a recipe that they have developed then they must expend work units teaching another alchemist.

In order to teach a recipe to another alchemist, a teacher and a learner must each use some of their own WU to the value of half of the recipe's allocated WU, e.g. if a teacher knows a 6 WU potion recipe, and wishes to teach a learner that recipe then they both must use 3 of their WU each in order to successfully pass on the recipe, they must also roleplay the activity as suggested above.

This process is cumulative i.e. to teach two learners a teacher would have to expend half the potions WU value twice, and so on.

Covens and Collaborations

- Alchemists may organise themselves into covens. A coven consists of three alchemists. It may not consist of two alchemists. It may not contain more than three alchemists.
- A collaboration is a number of covens working together on the same task. Any number of covens can form a collaboration.

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A coven or collaboration of covens needs a named leader. If the leader dies or ceases to participate in any way then the coven's or collaboration's work will be seriously affected.

A coven may be convened for any period of time. It is started at the beginning of a registered activity (brewing or researching), and is considered terminated at the end of that activity, unless otherwise stated by all the alchemists involved.

An individual may terminate a coven's activity at any time by leaving a coven. If an individual leaves a coven for any reason (including death) then all of the work units contributed by that individual up to that point are permanently lost. This may lead to a setback in the work to date by the coven.

A new alchemist can join a coven freely in the above circumstance. If a joining alchemist has already used their WU for the day, they will contribute no WU, but the two remaining alchemists within the coven may contribute their WU to the task in hand.

A coven can pool its members' WU to brew a potion, undertake a research project or both. This can give a large number of WU per day and enable the brewing of a complicated potion or complex research.

If alchemists are working as a coven or collaboration all of their WU must be committed within the group for the duration of the project, if an individual's WU are not used then they are lost. More than one task may be undertaken by an alchemist, coven or collaboration at any one time as long as the WU are available.

Laboratories

All alchemists need some kind of apparatus in order to brew potions; even the most basic of potion brewing requires a small amount of equipment.

There is the facility within CP to acquire and use laboratories that exist IC (these need to be purchased or acquired IC from traders or similar and will be denoted by a CP item card) and thus give a bonus to brewing and research. Owning a laboratory will increase the number of WU a character may have available.

Characters who acquire/use these items must have a physical representation of the item in question to use it, the term laboratory is used to denote any and all equipment used to brew potions, it may take many forms, e.g. a witch's cauldron, copper pressure vessels or complex glass alembics and similar equipment. A laboratory should reflect the general nature of the alchemist to whom it belongs. Alchemy laboratories are considered to be IC equipment and

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should be kept in an IC area whether being used or not. Any alchemical equipment owned by an alchemist will be entered in the alchemist register.

Laboratories are available in several grades and these give different bonuses to brewing and research in terms of WU, please see the table below to see the modifiers to a project, please note these bonuses are to a project as a whole, not to each participant.

Please note that the 'no laboratory' column below simply means that a project is not using a carded laboratory, only the physical representations brought by a player.

	No laboratory	Standard laboratory	Superior laboratory	Master-crafted laboratory
Brewing	0 WU modifier	0 WU modifier	+1 WU per day	+2 WU per day
Research	Not allowed	0 WU modifier	+ 1 WU per day	+ 2 WU per day
IC cost	Free	150 silver pieces	200 silver pieces	450 silver pieces

A single laboratory can only do one thing at a time; it can be used for brewing or research, but not both. An alchemist, coven or collaboration can use a number of laboratories on a number of different tasks if they have access to them. Laboratories may not be purchased at GOD, a supplier for a laboratory must be found IC, existing alchemists in a faction may be able to advise new characters about this.

Research

Research may be undertaken by an individual, coven or collaboration. In order to instigate a research project the alchemist(s) in question will need to discuss it with the referee responsible for alchemy. A research target (expressed as an amount of points that must be accrued by participants) will be agreed upon and the method of gain will be discussed. Initially players should feel free to inquire about any possible research activity and offer ideas as to how they think it may be achieved, in this way a player will always have some idea what they need to do before they attempt any research.

Research will require an amount of role-playing. This will usually be refereed and judged, the role-playing giving a further contributory points value to the project. Research will always require a lot of role-playing.

Players should be aware that there is always a small chance that their research will fail. In the majority of cases the failure will mean a simple setback, a few may have more nasty

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consequences.

A research programme will require the minimum use of a standard laboratory; if an alchemist has no access to a carded IC laboratory then they may not undertake any research. A research programme may entail some or all of the following activities depending upon the nature/difficulty of the project.

- The acquisition of some special ingredients
- The acquisition of some unique knowledge
- The contribution of standard WU
- Special adventures or quests

When a research profile is set by a referee they will decide how many research points can be gained in each manner, e.g.

- Points needed through WU
- Points needed through special activities (adventures, rituals, role-playing)
- Points needed/ given through special ingredients and knowledge

If a coven researches a recipe then all three alchemists involved will know the recipe at the end of the project. If a collaboration of covens researches a recipe then only one of the covens involved (three alchemists) will know the recipe on completion. The rest of the collaboration will need to learn/be taught the recipe separately.

To give an idea about research, the minimum WU for any player created potion is 6, as players create more potent potions the WU cost is likely to be considerably higher.

Enacting the Effects of Potions

When creating a physical representation of a potion, players should use a substance not likely to cause irritation OOC, e.g. pure water, hypo allergenic cream or cornflour.

Blade venoms may be used on some melee weapons, not on arrows/bolts or thrown weapons. Venom applied like this is only in effect for one hit, and a character must be sure to strike a target an unarmoured location. The only exception to this is if the poison is spread on a weapon using the call Through, in which case the target will be affected by both the weapon and the poison (see: Damage Calls: Through). Not all Through weapons are able to carry poisons.

When administering a blade venom, the poison's identification card must be transferred from the container to the weapon being used to represent the placing of the poison on the blade, and so that if the blade is examined something may be noticed on it. Please note that once a blade venom has been transferred to a weapon, it will be lost if that weapon is then

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put down or put in a scabbard. Blade venoms may be applied by any character, suitable roleplay must be carried out and care taken after a blade has been envenomed. Envenomed blades may be used by any character providing the blade has not been put down or sheathed since the poison was applied.

For an ingestive potion to have an effect, all of the potion must be swallowed IC. (Ingested potions do not need to be actually ingested OOC, simply poured on the floor will suffice).

For potions of a 'contact' nature, they must connect with bare flesh in order to have any effect.

When administering a potion or poison the onus is on the perpetrator to relate to the victim what the effect is. Whether this is done in person or via a referee is dependent upon the situation. If there is any doubt in the situation the decision will go in favour of the victim, for this reason it is strongly recommended any poisonings are overseen by a referee.

Potion and Poison Lore sheets

Please note that these lore sheets represent information learned by those spending their character points on skills, please do not use this information IC if you have not learned it IC, to do so is cheating.

Potion Lore 1 Loreshheet

CZ Healing Balm
CY Constitution
CX Berserkerkang
CW Pure Water
CV Truth
CU Fortitude

Poison Lore 1 Loreshheet

DZ The Shakes
DY Sleeping Draught
DX Beggars Poison
DW Bitterkiss
DV Dementia

Potion Lore 2 Loreshheet

Truth

Code:	WU:	Effect:	Duration:	Type:	Ingredients:
CV	2	30 seconds	1 minute	Ingested liquid	Fengureek, Nux Vomica, 3 passives

The victim of this potion will be unable to utter a falsehood whilst under the affects of this potion. They will know what they are saying and will remember afterwards. The victim will tell the truth, as they know it. It may be that the victims' version of the truth is not what it actually may be in reality.

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Healing Balm

Code:	WU:	Effect:	Duration:	Type:	Ingredients:
CZ	6	30 seconds	N/A	Cream/ balm	Acacia, Lycopodium, 3 passives

This balm is spread over a wound and will restore up to two hits in a location (per dose) after 30 seconds. Clothing and armour will need to be removed in order for it to be applied.

Constitution

Code:	WU:	Effect:	Duration:	Type:	Ingredients:
CY	6	Instant	1 hour	Ingested liquid	Acorn, Muira Puama, 3 passives

Once drunk this liquid will enhance a person's resistance to disease and poisons of all types. It cannot be ingested after a disease or poison has taken effect. The potion extends the time for ill effects to take effect to 2 minutes.

Berserkerbang

Code:	WU:	Effect:	Duration:	Type:	Ingredients:
CX	4	Instant	1 hour	Ingested liquid	Cumin Seeds, Moonflower Seeds, 3 passives

This potion will give the recipient the ability to resist one mind-affecting spell as per the spell Iron Will. However, for the time they are under the effects of the potion they are prone to aggressive behaviour and over reaction in violent conflicts.

Pure Water

Code:	WU:	Effect:	Duration:	Type:	Ingredients:
CW	3	30 seconds	N/A	Ingested liquid	Beth Root, Sweet Geranium, 3 passives

This potion will have the effect of nullifying any poison added to food or drink. If it is added to a poison then it will also neutralise the poison. Pure Water has no effect once the poison has affected a victim.

Fortitude

Code:	WU:	Effect:	Duration:	Type:	Ingredients:
CU	6	Instant	1 hour	Ingested liquid	Mistletoe, Powdered Unicorn Horn, 3 passives

This potion will give the recipient the ability to resist one corporeal spell cast at them. This includes healing magic, they cannot choose not to resist the first corporeal spell cast at them.

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Poison Lore 2 Loresheet

The Shakes

Code:	WU:	Effect:	Duration:	Type:	Ingredients:
DZ	2	Instant	5 minutes	Ingested liquid	2 Hemlock, 3 passives

Causes the recipient to shake uncontrollably, act as per fumble spell except the effects last for 5 minutes.

Sleeping Draught

Code:	WU:	Effect:	Duration:	Type:	Ingredients:
DY	3	30 seconds	30 minutes	Ingested liquid	2 Black Mushroom Powder, 3 passives

Causes the recipient to fall into a coma like state. Only a close examination will reveal that the victim is still alive. After 30 minutes has passed the victim will continue sleeping until the following morning or until roused.

Beggar's Poison

Code:	WU:	Effect:	Duration:	Type:	Ingredients:
DX	6	30 seconds	N/A	Ingested liquid	2 Spider Venom, 3 passives

This is a fatal poison and will kill the victim in 30 seconds. After this has passed the victim has a 2 minute death count. Once into the 2-minute phase the effects of the poison will have to be negated before any other healing magic will work.

Bitter Kiss

Code:	WU:	Effect:	Duration:	Type:	Ingredients:
DW	5	Instant	N/A	Blade Venom	2 Viper Venom, 3 passives

This is an incredibly powerful poison and is only made in small quantities. It is designed to be smeared on bladed weapons (not an arrow). A blow, which penetrates the armour, will reduce the location to zero hits. The wound can be healed as normal.

Dementia

Code:	WU:	Effect:	Duration:	Type:	Ingredients:
DV	3	30 seconds	1 hour	Ingested liquid	2 Belladonna, 3 passives

Whilst under the effects of this poison, the victim will become delirious and unable to communicate with the 'outside' world. If left they will just collapse in a heap and babble for the duration.

Crafting

These rules are for players wishing to develop a character who is skilled in the art of creating mundane items of all descriptions for use, sale and trade within the game. As well as the following rules provided for creating items, players are expected to support this activity with a comprehensive role-play commitment. Players are expected to provide props for tools and a workshop with which they can role-play their crafting activity, these tools must also be represented in the game IC by purchasing or acquiring a workshop, **no crafting may take place without a workshop prop accompanied by a laminated card to represent the value and presence of the workshop IC**. Workshops must be kept in IC areas with their laminated card attached at all times.

Mechanics

To become a crafter a player must select the general veteran skill Crafting in a denoted realm of activity, there are three realms of crafting and when picking the vet pick the player must nominate one.

- Smith allowing construction of weapons and armour
- Artisan allowing construction of items made of stone, wood, leather, cloth and glass making
- Jeweller allowing the creation of decorative objects using precious materials and gems.

Once the skill has been selected a character may use 6 work units (WU) per day (this includes part days). Players will only receive WU for days they attend. These WU are a representation of the time a character spends on crafting activities and the creation and/or research of items will have a target expressed as a number of WU required in order to complete a task. In order to use these WU each day a crafter must spend at least one and a half hours roleplaying their research or making, e.g. testing the properties of materials, cutting, shaping, smoothing and trialing their creations.

In order to craft an item a character will need raw materials to work with and a workshop at which to work. Workshops and materials for crafting must be sourced and/or bought within the game.

Within each realm of activity (smith, artisan or jeweler) a character may choose the crafting skill 3 times, the first pick denotes a character as a level 1 crafter, the second as a level 2 master crafter and the third as a level 3 grand-master crafter, each level grants the ability to create more complex items.

Superior items and master crafted items may be enchanted in a ritual circle or by other means.

Crafting

Level of Crafter	Type of items that can be crafted
Level 1 (Crafter)	mundane, superior
Level 2 (Master Crafter)	mundane, superior, master-crafted
Level 3 (Grand Master Crafter)	ornate including silvering weapons

Work units

WU are the basis of construction and represent time, effort, commitment and quality in the building process.

- Each Crafter gains 6 WU per day
- Each Master Crafter gains an additional 4 WU per day
- Each Grand Master Crafter gains an additional 2 WU per day

The workshop

A crafter of any realm cannot use any of their skills without a workshop. Workshops may be sourced IC through general play and must be physically represented by props and tools by the player.

There are three grades of workshop:

	Mundane	Superior	Master-crafted
Crafting	0 WU Modifier	+1 WU per day	+2 WU per day
Research	0 WU Modifier	+1 WU per day	+2 WU per day
IC Cost	50 silver pieces	100 silver pieces	150 silver pieces

Tools

In addition to a workshop that provides the general equipment for a crafter to work with, each specific type of work (smith, artisan or jeweler) will require specialised tools that are relevant to the type of work undertaken. Again these can be sourced IC through play.

Prices for tools (approximate values – characters may set prices as they wish IC)

Crafting

	Mundane	Superior	Master-crafted
Artists tools	10 silver	12 silver 2 copper	15 silver 3 copper
Blacksmiths tools	15 silver	18 silver 3 copper	25 silver
Bone workers tools	8 silver	10 silver	12 silver 2 copper
Bowyers tools	10 silver	12 silver 2 copper	15 silver 3 copper
Calligraphy set	10 silver	12 silver 2 copper	15 silver 3 copper
Carpenters tools	8 silver	10 silver	12 silver 2 copper
Cartography set	10 silver	12 silver 2 copper	15 silver 3 copper
Chef's equipment	3 silver 2 copper	5 silver 2 copper	8 silver 2 copper
Glass workers tools	10 silver	12 silver 2 copper	15 silver 3 copper
Jewellery tools	48 silver	60 silver	75 silver
Leatherworking tools	6 silver 1 copper	7 silver 3 copper	9 silver 2 copper
Locksmiths tools	16 silver	20 silver	25 silver 2 copper
Loom	10 silver	12 silver 2 copper	15 silver 3 copper
Mechanicians tools	48 silver	60 silver	75 silver
Paper making tools	8 silver	16 silver	20 silver
Pen making tools	4 silver	5 silver	6 silver 1 copper
Sewing set	4 silver	8 silver	10 silver
Stonemasons tools	8 silver	10 silver	12 silver 2 copper
Tailors tools	4 silver	8 silver	12 silver
Tanners tools	4 silver	5 silver	6 silver 1 copper
Surgeons tools	16 silver	20 silver	25 silver 2 copper

The Apprentice

Occasionally one or more crafters may work on the same job. One crafter will take the lead and another crafter will be known as an apprentice who will assist the first crafter in the production of an item or aid in a research project. A crafter may only work with one apprentice at a time. Due to the nature of collaborative work the apprentice's work units are however only counted as half their normal value when contributing to a project.

Teaching

By conducting research crafters can develop new items or processes. Initially only the crafter

Crafting

who has completed the research will know a particular process. If a crafter wishes to teach another crafter a process or technique that they have developed then they must expend work units teaching another crafter.

In order to teach a process or technique to another crafter, a teacher and a learner must each use some of their own WU to the value of half of the process or techniques's allocated WU, e.g. if a teacher knows a 6 WU process, and wishes to teach a learner that process then they both must use 3 of their WU each in order to successfully pass on the process, they must also roleplay the activity as suggested above.

This process is cumulative i.e. to teach two learners a teacher would have to expend half the process WU value twice, and so on.

Materials

Materials are classified as Ordinary (O), High (H) and in the case of metal Jewellery (J) grade.

The most common materials are:

- Cloth
- Gems
- Jewellery grade metal (J)
- Leather
- Metal
- Sand
- Stone
- Wood

Building a product requires a character to source raw materials. These materials are available throughout the game IC. These will be in the hands of players, factions, NPCs and independent traders. Raw materials are represented by laminated cards.

Each faction's territory produces certain types of raw materials and these are listed as below, this merely means that NPCs from these areas may have more success sourcing these particular materials, this also allows players to make choices about their skills which thematically fit their particular character.

Factions and IC traders from all locations can also supply charcoal. Charcoal is required to work metal of any grade. Each unit of metal must be matched with a unit of charcoal to allow working of the metal.

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Algaia	Wood (O)	Wood (H)	Metal (J)	Cloth (O)	Cloth (H)
Fir Cruthen	Wood (O)	Wood (H)	Metal (J)	Sand (O)	Stone (H)
Jhereg	Leather (O)	Leather (H)	Gems (O)	Sand (H)	Stone (H)
Lions	Metal (O)	Metal (H)	Metal (J)	Gems (H)	Leather (O)
Steppe Alliance	Leather (O)	Leather (H)	Cloth (O)	Cloth (H)	Metal (J)
Teutonia	Metal (O)	Metal (H)	Metal (J)	Wood (O)	Sand (H)
Wolves	Wood (O)	Wood (H)	Stone (O)	Stone (H)	Metal (H)
NPCs/Traders	All/limited as required				

Factions and IC traders from all locations can also supply charcoal. **Charcoal is required to work metal of any grade.** Each unit of metal must be matched with a unit of charcoal to allow working of the metal.

It is important to note that a unit of any material is not of any specific size or weight and may vary dramatically, e.g. 1 unit of wood needed to create the handle of an axe would be considerably smaller than 1 unit of wood when creating a siege engine.

I Have the Above, How do I Start?

Before using any elements of the crafting skill a player will need to register themselves with the crafting referee who will create a unique record of the crafter and the level(s) of skill(s) that the character has. The character card will only show the number of times that crafting has been taken, the unique record will also show what additional researched or taught skills the crafter has.

Provided all the above requirements are filled, the crafter (or the lead crafter if in a partnership) takes the cards for both the base material and their workshop to the crafting referee to register their 'product intention' and the times they will be working on this. The referee will then inform them when they can return for the item. (Character cards may be examined at this time to ensure all the relevant skills have been bought). During play please do not be surprised to see a referee checking your working hours, sometimes random effects can cause crafting to fail or take longer than expected. Collection of an item must be made by the same character who proposed it. Any project involving a duration of more than a single event will be noted on a crafter's record (or on the record of both crafters in the case of a partnership). If a lead crafter in a partnership should retire or be killed then all of the work, materials and expended work units are lost.

Crafting

Research

Research in crafting is very open ended and accordingly this area is constantly developing in response to what PCs suggest. In this way the players can develop an understanding of the non-magical nature of the game world for example, how to craft better locks. What practical use this has within the game is left to the players to develop.

If an item has been researched and developed by a crafter then the skills needed to make it may be taught. Teaching requires the expenditure of WU by the teacher equal to the WU needed to manufacture an item. The same WU expenditure is required from the student. Only one student may be taught at one time.

Please note that to work with specialised materials such as cold iron or gems a substantial amount of initial research will be required to hone a PC's skill as a crafter as these materials have specific properties with the world of CP.

Research at Curious Pastimes

The world of CP is vast and rich in textures and layers, and there is a strong tradition within the game that the world is available to explore. As more and more PCs explore and understand the world, the more they realise there is to learn.

IC Organisations

There are three IC specific organisations that help players with their research:

- **The College of Celestial and Earthly Studies** Overseen by the Fae of House Magister, the players within this organisation look into cultural and cosmological issues. This is the place to go to learn more about the world, the cosmos and magical theory.
- **The Academy of Natural Philosophies** A place to study the conjunctional magic arts of Demonology, Necromancy and Thaumaturgy (see: Magic: Demonology, Necromancy and Thaumaturgy). Taught by Masters of the Academy who visit the war band, leaving the protection of their mist shrouded isle.
- **The Academy of War** An Academy whose leadership and teachers have changed over the course of its history. Currently run by a member of Harek, Principality of War's, court; the students here research and quest for combat abilities and unique ways to use their skills.

There are also a number of NPCs out and about in the game that can help with matters of research. The main piece of advice is to speak to others and explore the world.

Working Independently

It is not always possible for a player to perform their research at these institutes, the referees within each faction are also able to support and record research. This should be recorded throughout an event by said referees and updated with the relevant member of staff between events. At sanctioned events, this is the responsibility of the sanctioning referee.

CP versus the Real World

At first glance, some things may not make sense when you compare them to the real world. Please remember that CP is a fantasy world, so real life anatomy, biology, physics or chemistry, etc. should not be assumed to apply.

Research in different areas

Research is not necessarily balanced between all areas evenly, for example Alchemy requires a big commitment of character points that may not be used for anything else whereas learning skills at the Academy of War or learning Conjunctional Magics use skills that are also used for other things, such as magical ability or combat skills. Players should strive to have their research activities witnessed by a referee as far as possible, whether this is referees from within a faction or referees at the College or Academy.

Trading

Goods and finances

The currency used in the CP campaign is based around three precious metals, copper, silver and gold. From these metals most nations mint coins that have a value placed upon them by the peoples. The exchange rates between nations are roughly equal as no one nation has a 'market dominance'.

The exchange rate between coins is: 4 copper = 1 Silver and 4 Silver = 1 Gold

The currency is debased; meaning the amount of precious metal in any given coin is less than 50% of its volume, the rest being made up of base metals.

Each faction mints its own silver and copper coins, and it is generally accepted that the general honour and self interest of a faction is good enough to guarantee its coinage. There may be other coins in circulation from lands far and wide, these are generally accepted as it is found that they too have the requisite amount of copper or silver in them. The only exception to this is gold, this is such a precious metal and the general rivalry between factions is such that no 'gold standard' can be agreed. Many years ago amongst this confusion a unique gold coin with a pierced centre came into circulation. Tested by many factions and individuals it was found that this coin, unsullied, always contained the same amount of gold. As inquiries were made it was found that a small group of nomadic people who worked with precious metal were responsible for the coin. Little is known about this group except that they are accepted by the Steppe Alliance and the Nomadic Council. What is known is that these coins are consistent and are the only coin widely accepted as a 'gold piece'.

What follows is a general price list for most weaponry, armour, goods and services. These are general prices but again vary due to scarcity and demand. The prices given for services by skilled individuals are there as a guideline, their costs may vary wildly upon their skill, what they have been asked to do and the rarity of that skill in the marketplace. From these list prices players can estimate the value of items they may wish to purchase before buying.

Note: Superior weapons can hold an enchantment for 1 year. Master crafted weapons can be enchanted for longer periods of time, they still need to be enchanted in some manner to be magical though!

It is assumed the normal 'free' items players have are mundane and effectively have no special value. These items will not have cards to denote their existence.

Trading

Weapon		Superior	Master crafted	Silver	Cold Iron
Arrow		3 silver	4 silver	20 silver	56 silver
Crossbow bolt		7 silver 2c	15 silver 2c	38 silver	115 silver
Dagger	Standard	8 silver 2c	17 silver		
	Ornate	15 silver	30 silver	38 silver 2c	138 silver 2c
Short Sword	Standard	14 silver 3c	30 silver		
	Ornate	24 silver 1c	48 silver	52 silver	204 silver 3c
Long Sword	Standard	21 silver 1c	42 silver		
	Ornate	35 silver 3c	71 silver	79 silver 1c	311 silver 1c
2H Sword	Standard	34 silver	68 silver		
	Ornate	51 silver 2c	103 silver	187 silver 3c	401 silver 2c
1H Axe	Standard	18 silver	36 silver		
	Ornate	24 silver 1c	48 silver	49 silver 1c	131 silver 1c
2H Axe	Standard	21 silver	43 silver		
	Ornate	31 silver 3c	62 silver	64 silver	236 silver
Pole Arm	Standard	22 silver 3c	45 silver		
	Ornate	33 silver 1c	67 silver	64 silver 1c	232 silver 3c
Staff	Standard	6 silver 2c	13 silver		
	Ornate	21 silver 3c	44 silver	67 silver 2c	311 silver 2c
Shield	Standard	9 silver	15 silver 1c		
	Ornate	17 silver 2c	30 silver		
Bow	Standard	16 silver	20 silver		
	Ornate	24 silver	28 silver		

Armour

Whilst the body is divided into 6 locations (see: Rules of Play: Hit Locations) for the purposes of wounding, it is divided into 18 location equivalents for the purposes of calculating armour weight and pricing. The 18 locations are only used for this calculation and no other.

The locations break down as follows. Full suit = 18 locations. (Head 2, Body 6, Legs 3 each, Arms 3 each)

Trading

	Superior	Master crafted	Silver	Cold Iron
Light	8 silver	10 silver		
Medium	19 silver 1c	21 silver 2c	192 silver 1c	288 silver 3c
Heavy	32 silver 3c	40 silver	372 silver 2c	491 silver 1c
Extra Heavy	33 silver 1c	41 silver 2c	332 silver 1c	498 silver 3c

Note: Superior armour can hold an enchantment for 1 year. Master crafted armour can be enchanted for longer.

Silver items are not pure silver but an alloy with a suitably large silver content.

Cold Iron is nearly 100% pure ferrous, specially treated to make serviceable items. Due to the crafting process, it is completely immune to spell magic. It is an extremely complex procedure, hence the astronomic cost.

Example price list

(please note PC and NPC traders are in no way obliged to adhere to these prices and fluctuations in price for particular items in response to requirement should be expected)

Clothing and miscellaneous items	
Weather Proof Clothes	7 silver
Fine Clothes	10 silver +
Ritualist Robe	10 silver +
Wooden Chest	3 silver +
Iron Chest (lock not included)	29 silver +
Simple Lock	8 silver
Complex Lock	15 silver
Mirror, metal	12 silver +
Mirror, glass	40 silver +
Lantern	6 silver +
Tinderbox	2 copper
Chain / Ft	4 silver
Cold Iron Chain / Ft	40 silver
Cold Iron rivets (each)	3 silver

Trading

Magical equipment and tools	
Alembic	50 silver
Glassware	19 silver
Brazier	5 silver
Scales	13 silver
Mortar & Pestle	2 copper
Hourglass	10 silver
Abacus	1 silver
Astrolabe	133 silver
Glassworker's tools	10 silver +
Tanner's tools	4 silver +
Bowyer's tools	10 silver +
Blacksmith's tools	15 silver +
Carpenter's tools	8 silver +
Stonemason's tools	8 silver +
Locksmith's tools (including picks)	16 silver +
Mechanician's tools	48 silver +

Hirelings (per day)	
Gate guard per day	2 silver
Foot soldier per day	2 silver
Sergeant per day	4 silver
Leader per day	10 silver +
Mercenary for specific battle	2 silver

Fundamental Magic

Supernatural and magical powers are broadly arranged into three principal Spheres of influence:

- Corporeal affects the body and life essence.
- Shaman affects the mind, soul and spirit.
- Mage affects physical objects and elemental powers.

There is a fundamental source of magical power that underpins these three spheres and certain fundamental spells may be cast by anyone who possesses appropriate power, regardless of the area of their magical specialisation.

New spells and new uses for magic are discoverable by those with the diligence to explore.

Default Characteristics of Level 1 and Level 2 Spells

The following basic rules apply generally to level 1 and level 2 spells, with exceptions being listed specifically for individual spells:

Range:	Defaults to 30 feet (10 metres).
Duration:	Defaults to 30 seconds.
Mass:	The following basic rules apply to the mass of objects targeted by spells across all three Spheres, with the following exceptions: spells intended to target creatures rather than items, the Rank 1 Mage spell Mend, and any information spells (i.e., spells whose sole function is to gain information about the target). Weapons up to one handed weapons, but not including two handed weapons or bows. Armour up to, but not including breastplates. Shields up to but not including kite/tower shields

Note that an item made up of smaller parts, but generally treated as a single whole (e.g. as a chain shirt is made of links, or an axe is made of a striking head and a shaft) is considered one item for the purpose of Default Mass. Apply common sense, or ask for a referee ruling in cases where you are uncertain.

In addition, none of the currently known Rank 1 or 2 spells has the ability to directly affect Cold Iron, magical or enchanted objects/items. Note that this does not limit the spells Detect Magic and Identify Elemental Magic (which are directly aimed at discerning the powers of such items), Telekinesis and Repel, which do not directly affect the object, and Fumble, which affects the bearer of the object rather than the object itself.

Fundamental Magic

Verbal component

The verbal component of a spell must be clearly spoken so that the target can hear it, with the exception of covert spell casting where a referee must be present. Such spells can still be immediately countered or resisted by the target, once they are subject to the spell's effects.

Each spell has its own set of verbals that may be used when casting. These verbals include two components (words or phrases) for the particular sphere and effect that must be spoken when casting a particular spell and are as follows:

Sphere Indicator:

- Life (Corporeal Spells) OR
- Spirit (Shaman Spells) OR
- Elements (Mage Spells)

Effect Indicator:

Name of spell [also indicate target(s) if required].

For example the verbals for the Rank 2 Mage spell, Magic Missile are

“By my power and the power of the Elements I infuse Air with Fire to strike thee [indicate target] with a magic missile.”

A PC can alter these verbals to match their particular background if they wish. **Verbals should be of at least the same length as the suggested wording and must include the two indicators as a minimum.**

For example, if a worshipper of Odin cast a Magic Missile, they could change the verbals to: *“By the power of Odin and the power of the Elements I infuse Air with Fire to strike thee [indicate target] with a magic missile.”*

Level 3 Magic

There are individuals and creatures with magical powers greater than those available to normal characters, these magics stem from the recognisable spheres of magic, but demonstrate higher mastery. In the normal course of play PCs will not have access to level 3 spells, the majority of the time they will be used by Monsters/NPCs. The affects of these spells are listed here so players will know how to react. Normally individuals using these spells will have a Referee present.

Fundamental Magic

Default Characteristics of Level 3 Spells

Duration:	1 minute.
Range:	60 feet (18 metres).
Mass:	Person sized (suit of armour)

Also note that level 3 spells, while able to affect magical or enchanted items normally, are not able to affect Cold Iron or Artefact items at all, except for information spells or spells that do not directly affect the target as above.

Mass Spells

Some very rare creatures have the supernatural ability to cast certain spells on groups of targets. Note that, while there are level 3 spells – Earth Shock, Repel All, Elemental Storm, Spirit Storm – that mimic the effects of Rank 1 or 2 spells across an area, ‘mass’ spells are not level 3 spells and any spell cast as such, i.e. a level 1 or 2 spell name preceded by the word “mass” may be resisted as normal as per the level 1 or 2 spell.

Terms Used in Spell Descriptions

Verbal: The incantation that should be said by the caster when the spell is cast

Duration: The length of time that the spell’s effect lasts for or that is required for the full effect of the spell to take place.

Range: Self: Can only be cast upon yourself.
Touch: Target must be touched throughout the casting of the spell or at spell completion as indicated.
Stated Distance: Target must be within this distance upon completion of the spell verbal.

Spell Cards: Any additional cards that are required are stated with the relevant spells only.

Effect: The effect of the spell.

Note: The Rank of card used is a direct representation of the Rank of spell being cast. A Rank 2 card may be used to replace a Rank 1 card of the same Sphere, but two Rank 1 cards may not be used to replace a Rank 2 card.

Fundamental Magic

Mind and Body Affecting Spells and Abilities

Mind-Affecting spells and abilities are shamanic/spiritual effects that alter the target's behaviour but do no direct harm. Examples include the spells Befriend, Command, Confusion, Distract, Enthral, Fear, Forget, Iron Will, Resist Fear, Possession*, Sleep, Succour, Terror Enslavement, Insanity and any powers that produce the same effects.

Body-Affecting spells and abilities are corporeal effects that enhance or hinder the target's body's abilities but neither directly heal nor harm. Examples include the spells Enhancement, Fumble, Mute, Restore Speech, Blinding, Cure Blindness, Cure Paralysis, Spellbind and any powers that produce the same effects.

*Some creatures can be immune to mind-affecting but still be subject to Possession; e.g. a construct has no mind to affect, but a spirit can simply enter and occupy the body.

Fundamental Rank 1 Spells

May be cast by anyone with Rank 1 or higher in one or more of the three magical Spheres. Spell cards required - One Rank 1 of any Sphere.

Countermagic

Verbal: "I call upon the powers of Life, Spirit and Elements and defy that spell. Countermagic!"

Duration: Instantaneous.

Range: 30 ft.

Effects: This spell must be cast at any time during, or immediately after, the casting of the spell to be countered to have an effect. It can be used to defy any Rank 1 spell against a target that is within range. This cannot be used to counter another Countermagic spell or any Rank 2 or higher spell.

Detect Magic

Verbal: "I call upon the powers of Life, Spirit and Elements to reveal to me the magical nature of this object."

Duration: Instantaneous.

Range: 1 ft.

Effects: This spell may be cast upon a single object which is in view and will reveal whether it is magical, also if the magic is predominantly of one Sphere or mixed. The casting of this spell requires close examination of the object of interest. Detect Magic only reveals this information to the caster. Onlookers, even other magic users, will only know if told or if they cast the spell themselves. Note that this is an information spell and therefore functions on items of any size.

Fundamental Magic

Fundamental Rank 2 Spells

May be cast by anyone with Rank 2 or higher in one or more of the three magical disciplines.
Spell cards required - One Rank 2 of any Sphere.

Counterspell

Verbal: "I call upon the powers of Life, Spirit and Elements and defy that spell. Counterspell!"

Duration: Instantaneous.

Range: 30 ft.

Effects: This spell must be cast at any time during, or immediately after, the casting of the spell to be countered to have an effect. It can be used to defy any Rank 1 or 2 spell against a target that is within range. This cannot be used to counter another Countermagic or Counterspell, or spells of a power greater than Rank 2.

Fundamental Rank 3 Spells

Analysis

Effects: This spell gives the caster the ability to know all a characters skills as well as the items (and powers of the items) they possess. Once cast the target should let the caster, or a referee read the appropriate cards they possess.

Extension

Effects: This spell lengthens the duration of an appropriate spell to one day.

Nullify

Effects: This spell must be cast at any time during, or immediately after, the casting of the spell to be countered to have an effect. It can be used to defy any Rank 1, 2 or 3 spell against a target that is within range.

Reflective Shield

Effects: This spell will reflect any rank 1 or 2 spell back at the caster. If the spell is Rank 3 then it will act as per Nullify spell, but the reflective shield spell will also be cancelled.

Warding

Effects: This allows a place or object to be warded against any type of creature (e.g. undead, living creature etc.). The area of effect can normally be no larger than 10 feet in diameter. The caster can then cast a single type of spell into the warding to give it an effect (e.g. Spirit Bolt). Any spells cast into the warding will be cast upon any creature that crosses into the warded area. There is no limit to the number of charges of a spell cast into warding but

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it will only cast one charge at a time. Places or objects can have more than one warding cast upon them and each warding may carry a different spell, (e.g. one Spirit Bolt and one Magic Missile). Wards are static fields around an object or person and therefore cannot move or be moved, and whilst they can be increased in duration by the spell Extension they must be armed with the Warding spells at time of casting and cannot be recharged.

Corporeal Magic

Corporeal magic affects the life force and physical body of beings and draws its power from the Fountain of Life, a mythical spring of water from which it is said that all life is derived and which feeds and maintains the life force that runs through every living thing. As such, those who wield the power of the fountain are able to give and take away a creature's life force and thereby heal or harm.

Use of Corporeal magic often requires that the caster touch the creature that they wish to affect, since spells derived from the Fountain often require that life force is either transferred or removed directly. Some Corporeal spells can be cast at range.

Corporeal Level 1 Spells

Spell cards required - One Rank 1 Corporeal

Cleanse Wound

Verbal: "Let the power of the Fountain of Life flow through me and cleanse this wound of poison."

Duration: Instantaneous.

Range: Touch.

Effects: Once the exact effects are known (through Diagnosis or Discern Nature of Poison), this spell will remove a poison or disease introduced into a creature by a weapon (including claws and other natural body weaponry). It only works on one wound. Any effects (for example, damage or death) already inflicted by the poison or disease are not removed, and the wound is not healed. This spell does not work on poisons or diseases administered by any other means (e.g. ingestion, touch, airborne etc.). This spell will work on any blade poison up to Potency 4 or disease up to Virulence 4 delivered by a weapon. (see: Guidelines for Alchemy: Potency, and Diseases: Curing Diseases).

Diagnosis

Verbal: "Let the power of the Fountain of Life flow through me to diagnose that which ails this living creature."

Duration: 10 seconds.

Range: Touch.

Effects: This spell requires concentration for 10 seconds. The caster will then be aware of whether the target's life force is impaired by injury, disease or poison, either natural or magical. It will also give information as to whether the affliction or afflictions are likely to be fatal if left untreated. This spell will give the exact effects of any known disease, along with its virulence and contagion level, but will only provide the virulence and contagion level of any other disease (see: Diseases: Curing Diseases).

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Discern Nature of Poison

Verbal: “Let the power of the Fountain of Life flow through me and reveal to me the nature of the poison within this creature.”

Duration: 10 seconds.

Range: Touch.

Effects: This spell requires concentration for 10 seconds and at the end of this period the caster will gain detailed information about the effects wrought by any poison in the target creature’s body and the potency rank of the poison. It will not give the name of the causative agent (this requires Poison Lore). The information gained includes effects that will not be affected by Cleanse Wound or Purge Poison. If more than one poison is present, information will be given separately about each one (see: Guidelines for Alchemy: Potency).

Enhancement

Verbal: “Let the power of the Fountain of Life flow through me and into thy body and grant thee enhanced hearing/smell/vision [select one].”

Duration: 30 seconds.

Range: Touch.

Effects: May be used to enhance one of the target’s three senses specified in the verbal to the following degree: normal handwriting may be clearly seen up to 30 ft (10 m) away, whispered conversations may be clearly overheard within 30 ft (10m), or the sense of smell is heightened to mimic the Sniff ability (see: Character Generation: Lore Skills: Ranger 2), with a range of 30 ft (10 m). General use of this spell does not require a referee: e.g. by the caster moving closer to the intended target to look or listen. The player must hold the torn spell card in one hand, with the index finger of the other hand clearly raised to indicate they are not physically present; and if challenged OOC, answer with the phrase ‘Enhanced Senses.’ Other players should continue to act normally. Alternatively, a referee may act as a proxy in covert use of the spell.

Fumble

Verbal: “Let the power of thy life force flow from thee [indicate target] such that thy hands grow weak and fumble that [named item].”

Duration: Instantaneous.

Range: 30 ft.

Effects: The target is forced to drop a single object held in their hand(s), regardless of its size. This means the item should be released immediately not changed to another hand or anything else.

Lesser Healing

Verbal: (Touch target location.) “Let the power of the Fountain of Life flow through me

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and bestow lesser healing.” (Repeat chant.)

Duration: As long as the chant and clear physical contact maintained with target location.

Range: Touch.

Effects: This allows the caster to heal damage inflicted upon a single location. To perform magical healing, the caster must lay a hand on the wounded area. One hit point will be restored to that single location per ten seconds of continuous contact. The caster must continue chanting quietly the whole time (though once the verbal has been said once, a repeated ten second count may be used as the chant). For example: If a character has Body Development, a single location can be restored from zero to full hits in twenty seconds.

If the healing process is interrupted (i.e. the chant is stopped in mid count or the healer's contact with the location is broken) the spell is broken. Hit points gained from whole prior uninterrupted counts of ten remain healed. Damage taken after the caster begins casting the spell is not healed.

Natural armour can be regained with this spell, and requires a ten second count as per a normal hit point. It should also be noted that this spell does not 'heal' or repair physical armour.

Mute

Verbal: “Let the power of thy life force flow from thee [indicate target] such that thy voice grows weak. I strike thee mute.”

Duration: 30 seconds.

Range: 30 ft.

Effects: The indicated target may not speak or make any other noise with their vocal cords for the duration. The victim may not cast spells or invoke scrolls. However, they may very quietly vocalise the count.

Restore Speech

Verbal: “Let the power of the Fountain of Life flow through me and restores this creature's power of speech.”

Duration: Instantaneous.

Range: Touch.

Effects: Instantly restores the power of speech to a single creature if this has been impaired or removed by magic or other means. Whilst this is not a 'curing' spell, it will restore speech loss incurred as a result of a physical injury, such as the effect of a disease.

Retribution

Verbal: “Let the power of the Fountain of Life flow through me and link thy body to thine enemies' such that I inflict retribution on thee [indicate target].”

Duration: 30 seconds.

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Range: 30 ft.

Effects: The target of this spell will receive one point of Corporeal Through damage on the equivalent location for every blow they strike upon another creature, including both body and armour hits. All opponents struck by the target are affected as normal (i.e., they still take damage from the blow).

Sanctuary

Verbal: "Let the Fountain of Life flow through me and grant this creature sanctuary."
(Repeat as a chant.)

Duration: As long as the chant is repeated and contact maintained with the target.

Range: Touch.

Effects: Sanctuary extends a target's death count beyond the normal two minutes for as long as the chant is maintained. While the Sanctuary spell is maintained, the death count continues and, as such, if the chant or contact is broken after the normal two minutes the target dies. If the target has been poisoned or diseased then the poison or disease's effects are also paused while the Sanctuary spell is maintained, returning in force at the point contact is broken or the chant is ceased. This spell can only be cast upon someone who is mortally wounded, i.e. on their death count.

Corporeal Level 2 Spells

Spell cards required - One Rank 2 Corporeal

Blinding

Verbal: "By my power let thy life force flow from thee such that thine eyes grow weak. I strike thee blind."

Duration: 30 seconds.

Range: 30 ft.

Effects: The target of this spell must close their eyes tightly and act as if blind for 30 seconds. The victim may not cast spells that require visual targeting (although spells requiring touch may still be cast if suitable guidance is available) or invoke scrolls during this period.

Cure Blindness

Verbal: "By my power let the Fountain of Life flow through me and cure this living creature's blindness."

Duration: Instantaneous.

Range: Touch.

Effects: Instantly restores sight of a single creature if this has been impaired or removed by magic or other means. Whilst this is not a 'curing' spell, it will restore sight loss incurred as a result of a physical injury, such as the effect of a disease.

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Cure Disease

Verbal: “By my power let the Fountain of Life flow through me and drive the disease from this creature’s body.”

Duration: Instantaneous.

Range: Touch.

Effects: Once the exact effects are known, this spell will instantly cure a creature of a single natural or unnatural known disease. However, if it is an unknown disease, then the caster may add any number of corporeal cards to equal the virulence, thereby curing the disease. Cure Disease can be cumulative in this manner, but each corporealist must cast Diagnosis first. This will not restore physical injury or change already sustained from the ravages of the disease. If no extra corporeal cards are expended, this is cast at a base of two.

The contagion level of any disease is unaffected by this spell unless the disease is cured, whereby the contagion is removed.

NB: To have any effect, this spell must be used in conjunction with Diagnosis (see: Diseases: Curing Diseases). In addition, the information granted by Diagnosis is relevant only for the individual disease and person. The same disease in another victim will still require a Diagnosis to be cast.

Cure Paralysis

Verbal: “By my power let the Fountain of Life flow through me and remove the shackles of paralysis from this creature’s body”.

Duration: Instantaneous.

Range: Touch.

Effects: Instantly removes the effects of the Paralysis damage call (see: Game Mechanics: Damage Calls) or Spellbind.

Discern Nature of Corporeal Undead

Verbal: “By my power and the power of the Fountain of Life I command that which animates thee to reveal itself. Discern nature of undead.”

Duration: Instantaneous.

Range: 30 ft.

Effects: A single corporeal undead creature must clearly state its corporeal level if it has any, together with any corporeal special abilities that it possesses. This description will be brief; e.g. Rank 7, Paralysis. Numeric limitations of abilities or indeed their exact effect will not be revealed. If the undead does not have corporeal level this spell will have no effect. If able, undead may negate this with Counterspell.

Greater Healing

Verbal: “By my power let the Fountain of Life flow through me and bestow greater

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healing.” (Repeat as a chant.)

Duration: As long as the chant and contact are with target location maintained.

Range: Touch.

Effects: To perform Greater Healing the same rules with regard to touch and chant apply as for Lesser Healing. However, the effect is not limited to a single location but heals all damaged locations simultaneously. For example: A character with Body Development, who was reduced to zero in two locations, would be restored to full health in twenty seconds. Natural armour can be regained with this spell and requires a ten second count as per a normal hit point. It should be noted that this spell does not ‘heal’ or repair physical armour. Damage taken after the caster begins casting the spell is not healed.

Purge Poison

Verbal: “By my power let the Fountain of Life flow through me and purge the poison from this creature’s body.”

Duration: Instantaneous.

Range: Touch.

Effects: Purge Poison will work on any poison in the basic list, but only if the caster has cast Discern Nature of Poison first. However, if the poison is not named on the basic list, then a number of additional corporeal spell cards, equal to the poison’s potency, must be used to remove it. A poison’s potency will be known by a referee. If no extra corporeal cards are expended, this is cast at a base of two. Purge Poison can be cumulative in this manner but each caster will have to cast Discern Nature of Poison first. All such cumulative casting must be started within the poison’s duration.

For example: A character has been stabbed with a poisoned blade carrying Potency 10 venom. In order to remove this a corporealist will have to quickly cast Discern Nature of Poison to get the potency value, followed by Purge Poison plus an additional 8 levels of Corporeal spell cards.

Note: The poison card must be made available by the ‘poisoner’ for the use of this spell. Either by their presence, the handing of the card to the victim or via a referee.

Regeneration

Verbal: Part 1 (said by caster); “By my power let the Fountain of Life flow through me and reinforce this creature’s [touch target] life force such that they regenerate injury.”

Part 2 (said by target when required); “By the power of the Fountain of Life I regenerate this wound.”

Duration: Until next sunrise (unless used before then).

Range: Touch.

Spell Cards: One rank 2 corporeal given to the target.

Effects: This spell has two parts. Part 1 is said by the caster while giving one of their own

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rank 2 cards to the indicated target. The indicated target (who must be present to accept the spell) receives the benefits of the spell, which means they can use the rank 2 card to regenerate a single wound (one hit in a single location). This includes wounds that might otherwise be mortal. The regeneration process occurs over five seconds. Unconsciousness or death resulting from such a wound will not occur if the card is torn immediately the wound is received. It is quite possible for a character to be the recipient of (and therefore use) more than one Regeneration spell, but only one may be used at a time. If you have suffered two mortal wounds, by receiving a Fatal Wound for example, you can only regenerate one of them and will still be dying. This spell may not be cast by a corporealist upon themselves. The spell is valid only for the day it is given (until the next sunrise) and only works on the original recipient.

Note: This spell has no effect if the card is not torn immediately. You cannot regenerate an otherwise mortal wound after the fact as you would be unconscious, and therefore unable to use the spell!

Resist Poison

Verbal: Part 1 (said by caster); “By my power let the power of the Fountain of Life flow through my body, so this creature may resist poison.”

Part 2 (said by target when required); “By the power of the Fountain of Life I resist this poison.”

Duration: Until next sunrise (unless used before then).

Range: Touch.

Spell Cards: One rank 2 corporeal given to the target.

Effects: This spell has two parts. Part 1 is said by the caster while giving one of their own rank 2 cards to the indicated target (who must be present to accept the spell). The indicated target is able to ignore the effects of a single dose of poison for ten minutes after the rank 2 card given to them is torn, regardless of potency. After this time the effects of the poison continue as if from the point at which it was resisted. It is quite possible for a character to be the recipient of (and therefore use) more than one Resist Poison spell, but only one may be used at a time. This spell may not be cast by a corporealist upon themselves. The spell is valid only for the day it is given (until the next sunrise) and only works on the original recipient. This spell may also be used to resist beneficial potions if desired.

Spellbind

Verbal: “By my power let thy life force flow from thee such that your limbs grow weak until thou art spellbound [indicate target].”

Duration: 30 seconds.

Range: Touch.

Effects: The target of the spell is held immobile for 30 seconds and cannot move, act or

Corporeal Magic

make a noise, even if attacked (the count may be quietly vocalised).

Unbinding

Verbal: “By my power let the life force that animates thee be drawn from thy corpse. Undead creature thy life force is returned to the Fountain as I unbind thee [state rank Total and indicate target].”

Duration: Instantaneous.

Range: 30 ft.

Spell Cards: One rank 2 corporeal card, plus additional rank 1 and/or 2 cards for a higher value effect, equal to the corporeal level of the undead.

Effects: This spell may be used to destroy corporeal undead creatures of any level (dependent upon the caster’s power) as long as they are a corpse animated by life force, rather than a spirit. Thus, it is most appropriate for dealing with skeletons, zombies and the like. In order to use the spell, a rank 2 card must be used together with as many additional corporeal cards as the caster wishes, to achieve a total equivalent to the corporeal level of the undead. For example: A level 6 corporeal undead could be destroyed through the use of a rank 2 card, plus an additional two rank 1 and one rank 2 cards, achieving a total of six.

Note: If no other cards are added then the spell is cast at the base rank (which is two) and can therefore be countered using Counterspell. If the rank total has been ‘boosted’ beyond two, by an individual caster or a Wedge, then it cannot be countered with a Counterspell. If able, however, the undead may use their own cards to reduce the rank total of the attack. A group of Corporealists may also cast this spell in co-operation with each other (see: Casting as a Wedge).

Wounding

Verbal: Part 1; “By my power I charge my hand to draw the life force from thy body and return it to the Fountain.”

Part 2; “I wound thee.” (Touch target with bare hand within 15 seconds of Part 1.)

Duration: Instantaneous.

Range: Touch.

Effects: Upon successful contact with a creature the location struck is reduced instantly to zero hits and may not be healed for 30 seconds, other than by the skill or spell Regeneration. (Note: If the spell Regeneration is used, any remaining hits after its completion may be healed as normal). Where the caster’s hand touches the target, a wide, suppurating wound opens in the target’s flesh, remaining until healed.

This spell ignores physical and natural armour in its damaging effects and will affect all hits in a location, including all types of body development.

Note: Certain monsters/NPCs and some special characters may only take a limited effect from this spell as the spell’s power is not enough to reduce their location to zero.

Corporeal Magic

Corporeal Level 3 Spells

Cure All Poison

Effects: Caster's touch removes all poisons and all the effects of the poison except death, instantly.

Drain Life

Effects: This spell drains all hits from the victim by touch (ignoring all physical, natural and magic armour). The hits are transferred to the caster. Contact must be for a full two minutes, otherwise no effect if contact broken. If the contact is broken then the spell has no effect. If contact is maintained for two minutes the victim is completely dead (no two minute death count, nor will the spell Sanctuary work).

Inflict Disease

Effects: The caster chooses a disease from the known diseases list and can inflict it on the victim simply by touch. This spell ignores all physical, natural and magic armour and coverings.

Poisoning

Effects: The caster chooses a poison from the basic poisons list and can inflict it on the victim simply by touch. This spell ignores all physical, natural and magic armour and coverings.

Remove Disease

Effects: This spell instantaneously cures all diseases, including the rank 3 spell Inflict Disease.

Re-grow

Effects: This spell restores a limb or similar body part that is either missing or has been Withered. It will not work if the character is dead. The caster must touch the target.

Strength

Effects: This spell gives the recipient the ability of Strength for one minute. The caster must touch the target.

Total Heal

Effects: This spell heals all hits of the recipient instantaneously. The caster must touch the target.

Touch of Death

Effects: Removes all hits of the target instantaneously. The victim must begin their two

Corporeal Magic

minute death count. The caster must touch the target.

Withering

Effects: This spell permanently withers a limb or similar body part instantly. The affected limb will have 0 hits. The caster must touch the target.

Elemental/Mage Magic

The powers of the mage are restricted to those spells that affect objects and elemental powers. Thus, the mage has no capacity for healing or spells that affect the mind or body except in his ability to direct elemental forces for the benefit or harm of others.

As is traditional, the elemental powers that are known at this time are Earth, Air, Fire and Water (although it has been suggested that there may be other elemental forces, perhaps of lesser significance at work within the world). In general, spells that involve objects will invoke Earth, those that involve movement or change will invoke Air or Water, while those that invoke Fire will be likely to cause injury or harm. For spells that have a general effect it is often the case that all the elements are invoked together.

It is important for mages to understand that verbalisation is extremely important for the correct operation of a given spell and such verbals follow a loose pattern. Thus, as new spells are discovered or new powers are sought it should be possible to construct appropriate verbals to achieve the desired effects.

Mage Rank 1 Spells

Spell cards required - One Rank 1 Mage

Armour

Verbal: "By the power of the elements I bind the element of Earth into this person's [indicate target] raiment and grant them armour."

Duration: 30 seconds.

Range: Touch.

Effects: For the duration of the spell any physical armour worn by the recipient is 'boosted' by one point in each location. If they are wearing no physical armour, it will act as a single point of physical protection to all locations. As with all standard physical armour, this does not provide any protection against spells or arrows/bolts. Once a location has been hit the Armour spell is destroyed in that location only unless re-cast. A target may only have one Armour spell cast upon them at any time.

Note: This spell will not offer any protection against spell attacks, or attacks that mimic spell effects or those that ignore physical armour.

Identify Elemental Magic

Verbal: "I call upon the power of the elements of Earth and Air, Fire and Water to reveal to me the nature of the elemental magic within this [name object]."

Duration: Instantaneous.

Range: 1 ft.

Effects: The caster will be informed of the elemental powers that are active within a single

Elemental/Mage Magic

object, and also given an approximation of its effect. For example; If a sword that has been created with the mage spell Mend embedded into it is examined using Identify Elemental Magic, the caster will be told that it is elemental in nature and beneficial to the weapon. Close examination of the object is required before any information becomes available. This spell will require the presence of a referee. Note that this is an information spell and therefore functions on items of any size.

Magnetise

Verbal: “By the powers of the elements I draw Earth to Earth and magnetise this/ that [name object].”

Duration: 30 seconds.

Range: 30 ft.

Effects: A single metal object will be drawn immediately and instantly to the ground and remain bound there for 30 seconds. Any item freely held or unsecured may be dropped, otherwise secured items must touch the ground prior to being removed. Please note the rules within default mass particularly in relation to this spell: Note that an item made up of smaller parts, but generally treated as a single whole (eg. as a chain shirt is made of links, or an axe is made of a striking head and a shaft) is considered one item for the purpose of Default Mass. Apply common sense, or ask for a referee ruling in cases where you are uncertain.

Mend

Verbal: “By the power of the elements I drive Air from Earth and mend this/that [name broken item].”

Duration: Instantaneous.

Range: Touch.

Effects: The indicated broken item is fully repaired after 30 seconds and made usable. This spell may be used to repair breakages caused by any means, but will not repair objects that have been Disintegrated, Melted or otherwise vapourised/ annihilated (see: Rank Three Spell Effects: Disintegrate). Contrary to the default mass rule, this spell will work on a breastplate. This spell may not be used to restore deformed/melted/reshaped items to their original state. This spell will work on magical armour.

Open/Lock

Verbal: “By the power of the elements I move Earth with Air and bid that lock [indicate] to open.”

Duration: Instantaneous.

Range: 30 ft.

Effects: This spell may be used to lock/unlock a single lock of any complexity, but not if

Elemental/Mage Magic

magical in nature. Of course the unlocking process may trigger any traps that would be disarmed through the use of the correct physical key. Some magical traps may be specifically designed to counter this spell. This spell may require the presence of a referee.

Reform

Verbal: “By the power of the elements I infuse Earth with Air and Water and reform this [name object] into [name new form].”

Duration: 30 seconds.

Range: Touch.

Effects: This spell may be used to change the shape of an object to another of the same (or very similar) mass and approximate dimensions (e.g. no swords into ladders but ploughshares are OK). This spell does not change the nature of the material from which the target object is made. Thus, copper may not be changed into gold, nor steel into silver.

Repel

Verbal: “By the power of the elements I call forth Air to Repel thee [indicate target].”

Duration: Instantaneous.

Range: 30 ft.

Effects: This spell generates a burst of directed elemental power that rapidly forces a single target away from the caster in a straight line for a distance of 10 feet. This is unless it is particularly massive or anchored in some substantial or magical fashion. If the target is a creature and cannot move this full distance due to a solid object blocking their path they must act as if stunned for 10 seconds (see: Damage Calls: Stunned). It will work on all items provided they conform to the Default Mass rule.

Shatter

Verbal: “By the power of the elements I drive Air into Earth and shatter that [name and indicate object].”

Duration: Instantaneous.

Range: 30 ft.

Effects: This spell will magically shatter a single inanimate object into several pieces. It must be dropped or its protective effects ignored if not easily dropped. It may not be used until magically repaired with the mage spell Mend, or at a later date by mundane means (i.e. by re-forging). It will work on all non-magical items provided they conform to the default mass rule.

Strike Down

Verbal: “By the power of the elements let Air be my weapon and strike thee [indicate target] down.”

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Duration: 3 seconds.

Range: 30 ft.

Effects: The indicated target is struck by a mighty, non-damaging blow, is knocked off their feet and cannot rise for three seconds. The target may still parry blows aimed specifically at them.

Mage Rank 2 Spells

Spell cards required - One Rank 2 Mage

Aura of Defence

Verbal: "By my power and the power of the elements I encircle myself with the Element of Air, grant me an aura of defence."

Duration: 30 seconds.

Range: Self.

Effects: For the duration of the spell the caster cannot be affected by any normal melee or missile weapon. The caster loses all protection and the spell is broken as soon as they take any form of hostile action (simply pointing a bow has no effect nor do benevolent spells such as Lesser/Greater Healing and Purge Poison, or informative spells such as Detect Magic or Discern Nature of Undead). This may not be cast upon others. When somebody is under the effects of this spell and they are hit, they must shout "Aura of Defence" to inform their attacker as to why they are not taking damage. This call is an OOC game mechanic. Aura of Defence does not work against siege weapons.

Dispel

Verbal: "By my power and the power of the elements let Earth and Air, Fire and Water be gone. Dispel [name spell to be removed]."

Duration: Instantaneous.

Range: 30 ft.

Effects: This spell may be used to instantly remove the effects of any single named rank 1 or 2 mage spell. It works differently from Countermagic and Counterspell in that it will remove the effects of a spell already cast, as opposed to countering a spell being cast.

Flare

Verbal: "By my power and the power of the Elements let the Air burn with Fire. Flare."

Duration: 5 seconds.

Range: 30 ft.

Effects: This spell produces an instant burst of intensely bright light. It will cause three people within thirty feet, to be temporarily blinded. They must be in close order, but need not be shoulder to shoulder. The caster must select three adjacent targets and cannot 'skip' a

Elemental/Mage Magic

person in a line. This effect lasts for a slow count of five, and during this time those affected must keep their eyes shut.

Heat Metal

Verbal: "By my power and the power of the elements I infuse Earth with Fire and command that [indicate and name object] to burn. Heat Metal."

Duration: 30 minutes.

Range: 30 ft.

Effects: A single inanimate, non-magical metal object is heated to white hot, rendering it completely useless for 30 minutes until it cools down. In the case of armour or a hand-held weapon this will inflict 2 points of damage to the relevant location, ignoring both physical and natural armour (including the spell Armour). The full damaging effect of the spell occurs within ten seconds of the completion of the verbal, and may be avoided by removal of the item within that time.

Magical Armour

Verbal: "By my power and the power of the elements of Earth and Air, Fire and Water I grant thee magical armour."

Duration: 30 seconds.

Range: Touch.

Effects: For the duration of the spell the target's armour counts versus magical damage that would normally ignore the armour (and may therefore be damaged by magical means as well as by physical). This will allow the recipient's armour to protect against arrows/bolts and Through damage calls. With regard to the spell Magic Missile the 'knock-down' effect is also negated, and the damage is sustained by the target's armour. In addition the target and their physical armour (not shields/swords etc.) are immune to Rank 1 Mage spells. This spell cannot be stacked with the spell Armour or other protection magics, nor will it affect Natural Armour. The target must be wearing some physical armour which must be touched by the caster. It will not count against the damaging spells Wounding, Touch of Death, Spirit Bolt, Spirit Storm, Thunderbolt, or the damage calls Corporeal/Spirit Through, Artefact, Fatal or Crush.

Magic Missile

Verbal: "By my power and the power of the elements I infuse Air with Fire to strike thee [indicate target] with a magic missile."

Duration: Instantaneous.

Range: 30 ft.

Effects: The indicated target takes one hit to each location (six hits in total) and is knocked off their feet. This spell ignores all physical and natural armour. A creature struck with this

Elemental/Mage Magic

spell appears burned all over until healed.

Magic Weapon

Verbal: “By my power and the power of the elements I infuse this [indicate and name target] with Earth and Air, Fire and Water such that it may become a magical weapon.”

Duration: 30 seconds.

Range: Touch.

Effects: A single weapon is rendered ‘Magical’ for the purpose of the type of damage it may inflict (see: Damage Calls: Magic). For the duration of the spell it is also unaffected by spells such as Shatter, Heat Metal, Reform, Magnetise and the like. The mage spell Dispel will stop the effect instantly.

Telekinesis

Verbal: “By my power and the power of the elements I call forth Air to grasp and move that [indicate and name object] to [indicate location within range of spell].”

Duration: (up to) 15 seconds.

Range: 30 ft.

Effects: This may be used to move an inanimate object from a starting location to another single, named location within thirty feet of the caster, at time of casting. Each use of the spell will cause one object to move to one location (often the caster). The power provided by this spell is insufficient to break a firm grasp or to move objects that are firmly anchored. Telekinetically moved objects travel at a rate of two feet per second, and may not be used to cause damage resulting from their mass or speed.

Transmute

Verbal: “By my power and the power of the elements I blend Air with Fire for change and Earth with Water for creation. Let this [name object] of [name material of which it is made] undergo transmutation and become a [repeat name of object] of [name material into which it is to be transformed].”

Duration: 30 seconds.

Range: Touch.

Effects: This spell allows the caster to temporarily transform the material from which a given object is made into something different. Neither the target nor the result may be living nor does this affect magical items of any sort. Furthermore, materials that owe their particular characteristics to a manufacturing process rather than their intrinsic nature are neither affected by, nor can be created by using this spell. For example: Cold Iron’s abilities are a result of the metal and the forging process. On the other hand Silver’s attributes are only from its material properties. In addition, Transmute may only affect limited change. Thus, a metal cup could only be changed into a different type of metal, not wood or

Elemental/Mage Magic

anything more extreme. Any attempt to change a sword into a bunch of flowers or similar will be viewed with the contempt it deserves. The object to be transformed must be touched.

Mage Rank 3 Spells

Disintegrate

Effects: This spell will destroy any single item utterly beyond repair. This includes magic items, but not Artefacts.

Earth Shock

Effects: This spell causes a mass Strike Down, as per the Rank 1 spell, to all within a 30 ft radius of its target.

Elemental Storm

Effects: This spell has the same effect as a Magic Missile to all within a 10 ft radius of its target.

Melt

Effects: This spell heats an armoured location or any metal weapon to molten in five seconds, location hits will go to zero unless the item is removed within those five seconds. The melted item is destroyed beyond repair. Magic items are immune to this spell.

Repel All

Effects: This spell generates a burst of directed elemental power which rapidly forces every creature within a 30 ft radius away from the caster for a distance of 10 feet. If the target cannot move this full distance due to a solid object blocking their path they must act as if stunned for 10 seconds (see: Damage Calls: Stunned). It will work on all items provided they conform to the Default Mass rule.

Sword of Power

Effects: A single weapon of any size is rendered 'Magical' for the purpose of the type of damage it may inflict. For the duration of the spell it is also unaffected by spells such as Shatter, Heat Metal, Reform, Magnetise, Disintegrate, Melt and the like. The wielder does not need to be the caster and also does not need the one-handed weapon skill to use this weapon. When used the call is Magic Through!

Invisibility

Effects: This spell renders the target invisible for one minute. This spell is broken by any hostile action by the invisible person, e.g. weapon blow, spell casting.

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Teleport

Effects: This spell will instantaneously transport the caster or a person along a line of sight or to a nominated location well known to the caster. If the caster wishes more than one person to be teleported then they need to expend one rank 3 spell per person teleported.

Thunderbolt

Effects: A mighty elemental force strikes the target for two hits to each location, this ignores all physical, natural and magical armour and all Rank 1 and 2 spells.

Shaman/Spirit Magic

Shamanism deals exclusively with the powers of the spirit, mind and soul. In this case 'spirit' can mean a number of different things, of which the most common is that found in all sentient living creatures (which in many cultures equates with the soul), and the spirit as an entity that can exist both with and without a physical shell, whether as a ghost or a spiritual undead.

The shaman's power is derived from the spirit world, either through the powers of frequently summoned and familiar ancestors or through the use of the spirit world as a direct source of power and spiritual influence.

Thus shamans have little power over physical things, and can really only affect or manipulate living creatures through direct interaction or dominance of their spirits.

Shaman Level 1 Spells

Spell cards required - One Rank 1 Shaman

Befriend

Verbal: "By the power of the spirits thou [indicate target] shalt befriend me."

Duration: 1 minute.

Range: 30 ft.

Effects: The target will treat the caster as their best friend and must act accordingly for a period of one minute. Although the spell will not be broken by hostile action against the target by persons other than the caster the target will become progressively hostile if the caster does not aid them against their 'common' enemy. However, if the caster takes any form of hostile action, seen or unseen against the target the spell is instantly broken and the target will regard the caster with unalloyed hatred (even if they did not do so initially). Please remember, although the target has gained a new friend, it does not mean that they forget about their old ones! This spell does not work on undead.

Command

Verbal: "By the power of the spirits I bid thee [indicate target and name action required]."

Duration: 30 seconds.

Range: 30 ft.

Effects: This spell enables the caster to issue a single word command to another intelligent being. The command must be heard by the target, who must then obey it to the best of their ability as long as it is absolutely clear and understood by the target. A command must be an action; for example the command 'die' or 'sleep' will have no effect. Typical commands are 'halt,' 'run,' 'stop,' 'dance,' 'kneel'. Remember that the target can still defend themselves, yell, shout and also attack if possible. In addition, any physical blow or magical attack, from

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any source during the duration of the spell breaks it instantly. This spell does not work on undead.

Confusion

Verbal: “By the power of the spirits I plunge thy [indicate target] mind and spirit into confusion.”

Duration: 30 seconds.

Range: 30 ft.

Effects: The target of this spell becomes instantaneously disorientated and confused to the degree that they are unable to act in any coherent fashion for the spell duration. However, they may defend themselves if attacked. This spell does not work on undead.

Detect Spirits

Verbal: “I call upon the power of the spirits, grant me your aid and let me detect spirits.”

Duration: 30 seconds.

Range: 30 ft.

Effect: All free spirits, spiritual undead and spiritual demons within range of the spell, for its duration, must reveal themselves to the caster. This spell will reveal whether the spirit is a free spirit, spiritual undead or spiritual demon; other than this, the spell will reveal nothing about a given spirit’s nature or powers. Normal living creatures will not be affected by this spell. This will not work on spirits possessing bodies.

Distract

Verbal: “By the power of the spirits I befuddle thy [indicate target] mind and distract thee.”

Duration: 30 seconds.

Range: 30 ft.

Effects: This spell may be used to divert another person’s attention so that the caster is not noticed, even if in full view of the target. However, the effect of the spell will be negated if the caster approaches to within 10 ft of the target or if the caster takes any hostile action against the target which causes physical damage (though not to their friends or allies). For example: aiming a bow at the target will not break the spell. If hostile action is taken, the target instantly becomes aware of the caster, even if they are behind them or otherwise concealed. This spell does not work on undead.

Enthral

Verbal: “By the power of the spirits I take hold of thy [indicate target] mind and enthrall thee.”

Duration: Until caster stops speaking (see: Effects)

Range: 30 ft.

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Effects: The caster must continue to speak once the spell is started and the target will listen enthralled to what the caster is saying - **meaningful sentences must be spoken**. The victim will do nothing else but listen. If the caster moves away (still speaking) the victim will follow, but not into a situation obviously more dangerous than that being left. For example: The victim could not be led into a battle or into the midst of their enemies, but they could be led out of such situations. However, they could be led into an ambush if the danger was not obvious. The spell lasts until the caster stops speaking for longer than it takes to draw breath (about two seconds maximum), or if either the caster or the victim is attacked in any way that results in physical damage. This spell does not work on undead.

Fear

Verbal: "By the power of the spirits I command thee [indicate target] to cower and fear me."

Duration: 30 seconds.

Range: 30 ft.

Effects: The indicated person becomes afraid of the caster and runs away as fast as they can for thirty seconds. If the target cannot run away they must cower helplessly and can do nothing else, save defend themselves. An individual will not attack under any circumstances when affected by this spell. This spell does not work on undead.

Forget

Verbal: "By the power of the spirits I bid thee forget all that you know about [describe in 8 words or less]."

Duration: Until next sunrise.

Range: 30 ft.

Effects: This spell causes the target to temporarily forget about a specific incident or occurrence which cannot have taken place over a total period of greater than five minutes (e.g. a brief conversation or witnessing a murder), not more than 24 hours prior to the spell being cast. The event must be described clearly within eight words as part of the spell verbal, without faltering or obvious pause. The target will forget about the defined event until the next sunrise and during this period no amount of memory jogging will remind them of it. This spell does not work on undead.

Spirit Guardian

Verbal: "By the power of the spirits I call forth a guardian to watch and protect me/thee [indicate and touch target] from those who wish me/thee harm."

Duration: 1 Minute.

Range: 30 ft

Effects: This provides the target with a spirit guardian that will warn of the approach (within 30 ft) of those with hostile intent towards the target (not necessarily the caster). Players

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must announce “Spirit Guardian” to any they suspect of bearing them ill will, allowing the potential perpetrator to react properly. Note: The spirit guardian looks out of the eyes of the target, so it cannot be used to reveal the intentions of unseen foes.

Spirit Sight

Verbal: “By the power of the spirits I part the veil and gaze upon thee [indicate target] with spirit sight.”

Duration: Instantaneous.

Range: 30 ft.

Effects: The caster gains the ability to view one other living creature’s spirit. This may give information about the spiritual health or otherwise of the target or whether more than one spirit inhabits the target’s body. In addition, it will allow the identification of unusual spirits, such as those that are especially powerful or which have particular characteristics. The caster cannot assess their own spirit with this spell. This spell does not work on undead.

Shaman Level 2 Spells

Spell cards required - One Rank 2 Shaman

Discern Spirit’s Nature

Verbal: “By the spirits at my command, spirit I demand you reveal the nature of your powers [indicate target].”

Duration: Instantaneous.

Range: 30 ft.

Effects: A single free spirit or spiritual undead must clearly state its spiritual level and any spirit-based special abilities that it possesses (such as Enthral, Sleep, Confusion, etc.). Numeric limitations of abilities or indeed their exact effect will not be revealed. If the target does not have any spiritual level this spell will have no effect. If able to, spirits can negate this with Counterspell. Note that Discern Spirit’s Nature may have some effect on spiritual demons, but is unlikely to have the same effect on them as it does on free spirits and spiritual undead.

Dissolution

Verbal: “By the spirits at my command let the spirit that burns within thee be driven from thy form. Undead creature, I break the bond between this world and thy soul so be gone [state rank total and indicate target].”

Duration: Instantaneous.

Range: 30 ft.

Spell Cards: One level 2 shaman card, plus additional cards for a higher Rank effect equal to the level of the undead.

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Effects: This spell may be used to destroy spiritual undead creatures of any level. In order to use the spell, a level 2 card must be used together with as many additional shaman cards as the caster wishes, to achieve a total equivalent to the spiritual level of the undead. For example: A level 6 spiritual undead could be destroyed through the use of a level 2 card, plus an additional two level 1 and one level 2 cards, achieving a total of six. Note that Dissolution may have some effect on free spirits and spiritual demons, but is unlikely have the same effect on them as it does on spiritual undead. Note: If no other cards are added then the spell is cast at the base rank, which is two, and can therefore be countered using Counterspell. If the rank total has been 'boosted' beyond two, by an individual caster or a wedge, then it cannot be countered with a Counterspell. If able, however, the undead may use their own cards to reduce the rank total of the attack. A group of shaman may also cast this spell in co-operation with each other (see: Casting as a Wedge).

Iron Will

Verbal: Part 1 (said by caster); "By the spirits at my command I imbue thee [name of target] with a will of iron."

Part 2 (said by target when required); "Spirits aid me to harden my will and defy that [named spell]."

Duration: Until sunrise (unless used before then).

Range: Touch.

Spell Cards: One rank 2 shaman given to the target.

Effects: This spell has two parts. Part 1 is said by the caster while giving one of their own rank 2 cards to the indicated target. The indicated target receives the benefits of the spell, which means they can use the rank 2 card to counter any rank 1 or 2 mind-affecting shaman spell (e.g., Command or Possession, but not Spirit Sight or Spirit Bolt) cast against them, or any ability that mimics these spells, such as a vampire's mesmeric power (Enthral) or a demon's possession ability (Possession). It is quite possible for a character to be the recipient of (and therefore use) more than one Iron Will, but only one may be used at a time. For example: If the target were to be the victim of two simultaneous command spells, they could only counter one of them. This spell may not be cast by the shaman upon themselves.

Possession

Verbal: "By the spirits at my command I shackle thy spirit with chains of power, you [indicate target] are under my possession."

Duration: 1 minute.

Range: 30 ft.

Effects: This spell allows the caster to take control of a living humanoid creature's body for the duration (this spell will not work on undead). The target creature must have a spirit and a physical body. This spell will not function on any creature already under possession,

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whether by spell or ability. For the duration of the spell, the caster can make the possessed perform any physical task (including speech) that is not clearly going to be immediately dangerous to the possessed. Commands of this type (e.g. walking over a cliff) will break the spell immediately and cause the caster to be stunned for thirty seconds. The caster gains use of the subject's combat skills, but not their common, lore, magician or veteran skills, or access to any of the subject's thoughts or memories. When actively commanding the target to perform tasks, the caster can do nothing except move at normal walking speed, parry and issue instructions to the possessed target (these may be done covertly using the spiritual link that the spell creates, but a referee must be present) and must stay within 30 feet of the target. This spell may be dropped by the caster at will. Due to the close spiritual link between the caster and the possessed, the caster takes 1 point of Spirit Through damage to the equivalent location for every point of damage sustained by the subject – including both body and armour hits – while the spell is in effect. This damage is taken immediately after the subject is harmed.

Resist Fear

Verbal: Part 1 (said by caster); “By the spirits at my command I fortify thy [indicate target] mind such that thou shall have the power to defeat any fear.”

Part 2 (said by target when required); “Spirits aid me to be fearless.”

Duration: Until sunrise (unless used before then).

Range: Touch.

Spell Cards: One rank 2 shaman given to the target.

Effects: This spell has two parts. Part 1 is said by the caster while giving one of their own rank 2 spell cards to the indicated target. The indicated target receives the benefit of the spell, which means they can use the rank 2 card to counter any single Fear spell or Terror effect. This spell may not be performed at range under any circumstances and may not be cast by the shaman upon himself (see: Shaman Spells: Fear).

Sleep

Verbal: “By the spirits at my command I take hold of thy [indicate target] mind and put thee into a deep sleep.”

Duration: 30 seconds.

Range: 30 ft.

Effects: The indicated person instantly falls into a deep sleep on the spot (there is no chance to cry out) and remains in this state for 30 seconds unless the spell is countered (using Counterspell) or the victim is awakened by shaking (it takes ten seconds of shaking to fully awaken a victim of this spell). Note: If the target is allowed to awaken naturally they will assume that they have ‘just nodded off’ for a second or two, unless circumstances make this clearly ludicrous (e.g. on the middle of a battlefield). A character receiving a blow that

Shaman/Spirit Magic

inflicts damage that is not absorbed by their armour will wake them. They will of course be wounded in that location. This spell will not work on undead.

Speak With Dead

Verbal: “By the spirits at my command, spirit of this dead creature [indicate corpse] I conjure thee and bind thee with power such that thou shalt grant me three truths.” (Ask questions.)

Duration: 1 minute.

Range: Touch.

Effects: This spell forces the spirit of a dead body (that must be present) to return to the material world and give an honest single sentence answer to three single sentence questions. Of course the spirit is only required to tell the truth as it knows it and thus may in fact provide completely incorrect information that it believes to be true. All three questions must be asked within the duration of the spell. This spell may only be cast once upon an individual corpse. This will not work on undead creatures.

Spirit Bolt

Verbal: “By the spirits at my command I call forth power and strike thee [indicate target] with a mighty blow to thy spirit. Spirit bolt.”

Duration: Instantaneous.

Range: 30 ft.

Effects: The indicated target takes one hit to each location (six hits in total) and is knocked off their feet. This spell ignores all physical and natural armour and the spell Magical Armour. The ‘knock-down’ effect only is negated if the target is defended by Spirit Shield at the time of the attack (not afterwards). A creature struck with this spell appears pale and clammy all over until healed.

Spirit Shield

Verbal: “By the spirits at my command I fortify my soul and bind myself about with wards of power, grant me a spirit shield.”

Duration: 30 seconds.

Range: Self.

Effects: This provides the caster immunity against all rank 1 shaman spells or abilities that mimic such spells for the duration of the spell. The spell will also block the first rank 2 shaman spell cast at the caster, at which point the spell automatically ends. Note that the “shield” provides no physical protection and no protection against spells of a non-spiritual nature. This spell may not be cast upon anyone other than the caster.

Shaman/Spirit Magic

Shaman Level 3 Spells

Banishment

Effects: As per the spell Dissolution, but cast at 'plus ten' to the Rank Total. Additionally, the spell can instantaneously blow a possessing spirit out of a victim. The banished spirit cannot then possess another target for one day, and in any case the spirit will be driven back to it's plane of origin, and unable to leave that plane for a period of time.

Curse

Effects: This spell will curse the victim to a fate of the casters will.

Enslavement

Effects: This spell is similar to Possession but the caster has access to all the victim's skills (but not memories). It can be used to kill the possessed or force them to attack/kill others.

Insanity

Effects: This spell turns someone mad and makes them unable to carry out any rational action. The victim will be advised of the 'flavour' of their own insanity.

Spirit Wrack

Effects: The target's Spirit is attacked, forcing the victim to writhe in agony on the floor for one minute. The target is unable to defend themselves except to parry with a weapon.

Spirit Storm

Effects: This spell has the same effect as a Spirit Bolt to all within a 10 ft radius of its target.

Spirit Walk

Effects: Allows the caster to move instantly to the Pole of Spirit, where they may remain safely and interact with the beings and environments there for one minute. At any time during that minute, the caster may leave the Pole again, travelling to any known location on any plane with which they are familiar, and which is linked to spirit. If they allow the minute to elapse without leaving, they become trapped on the Pole. As with Teleport, the caster may bring others on the journey, by casting additional spells.

True Sight

Effects: Allows a user to see all spirits, be they free, natural or possessing an individual. The caster only sees the spirit, they do not access anything else (e.g. a spirit's/ person's intentions). This spells also detects multiple Spirits present within a person/object. The caster may also focus on one Spirit in particular and discern that Spirit's true spiritual nature and power etc. There are ways of masking a Spirit, but they are not well understood.

Spell Lists

Fundamental Spells

Rank 1	Rank 2	Rank 3
Countermagic	Counter Spell	Analysis
Detect Magic		Extension
		Nullify
		Reflective Shield
		Warding

Corporeal Spells

Rank 1	Rank 2	Rank 3
Cleanse Wound	Blinding	Cure All Poison
Diagnosis	Cure Blindness	Drain Life
Discern Nature of Poison	Cure Disease	Inflict Disease
Enhancement	Cure Paralysis	Poisoning
Fumble	Discern Nature of Undead	Remove Disease
Lesser Healing	Greater Healing	Re-grow
Mute	Purge Poison	Strength
Restore Speech	Regeneration	Total Heal
Retribution	Resist Poison	Touch of Death
Sanctuary	Spellbind	Withering
	Unbinding	
	Wounding	

Mage/Elemental Spells

Rank 1	Rank 2	Rank 3
Armour	Aura of Defence	Disintegrate
Identify Elemental Magic	Dispel	Earth Shock
Magnetise	Flare	Elemental Storm
Mend	Heat Metal	Melt
Open	Magical Armour	Repel All

Spell Lists

Mage/Elemental Spells continued

Rank 1	Rank 2	Rank 3
Reform	Magic Missile	Sword of Power
Repel	Magic Weapon	Invisibility
Shatter	Telekinesis	Teleport
Strike Down	Transmute	Thunderbolt

Shaman/Spirit Spells

Rank 1	Rank 2	Rank 3
Befriend	Discern Spirit's Nature	Banishment
Command	Dissolution	Curse
Confusion	Iron Will	Enslavement
Detect Spirits	Possession	Insanity
Distract	Resist Fear	Spirit Wrack
Enthral	Sleep	Spirit Storm
Fear	Speak With Dead	Spirit Walk
Forget	Spirit Bolt	True Sight
Spirit Guardian	Spirit Shield	
Spirit Sight		

Western Continent Spells

The Western cultures did not develop the following spells: Retribution, Resist Poison and Regeneration (Corporeal); Open and Transmute (Mage); Befriend, Distract and Spirit Shield (Shaman), instead they developed different spells, these must be learned IC to be used by PCs.

Rank 1	Rank 2
Recovery (Corporeal)	Iron Skin (Corporeal)
Cleanse Object (Mage)	Resist Disease (Corporeal)
Give Name (Shaman)	Discern Material (Mage)
Object Reading (Shaman)	Succour (Shaman)

Rituals

What are Rituals?

Rituals are ceremonies of varying complexity undertaken by a ritual group within a specially sanctified area known as a Ritual Circle, generally as a means of generating magical or supernatural effects that may not be achieved through 'standard' magics or other means. Most rituals usually last between 10 and 15 minutes and most ritual groups consist of a ritualist (who leads and guides the ceremony) and contributors who actively participate in the ceremonial process.

Effects may range from the renewal of an existing item to the creation of powerful and complex magical item of long duration. While the former could be considered fairly easy, the latter is likely to be extremely difficult. All rituals should be regarded as extraordinary events that require both considerable preparation and planning in order to have a reasonable chance of success.

What can be Achieved Through Ritual Magic?

The short answer is; "Almost anything" – but this is clearly an over simplification.

The purposes to which ritual magic may be put are almost infinite, but include activities such as:

- Divining information about aspects of game plot
- Determining the weaknesses of a particular enemy
- Creation of a short duration magic item or effect
- Making a long duration magic item or effect
- Granting a character special abilities or skills not gained through character generation or veteran picks

Ritual magic can be hazardous, it is therefore important that those preparing to undertake a ritual are aware of the risks. The 'unusual' nature of rituals and their dependence upon the benevolence of capricious higher powers means that their success is not a foregone conclusion. Environmental, chronological and religious factors can also alter the power and personality of a ritual circle, so the nature of a ritual circle can change during the course of an event.

Ritual Skills

There are two skills that fall under the overall heading of ritual magic; the skill Ritual Magic itself and Contribute to Ritual (see: Basic Skills: Magicians' Skills).

Ritual Magic

This allows a character to perform magical rituals. The character must have Magery,

Rituals

Shamanism or Corporealism at level 1 or 2 before they can buy Ritual Magic. Any number of remaining character creation points may be used to buy this skill. Ritual Magic may not be used to contribute to rituals. Points of Ritual Magic always count at full effect. A character may not use Ritual Magic and Contribute to Ritual at the same time.

Contribute to Ritual

This allows a player to assist a ritualist for the purpose of completing or increasing the chance of success of a ritual. One or more points can be bought using character points (on a point-for-point basis) and then used as part of the 'point total' for any ritual. The contributing character then becomes part of the ritualist's ritual group (and must participate in the ritual within the ritual circle) for the duration of the ritual. To contribute to a ritual a character must also have a minimum of level 1 or 2 in any of the three spheres of magic.

At no point may the total points of Contribute in a ritual group exceed twice the points of Ritual Magic possessed by the ritualist leading the ritual, e.g. a ritualist with 14 points of Ritual Magic may have a group of contributors with a Contribute to Ritual point total of 28, all excess points will be discounted.

Ritual Groups

The composition of a ritual group is vital to its chances of success or failure. The strength of the ritualist (in ritual magic) and the amount of power contributed by the ritual group define how easy it is to control and focus the power of a ritual circle and as a ritual group accumulates more points the relative contribution of each additional point becomes proportionately less.

It is important that participants in a ritual team are selected on the basis of personalities and skills that allow them to work together. No-one in a ritual group, not even the ritualist, should act as an isolated individual, performance of a good Ritual is about co-operation, choreography and co-ordination.

Ritual Circles

Ritual circles are areas of latent power that may be tapped and enhanced using the appropriate ceremony; they are often marked by stone circles or naturally occurring 'amphitheatres'.

The potential power of a ritual circle varies considerably from circle to circle, they can be roughly categorised as being of low, medium or high power (lesser, mundane or greater circles), the frequency of occurrence decreases radically as the power increases; i.e. there are quite a few lesser circles, it is possible to periodically encounter mundane circles and greater

Rituals

circles are very rare. The whereabouts of greater circles are usually well known and they are frequently marked as areas of magical power with henges, standing stones and the like.

A ritual circle is really only a conduit that allows access to supernatural forces and higher powers. The art of enacting a good ritual is to control and manipulate such power, with ritual points really acting to focus the power that flows through it. The more powerful the circle, the more powerful the effects that may be achieved or the easier it is to succeed in a ritual.

The degree of ritual magic that may be worked within a circle is roughly related to its power, with greater input of outside power (i.e. ritual points) being required to achieve much with lesser and mundane Circles. In general only attempt very hard rituals in greater circles and attempt nothing other than divinations/minor blessings etc. in lesser circles.

Outside the circumstances of a ritual specifically designated for the purpose it is not possible to use ritual circles to teleport, either between circles or from a circle to another geographic location. Undoubtedly such an effect could be achieved with the correct ritual, but to do this the circle would have to be activated by a ritualist and under their supervision.

Ritual circles are potentially dangerous places for the uninitiated. They may be regarded as points of conjunction between the planes, where the boundaries that separate such planes from each other become a great deal weaker, making it a great deal easier for creatures native to these planes to be summoned or break through, particularly if they possess significant power.

How Rituals are Assessed and Marked

The role of the Watchers

Watchers are NPCs, part of whose purpose is to bear witness to activity in the circle. They ensure that proper reverence and taxes are paid by users of the circle, and may give advice to ritual groups if asked.

Difficulty of the Ritual

Each ritual is assigned a points target according to its difficulty rating and this must be equalled or exceeded in order for a ritual to succeed. The score that a ritual group achieves is based upon the number of points that they bring into the ritual circle, modified by a number of factors:

- Ritual Circle power
- Quality of Ritual
- Degree of Sacrifice

Rituals

Of these the most important is the quality of the ritual, but the others can greatly affect the chances of success or failure and, indeed, the degree to which this happens.

When considering the difficulty of a ritual the key to maximising the chance of success is to be realistic. The greater the result, the greater the difficulty and the lower the chance of success. In essence, the more difference a ritual effect makes to the game, the harder it will be to achieve. The difficulty of a ritual is not just a measure of whether it succeeds or not; it also determines the risk of failure. The price of failure is high, sometimes catastrophic, in the worst cases involving the death of not only the ritual group, but members of a faction, friends and allies.

A ritual group may have a short audience with a ritual watcher who will provide advice about a ritual's difficulty and how that difficulty could be reduced.

Quality of the Ritual

There are a number of criteria by which a ritual may be judged:

- Role-playing, the way the participants demonstrate their individual character's decisions and reactions.
- Structure and form, the quality and clarity of the relationship between what the ritual group is asking for, and the structure and form of the ritual. For example, calling upon elemental powers to control or bind undead is not thematic, whereas using the powers of the spirit world or corporeal magic is far more appropriate.
- Cohesion, how successfully the ritual group works together and how well the different parts of the ritual link and interact.
- Costume/props, both props and costume are important. It is a good idea to watch an experienced group to get an idea of the sort of props that might be used. These do not need to be expensive, being thematic and appropriate is more important.

An above average ritual result will not be obtained by doing something so easy that a group are taking no risk. For a good or excellent result, all of the categories need to be good, one very bad category can affect the whole result.

Degree of Sacrifice

Sacrifice is often an integral part of the negotiation between the ritualist and the higher powers required for the successful completion of a ritual. While not always necessary in lesser rituals, appropriate sacrifice may be used to assist in more difficult rituals or to help compensate for lack of ritual points or a lower than desirable level of ritual circle power. The sacrifice must be of something that really matters to the ritualist, therefore captured enemies or weapons or artefacts that have little importance to the ritual group are not

Rituals

effective for this purpose, while snapping a magical sword or sacrificing a day's magical power may be more appropriate. The extent to which a sacrifice matters to a ritualist is reflected in the likely benefits to be gained.

Possible outcomes of Rituals

There are different levels of success or failure in the ritual circle, upon which the final result is dependent. Results range from exceptional to catastrophic, from bonus effects, over and above what is expected to injury or even death for characters or factions associated with the ritual.

Booking and paying for Rituals

Pre-event: by email to the CP office (info@curiouspastimes.co.uk)

At the event: using the printed version of the document, submitted directly to a watcher.

It is to players' advantage that they book their rituals prior to attending an event, not least in order to qualify for the significant cost reductions listed below, pre-booking also allows the CP ritual team to prepare for rituals.

IC Prices for ritual bookings

	Pre-booked	Booked at event
Lesser circle	2 gold	8 gold
Mundane circle	4 gold	12 gold
Greater circle	8 gold	16 gold

The IC payment for a ritual may only be made immediately prior to the ritual itself. Players cannot pay for a ritual at any other time.

At events there will sometimes be last minute rituals available but this should not be relied upon since ritual slots fill up quickly. Such rituals should be both discussed and booked with a watcher.

Ritual Results

Players will be told the result of their ritual as soon as it is finished. If new cards for an item are required, these will be available at GOD, normally the same day, or in the case of late rituals, the following day.

Rituals

Special Effects

At some events (usually Renewal) there may be special effects available such as lights, smoke and sound effects. In order to request customised sound and/or lighting effects a member of a ritual group must arrange to meet the ritual circle FX team at least 2 hours before a ritual is due to take place with clear ideas and instructions regarding the effects required. If this is not done, only the most basic effects may be available and these will be implemented entirely at the discretion of the FX team.

How to Undertake a Successful Ritual

General

- Be realistic in your intentions
- If you do want to achieve something significant consider splitting it into two or more rituals.
- Always seek and take advice from a watcher if in any doubt.
- Be aware of factors such as ritual quality, ritual circle power, points of ritual magic and degree of sacrifice.

Ritual Circles

- Find out the power of the ritual circle before planning a Ritual for an event.
- Lower powered ritual circles may only be useful for low powered rituals, pick a ritual circle of sufficient (or greater) power for your ritual.
- Discover if the circle has any quirks.
- Discover if anything, e.g. time or environment is affecting the circle.

Ritual Groups

- Make sure that you have enough points in the group – 30 to 40 as a total of ritual magic and contribute to ritual is a good number to aim for.
- Conversely, don't go wild on points, the relationship between the number of points in the group and the number of points that count is not linear.

Ritual Quality

- Rehearse, ensure that everyone knows what they are doing.
- Ensure that your Ritual Group works as a team, not a group of individuals.
- Unless you are really confident of the cohesion of your ritual group, do not try and involve large numbers (greater than 8).
- Consider the costume worn by all members of the group
- Don't be boring or formulaic, themes can be really effective but don't do the same thing every time, what works once may not be effective another time.

Sacrifice

- Sacrifice may help improve chances of ritual success quite significantly, depending upon the importance of the sacrifice to the ritualist.

Invocation

It is possible for a magic user in any of the three spheres of magic to capture the power of one of their spells in a specially prepared item using the Invocation skill (see: Character Generation: Magicians Skills). There are many ways of doing so; the most common are described below.

Trinkets

The simplest to produce invocation items are short-lived charms called Trinkets. Trinkets are very limited in the magic they can capture, but are quick to make and require only one component each.

A trinket itself is a small carved wooden shape, polished stone or other simple object created by a crafter; even a novice crafter can make several in a single day. Once made, a trinket remains suitable for charging indefinitely.

Charging a Trinket

To charge a trinket, a magician requires the skill Invocation, and must cast the desired spell into an item twice. Only the following spells may be cast into trinkets:

- Lesser Healing (see: Corporeal Spells)
- Mend (see: Mage Spells)
- Spirit Sight (see: Shaman Spells)

Once charged, a trinket may be used by any PC to cast the spell charged into it once, at any point before sunrise the following day, the skill Invocation is not needed to discharge a trinket.

Trinkets may be used while wearing armour of any weight. Discharging a trinket destroys the item; a trinket may not be 're-used.'

At sunrise the day following it's charging, if the trinket has not been used, it is destroyed as though it had been discharged.

Scrolls

More powerful and versatile than trinkets are spells recorded on special paper called scrolls. Writing a scroll requires both suitable paper and specially-brewed ink.

The Paper

The crafting of paper suitable for storing the essence of a spell is a difficult and expensive one. Some of the art is known to most skilled artisans, but papers suitable to store higher

Invocation

powers are known only to a few. For a level 1 spell to be stored an artisan crafter must create a scroll paper (from high grade cloth) or vellum (from high grade leather).

For higher level or non-standard spells to be placed in scrolls specialist paper or similar must be used, this could be gained through a crafter embarking upon a research project to determine how specialist paper could be made. Some crafters may already have this knowledge.

The Ink

This ink is specially brewed by alchemists and has the required form for writing scrolls. There are different types of ink for writing different types of scrolls. A scroll writer must either purchase this ink or find a friendly alchemist!

Writing a Scroll

In order to write a scroll, a magic user will need:

- the correct paper and ink
- the skill Invocation
- the skill to cast the spell intended.

Having the correct paper and ink the magic user inscribes certain mystic symbols and words upon the scroll that relate to the spell. Then within 3 minutes they cast the spell the wish the scroll to have into the scroll.

Scrolls can be triggered either with or without Invocation:

- If a scroll is to be triggered with the use of the skill Invocation then the spell needs to be cast 3 times into the scroll when it is made.
- If the scroll is to be triggered without the use of the skill Invocation then the spell needs to be cast 6 times into the scroll.

Writing and empowering scrolls can be a collaborative activity. Multiple magic users may cast a spell into a scroll but each magic user must have Invocation.

Other Invocation Items

Wands, staves, rings, even tattoos; the scope for invocation is virtually limitless. More complex and powerful invocation items will require research, but the general principles are the same: the key to unlocking this versatile skill is in the crafting.

Conjunctional Magic

Demonology, Necromancy, and Thaumaturgy

Complex, intricate and dangerous, the “conjunctional magics” – Demonology, Necromancy and Thaumaturgy – are not for the ill-disciplined or faint of heart. But for those who have the insight and determination to learn, great power awaits. These are far from exclusively evil pursuits: the Academy of Natural Philosophies is home to several “Banishers” and “Vanquishers,” who pursue the arduous training in order to combat the blasphemous creatures of the supernatural planes.

Demonology is the science of summoning, binding, bargaining with and destroying the denizens of the demon plane. Practitioners initially specialise in dealing with either the relatively simple-minded elementals or with the more dangerous and sinister demons/devils. Demonology draws on Shaman and Mage energies.

Necromancy concerns itself with the many and varied types of undead. Practitioners of the noble path of destruction learn the undead’s weaknesses and how to best combat them, while the followers of the darker creation path learn to summon and control them. Necromancy is powered by Corporeal and Shaman energies.

Thaumaturgy is the craft of fashioning unliving things and imbuing them with animation/faction. Most spectacular of all are manlike golems, but most thaumaturges create simpler constructs such as magical swords or self-repairing armour. Thaumaturges utilise Corporeal and Mage energies.

Becoming a Conjunctional Magician

The first step to becoming a demonologist, necromancer or thaumaturge is meeting the skill requirements. This requires learning both associated spell-casting skills at Rank 2. This is not possible for PCs using mundane means either at character creation or through veteran skills. A magician will have to enter the ritual circle, find or fashion powerful items, embark on quests or magical challenges or make pacts with dangerous entities to attain the power required.

The second step is guidance from a tutor, an experienced conjunctional magician. The Academy provides tuition, but many choose to look elsewhere, because they may not wish others to know if they delve into the darker sides of their studies. Development of these skills will require a character to acquire tools to facilitate the use of the magics.

The Skills

There are five conjunctional magic skills, and few magicians can hope to study more than

Conjunctional Magic

one of them. **Elemental Demonology** (or Elementalism) is the summoning and binding of elementals, while **Spiritual Demonology** entails combating – or bargaining with – cannier and more dangerous demons.

Creation Necromancy is the dark discipline of summoning and empowering the undead, while **Destruction Necromancy** is the benign study of combating them. **Thaumaturgy** is but one discipline, although each thaumaturge generally follows a very different route.

Demonologist, Necromancer and Thaumaturge Register

As with alchemy and crafting, all conjunctional magicians are entered into a register upon starting their tuition. Each magician's individual entry tracks the abilities they have acquired, and records progress as they research new abilities or strive to improve their current skills. Any research not recorded in the register can be of no benefit to the magician!

Research

As with alchemy and crafting, the conjunctional magics require research. Initiate magicians have no abilities beyond their spell-casting but as they peers into the workings of the universe, they will learn new powers and master new skills.

Each ability and every improvement to each ability is a separate research project and every magician may choose their own path, developing the techniques that most interest them and allow them to achieve their goals.

In place of WU, conjunctional magic requires the expenditure of spells; a magician may choose to pour all of their spell-casting abilities into their research every day, progressing very quickly, although of course that puts them at risk, since every spell used in research is one less enemy slain, and one less comrade healed...

As with all research, an understanding of the cosmology and a creative and enquiring mind are required. One cannot simply apply magical energy to the task of learning! Every act of research carries some danger, the magician risks unleashing unnatural beings or suffering a backlash of their own energies.

Abilities

The abilities available to a conjunctional magician are many and varied. Some, like demonic and necromantic Wards that repel the creatures of other worlds, or the rites of Summoning and Control are widely known, but there are many branching paths beyond those initial studies, and it is never safe to assume knowledge of a conjunctional magician's limitations.

Casting Unbinding/Dissolution as a wedge

Unbinding and Dissolution

Individual corporeal and/or shaman magic users may attempt to ‘banish’ undead using their basic spells. The powers and level of some undead beings is such that the powers of an individual may not be sufficient to combat it, therefore characters may attempt to pool their power as described below.

Using a wedge

A wedge provides a means of focusing the power of a number of spellcasters through the use of certain incantations and a device known as a focus (a focus is created specifically for its purpose, generally in a ritual circle). A wedge can be made up of corporeal or shaman magic users, but not both. Due to the complex nature of this procedure a referee must be present throughout.

Players assemble into a formation based upon the following structure – one person, the focus bearer, in the first row, 2 in the second, 3 in third and so on (with no theoretical limit).

The focus bearer at the front of the wedge acts as a channel for the accumulated power of those in the wedge behind them. In order to lead or join a wedge a character must have either rank 2 shaman (for a Dissolution wedge) or rank 2 corporeal (for an Unbinding wedge).

When each member of the wedge is touching at least one other member in the row directly in front of them, the character acting as the Focus Bearer receives all the cards for the purpose from other wedge members and pronounces the locking incantation immediately. This can be any suitable phrase, provided that it contains the word “lock”.

After this point if any member breaks contact, or is rendered unconscious, the entire wedge is broken. If this happens the entire process must begin again and all cards are lost.

Once locked the wedge can then move as long as the above contact rules are maintained. When the target is in range of the focus bearer (range is as per the spell being used which is 30ft for both Dissolution and Unbinding) all members of the wedge except the focus bearer pronounce the verbal for the relevant spell (Unbinding/Dissolution).

Please note that each member of a wedge may only contribute a maximum of six ranks including the initial rank 2 card (to cast the spell) to the wedge total.

As the verbal is pronounced by the entire wedge, the focus bearer points the focus at the

Casting Unbinding/Dissolution as a wedge

undead, who must still be visible and in range upon completion of the spell verbal. If the 'rank total' of spell cards equals or is greater than the rank of the undead, it is destroyed!

It is important to note that certain types of undead may be able to resist a wedge dissolution or unbinding by using their own spell cards to reduce the rank of attack.

It is worth noting that whilst an undead creature must apply some small amount of concentration to resist the spell from the wedge, it does not need to state what spell ranks have been used to counter the spell nor formally cast a counter spell.

The referee observing the wedge casting will check that the power remaining to the undead is sufficient to resist the spell, or that the power cast through the wedge is sufficient of itself to destroy the target.

There are several tactics that can be used against a creature which is suspected to have sufficient spell power to counter a wedge attack for example:

- It may be attacked with spirit or corporeal spells to erode its available spell power, it may counter or take damage, both of which can be useful.
- It may be drawn into physical combat and distracted or drawn to use its spells.
- There may be items that can limit its power or ways to stop it casting spells

Example:

- A spiritual undead attacking the Fir Cruthen camp has been determined (by the spell Discern Spirit's Nature) to be a wraith, spirit rank 36. Realising that this is far too powerful to destroy with a normal dissolution spell, the players decide to form a wedge.
- Up step 18 rank 2 shaman, one of which is nominated as the focus bearer and holds the focus item. The PCs involved hand their cards over to the focus bearer and form the wedge.
- The focus bearer checks that all members are holding at least one other person and says the locking incantation "Lady Babd, help us in our hour of need, we who are true will lock ourselves together and unite our power".
- The focus bearer then points the focus at the wraith, who is still in range, and all members pronounce the spell verbal.
- The wraith is then hit by a Dissolution spell with a rank total of 36 – enough, theoretically, to overload its resistance and destroy it utterly.
- Unfortunately the wraith has one rank 2 and one rank 1 card left, and can use these to weaken the attacking spell. The result of this is that the wraith is hit by a level of spell below its resistance level so the spell cast by the wedge has failed.

Magic & Alchemy of the West

Magic

The cultures of the Western Continent, the Touareg, Sakara and Kindah, have progressed differently from the cultures of the Central Continent, developing different spells, magical techniques and potions.

PCs visited the Western Continent IC in 1114, and began learning these new spells and abilities from the inhabitants they met. These spells and abilities may only be learned IC, new PCs must use the standard spell lists, this applies to PCs who originate from any continent. PCs who have learned or are learning these spells and abilities should register their progress with the game team, upon completing the learning process PCs will be issued with a card that states their ability.

Learning Spells

Learning a spell from another caster requires the following three steps:

- Discussion: The teacher and student must engage in approximately fifteen to thirty minutes of roleplay, in which they discuss their respective ideas about how magic works, the teacher compares how the new spell works with one they both have in common, and the student reconciles that with their own worldview. This should be at least partly observed by a referee.
- Demonstration: The teacher must demonstrate the casting of the spell in the student's sight six times. They don't necessarily have to cast it themselves all six times; another caster may perform some of the castings.
- Practice. The student must (unsuccessfully) cast the spell twelve times, tearing the pertinent card(s) each time.

Upon completing these three steps, the student gains a permanent ability card granting them the ability to cast the spell.

Corporeal Spells

The Touareg, Kindah and Sakara have no knowledge of the spells Retribution, Resist Poison or Regen-eration. In their place, they know the following:

Recovery (Rank 1)

Verbals: Let the power of the Fountain of Life quicken this creature's heart, that he may swiftly awaken – Recovery.

Duration: Instantaneous.

Range: Touch.

Effects: The subject immediately awakens, throwing off sleep, unconsciousness and all

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subdual injury. Note that sleep brought on from poison or disease may require the subject to first be treated with Purge Poison or Cure Disease for this spell to have effect.

Ironskin (Rank 2)

Verbals: By my power let the life force flow through me and into this creature, such that his skin shall become stronger than stone – Ironskin.

Duration: 30 seconds.

Range: Touch.

Effects: This spell hardens the subject's skin, granting them the benefits of the racial veteran skill Natural Armour for the duration of the spell. They gain one additional hit to every location, which is penetrated by the Through damage call (as with physical armour) and destroyed in one hit along with all hits by the Crush call (as with body development). The additional hit can be healed along with any other hits by Lesser or Greater Healing at any time during the duration of the spell (which is unlikely to be relevant unless the spell is cast with Extension).

- Damage is taken to Ironskin after physical armour and before the character's own natural armour or body development
- Damage taken to Ironskin disappears at the end of the spell's duration when the extra hit is lost.

Resist Disease (Rank 2)

Verbals: Part 1 (said by caster): By my power let the Fountain of Life flow through me so that this creature may resist one disease.

Part 2 (said by target when required): By my power of the Fountain of Life I resist this disease.

Duration: Until next sunrise (unless used before then).

Range: Touch.

Spell Cards: One rank 2 corporeal given to the subject.

Effects: This spell has two parts. Part 1 is said by the caster while giving one of their own rank 2 cards to the indicated target (who must be present to accept the spell). The indicated target is able to ignore the effects of a single disease for one hour after the rank 2 card given to them is torn, regardless of virulence. After this time the effects of the disease continue as if from the point at which it was resisted. It is quite possible for a character to be the recipient of (and use) more than one Resist Disease spell, but only one may be used at a time. This spell may not be cast by a corporealist upon themselves. The spell is valid only for the day it is given (until the next sunrise) and only works on the original recipient.

Mage Spells

The Western cultures lack the spells Open and Transmute. In their place, they know the

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following:

Cleanse Object (Rank 1)

Verbals: By the power of the elements, I call upon Fire to scour this [identify object] that it may be clear of all taints – Cleanse Object.

Duration: Instantaneous.

Range: Close (1 foot).

Effects: This spell sears the object with heat, destroying any poison or disease upon or within it (and incidentally leaving no trace that it was ever there, making this a spell equally useful for poisoners concealing their crimes as for people wishing to protect themselves).

Note that if this spell is cast on a vessel currently containing food or drink, the food or drink will be spoiled.

Discern Material (Rank 2)

Verbals: By my power and the power of the elements, I bid this [indicate object] reveal its composition to me - Discern Material.

Duration: Instantaneous.

Range: Close (1 foot).

Effects: This spell reveals the material composition of one mundane object, telling the caster the approximate balance of the four elements within it (e.g. a metal sword would be identified as having strong earth and fire and weak air and water) and allowing them to identify specific substances (such as identifying a metal sword as cold iron, silver or steel, or a wooden cup by species of tree, etc.). The spell may also reveal if a substance is “aspected” and identify the strongest aspect present, provided it is not explicitly corporeal or spiritual in nature.

Shaman Spells

The Touareg, Kindah and Sakara never developed the spells Befriend, Distract or Spirit Shield. In their place, they know the following:

Give Name (Rank 1)

Verbals: By the power of the spirits, I bless thee and name thee [name].

Duration: Instantaneous.

Range: 30 feet.

Effects: With this spell, the caster formally announces a willing subject’s name (which may be the name they were born with, a name they have chosen, or a name the caster is giving them) to any spirits in the area, who will know them by that name until told otherwise. The effects of doing this may vary and this spell may require a referee.

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Object Reading (Rank 1)

Verbals: By the power of the spirits, I open my ears to the voices of the mute world and bid this [indicate object] to speak.

Duration: Instantaneous.

Range: Touch.

Effects: This spell allows the caster to read the trace spiritual energy in an inanimate object, identifying the last strong emotion felt by someone holding it (e.g. fear or hatred in a murder weapon, or love in a child's toy). If the object currently contains a spirit or demon, the caster doesn't get the emotional reading; he knows that there is a spirit present, but receives no other information. This spell has no effect on a thaumaturgical construct.

Succour (Rank 2)

Verbals: By my power, I soothe the troubled spirit within this creature [indicate subject], that he may be at rest once more – Succour.

Duration: Instantaneous (or one minute; see spell effects).

Range: 30 feet.

Effects: This spell restores an unhealthy spirit to its normal state. This will immediately end the effects of any mind-affecting spells or abilities that weaken the spirit (rather than directly control it; e.g., the spells Befriend, Confusion, Distract, Enthral, Fear or Forget, but not Command or Possession). Unlike the spells Counterspell and Countermagic, which must be cast as the original spell is being cast, it will remove the effects of a spell already in progress.

Succour will also permanently cure insanity, whether arising from mundane trauma or from the Rank 3 Shaman spell Insanity, although to achieve this the caster must first view the subject's spirit with Spirit Sight to assess the form of the madness. Some spiritual ailments may have persistent causes, such as a Curse, a demon's spiritual mark or a disease, in which case this spell will have no effect.

Alchemy

The Western Continent lacks some common herbs and is home to herbs not found on the central continent. Some changes apply to the standard alchemy lists, specifics are to be found out IC.

Note that, as on the main continent, individual Western alchemists may have researched different potions and poisons.