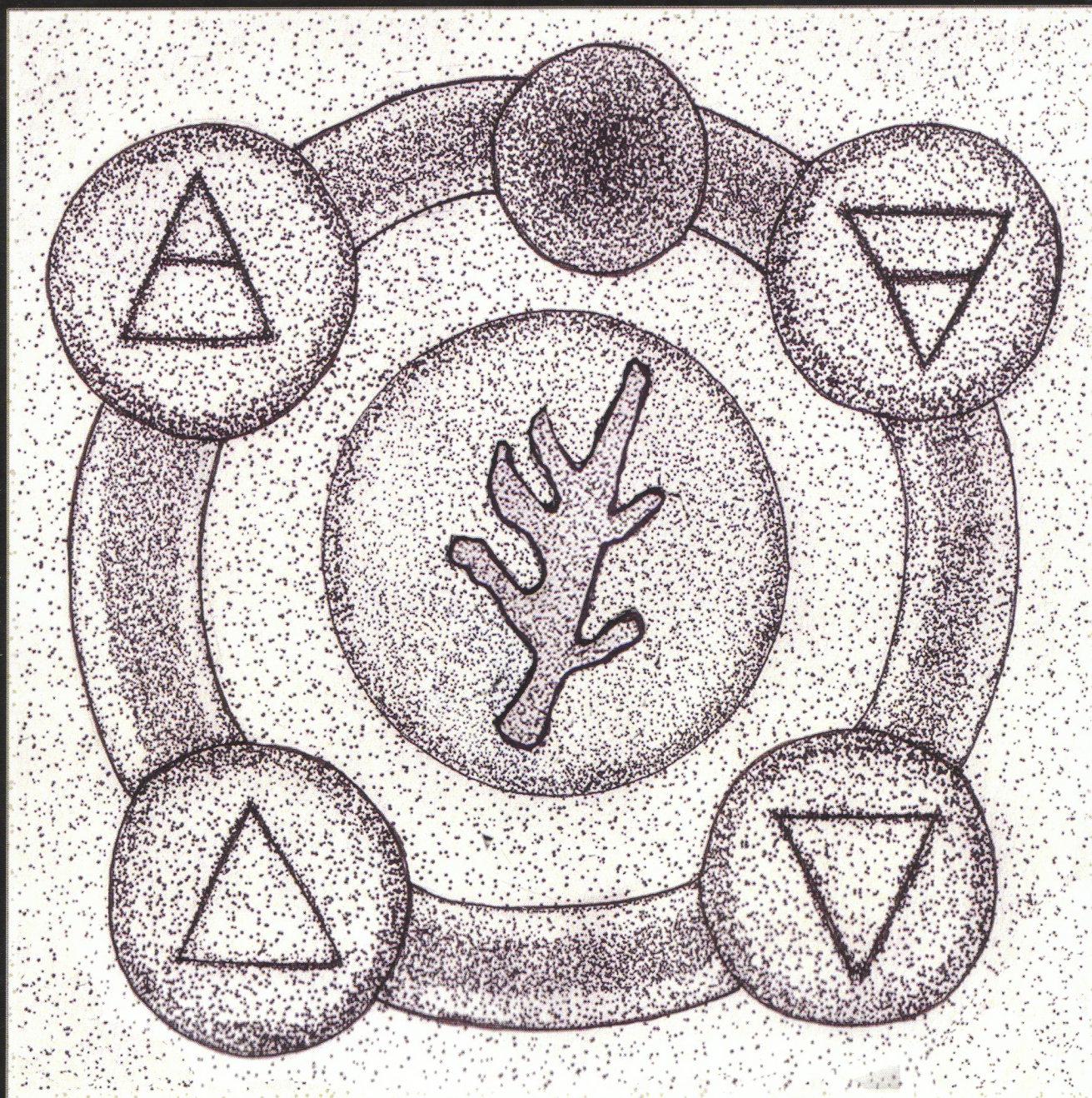


BOOK OF SHADOWS



DARK AEONS GRIMOIRES VOLUME #1

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*S*orcery, there are few things in the world as wondrous or dangerous. You hold in your hands a volume of lore that is known to few and mastered by fewer still.

Use caution with this knowledge, for it is dangerous. Some of the spells contained herein are tied to secrets no mortal mind should ever attempt to learn.

The choices you make, the primal forces you attune yourself to and the purpose, to which you drive these forces, will have farther-reaching effects than what you may see.

Know that you are bound by cosmic laws, forces of karma and fate that binds, rewards, and punishes those who possess such power. All practitioners of this art, from the mightiest of Magi to the lowliest of apprentices must obey these laws.

The first law; and the one that you should keep foremost in your mind is the Three-Fold-Law, for by this are our actions repaid. Know that if you wield your power wisely and justly, you will gain great reward. However, to use your power for dark purposes will bring suffering upon you.

Second is the law of exchange, fire cannot burn without fuel, so too can sorcery only flow with sacrifice. Power comes with a price; never forget this, for if you do, you may find yourself paying dearly for that power.

There is no such thing as a true "Master" of sorcery; all are eternal students, for the third law is the law of limitations. Its' secret is that there are no limitations, no threshold save for those you make for yourself.

Know that names hold power, for the fourth law governs these. To know the true name of an entity is to hold power over it, guard yours well. Know also the fifth law, for you are bound by the forces you have opened yourself to. Though these forces are the source of our power, some are not meant to be tapped. Take care you do not become slave to the powers you seek to control.

Guard this tome and the knowledge it contains well, for you hold sway over forces beyond those of mortal means. Use its power wisely and never cease to be the student.

*Edward Ravenhardt,
House Draconis*

UNDERSTANDING THE ART OF SORCERY

To understand Sorcery, one must understand that the mystical forces that surrounds them and empowers their spells and rituals are controlled by five immutable laws.

The *First Law of Sorcery; Three-Fold Law* is that for every positive or negative spell or ritual that a Sorcerer casts, there are always consequences. For all positive energy that is expended by a Sorcerer, there will be a positive return some time in the near future. For all negative energy that is expended by a Sorcerer, there will eventually be a negative return some time in their future. This law is the most important of the laws of sorcery.

The *Second Law of Sorcery; the Law of Equivalent Exchange* is that in Sorcery, there must be an equal sacrifice of life force towards the desired effect. In the simplest terms, this means that if a Sorcerer is attempting to cast a spell or ritual that creates a large or lasting effect, the Sorcerer will be required to expend greater portions of their own life force. Any Sorcerer that disregards this law does so at their own peril; because if a Sorcerer expends too much of their own Life Force in the casting of a spell or ritual, they could end up killing themselves in the process.

The *Third Law of Sorcery; the Law of Limitations* is that a Sorcerer's only limitation is the limits that they place upon themselves. The moment they choose to stop learning is the moment that they have limited themselves in their practicing of Sorcery.

The *Fourth Law of Sorcery; the Law of True Names* is that all names hold power. To know the true name of a creature is to hold power over it. An extension of this basic concept has been that a creature's blood or an item that is personal to said creature holds within it its true name, and that is why using the blood or an item that is personal to a creature allows a Sorcerer to effect said creature.

The *Fifth Law; the Law of Elemental Attunement*; all Sorcerer must be attuned to the Elements that give power to the spells and rituals that they cast.

WHAT IS THE NEXUS?

The Nexus is a place of pure consciousness. It is the Spirit Realm, the elemental plane of spirit that all Sorcerers must be able to attune themselves to in order to cast the most basic of Spells and Rituals. But the Nexus is much more than simply a realm that Sorcerers must attune themselves to in order to cast sorcery, it is the ultimate common ground that Sorcerers can use in order to communicate with each other. Distance in the physical world means nothing, because this communication is based on pure thought. Time in the physical world means nothing when a Sorcerer's consciousness is linked to the Nexus, minutes to hours can pass in the course of a single conversation.

The Nexus was first discovered by Atlantean Sorcerers during pre-historic times. When it was first discovered, the Atlanteans that had linked up to the Nexus did not fully understand that distance meant nothing in the Nexus, so those first Atlantean Sorcerers that used the Nexus would employ mystical talismans in their belief that these items of power would allow them to extend the distance by which they used the Nexus to communicate.

Over the millennia since its discovery, Sorcerers have come to realize that all that is necessary to reach the Nexus is the Sorcerer entering a deeply meditative state. Through the Nexus, a Sorcerer can communicate with a colleague at arranged times; to attempt communication any other way could force a Sorcerer to wait for days to weeks with no chance of a response.

Once in the Nexus, the most common sight to the Sorcerer is seeing a circular stone chamber with five doorways. One doorway leads to the elemental realm of Air, one leads to the elemental realm of Earth, one doorway leads to the elemental realm of Fire, one doorway leads to the elemental realm of Water, and the final doorway leads to the elemental realm of Spirit; also known as the Mirror World. Of course the appearance of the chamber can be different because each Sorcerer has a different mental image of what they believe that they will find in the Nexus. An example being; a Sorcerer whose tradition is Egyptian in origin would see a circular chamber with five doorways set into sandstone walls with hieroglyphics covering the walls and flaming braziers that are lighting the chamber. Or, a Sorcerer whose tradition is Greek would see a circular chamber that had elegant Greek

columns in between each of the doorways and a fire pit with its flames lighting the chamber at its center. What it comes down to is whatever the Sorcerer can image the chamber to look like is what they will see when their mind links up to the Nexus.

CROSSROADS OF THE REALMS & THE MIRROR WORLD

The Nexus is the crossroads between all of the elemental realms. Through the doorway that leads to the elemental realm of Spirit, the Sorcerer can enter the Mirror World and move about within it. They can appear anywhere in the Mirror World that they have been in the physical world. All that is required of the Sorcerer is that they can envision the place they seek to visit and that it has a doorway nearby and when they enter the Mirror World; they will appear in that place. While in the Mirror World, the Sorcerer will be as solid and flesh and blood as they are in the Physical World, and they may use their Sorcery while in the Mirror World, but the Sorcerer must be willing to accept the consequences of their actions. Meaning, if the Sorcerer is injured while in the Mirror World, their wounds will appear on their body in the Physical World. It is very possible for a Sorcerer to lose their life while exploring the Mirror World in this manner. Just as a Psychic with the Astral Projection Psychic Talent, the Sorcerer is able to enter the Mirror World and interact with its inhabitants. But, unlike the Psychic, the Sorcerer does not have that silver cord that links their spirit to their physical body. In the case of Sorcerers, all they need to do is find a doorway in the Mirror World and will they will be able to return to the Nexus.

THE MIRROR WORLD

Sitting alongside our own world is another place. Every culture has stories of it—it is the place where a person goes where they die, the land between worlds; the silent country that no sane man visits. The Sorcerers and philosophers of the Second Atlantan Empire and humanity have come to simply call it the Mirror World, and it is a source of great power and greater peril. The Mirror World is, similar to the Fae World, a reflection of our own world. Unlike its cousin, however, the Mirror World isn't devoid of human contact—it's made up almost entirely of it.

The appearance of the Mirror world is disturbing and surreal. In its virginal state it appears to be a gray wasteland, silent and still, with a dark eternal twilight sky the color of cold iron. There is no wind or noise in this realm—only the interaction of a visitor or native will cause a change in the environment. Those that stay for even a little while soon become covered in a fine grayish-white dust that seems to coat everything and tastes of ash.

For all its alien nature, it is the fact that it is affected by the works of man that ironically make it more alien and terrifying. The Mirror World is, as its namesake implies, a reflection of the world of man—but a reflection of psyche, not reality. The Mirror World is made up of memory and the lost—if something disappears or dies, it will end up in the Mirror World. This doesn't just include trinkets or lost keys—destroyed buildings, vehicles, and all manner of items crafted will, in one way or another, find their way to the Mirror World, albeit as a mystical representation.

It is a dark and silent realm made up of the works of man—city streets and great towers alike flow up into the dark starless night sky. It is dark and disturbing, and the pressure that is placed on a psyche is constant and definite. Few would wish to come to this world willingly, and even fewer would wish to stay.

Everything may end up here, but there is far from infinite space. Instead, new creations will sprout and grow out of the old. A favorite coffee shop has come sprawling out of the old building that was in the same spot years ago, which has aspects and reflections from all the work done to it in the past. In some ancient cities, this has caused great massive memory trees of old buildings, as skyscrapers stand atop stone buildings and cathedrals. Even worse is the fact that, due to natural events and a lack of planning, the Mirror World soon becomes a bizarre home to a mishmash of road and work alike. A tunnel may carve through a church, or a house may squat in the middle of an interstate. The multiple times and places clash together into a depressing maze of former creations that make it easy to become lost in.

No matter the location, a few constants remain. Electricity and power do no work here—everything is dark and poorly lit by the metallic twilight. The buildings that squat on top of each other seem to organically fuse and grow in some places—a stair case of a 1600's chateau may lead into a fire station from 1840, with an elevator shaft that can be climbed into a brew pub...

The only real constant is the lack of essence. Fragile things like glass and paper can shatter under the lightest touch into fine grit, and a wine cellar lost in WWII will only have bottles of bitter, lifeless liquid. Everything seems to be a phantom of its former self, without any spark of brilliance or life to it. Those that try to bring relics to the real world find that they turn to ash upon leaving the Mirror World.

So long as the real world remembers these items, the reflections climb for the sky. However, Sorcerers have found that eventually, older lost buildings and artifacts begin to sink into the dusty gray soil, falling deep down below—still there, but hiding in the earth below. No one can really say what all of these relics represent, because some that exist have no memory or sign that such a place ever existed.

Perhaps most disturbing is that it's not just the works of man that arrives, but mankind themselves—in a fashion. While the spirit and soul of a person moves on to greater mysteries, the traumatic energies of death will many times cause a reflection of a person to appear in the Mirror World. These shades will wander the strange environment they have been cast off into, repeating the memories of their former lives without any impact made by anyone watching. Shades tend to appear and disappear of their own volition, and eventually tend to simply fade and never return after time—be it a few days or a thousand years.

Of course, not all souls will go so willingly. A few Shades are made from sharp minds and strong wills, and somehow the Shade remembers its consciousness and old life. These few souls, driven by memories of deeds unfinished and wrongs waiting to be avenged, become twisted and corrupted into something more powerful—a Specter. These creatures become driven by their desire to right wrongs, either stepping through to the Physical World to become a poltergeist and haunt those that wronged them, or in a few cases become something far worse—a Deader.

However, the Shades and Specters are still visitors to the Mirror World. It is the natives that give the Mirror World its other title—the Netherworld. The Mirror World is the native plane of Demons, and home to all their terrible kind. Just as the environment is made of memories of constructions, the demons are born from the emotions of man. These terrible beings of fear and rage stalk the silent wastes, hoping to find a Sorcerer that is unwary or desperate. It is because of the demons that traveling through the Mirror World is always a risk.

With great risk comes the potential of even greater rewards; some Sorcerers will commonly use the Mirror World for a variety of uses. First and foremost, is the lore of ages past and the aid that only demons can offer a Sorcerer—while dangerous, a well-prepared Sorcerer can gain advantages beyond his meager stature in the cosmology of things. Secondly, travel in the Mirror World may be more hazardous, but space is more fluid here, and what could take days of journey in the Physical World might be accomplished in hours or minutes in the Mirror World. Even more useful is the fact that many cannot enter the Mirror World at all—many Sorcerers have used their ability to transverse to another plane to escape enemies in desperate times (although it is questionable if they were any safer upon arrival...).

Perhaps more impressive is the sheer amount of information that sits in this world. Examples of architecture and technology sit waiting to be seen—the scientists of the Second Atlantean Empire have a greater understanding of some arts and sciences because they can actually visit a 100% authentic replica of history. A small coven known as the Keepers of the Truth will regularly delve into the Mirror World with shovel, pick, and protective ward, digging deep into the dead soil and mankind's past. Following staircases and sewer grates below, they speak of Cro-Magnon villages and lost Atlantean Temples that are still reflected, giving answers to the secrets of the past. A few reckless souls have even made the trip to the Mirror World in Antarctica to learn of the Elder Things and their lost cities—although none have ever returned.

This extraordinary font of knowledge includes books and literature as well. Every scrap of paper, every note jotted down, has at least a chance of surviving into the Mirror World. The Second Atlantean Empire has long been entertained with lost works of literature and music written by masters but never published. Diaries and secret missives can be found and used for blackmail by a wise and determined Sorcerer. In some instances, Sorcerers will write a note and then instantly burn it, knowing that only their peers would be able to read it. It is this ability to know what no one could know, and appear where no one could have been, that has granted Sorcerers their terrible fame and power throughout the ages. While a sorcerer may choose to never interact with the Netherworld, they will be limiting themselves in an almost crippling manner.

As they say, knowledge is power, especially in war. In 1885, a Praetorian unit was able to strike at a supposedly invincible Xoltan stronghold in Mexico City when a Sorcerer noted a secret entrance that had been there for centuries, unnoticed in the Physical World but obvious in the Mirror World. The most famous example of the Mirror World's advantages is Rindling's gambit, where Peter Rindling of House Ramius studied the reflection of an enemy's manse for days before an assassination attempt on a major spy for House of Romulus in 1223. Using the knowledge gained, he was able to strike and assassinate his foe before security could be roused.

THE FAE WORLD

The World of the Fae is a parallel realm to the Physical World, one in which man is nonexistent and nature has prospered unlike anywhere on Earth. It is named for its inhabitants, entities composed of the various elemental forces that have combined into a unique form of life not found in any of the other Realms. These Fae are a paradox, each having their own unique identity while possessing a different physical appearance and behavior to those they encounter from the Physical Realm, drawn from their subconscious beliefs and ideas. A Fae more oriented to water may appear as a Nixie to those from a Western European background, a Leshy to those from Eastern Europe, and a Kappa to those from Asia. Despite the varying appearance and attitudes it is the same being, for which these radical personality and physical shifts mean nothing; just as the seasons change, so do they.

It is suspected that the Fae crossings from the Fae World into the Physical World have been occurring since the very beginning of life on Earth, their connections with the Elder Things and the Old Ones is not known today. The first recorded interactions between the Fae and humanity occurred in 39,000 BC, when an agreement was made between the Atlanteans, the savage human tribes and Fae. Known as the Pact, the agreement was entered into by the Fae to ensure that the living world was not destroyed through deforestation or over taxing the then abundant resources of fish and game that thrived on the Earth. The other two factions were more than willing to enter into the agreement, as adherence to it led to what was essentially a non-aggression treaty among the three sides.

Perhaps the Atlanteans and savage human tribes who participated in the creation of the Pact did not fully realize how seriously the alien minds of the Fae took this concept, especially given their often contradictory behavior. Maybe they did not understand that they took the wording of the Pact; that it would last until the end of days on Earth, literally. Perhaps the Atlanteans who helped establish the Pact truly thought that what would later be called the First Atlantean Empire would never end and they would never have to face any sort of consequences for their misdirection when it came to abiding by one of the Fae's rules of the Pact.

As part of the Pact, the Fae would take a handful of children from both the Atlanteans and the savage human tribes and they would be replaced with a member of the Fae in Atlantean or Human form. For the period of one year the Fae would watch over the Atlanteans and Humans through the eyes of the faux children to ensure that both the Atlanteans and the humans were keeping their part of the Pact. After a year was over, the children would be returned to their parents as if nothing had ever happened. Both the Atlanteans and the humans knew that children would be taken, but the Fae did not tell them who would be taken. So it was always hit or miss to determine who where the real children and who were the Fae in mortal guise.

As the years went by and the children came and went, the Atlanteans eventually became very good at identifying who were their real children and who were the Fae Changelings. Once they could identify their overseers, the Atlanteans simply made a point of never discussing anything that they wanted to remain secret in front of their "guests". It's believed the humans tribes never developed the talent of identifying the replaced children, their secrets open to all the Fae.

Eventually the Fae became angered at the Atlanteans; years would go by and the Fae would gain no reconnaissance of any real



valve on those they were attempting to keep an eye on. And the environment was suffering as well. So after much thought...a few thousand years to be exact, the Fae decided it was time that Atlantis needed to die for the good of the Physical and Fae Worlds. They began abducting adult Atlanteans that held places of power and set about to sew the seeds of Atlantis' eventual downfall.

The Fae's machinations were not the only reason that Atlantis fell. Perhaps it is because they were not the sole cause of its demise that their anger for the breach of the Pact did not die when the Atlanteans and their global empire fell. Whatever the motive, the Fae's hatred for the Atlanteans and man began to fester.

While the memory of the Pact has long been forgotten by the human world, those of the Fae remember all slight both real and imagined against them. From the actual offence to accusations of betrayal that exist due to the mercurial nature of the Fae's memories, there is always another reason for the Fae to unleash their wrath upon those who inhabit the Physical World.

The Fae are also offended by the lack of worship in the modern era, which they enjoyed both before and during the Pact from the savage tribes of humanity. This offense is not because they draw power from it; their pride is such that they believe that the Mundanes should recognize their utter superiority...as well should those with supernatural abilities. This vast lack of respect is easily worth being punished with death, or worse.

Beyond all that, however is a more pressing reason for the Fae to bring harm to mankind and the survivors of Lost Atlantis. The Fae World is a mirror of the mundane in many ways. Flora, fauna, geography, all are patterned off of the Earth. While the works of Lost Atlantis and humanity do not cast a shadow in the land of the Fae-human buildings do not have doppelgangers in the Fae World, nor are there copies of books, automobiles, firearms, or other items existing there-the actions of man do. The environment of the Fae World is much more bountiful than that of the Physical World of Earth, the forests have more trees which grow larger than their mundane counterparts, the animals are healthier and to an extent, more intelligent; some thing this may be due to the millennial interactions that they have had with the Fae. But while there are significant differences between the two, there is a link, one decisively not in the Fae's favor.

Damage to the environment on the Physical World of Earth disrupts its counterpart in the Fae World. Deforestation of an area will result in the death of the same forest in the Fae World. The fact that the Fae forest covers a hundred times more land than its mundane counterpart is irrelevant. Similarly, extensive pollution of a lake or stream in the Physical World could result in the Fae World equivalent drying up, its inhabitants mysteriously dying, or perhaps disappearing entirely, replaced by a blighted landscape. It is assumed that it was damage done to the Earth's environment by the Atlantean Empire that led to the Pact's creation.

This connection seems decidedly one-way, with the Fae apparently unable to enact change on the Physical World by altering the environment in the Fae World. Those aware of this suggest that it is because the Fae draw their power from the Physical World's Life Force, and that for them to be able to strengthen and increase the source of their own power would be equivalent to a perpetual motion machine-a nice idea, but unobtainable. More knowledgeable occult scholars among Humanity and the Children of Atlantis say the Fae have tried such deeds in the past, with both the Physical World and its Fae counterpart suffering horribly; such individuals point to the Tunguska blast of 1908 as proof.

Others question why some built-up areas of the Physical World of Earth are verdant woodlands in the Fae World, while other equally developed areas are unhealthy areas in the Fae World. Some suggest it is just as much the population of the Mundanes, as well as their actions, that are affecting the Fae World. Talk of Unconscious human disbelief in the Fae, combined with physical damage of nature, make the Fae World die. Thus, the more human beings in a developed area on the Physical World of Earth, the more like its counterpart in the Fae World is devastated. As time goes on and the Mundane population grows the unconscious gains in strength, causing more radical damage to the Fae World as humans alter their environment. The proponents of this theory often worry that the Fae are engineering massive population culls of the Mundanes to weaken the collective unconscious so that they are unable to harm the Fae World. Some point to various natural disasters and say that perhaps they have already started culling humanity.

The more paranoid and knowledgeable, however, suggest that instigating natural disasters would merely be one of the more blatant ways that the Fae could deal with humanity. Some point to the exchanged children of the times of the Pact, and theorize that the Fae may be doing something similar today. From simply observing humanity to actively manipulating it into its own destruction, there are many motivations given to these theoretical Fae infiltrators. Some even suggest the Fae among modern man are almost benevolent, trying to gently guide humanity so that its behavior will no longer require a culling of its numbers by

their more violent brethren. Whatever the case, those aware of the Fae realize that they could be among them even now and not be aware of it.

Whether there are Fae amongst humans today or not, there are those humans that the Fae tolerate. Some are schooled in the Arcane Arts and fully comprehend those they serve. Others are Mundanes who have no understanding of what they serve, but know to do otherwise is to earn a long and painful death. Many of these Servitors spend their entire existence in the Physical World, while others cross over into the Fae World regularly. Even as man's creations do not have a counterpart in the world of the Fae, so to do the Fae build things in their world that have no counterpart in the Physical World. Massive castles, underground complexes that stretch between miles of hills; and things less comprehensible to non-Fae serve as meeting places between the Fae and their Servitors in the former's world. It is these meeting places, or more precisely the jealousy they arouse in Sorcerers, that younger and lesser-educated Atlanteans (not that the two are exclusive) blame for an inability for peace to exist between the survivors of Lost Atlantis and the Fae.

First, while it takes powerful Sorcery to puncture a passage between the Fae World and the Physical World, most of the locations of the meeting places do not correspond to places in the Physical World where leyline nexuses occur. Many Sorcerers agree that there must be some other reason for these locations to have been chosen to be built upon; while the Fae can be capricious in their behavior, they are not stupid or wasteful of their resources. The idea of a source of focused energies unknown to non-Fae, but more specifically Sorcerers, has drawn many Sorcerers to risk life and limb to find these hidden places of the Fae.

Besides this theoretical energy source, the proven ability of the Fae and their Servitors to easily move back and forth between the Fae and Physical Worlds has caused many a Sorcerer among the Atlantean Houses of Draconis and Dracul to attempt to steal the secrets of the Fae, either by guile or force. When passing through the tear in space and time that is created by the Shatter the Mirror Spell or similar effect, neither Fae, nor their Servitors seem to suffer any loss in their own Life Force that normally accompanies such a transition between worlds. The Fae are also able to gift their more favored Servitors with their ability to step between the Fae and Physical Worlds as easily as breathing. While these Servitors are limited to disappearing and reappearing in the Fae World at one of the meeting places, they seem able to appear almost anywhere in the Physical World when they return to it. Sorcerers who wish to increase their personal power covert this ability greatly, and many a Fae Servitor has been kidnapped and vivisected to discover how this effect is achieved. Those few captured who actually possessed the ability appeared no different from a normal human, leaving the examiners both puzzled and thereafter singled out by the wrath of the Fae that employed the Servitor.

There are few powers that are common to all Fae. Tremendous endurance, vast knowledge on various topics, and the aforementioned ability to travel between the Fae and Physical Worlds seem to be the only constants. Beyond that, the abilities a Fae might manifest are determined by which Elemental Realm which it most commonly visits. A water-affiliated Fae might manifest in Russia as a Leshy, with powers related to trickery and pact-making often found in Russian folklore. If it were to appear to a Western occultist, it might appear as a traditional water elemental, able to cause tidal waves and flooding on a whim.

Fae which has been manifesting akin to the legends of a Redcap will not suddenly stop appearing as such when a group of tourists visits the region from a culture to which the Redcap is unknown. There seems to be some sort of anchoring process, so that as long as a Fae is visiting a particular region for a particular task it will manifest along the same lines. However, these tasks may stretch decades or centuries, or even just a few moments. Again, time and continuity can sometimes be fluid to the Fae...usually when they find it entertaining.

Also, even if its form changes, a Fae's power level does not. A Fae with a lesser grasp of magic will not be able to exceed its normal limits, even if it appears as a mighty beast from local folklore. Similarly, a powerful Fae will not find its abilities hampered if local folklore tends to portray Fae as weak or gentle beings.

THE ELEMENTAL REALMS

Each of the elemental realms has a Physical World equivalent. The elemental realm of Air appears to the Sorcerer as a shattered earth, with its lands broken up into thousands of floating islands. In the case of the realm of Air, it is possible to fall off of one island and to collide with another island hundreds to thousands of feet below them. In the realm of Earth, it is an underground world with a labyrinth of thousands of interconnected tunnels. The realm of Earth does connect to the realm of Fire at points where there are open lava flows. The realm of Fire is a hellish realm that is a surface world with thousands of active volcanoes and super volcanoes, entering this realm without the proper protection could very well end the life of the Sorcerer within seconds of entry. The realm of Water is an ocean world that is made up of thousands of islands that are scattered throughout a vast ocean.

The worlds of Air, Earth and Water have in ages past sustained some kind of civilization in each of them. All of these realms were populated by an ancient race of beings that are simply known today as the Old Ones. All that is left of these ancient civilizations is the ruins that their inhabitants left behind. Some Sorcerers believe that these cultures were destroyed by the Old Ones eons ago for reasons that no one today can fathom.

THE ABYSSAL REALM

The Abyss is the Realm that exists beyond the Elemental Realms of; Air, Earth, Fire, Water, & Spirit.

In the time before the creation of our universe, there existed another universe. Eventually the time of the universe came to an end and it died in an all encompassing explosion that brought about the creation of our own universe. What was left of this past universe became the realm known as the Abyss; existing outside the boundaries of space and time. This fragment of the old universe is a dark and terrible place. Within the Abyssal Realm are hundreds of dead worlds that are all that remains of a civilization of powerful beings; beings that are known now simply as the Abyssinians.

In the darkness of the Abyss exists; swirling chaos, dark places and voids of nothingness. And in the voids of nothingness there are dark and terrible worlds where the last remaining Abyssinians survive. These beings were powerful enough that they survived the destruction of their own universe, and in surviving its death throes the Abyssinians took refuge in the Abyss that came into being in the place that is beyond space and time.

It is believed that the Abyss is where the Old Ones originally came from. Because of this; any Spell or Ritual that draws upon the dark power that springs from the Abyss or the Old Ones requires that the Persona be attuned to the Abyss (Advantage: Abyssal Attunement) and its bizarre and terrifying energies. All those that have dared to touch the terrible power of this place and its inhabitants have come away changed.



MAGICAL THEORY IN APPLICATION

THE TYPES OF SORCERY

ABJURATION

This type of Sorcery deals with protective and preventative Spells and Rituals.

CONJURATION

This type of Sorcery allows a Sorcerer to create tears in the border between the Physical World and the Worlds and Realms beyond; it also allows the Sorcerer to create portals that can be used to traverse great distances, or to summon Creatures from the Physical World to even Entities from the Abyss to the Sorcerer.

CHARM

This type of Sorcery deals with the influencing of living creatures through domination of their minds or emotions.

CURSES

This type of Sorcery deals with bestowing a temporary or permanent negative magical effect upon the target of the Ritual. It should be noted that almost all Curses level Tallys in the Negative Aspect of Three-Fold Law to the Sorcerer bestowing the Curse.

DIVINATION

This type of Sorcery deals with looking into the future or past in an attempt to glean vital information from the events that are about to occur or from a past event that has already occurred.

ENCHANTMENT

This type of Sorcery deals with bestowing positive or negative characteristics to the Sorcerer's target (which can be either person or object). Unlike Curses, Enchantments can be broken with the correct amount of study and preparation on the part of the casting Sorcerer.

EVOCATION

This type of Sorcery allows the Sorcerer to bring forth the power of the Elemental Realms in the form of energy that can be shaped and molded by the Sorcerer into their desired effect.

HEALING

This type of Sorcery allows the Sorcerer to heal themselves and others of physical maladies to even Sorcery crafted enchantments, such as; Blindness, Deafness, Speechlessness, Domination of the Mind, etc.)

ILLUSION

This type of Sorcery allows the Sorcerer to craft minor to major illusions that have the ability to frighten to even kill the targets of the Sorcerer.

RELIGIOUS RITUALS

This type of Sorcery tends to be more used by Clergy of the major religions (such as; the Roman Catholic Church, Judiasm, Islam, Budiasm, etc.) in an attempt to bring good luck to spiritual enlightening to even the banishment of evil spirits and demons. Most of the Rituals tend to only be found within religious circles, but it is not unheard of for a Sorcerer to be found practicing an Exorcism; when there was no other solution to a case of demon or spirit possession.

CASTING MAGIC

MAGIC FORMULA: To affect other creatures, a Sorcerer casts their spell as normal, then Sorcerer uses that result versus their target's Resist Magic Ranks.

SPELLS: Intellect + Spellcraft Skill Ranks + Misc Bonus + Card = Resolution Total

RITUALS: Intellect + Ritualcraft Skill Ranks + Misc Bonus + Card = Resolution Total

JOKERS: Should a Sorcerer pull a Joker when attempting to cast a Spell or Ritual, they automatically take a point of Wound Damage, whatever Spell or Ritual they were attempting to perform fails and they lose the activating point or points of Life Force. Jokers in the CENTER STAGE GAME SYSTEM are meant to have bad effects.

PARTS OF A MAGICAL SPELL OR RITUAL

CASTING TIME

The casting time of a Spell or Ritual is how long it takes during the course of an Episode to cast the Spell or Ritual.

DAMAGE/EFFECT

The Damage or Effect of a Spell or Ritual is the description of exactly what the Spell or Ritual does. Such as a Cross-Rip Spell tears open a portal in between the Physical World and one of the Worlds or Realms beyond, whereas a Breath of Vulcan Spell creates a bolt of fire that the Sorcerer can through at their target and do physical damage to them.

DIFFICULTY

This is the target difficulty that the Sorcerer must achieve or surpass when they attempt to cast a Spell or Ritual for the desired effect to succeed.

DURATION

This is how long a Spell or Ritual lasts before its effect expires. Some Rituals have a Permanent duration.

ELEMENT

The Element in a Spell or Ritual tells the Sorcerer which Element or Elements are required for them to cast the Spell or Ritual. The Five Elements being; Air, Earth, Fire, Water, and Spirit. There is also the Abyssal Element, but that is only required when casting Spells or Rituals that call upon the power of the Abyss.

LIFE FORCE COST

All of the Spells and Rituals that a Sorcerer casts require that they give up a portion of their living life force to empower them; the cost that is listed next to each Spell or Ritual entry is the price that the Sorcerer must pay.

RITUAL

A Ritual is the term used for Sorcery that has a limited duration to permanent effect on the target of the Sorcerer.

SPELL

A Spell is the term used for Sorcery that generally has a limited duration of effect on the target of the Sorcerer.

DAILY STUDY & LEARNING NEW SPELLS AND RITUALS

KNOWN SPELLS & RITUALS

Each Sorcerer must spend 15 minutes per Spell or Ritual Rank per a day committing the details of a Spell or Ritual to mind from their Grimoire before they can cast it that day.

NEW SPELLS & RITUALS

A minimum of 3 hours per day must be spent towards learning a new Spell or Ritual, once the required number of days have gone by to learn the Spell or Ritual; the Sorcerer is allowed to add that spell to their Grimoire.

DAILY MAXIMUM SPELLS/RITUALS

The maximum number of Spells and/or Rituals that a Sorcerer can commit to memory is 3 plus the Sorcerer's Intellect Ranks. What this really comes down to is the Sorcerer's ability to memorize complex incantations; the average person can only memorize 5 to 7 truly complex ideas at anyone time before they start losing pieces of that data to information overload. The only way for them to avoid going past these maximums is by casting their Spells and Rituals directly out of their Grimoire (Book of Shadows), but in doing so the Sorcerer does still need to spend the daily study time to prepare for the casting of Spell or Ritual (this does not subtract from that Sorcerer's current Spells and Rituals that they have already committed to memory). In casting directly from their Grimoire, the Sorcerer gains a +5 casting bonus towards their necessary Skill Check. Sorcerers should beware of this practice because if something happens to their Grimoire (it gets stolen or destroyed), the Sorcerer will have lost their most valuable possessions.

EVERY SORCERER HAS A BREAKING POINT

When casting magic, all Sorcerers draw from their Life Force to empower their Spells and Rituals. Sorcerers that reach 5 Life Force points begin becoming Fatigued (See Fatigue) for every Life Force point under 5 that they spend into a Spell or Ritual. Should a Sorcerer be reduced to 0 Life Force; that Sorcerer immediately drops to Unconsciousness on their Stun Damage chart. If a Sorcerer casts a Spell or Ritual that would reduce them past 0 Life Force, that Sorcerer takes a point of Wound Damage for every point of Life Force spent past zero. Stun and Wound Points that are taken in this manner may not be resisted through the Toughness Derived Attribute. This is one of the reasons why almost all Sorcerers learn the Spell; Sorcerers Stone, because through this Spell the Sorcerer is able to store part of their Life Force energy within the Sorcerers Stone for use when casting Spells and Rituals that they normally would not have the Life Force to cast.

COOPERATIVE MAGIC

There are certain Rituals that allow a group of Sorcerers to cast the Ritual as a Cooperative effort where the Life Force Cost of casting the Ritual is spread out between all Sorcerers that are participating in the casting of the Ritual. In this case each Sorcerer contributes an equal amount of Life Force Points to the casting of the Ritual. In the case of there being an odd number of participants, the Sorcerer that is leading the casting of the Ritual pays the difference. The Leader of a Cooperative Ritual is the Sorcerer that handles the casting Contest, each participating Sorcerer in the Ritual gives the Leader of the Cooperative Ritual a +2 Bonus to his or her Ritualcraft Skill for the purposes of resolving the Sorcery Contest.

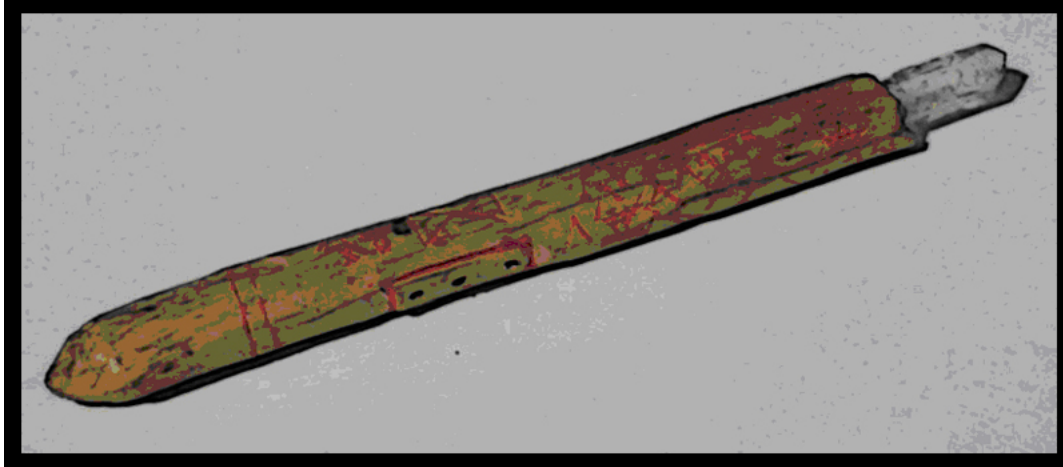
If there is some type of beneficial gain that the ritual would confirm upon a single Sorcerer through the Casting of a Ritual, Casting a Ritual Cooperatively allows all participants to gain the full effects of the Ritual for its duration. This is one the more pressing reasons why Sorcerers form Covens, as it allows the whole to cast Rituals that it's individuals singularly could not cast. Because of this communal strength, Covens of Sorcerers are nothing to be scoffed at.

THE SORCERER'S GRIMOIRE

The Sorcerer's Grimoire is one of the most prized possessions that a Sorcerer will even own. It is the Grimoire or Grimoires that the Sorcerer scribes all of their Spells and Rituals into. To lose their Grimoire is to lose the ability to memorize the Spells and Rituals that it has literally taken years for the Sorcerer to learn; because of this extreme Achilles heel, all Sorcerers go to paranoid lengths to protect their Grimoires from theft or destruction. Some Sorcerer's will make multiple copies of the same Grimoire in an attempt to insure that should anything perilous happen to the Grimoire that they normally have in their possession, that their Spells and Rituals survive on. With the advent of photocopying and the digital age, it is possible to make copies of a Grimoire relatively inexpensively; even going so far to have a digital copy of the Grimoire that can be accessed from a desktop or laptop computer, or even a PDA.

STAVES & WANDS

Staves and Wands can be used to focus the mystical energies that a Sorcerer wields when they cast their Spells and Rituals. Those Sorcerers that use a Stave or a Wand to focus their Life Force into their Sorcery gain a +2 Bonus to their Spellcraft and Ritualcraft Checks and Contests.



THE FIVE ELEMENTS

ELEMENTAL ATTUNEMENT

Every Sorcerer must attune themselves to at least some of the 5 Elements of the Cosmos in order to cast magic. No Spells or Rituals can be cast without a Sorcerer being attuned to the required Elements. To Cast Spells and Rituals that draw upon the power of the Abyss, a Sorcerer must be attuned to the Abyss as well as the other required Elements.

AIR

Air is the element of intellect, study, and book-learning, and therefore of the sciences. It is also the element of youth, creativity, and spontaneity, and of communication and travel.

EARTH

Earth is the element of stability, order and grounding. It is also the element of fertility, both literal and figurative, and therefore of pregnancy, growth, birth, material gain, business, prosperity sustenance, and creativity. As the element from which came and to which we will return, earth is the element of death and rebirth, beginnings and endings, and silence.

FIRE

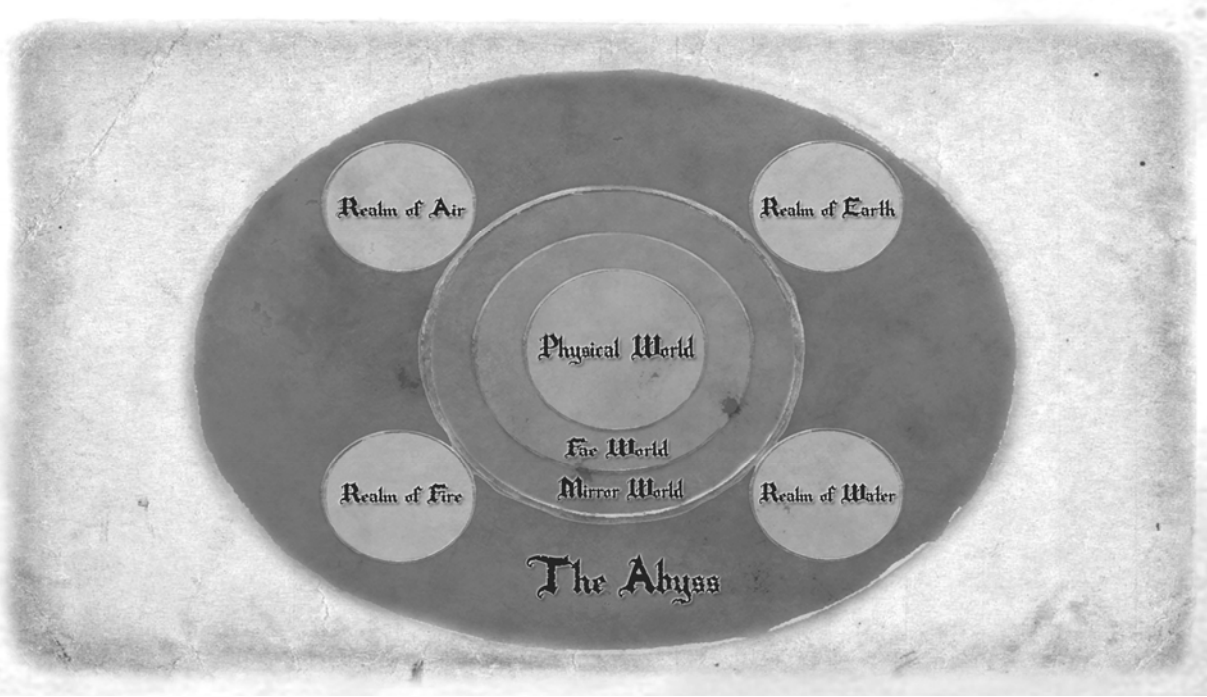
Fire is the element of strength, especially physical strength but also strength of will, and energy. Fire is also the element of passion, courage, protection, purification, transformation, chaos, and sex. Fire is life and health as well as destruction.

WATER

Water is the element of wisdom, clarity, and common sense, especially that which comes from experience. It is also the element of emotion, intuition and divination. It is the major element of healing, and also contains aspects of transformation and purification, and can also represent death and rebirth.

SPIRIT

Spirit is the element of transcendence, transformation, change, the void, everywhere and nowhere, all time and no time. It is the primal force that flows through all of us and all things. It is not often addressed directly in ritual, because it is the element of our selves, our will, and the gods, all of which are already actively invoked.



THREE-FOLD LAW

Those that practice Sorcery are bound by the ancient tenets of Three-Fold Law (also known as the “Law of Return”); that states whatever energy that a Sorcerer puts out into the world, be it positive or negative, that energy will return to the Sorcerer at three-fold its strength. What this means in the terms of Sorcery for the CENTER STAGE GAME SYSTEM is that those that practice Sorcery must be willing to accept the consequences of their actions. If a Sorcerer uses his or her magic to commit acts of violence and death, then that Sorcerer will eventually be forced to face the consequences. If a Sorcerer is helping others through their practice of Sorcery, then Fate will eventually intervene on their behalf in some situation that may be going against them.

THREE-FOLD LAW IN PRACTICE

In practice, the way the CENTER STAGE GAME SYSTEM handles Three-Fold Law is through the Director of the games. It is up to the Director to watch his Sorcerer Personas closely in an attempt to determine if the end result of their castings of Spells & Rituals has a positive or negative result in the world. If a Sorcerer selfishly murders a rival in cold blood, then it is obvious that the Sorcerer should gain a Tally Mark against them in the Negative. If a Sorcerer kills his or her rival to stop them from murdering an innocent or a close friend then the Sorcerer is acting in a selfless manner, and he or she should gain a Tally Mark for the Positive.

System wise, the when the Sorcerer gains 3 Tally Marks in the Positive, the Director should give the Persona a Fate Point, or have some event occur in the course of the current or following Episode that benefits the Persona. Once the beneficial event has occurred or the Director has given the Persona a Fate Point, then that Actor erases all of the Positive Tally Marks and starts fresh again. In the case of Negative Tally Marks, once the Persona has gained 9 Tally Marks, the Director strip the Persona of a Fate Point and start planning to hit that Persona with something truly negative that effects that Persona in some extremely profound way. Whatever the event that hits the Sorcerer, it should be nasty, and within the next 3 Episodes. Should a Sorcerer survive this event, then all of the Negative Tally Marks will be erased and they start fresh again.

POSITIVE ☐☐☐

NEGATIVE ☐☐☐☐☐☐☐☐☐

SORCERY COMPLICATIONS DIFFICULTY TABLE

The following modifiers add or subtract from the difficulty of making a Spell or Ritual Check or Contest. + means that it adds to the Difficulty, - means that it subtracts from the Difficulty.

COMPLICATION	CASTING MODIFIER
Standard Casting of Spell or Ritual, no complications.	0
The Sorcerer takes their time casting the Spell or Ritual, taking double its normal casting time.	-5
The Sorcerer is knocked down, struck or wounded while casting the Spell or Ritual.	+5
The Sorcerer rushes through casting the Spell or Ritual, taking half the normal casting time.	+10
The Sorcerer is attempting to Dodge being hit while continuing to cast their Spell or Ritual.	+10
The Sorcerer is attempting to teach an Apprentice a Spell or Ritual through the casting of the Spell or Ritual in question.	+5
<i>Blood Ties</i> ; the Sorcerer is related to or has a strong personal relationship (a member of the Sorcerers family or a close friend or lover) with the person that they are attempting to cast their Spell or Ritual upon	-5
The Sorcerer is touching their target while casting the Spell or Ritual.	-10

CASTING DURING THE FULL MOON

When castings Sorcery during the Full Moon of every month; all Life Force costs are reduced by 2, and the Sorcerer's difficulty to cast Sorcery Spells and Rituals is reduced by -10

CASTING DURING THE EQUINOXES & SOLSTICES

SPRING & FALL EQUINOXES

The casting Sorcery during on the nights of the Spring and Fall Equinoxes gives the Sorcerer a +5 to all castings of Spells and Rituals (Intellect + Spellcraft or Ritualcraft + 5 + Card).

SUMMER & WINTER SOLSTICES

The casting Sorcery during on the nights of the Summer and Winter Solstices gives the Sorcerer a +15 to all castings of Spells and Rituals (Intellect + Spellcraft or Ritualcraft + 15 + Card).

LEYLINES AND LEYLINES NEXUSES

CASTING ON A LEYLINE

Whenever a Sorcerer casts their Spells and Rituals on a Leyline he or she gains a +5 bonus to all Spellcraft or Ritualcraft Checks.

CASTING ON A LEYLINE NEXUS

Sorcerers that cast their Spells and Rituals on Leyline Nexuses gain a +10 bonus all Spellcraft and Ritualcraft Checks.

RESISTING SPELLS & RITUALS

Whenever a Sorcerer casts a Spell or Ritual, their target has the ability to attempt to resist the Spell or Ritual that is being used. A Persona resists Sorcery using their Resist Magic + Card against the Sorcerer's Intellect + Spellcraft / Ritualcraft + Card; the target must beat the Sorcerer's Spellcraft/Ritualcraft Check by at least one point for the resisting Persona to negate the effects of the Spell or Ritual.

ABYSSAL MENTAL DEGRADATION & TAINT

Any time that a Sorcerer casts Spells and Rituals that require the Advantage: Abyssal Attunement, the Sorcerer will automatically lose Ranks in their Mental Stability and gain Ranks in Abyssal Taint. For more information see Chapter 6: System Mechanics of the Dark Aeons: The Atlantean Chronicles Roleplaying Game.

CREATING NEW SPELLS & RITUALS

For every Sorcerer, eventually there comes a time when the standard fare of Spells and Rituals is not enough for them. It is at this point that the Sorcerer starts planning for the creation of a new Spell or Ritual (with Director approval). Each of the following aspects must be taken into account for a Spell or Ritual to be created:

Spell/Ritual: Type of Magic being cast. (Abjuration, Conjuraton, Charm, Curse, Enchantment, Evocation, Healing, & Illusions)

Life Force Cost: The spiritual energy that a Sorcerer must invest into their magic their Spell or Ritual to make it work.

Duration: How long the Magical Effect of the Spell or Ritual will last.

Damage/Effect: How much damage is done to another Persona or object, what exactly that Magical Spell or Ritual does.

Casting Time: How long it will take for the Sorcerer to cast the Spell or Ritual.

Element: These are the Elements that a Sorcerer must have access to in order to cast the Spell or Ritual. The Elements: Air, Earth, Fire, Water, and Spirit.

Difficulty: The difficulty value that the Sorcerer must attain for their Spell or Ritual effect to succeed.

Once the above aspects have been taken into account, the Sorcerer must spend time to research and write down all of the details of their Spell or Ritual into their Grimoire; which takes 3 times the Learn Time of a Spell or Ritual of the Rank would normally require (if the Sorcerer had simply been learning the Spell or Ritual instead of creating a new one). The Actor that plays the Sorcerer Persona must spend 3 times the Study Point cost for a Spell or Ritual of the Rank that they are creating.

Example: If Bob the Sorcerer wants to create a new Rank 1 Spell, then it will take Bob 9 Days to research all of the necessary aspects of the Spell, and it will cost Bob 15 Study Points to create the new spell.

SORCERERS GRIMOIRE

MASTER SPELL & RITUAL LISTING

ABJURATION SPELS & RITUALS	REQUIRED ELEMENTS	TYPE	RANK
Boon of Set	Spirit	Ritual	2
Elder Sign	Abyssal & Spirit	Ritual	3
Eye of Anubis	Spirit	Ritual	2
Circle of Protection: Demons	Spirit	Ritual	5
Circle of Protection: Lesser Spirits	Spirit	Ritual	3
Circle of Protection: Lesser Undead	Earth & Spirit	Ritual	3
Circle of Protection: Lilans & Revenants	Air, Earth, & Spirit	Ritual	5
Circle of Protection: Magic	Spirit	Ritual	2
Cloak of Night	Spirit	Spell	2
Fortitude of Grendel: Lesser	Earth & Spirit	Spell	2
Fortitude of Grendel: Greater	Earth & Spirit	Spell	3
Fortress of Fire	Fire	Spell	2
Fortress of Wind	Air	Spell	1
Fortress of Skadi	Air & Water	Spell	2
Luna's Reprieve	Spirit	Ritual	3
Warded Path: Abyssal Entities	Abyssal & Spirit	Ritual	4
Warded Path: Demons	Spirit	Ritual	4
Warded Path: Lesser Spirits	Spirit	Ritual	3
Warded Path: Lesser Undead	Earth & Spirit	Ritual	3
Warded Path: Greater Undead	Earth & Spirit	Ritual	4
Warded Path: Lilans	Air, Earth, & Spirit	Ritual	4
Warded Path: Mundanes	Earth & Spirit	Ritual	3
CONJURATION SPELS & RITUALS	REQUIRED ELEMENTS	TYPE	RANK
Call Forth the Damned	Earth & Spirit	Ritual	5
Call Vermin	Spirit	Ritual	2
Create Portal: Lesser	Air, Earth, & Spirit	Spell	3
Create Portal: Greater	Air, Earth, & Spirit	Spell	4
Create Portal; Permanent	Air, Earth, & Spirit	Ritual	5
Cross-Rip	Spirit & Water	Spell	3
Give Edge	Earth	Spell	2
No Rest for the Dead: Lesser	Earth & Spirit	Ritual	3
No Rest for the Dead: Greater	Earth & Spirit	Ritual	4
Resurrection	Abyssal, Earth, & Spirit	Ritual	5
Shatter the Mirror: Lesser	Earth, Spirit & water	Ritual	5
Shatter the Mirror: Greater	Earth, Spirit & Water	Ritual	6
Summon/Bind: Creature	Air, Earth, & Spirit	Ritual	3
Summon/Bind: Demon	Air, Earth, & Spirit	Ritual	5
Summon/Bind: Entity	Air, Earth, & Spirit	Ritual	4
Summon/Bind: Lilan/Revenant	Air, Earth, & Spirit	Ritual	5
Summon/Bind: Servitor of the Abyss	Abyssal & Spirit	Ritual	4
CHARM SPELS & RITUALS	REQUIRED ELEMENTS	TYPE	RANK
Aura of Fear	Spirit	Spell	3
Aura of Respect	Spirit	Spell	3
Black Sleep of Kali	Spirit	Ritual	4
Consume Mind	Spirit	Ritual	5
Death of the Soul	Spirit	Ritual	4
Glamour	Spirit	Spell	1
Igniting the Heart's Fury	Fire & Spirit	Spell	2
Impose Will: Lesser	Spirit	Spell	2

Impose Will: Greater
 Impose Will: Permanent
 Tongue of Silver

Spirit
 Spirit
 Spirit

Spell 3
 Ritual 5
 Spell 3

CURSE RITUALS

Curse of Hecate
 Curse of Luna
 Curse of the Revenant
 Curse of the Werewolf
 Mark of the Warlock
 Curse of the Last Breath

Earth & Spirit
 Spirit & Water
 Earth, Fire & Spirit
 Earth, Fire & Spirit
 Spirit
 Spirit

Ritual 5
 Ritual 5
 Ritual 5
 Ritual 5
 Ritual 3
 Ritual 6

DIVINATION SPELLS & RITUALS

Commune with Arthath; Lord of the Sea
 Azathoth; Daemon Sultan of the Abyss
 Commune with Cthulhu; Lord of R'lyeh
 Commune with Nergal; the Raging King
 Commune with the Nyarlathotep
 Commune with Samael; the Angel of Death
 Commune with the Scarlet Queen; Mistress of Plagues
 Commune with Shub-Niggurath; Black Goat of the Wood
 Commune with Tiamat; the Dragon Queen of Mesopotamia
 Commune with Yog-Sothoth; Gate Keeper of the Abyss
 Eye of Marduk
 Eye of thoth
 Gift of Prophecy
 Sanctuary
 True Sight: Lesser
 True Sight: Greater
 Watcher's Folly

Abyssal, Spirit, & Water
 Abyssal, Fire, Spirit, & Water
 Abyssal, Spirit, & Water
 Abyssal, Earth, Fire, & Spirit
 Abyssal, Earth & Spirit
 Abyssal, Earth, Spirit, Water
 Abyssal, Earth & Spirit
 Abyssal, Earth, Spirit, Water
 Abyssal, Spirit & Water
 Abyssal, Spirit, & Water
 Spirit
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 Earth & Spirit
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 Ritual 3
 Spell 2
 Ritual 3
 Ritual 1
 Spell 2
 Spell 3
 Ritual 3

ENCHANTMENT SPELLS & RITUALS

A Dark and Terrible Place
 Blindness: Lesser
 Blindness: Greater
 Blood to Water
 Boon of Proteus
 City of Darkness: Lesser
 City of Darkness: Greater
 Craft Praetorian Gladius
 Cursed Knowledge
 Effigy of Death's Passing
 Empower Item
 Empower Item: Permanent
 Empower Armor: Lesser
 Empower Armor: Greater
 Empower Armor: Permanent
 Empower Weapon: Lesser
 Empower Weapon: Greater
 Empower Weapon: Permanent
 Feast of the Damned
 Gift of Tongues
 Golem Dimidius
 Grip of the Damned
 Hear No Evil: Lesser
 Hear No Evil: Greater
 Immortal Soul
 Key of Pluto

Earth & Spirit
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 Ritual 3
 Ritual 5
 Spell 2
 Spell 4
 Ritual 5
 Spell 2
 Spell 4
 Ritual 5
 Ritual 4
 Spell 2
 Ritual 3
 Spell 2
 Spell 2
 Spell 2
 Ritual 3
 Ritual 5
 Spell 1

Levitation	Air	Spell	1
Luna's Blade	Earth & Spirit	Ritual	5
Mask of Charon	Spirit	Spell	3
Mind Transference	Spirit	Ritual	5
Sharpened Senses	Spirit	Spell	1
Songless Bird: Lesser	Spirit	Spell	2
Songless Bird: Greater	Spirit	Ritual	3
Sorcerer's Secrets	Spirit	Ritual	2
Sorcerer's Stone	Spirit	Ritual	1
Spirits Passing	Spirit	Ritual	3
Tempus Fugit	Spirit	Spell	5
Touch of Morpheus	Spirit	Spell	1
Wings of Hermes: Lesser	Air & Spirit	Spell	2
Wings of Hermes: Greater	Air & Spirit	Spell	3

EVOCATION SPELLS & RITUALS

	REQUIRED ELEMENTS	TYPE	RANK
Breath of Hermes	Air	Spell	1
Breath of Skadi	Air & Water	Spell	2
Breath of Vulcan	Air & Fire	Spell	2
Cardiac Arrest	Spirit	Spell	4
Fury of Neptune: Lesser	Air & Water	Ritual	3
Fury of Neptune: Greater	Air & Water	Ritual	5
Fury of Skadi: Lesser	Air & Water	Ritual	3
Fury of Skadi: Greater	Air & Water	Ritual	5
Hell Blast	Abyssal, Fire & Spirit	Spell	5
Inflict Wounds	Spirit	Spell	3
Light of Helios	Fire	Spell	3
Magnetize: Lesser	Earth	Spell	2
Magnetize: Greater	Earth	Spell	4
Summon the Fires of Hephaestus: Lesser	Fire	Spell	1
Summon the Fires of Hephaestus: Greater	Fire	Spell	3
Sword of Hermes	Air	Spell	1
Sword of Saladin	Fire & Spirit	Spell	4
Sword of Vulcan	Fire	Spell	2
Winids of Skadi	Air & Water	Spell	2
Wrath of Poseidon: Lesser	Earth	Spell	3
Wrath of Poseidon: Greater	Earth	Spell	4
Wrath of Zeus	Air & Water	Spell	2

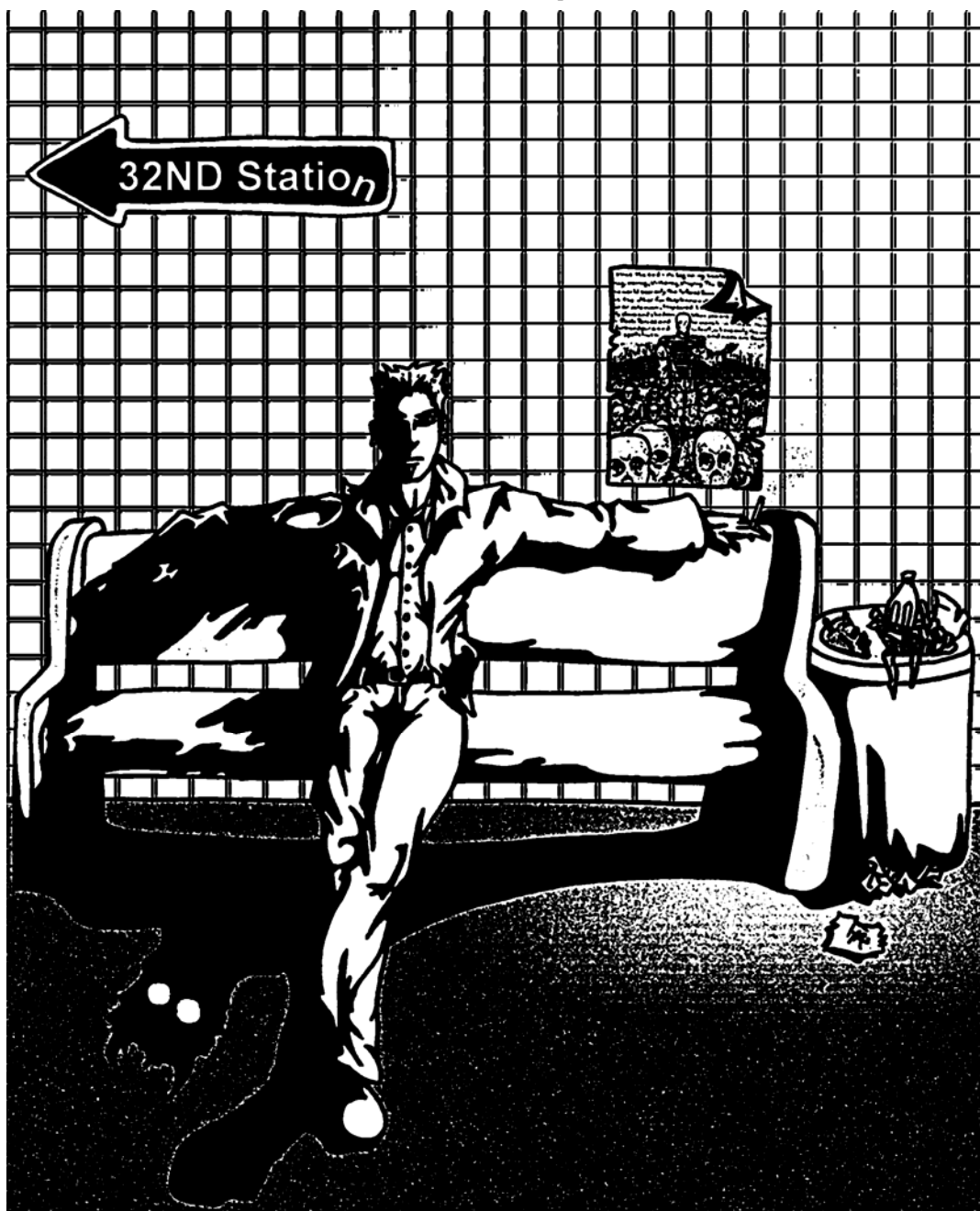
HEALING SPELLS & RITUALS

	REQUIRED ELEMENTS	TYPE	RANK
Heal: Lesser	Spirit	Spell	2
Heal: Greater	Spirit	Ritual	5
Heal Mind: Lesser	Spirit	Spell	3
Heal Mind: Greater	Spirit	Ritual	5

ILLUSION SPELLS & RITUALS

	REQUIRED ELEMENTS	TYPE	RANK
Glowing Orb	Air & Fire	Spell	1
Create Illusion: Lesser	Air & Spirit	Spell	1
Create Illusion: Greater	Air & Spirit	Spell	3
Create Solid Illusion: Lesser	Air & Spirit	Spell	3
Create Solid Illusion: Greater	Air & Spirit	Spell	5
Veiled Eyes: Lesser	Air & Spirit	Spell	2
Veiled Eyes: Greater	Air & Spirit	Spell	3

RELIGIOUS RITUALS	REQUIRED ELEMENTS	TYPE	RANK
Armor of Constantine	Spirit	Ritual	3
Rite of Absolution	Spirit	Ritual	1
Rite of Blessing	Spirit	Ritual	1
Rite of Castigation	Spirit	Ritual	3
Rite of Consecration: Dimidius	Spirit	Ritual	2
Rite of Consecration: Superus	Spirit	Ritual	4
Rite of Exorcism	Spirit	Ritual	5
Sacrifice of the Saints	Spirit	Ritual	3



SORCERERS GRIMOIRE

ABJURATION SPELLS & RITUALS

BOON OF SET

Type	RITUAL	Cost: 4 Points of Life Force
RANK	2	Duration: 24 Hours
STUDY POINT COST	10	Damage/Effect: This Ritual allows the Sorcerer to create a potion that is ingested by him or herself or another. This potion makes the drinker immune to all poisons for the period of 24 Hours. This Ritual requires a vial of snake venom as its primary ingredient.
LEARN TIME	6 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	30 MINUTES	Element: Spirit
COOPERATIVE	YES	Difficulty: Difficult

ELDER SIGN

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: Permanent
STUDY POINT COST	15	Damage/Effect: This is a symbol of protection against the entities collectively known as the Old Ones and their Servitors. The Elder Sign is a potent tool that can be inscribed on anything that can retain a shape; such as in stone, metal, earth, or even sand. The Elder Sign in appearance looks like a tilted tree branch with three side branches on the left side and two branches on its right side. The creation of the symbol is not enough to protect a Sorcerer from the Old Ones or their Servitors; the Elder Sign requires the casting of this ritual that imparts a portion of the Sorcerer's Life Force into the Elder Sign at the time of its creation to give it the power to protect its possessor. If the Elder Sign is placed on something and then physically attached to a portal or entrance; no Servitor of the Old Ones may enter the gateway. Those Sorcerers that carry the Elder Sign on their person are protected from the Abyssal powers of the Old Ones and their Servitors, but physical attacks by the Servitors of the Old Ones can still just as easily kill the possessor of the Elder Sign.
LEARN TIME	9 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	45 MINUTES	Element: Abyssal & Spirit
COOPERATIVE	YES	Difficulty: Difficult



EYE OF ANUBIS

Type	RITUAL	Cost: 4 Points of Life Force
RANK	2	Duration: Permanent
STUDY POINT COST	10	Damage/Effect: This Ritual creates a Talisman that the Sorcerer can carry on that that gives them a +4 Bonus to their Resist Magic Ranks in resisting the attempts of other Sorcerers to cast Sorcery Spells and Rituals on them. This Ritual requires a single Blue Sapphire to act as the Talisman for the Rituals power.
LEARN TIME	6 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	30 MINUTES	Element: Spirit
COOPERATIVE	YES	Difficulty: Difficult

CIRCLE OF PROTECTION: DEMONS

Type	RITUAL	Cost: 10 points of Life Force
RANK	5	Duration: Until circle is broken by caster
STUDY POINT COST	25	Damage/Effect: This ritual is used to drive away Demons. Demons attempting to enter the Circle of Protection must make a Psyche check at Difficult, and even if they make it and attempt to enter the Circle of Protection, the Demon will take 6 + Card (Jack = 2, Queen = 4, King = 8, Joker = 20) wounds upon making contact with the CoP. This Ritual requires that the Sorcerer create a circle around them made out of kosher salt, the Ritual also requires that the Sorcerer burn a small piece of demon flesh in a brazier at the center of the Circle of Protection.
LEARN TIME	15 DAYS	Casting Time: 6 Rounds
DAILY STUDY TIME	75 MINUTES	Element: Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

CIRCLE OF PROTECTION: LESSER SPIRITS

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: Until circle is broken by caster
STUDY POINT COST	15	Damage/Effect: This ritual is most commonly used to drive away the Lesser Spirits; Ghosts, Poltergeists, etc. Lesser Spirits attempting to enter the Circle of Protection must make a Psyche check at Difficult, and even if they make it and attempt to enter the Circle of Protection, the Lesser Spirits will take 6 wounds upon making contact with the CoP. This Ritual requires that the Sorcerer create a circle around them made out of kosher salt, the Ritual also requires that the Sorcerer burn a wood chip from an unearthed coffin in a brazier at the center of the Circle of Protection.
LEARN TIME	9 DAYS	Casting Time: 3 Rounds
DAILY STUDY TIME	45 MINUTES	Element: Spirit
COOPERATIVE	YES	Difficulty: Difficult

CIRCLE OF PROTECTION: LESSER UNDEAD

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: Until circle is broken by caster
STUDY POINT COST	15	Damage/Effect: This ritual is used to drive away the Lesser Undead; Ghouls, Zombies, Skeletons, etc. Lesser Undead attempting to enter the Circle of Protection must make a Psyche check at Difficult, and even if they make it and attempt to enter the Circle of Protection, the Lesser Undead will take 6 wounds upon making contact with the CoP. This Ritual requires that the Sorcerer create a circle around them made out of kosher salt, the Ritual also requires that the Sorcerer grind up a piece of human bone and burn the powder in a brazier at the center of the Circle of Protection.
LEARN TIME	9 DAYS	Casting Time: 3 Rounds
DAILY STUDY TIME	45 MINUTES	Element: Earth and Spirit
COOPERATIVE	YES	Difficulty: Difficult

CIRCLE OF PROTECTION: LILANS & REVENANTS

Type	RITUAL	Cost: 10 points of Life Force
RANK	5	Duration: Until circle is broken by caster
STUDY POINT COST	25	Damage/Effect: This ritual is used to drive away Lilans & Revenants. Lilans and Revenants that attempt to enter the Circle of Protection must make a Psyche check at Difficult, and even if they make it and attempt to enter the Circle of Protection, the Lilans will take 6 + Card (Jack = 2, Queen = 4, King = 8, Joker = 20) wounds upon making contact with the CoP. This Ritual requires that the Sorcerer create a circle around them made out of kosher salt, the Ritual also requires that the Sorcerer grind up a piece of bone and burn the powder in a brazier at the center of the Circle of Protection.
LEARN TIME	15 DAYS	Casting Time: 6 Rounds
DAILY STUDY TIME	75 MINUTES	Element: Air, Earth, and Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

CIRCLE OF PROTECTION: MAGIC

TYPE	RITUAL	Cost: 4 Points of Life Force
RANK	2	Duration: Until circle is broken by caster
STUDY POINT COST	10	Damage/Effect: This ritual is used by all Sorcerers to protect themselves from the magic of other Sorcerers. Once enacted, this spell negates the effects of all magic cast at its perimeter.
LEARN TIME	6 DAYS	This is one of the first rituals taught to apprentices during their training to become a Sorcerer.
DAILY STUDY TIME	30 MINUTES	This Ritual requires that the Sorcerer create a circle around them made out of kosher salt, and that they burn a clover leave in a brazier at the center of the Circle of Protection.
COOPERATIVE	YES	Casting Time: 2 Rounds
		Element: Spirit
		Difficulty: Simple

CLOAK OF NIGHT

TYPE	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: 5 Minutes
STUDY POINT COST	10	Damage/Effect: This Spell allows the Sorcerer to create a cloak of darkness that surrounds them, going out in all directions from them for 20 feet, plus 10 feet per every 2 points that the Sorcerer beats their Target Difficulty by. All creatures that are caught within this cloak of darkness will suffer a -3 penalty to all Intellect Checks while they are attempting to find their way out of the mystical darkness, only the Sorcerer that casts Cloak of Night can see normally within the mystical darkness.
LEARN TIME	6 DAYS	Casting Time: 1 Round
DAILY STUDY TIME	30 MINUTES	Element: Spirit
		Difficulty: Difficult

FORTITUDE OF GRENDL: LESSER

TYPE	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: 10 Minutes
STUDY POINT COST	10	Damage/Effect: This spell allows the caster to give their flesh the resilience of stone for the duration of this spell. Once cast, the caster gains a +3 to all Toughness & Vitality Contests and Checks. This spell is particularly useful when in battle.
LEARN TIME	6 DAYS	Casting Time: 2 Rounds
DAILY STUDY TIME	30 MINUTES	Element: Earth and Spirit
		Difficulty: Simple

FORTITUDE OF GRENDL: GREATER

TYPE	SPELL	Cost: 5 Points of Life Force
RANK	3	Duration: 60 Minutes
STUDY POINT COST	15	Damage/Effect: This spell allows the caster to give their flesh the resilience of stone for the duration of this spell. Once cast, the caster gains a +6 to all Toughness & Vitality Contests and Checks. This spell is particularly useful when in battle.
LEARN TIME	9 DAYS	Casting Time: 4 Rounds
DAILY STUDY TIME	45 MINUTES	Element: Earth and Spirit
		Difficulty: Difficult

FORTRESS OF FIRE

TYPE	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: 12 Rounds or until dismissed
STUDY POINT COST	10	Damage/Effect: The Fortress of Fire spell was created by a Sorcerer because of the necessity to protect one's self against attacks made during the heat of battle. Fortress of Fire is primarily a defensive spell that is meant to keep attackers away from the Sorcerer. This Spell's effect appears as a 10 ft tall wall of fire that appears and encircles the Sorcerer; the Fortress of Fire will absorb 8 points of stun or wound damage from any strike directed at the Sorcerer; the fortress encircles the Sorcerer and moves with them wherever they go until its 12 Rounds are up or the caster dismisses it. The wall also does 3 points of wound damage to whomever or whatever it comes in contact with. Warning: use of this spell indoors can be harmful to a Sorcerer's health.
LEARN TIME	6 DAYS	Casting Time: 3 Rounds
DAILY STUDY TIME	30 MINUTES	Element: Fire
		Difficulty: Difficult

FORTRESS OF WIND

Type	SPELL	Cost: 1 Points of Life Force
RANK	1	Duration: 12 Rounds or until dismissed
STUDY POINT COST	5	Damage/Effect: The Fortress of Force spell was created by a Sorcerer because of the necessity to protect one's self against attacks made during the heat of battle. Fortress of Wind can be kept up while the Sorcerer casts another spell to attack an opponent. This Spells effect appears as a 10 ft tall invisible wall that appears and encircles the Sorcerer; the Fortress of Wind will absorb 4 points of stun or wound damage from any strike directed at the Sorcerer, the fortress encircles the Sorcerer and moves with them wherever they go until its 12 Rounds are up or the caster dismisses it.
LEARN TIME	3 DAYS	Casting Time: 2 Rounds
DAILY STUDY TIME	15 MINUTES	Element: Air
		Difficulty: Difficult

FORTRESS OF SKADI

Type	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: 12 Rounds or until dismissed
STUDY POINT COST	10	Damage/Effect: The Fortress of Skadi spell was created by a Sorcerer because of the necessity to protect one's self against attacks made during the heat of battle. Fortress of Skadi is primarily a defensive spell that is meant to keep attackers away from the Sorcerer. This Spells effect appears as a 10 ft tall wall of ice that appears and encircles the Sorcerer; the Fortress of Skadi will absorb 8 points of stun or wound damage from any strike directed at the Sorcerer, the fortress encircles the Sorcerer and moves with them wherever they go until its 12 Rounds are up or the Sorcerer dismisses it. The fortress also does 3 points of wound damage to whoever or whatever it comes in contact with. Warning: use of this spell indoors is not recommended due to the shear amount of damage it leaves behind in the Sorcerer's wake.
LEARN TIME	6 DAYS	Casting Time: 3 Rounds
DAILY STUDY TIME	30 MINUTES	Element: Air and Water
		Difficulty: Difficult

LUNA'S REPRIEVE

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: 3 Hours
STUDY POINT COST	15	Damage/Effect: This Ritual allows a Sorcerer to make the recipient of this Ritual immune to damage from moon light for the period 3 Hours + 1 Hour per 3 points that the Sorcerer beats their target difficulty.
LEARN TIME	9 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	45 MINUTES	Element: Spirit
COOPERATIVE	YES	Difficulty: Difficult

WARDERD PATH: ABYSSAL ENTITIES

Type	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: Permanent
STUDY POINT COST	20	Damage/Effect: This Ritual is used to protect the entrances to places that Sorcerers would prefer to keep people out of. Any Abyssal Entity that attempts to enter the portal (doorway, window, etc.) will feel physical pain upon drawing near to it, those that choose to continue to advance into the portal will take 8 points of Wound Damage upon crossing the threshold of the portal. This Ritual meant more to drive the curious away than it is to kill anyone that attempts to cross into the portal. Leaving the Warded area does not cause further harm, only entering it.
LEARN TIME	12 DAYS	Casting Time: 5 Rounds
DAILY STUDY TIME	60 MINUTES	Element: Abyssal & Spirit
COOPERATIVE	YES	Difficulty: Difficult

WARDER PATH: DEMONS

Type	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: Permanent
STUDY POINT COST	15	Damage/Effect: This Ritual is used to protect the entrances to places that Sorcerers would prefer to keep people out of. Any Demon that attempts to enter the portal (doorway, window, etc.) will feel physical pain upon drawing near to it, those that choose to continue to advance into the portal will take 8 points of Wound Damage upon crossing the threshold of the portal. This Ritual meant more to drive the curious away than it is to kill anyone that attempts to cross into the portal. Leaving the Warded area does not cause further harm, only entering it.
LEARN TIME	9 DAYS	Casting Time: 5 Rounds
DAILY STUDY TIME	45 MINUTES	Element: Spirit
COOPERATIVE	YES	Difficulty: Difficult

WARDER PATH: LESSER SPIRITS

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: Permanent
STUDY POINT COST	15	Damage/Effect: This Ritual is used to protect the entrances to places that Sorcerers would prefer to keep people out of. Any of the Lesser Spirits; Ghosts, Poltergeists, etc. that attempts to enter the portal (doorway, window, etc.) will feel physical pain upon drawing near to it, those that choose to continue to advance into the portal will take 6 points of Wound Damage upon crossing the threshold of the portal. This Ritual meant more to drive the curious away than it is to kill anyone that attempts to cross into the portal. Leaving the Warded area does not cause further harm, only entering it. This Ritual is typically used to protect a home from Ghosts and Poltergeists after a cleansing of a home has been performed.
LEARN TIME	9 DAYS	Casting Time: 3 Rounds
DAILY STUDY TIME	45 MINUTES	Element: Spirit
COOPERATIVE	YES	Difficulty: Difficult

WARDER PATH: LESSER UNDEAD

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: Permanent
STUDY POINT COST	15	Damage/Effect: This Ritual is used to protect the entrances to places that Sorcerers would prefer to keep people out of. Any of the Lesser Undead; Ghouls, Zombies, Skeletons, etc. that attempts to enter the portal (doorway, window, etc.) will feel physical pain upon drawing near to it, those that choose to continue to advance into the portal will take 6 points of Wound Damage upon crossing the threshold of the portal. This Ritual meant more to drive the curious away than it is to kill anyone that attempts to cross into the portal. Leaving the Warded area does not cause further harm, only entering it.
LEARN TIME	9 DAYS	Casting Time: 3 Rounds
DAILY STUDY TIME	45 MINUTES	Element: Earth and Spirit
COOPERATIVE	YES	Difficulty: Difficult

WARDER PATH: GREATER UNDEAD

Type	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: Permanent
STUDY POINT COST	20	Damage/Effect: This Ritual is used to protect the entrances to places that Sorcerers would prefer to keep people out of. Any of the Greater Undead; Revenants, etc., that attempts to enter the portal (doorway, window, etc.) will feel physical pain upon drawing near to it, those that choose to continue to advance into the portal will take 8 points of Wound Damage upon crossing the threshold of the portal. This Ritual meant more to drive the curious away than it is to kill anyone that attempts to cross into the portal. Leaving the Warded area does not cause further harm, only entering it.
LEARN TIME	12 DAYS	Casting Time: 4 Rounds
DAILY STUDY TIME	60 MINUTES	Element: Earth and Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

WARDER PATH: LILANS

Type	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: Permanent
STUDY POINT COST	20	Damage/Effect: This Ritual is used to protect the entrances to places that Sorcerers would prefer to keep people out of. Any Lilan that attempts to enter the portal (doorway, window, etc.) will feel physical pain upon drawing near to it, those that choose to continue to advance into the portal will take 8 points of Wound Damage upon crossing the threshold of the portal. This Ritual meant more to drive the curious away than it is to kill anyone that attempts to cross into the portal. Leaving the Warded area does not cause further harm, only entering it.
LEARN TIME	12 DAYS	Casting Time: 5 Rounds
DAILY STUDY TIME	60 MINUTES	Element: Air, Earth, and Spirit
COOPERATIVE	YES	Difficulty: Difficult

WARDER PATH: MUNDANES

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: Permanent
STUDY POINT COST	15	Damage/Effect: This Ritual is used to protect the entrances to places that Sorcerers would prefer to keep people out of. Any Mundanes that attempts to enter the portal (doorway, window, etc.) will feel physical pain upon drawing near to it; those that choose to continue to advance into the portal will take 6 points of Wound Damage upon crossing the threshold of the portal. This Ritual meant more to drive the curious away than it is to kill anyone that attempts to cross into the portal. Leaving the Warded area does not cause further harm, only entering it.
LEARN TIME	9 DAYS	Casting Time: 3 Rounds
DAILY STUDY TIME	45 MINUTES	Element: Earth & Spirit
COOPERATIVE	YES	Difficulty: Difficult

CONJURATION SPELLS & RITUALS

CALL FORTH THE DAMNED

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: Permanent
STUDY POINT COST	25	Damage/Effect: This Ritual allows the Sorcerer to reach into the hellish underworld where the Demons rule and to pull a Necrositic Demon into the Physical World; trapping it in the body of a recently killed body. This Ritual requires that the host body die of unnatural causes. It also requires that the summoning Sorcerer pour a pint worth of their own blood into the mouth of the intended host. Once summoned, only the Sorcerer can free the Necrositic Demon from its servitude from its Sorcerer Master. Those Sorcerers that choose to free a Necrositic Demon from servitude had better have a quick exit because a free Necrosite is a truly dangerous being to be near. The act of performing this Ritual automatically confers 2 Tallys in the Negative Aspect of Three-Fold Law to any Sorcerer that attempts to perform this Ritual.
LEARN TIME	15 DAYS	Casting Time: 3 hours
DAILY STUDY TIME	75 MINUTES	Element: Air, Earth, & Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

SUMMON VERMIN

Type	RITUAL	Cost: 4 Points of Life Force
RANK	2	Duration: Until circle is broken by caster
STUDY POINT COST	10	Damage/Effect: Through this Ritual, the Sorcerer is able to summon a large number of small creatures, such as; rats, mice, cockroaches, etc., to their location at the time that the Ritual was cast. Once the Ritual is cast, within 6 minutes all of the vermin that is in the immediate area will begin appearing (if Cockroaches, hundreds to thousands will begin to appear; if rats, one hundred to three hundred will begin to appear, etc.) These creatures will be under the control of the Sorcerer for the Scene (1 hour) and the Sorcerer can give the vermin a traveling direction that begins where he or she is standing; they can be used to foul and destroy everything that is in their path and that they have the capability to destroy.
LEARN TIME	6 DAYS	Casting Time: 6 Rounds
DAILY STUDY TIME	30 MINUTES	Element: Spirit
COOPERATIVE	YES	Difficulty: Difficult

CREATE PORTAL: LESSER

Type	SPELL	Cost: 5 Points of Life Force
RANK	3	Duration: Portal remains open for 10 minutes
STUDY POINT COST	15	Damage/Effect: The caster alone may travel through the portal from one location to another, up to 100 miles away. The caster must know the location they wish to travel to and have been there at least once in their life time.
LEARN TIME	9 DAYS	Casting Time: 4 rounds
DAILY STUDY TIME	45 MINUTES	Element: Air, Earth, & Spirit

CREATE PORTAL: GREATER

Type	SPELL	Cost: 7 Points of Life Force
RANK	4	Duration: Portal remains open for 2 hours
STUDY POINT COST	20	Damage/Effect: The caster and up to 3 others may travel through the portal from one location to another, up to 500 miles away. The caster must know the location they wish to travel to and have been there at least once in their life time.
LEARN TIME	12 DAYS	Casting Time: 6 Rounds
DAILY STUDY TIME	60 MINUTES	Element: Air, Earth, & Spirit
		Difficulty: Very Difficult

CREATE PORTAL: PERMANENT

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: Indefinitely
STUDY POINT COST	25	Damage/Effect: The caster creates a portal from one location in the world to another that will remain open indefinitely. The ritual is generally only used by Sorcerers that have homes in multiple cities, so that they can go from one home to another without the long perilous journey through the wilderness to get there. The caster must know the location they wish to travel to and have been there at least once in their life time.
LEARN TIME	15 DAYS	Casting Time: 3 hours
DAILY STUDY TIME	75 MINUTES	Element: Air, Earth, & Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

CROSS-RIP

Type	SPELL	Cost: 5 Points of Life Force
RANK	3	Duration: 1 Turn
STUDY POINT COST	15	Damage/Effect: Through this Spell, the Sorcerer is able to rip a hole in the veil that separates the Physical World with that of the Mirror World, in doing so the Sorcerer passes from the Physical World into the Mirror World. Crossing back from the Mirror World into the Physical World requires an additional casting of this Spell. If the Sorcerer attempts to take another across the veil into the Mirror World, they must be holding on to the Sorcerer, and in crossing over, the passenger losses 5 of their own Life Force Points in the passage. It is possible to use this Spell to cross over into the other worlds by adding an additional element to the casting of this Spell. Examples; To cross over into the Fae World the Sorcerer must be attuned to Air, Earth, Fire, Water, and Spirit. To cross over into the Realm of Air, the Sorcerer must be attuned to Air, Water, and Spirit. To cross over into the Realm of Earth, the Sorcerer must be attuned to Earth, Water, and Spirit. To cross over into the Realm of Fire, the Sorcerer must be attuned to Fire, Water, and Spirit. To cross over into the Realm of Water, the Sorcerer must be attuned to Water and Spirit. It is also possible to cross over on to one of the dark worlds within the Abyss; but the Sorcerer must have Abyssal, Water and Spirit. This last one is incredibly dangerous because just spending time in the Abyss is enough to permanently alter the Sorcerer in horrifying ways.
LEARN TIME	9 DAYS	Casting Time: 5 Rounds
DAILY STUDY TIME	45 MINUTES	Element: Spirit & Water
		Difficulty: Difficult

GIVE EDGE

Type	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: 1 Hour
STUDY POINT COST	10	Damage/Effect: A spell that allows the caster to pick up a metal object and transform it into a blade. The transformed blade gives the wielder Brawn + 2 to damage their opponent.
LEARN TIME	6 DAYS	Casting time: 1 Round
DAILY STUDY TIME	30 MINUTES	Element: Earth & Fire
		Difficulty: Simple

NO REST FOR THE DEAD: LESSER

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: Until Zombie is destroyed.
STUDY POINT COST	15	Damage/Effect: This Ritual allows the Sorcerer to create the walking dead; Zombies. The caster must have an ounce of fresh blood and pound of raw flesh or meat, to cast this ritual. The blood is poured into the mouth of the body that is to be animated, the pound of raw flesh or meat is given to the Zombie once the ritual has been completed. The newly created zombie will hunger for raw flesh or meat, and in consuming it, it will allow the zombie to retard the natural processes that decompose a dead body. From this point forward, the zombie will require at least a pound of flesh per day to keep it from decomposing. It should be noted that zombies created in this fashion can be potentially lethal to their creator as they have the thought processes of little more than ravenous animals, and their primarily drive is to feed this hunger. With the offering of flesh meat, these zombies can be coaxed and taught into performing simple actions. For stats, see the Slow Zombie entry in the Antagonists Chapter.
LEARN TIME	9 DAYS	Casting Time: 1 Hour per Zombie created.
DAILY STUDY TIME	45 MINUTES	Element: Earth & Spirit
COOPERATIVE	YES	Difficulty: Difficult

NO REST FOR THE DEAD: GREATER

Type	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: Until Zombie is destroyed.
STUDY POINT COST	20	Damage/Effect: This Ritual allows the Sorcerer to create the walking dead; Zombies. The caster must have an ounce of fresh blood and pound of raw flesh or meat, to cast this ritual. The blood is poured into the mouth of the body that is to be animated, the pound of raw flesh or meat is given to the Zombie once the ritual has been completed. The newly created zombie will hunger for raw flesh or meat, and in consuming it, it will allow the zombie to retard the natural processes that decompose a dead body. From this point forward, the zombie will require at least a pound of flesh per day to keep it from decomposing. These Zombies are exceptionally dangerous, as they have the ability to form complex plans with which to get at their prey and they are much faster than the Slow Zombies. It should be noted that zombies created in this fashion can be potentially lethal to their creator as they have the thought processes of little more than ravenous animals, and their primary drive is to feed this hunger. These Zombies have the same need to feed that the Lesser version of this ritual allows. With the offering of flesh meat, these zombies can be coaxed and taught into performing simple actions. For stats, see the Fast Zombie entry in the Antagonists Chapter.
LEARN TIME	12 DAYS	Casting Time: 2 Hours per Zombie created.
DAILY STUDY TIME	60 MINUTES	Element: Earth & Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

RESURRECTION

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: Permanent
STUDY POINT COST	25	Damage/Effect: This Abyssal ritual allows a Sorcerer to call someone that has passed on back from the dead, both in body and soul. This ritual requires that the Sorcerer reduces the dead body of the deceased into what is called the essential salts through the burning of the remains into a fine ash, even the bones must be reduced to powder; the Sorcerer then says a phrase that recreates the deceased body in whole, bringing body and soul together once more. It should be noted that those that are brought back from the dead in this fashion are totally at the mercy of the Sorcerer that brought them back from the dead; because all the Sorcerer need do to reduce the resurrected back to its essential salts is to intone the phrase that they spoke to bring the deceased back from the dead in reverse. If a Sorcerer draws a Joker in attempting to cast this Abyssal ritual, the deceased is brought back from the dead, but becomes a ravenous horror that hungers for the flesh and blood of the living. This creature can not be rendered back to its essential salts and must be destroyed through some other mystical means. All those that this horror kills will rise up as a horror akin to the creature that killed them (Use the Fast Zombie for stats for these entities). Because of the foul consequences of miscasting this ritual, less than one percent of the Sorcerers that live and breathe are willing to even attempt casting this Abyssal ritual.
LEARN TIME	15 DAYS	Casting Time: 8 Hours
DAILY STUDY TIME	75 MINUTES	Element: Abyssal, Earth & Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

SHATTER THE MIRROR: LESSER

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: Permanent
STUDY POINT COST	25	Damage/Effect: Through this Spell, the Sorcerer is able to rip open a permanent hole in the veil that separates the Physical World with that of the Mirror World. This hole in the veil can allow anyone to pass from the Physical World into the Mirror World, but each passing costs those crossing the veil 3 Life Force Points each time they make a crossing either way. These permanent portals between the Physical World and the Mirror World are exceedingly rare and Sorcerer never creates these portals without using the Warded Path Ritual to keep entities from the Mirror World from crossing over into the Physical World.
LEARN TIME	15 DAYS	Casting Time: 2 Hours
DAILY STUDY TIME	75 MINUTES	Element: Earth, Spirit, & Water
COOPERATIVE	YES	Difficulty: Very Difficult

SHATTER THE MIRROR: GREATER

Type	RITUAL	Cost: 12 Points of Life Force
RANK	6	Duration: Permanent
STUDY POINT COST	30	Damage/Effect: Only once in recorded history has this Ritual been purposefully performed, and that was in the ill-fated village of Arcadia in Central Pennsylvania; which created the infamous Arcadian Gate. What this Ritual does is it rips open a massive permanent hole in the veil that separates the Physical World with that of the Mirror World. This hole in the veil can allow anyone to pass from the Physical World into the Mirror World, but each passing costs those crossing the veil 3 Life Force Points each time they make a crossing either way. These permanent portals between the Physical World and the Mirror World are exceedingly rare. There are stories circulating that the Bermuda Triangle may have been an Atlantean attempt to create a permanent colony in the Mirror World, but so far no one is speaking up on whether this rumor is true or not.
LEARN TIME	18 DAYS	Casting Time: 6 Hours
DAILY STUDY TIME	90 MINUTES	Element: Earth, Spirit, & Water
COOPERATIVE	YES	Difficulty: Next to Impossible

SUMMON/BIND: CREATURE

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: However long it takes the creature to arrive. (see below)
STUDY POINT COST	15	Damage/Effect: With this ritual, a Sorcerer can summon another non-magical creature in the world to come to him or her. Once summoned, the creature must follow the commands of the summoning Sorcerer for the duration of the Ritual (1 Day of Service per 2 points that the Sorcerer beat their Target Difficulty by). What the creature does to the Sorcerer for summoning them is an altogether different ball of wax. Those summoned must attempt to make their way to the summoning Sorcerer in the most reasonable and expedient fashion.
LEARN TIME	9 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	45 MINUTES	Element: Air, Earth, and Spirit
COOPERATIVE	YES	Difficulty: Difficult

SUMMON/BIND: DEMON

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: However long it takes for the Demon to come to the Sorcerer. (see below)
STUDY POINT COST	25	Damage/Effect: This Ritual allows the Sorcerer to Summon and Bind a Demon of their choice. Because Demons are not mortal, it can be days or weeks for the Demon to make contact with the one wishing to speak with them. Once summoned, the Demon must follow the commands of the summoning Sorcerer for the duration of the Ritual (1 Day of Service per 2 points that the Sorcerer beat their Target Difficulty by). Those summoned must attempt to make their way to the summoning Sorcerer in the most reasonable and expedient fashion.
LEARN TIME	15 DAYS	Casting Time: 2 Hours
DAILY STUDY TIME	75 MINUTES	Element: Air, Earth, and Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

SUMMON/BIND: ENTITY

Type	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: However long it takes the Entity to arrive. (see below)
STUDY POINT COST	20	Damage/Effect: With this ritual, a Sorcerer can summon a magical entity in the world to come to him or her. Once summoned, the magical entity must follow the commands of the summoning Sorcerer for the duration of the Ritual (1 Day of Service per 2 points that the Sorcerer beat their Target Difficulty by). Those summoned must attempt to make their way to the summoning Sorcerer in the most reasonable and expedient fashion. What the entity does to the Sorcerer for summoning them is an altogether different ball of wax.
LEARN TIME	12 DAYS	Casting Time: 2 Hours
DAILY STUDY TIME	60 MINUTES	Element: Air, Earth, and Spirit
COOPERATIVE	YES	Difficulty: Difficult

SUMMON/BIND: LILAN/REVENANT

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: However long it takes for the Lilan or Revenant to come to the Sorcerer. (see below)
STUDY POINT COST	25	Damage/Effect: This Ritual allows the Sorcerer to Summon and Bind a Lilan or Revenant of their choice. Because Lilans and Revenants are immortal, it can be days or weeks for the Lilan or Revenant to make contact with the one wishing to speak with them. Once summoned, the Lilan or Revenant must follow the commands of the summoning Sorcerer for the duration of the Ritual (1 Day of Service per 2 points that the Sorcerer beat their Target Difficulty by). This Ritual also works on Thralls. Those summoned must attempt to make their way to the summoning Sorcerer in the most reasonable and expedient fashion.
LEARN TIME	15 DAYS	Casting Time: 2 Hours
DAILY STUDY TIME	75 MINUTES	Element: Air, Earth, and Spirit
COOPERATIVE	YES	Difficulty: Difficult

SUMMON/BIND: SERVITOR OF THE ABYSS

Type	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: However long it takes the creature to arrive. (see below)
STUDY POINT COST	20	Damage/Effect: This Ritual is used to summon and bind those creatures that have become tainted with the Abyssal energies so much so that they have begun showing manifestations of the Abyss in bizarre and horrifying ways. Once summoned, the Servitor of the Abyss must follow the commands of the summoning Sorcerer for the duration of the Ritual (1 Day of Service per 2 points that the Sorcerer beat their Target Difficulty by). Examples of Servitors of the Abyss are; the Children of Dagon or Deep Ones (aquatic human-fish hybrids), the Serpent Men of Tiamat (human-dragonlike hybrids, etc.) For more Servitors of the Abyss, see the Allies and Antagonists Section of Dark Aeons: The Atlantean Chronicles Roleplaying Game). To summon and bind a Servitor of the Abyss requires that the summoning Sorcerer crafts a wax effigy of the Servitor type that they wish to come and infuse it with the Abyssal energies through their expenditure of their own Life Force. Those summoned must attempt to make their way to the summoning Sorcerer in the most reasonable and expedient fashion.
LEARN TIME	12 DAYS	Casting Time: 2 Hours
DAILY STUDY TIME	60 MINUTES	Element: Abyssal & Spirit
COOPERATIVE	YES	Difficulty: Difficult



CHARM SPELLS & RITUALS

AURA OF FEAR

Type	SPELL	Cost: 5 Points of Life Force
RANK	3	Duration: 6 Rounds
STUDY POINT COST	15	Damage/Effect: This spell allows the Sorcerer to create an Aura of Fear around them, in a 50 ft radius. Through this Aura of Fear, the Sorcerer gains a +3 towards an attempt to make an Intimidation check against their enemies to drive them away. For every 2 points past the target number that was required to cast the spell, the Sorcerer gains a +1 bonus to their Intimidation Check or Contest to drive away their enemies.
LEARN TIME	9 DAYS	Casting Time: 2 rounds
DAILY STUDY TIME	45 MINUTES	Element: Spirit
		Difficulty: Difficult

AURA OF RESPECT

Type	SPELL	Cost: 5 Points of Life Force
RANK	3	Duration: 6 Rounds
STUDY POINT COST	15	Damage/Effect: This spell allows the Sorcerer to create an Aura of Respect around them, in a 50 ft radius. Through this Aura of Respect, the Sorcerer gains a +3 to all Command Skill, Persuasion Skill and Reaction Checks. For every 2 points past the target number that was required to cast the spell, the Sorcerer gains a +1 bonus to their Command Skill, Persuasion Skill and Reaction Checks.
LEARN TIME	9 DAYS	Casting Time: 2 rounds
DAILY STUDY TIME	45 MINUTES	Element: Spirit
		Difficulty: Difficult

BLACK SLEEP OF KALI

Type	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: See Below.
STUDY POINT COST	20	Damage/Effect: The Ritual has been used time and again by the Priesthood of Kali to forcefully indoctrinate new followers into their religion. A mixture made up from human blood, the venom of a tomb spider and honey mead is poured into the victim's throat. The victim is then taken to an isolated chamber with small openings in the walls that the faithful and priests of Kali can chant praises to their dark goddess over the period of 5 hours. The Priest that is leading the Ritual must succeed in an Intellect + Ritualcraft + Card Contest against their victim's Resist Magic + Card; if the Ritual is successful the victim at the conclusion of the Ritual will become fanatically loyal to the Priesthood of Kali and its goals. Once put into the Black Sleep of Kali, the only way to awaken the victim from this waking nightmare is to inflict at minimum 3 points of Wound damage to them through the cleansing pain of fire. Once awakened from the Black Sleep of Kali, the victim will return to normal.
LEARN TIME	12 DAYS	Casting Time: 5 Hours
DAILY STUDY TIME	60 MINUTES	Element: Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

CONSUME MIND

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: 2 hours
STUDY POINT COST	25	Damage/Effect: This ritual allows the caster to absorb some of the knowledge and memories of their victim. The victim must be killed with a ritual knife and the caster must consume the entirety of the victim's brains. Through the consummation of the victim's brains the caster is able to spend their Study Points towards gaining all of the Intellect Skills that the victim had. The caster has 5 days in which to spend their Study Points before all of the memories of the Intellect Skills disappear from their mind.
LEARN TIME	15 DAYS	Element: Spirit
DAILY STUDY TIME	75 MINUTES	Difficulty: Very Difficult
COOPERATIVE	NO	

DEATH OF THE SOUL

Type	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: Permanent
STUDY POINT COST	20	Damage/Effect: Through this Ritual, the Sorcerer is able to steal the Life Force of another living creature, or spiritual entity (such as a Demon or Ghost). For every 4 points over the target
LEARN TIME	12 DAYS	Difficulty Number that the Sorcerer beats, the Sorcerer is able to drain a living creature or
DAILY STUDY TIME	60 MINUTES	spiritual entity of 8 Life Force points. It goes without says that this Ritual is a truly vile act and it
COOPERATIVE	YES	most definitely falls on the negative side of Threefold Law. In stealing a creature or entity's Life
		Force in this way it kills the creature or entity upon reaching 0 Life Force. This Ritual requires
		that the Sorcerer have a personal item connected to the creature or entity that he or she plans to
		use this Ritual on (a lock of hair works fine for this aspect, but a pocket watch or a wedding ring
		would work just as well).
		Casting Time: 1 Hour
		Element: Spirit
		Difficulty: Very Difficult

GLAMOUR

Type	SPELL	Cost: 1 Point of Life Force
RANK	1	Duration: 1 Hour
STUDY POINT COST	5	Damage/Effect: This Spell allows the Sorcerer to change one minor aspect of their appearance
LEARN TIME	3 DAYS	for the duration of 1 Hour, plus 30 minutes per 2 points that the Sorcerer beats their target
DAILY STUDY TIME	15 MINUTES	difficulty by. Through this Spell the Sorcerer can lengthen their hair, change their hair color or
		nail color, to even changing their skin color. But Sorcerers can not use this Spell to change their
		species, as in; changing from human to the form of a bear or large cat. In basics, this Spell is
		meant to heighten the appearance of the Sorcerer in ways that make them more appealing to
		others.
		Casting Time: 1 Round
		Element: Spirit
		Difficulty: Simple

IGNITING THE HEARTS FURY

Type	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: 5 minutes
STUDY POINT COST	10	Damage/Effect: The primary purpose of this Spell was to give Sorcerers the opportunity to
LEARN TIME	6 DAYS	eliminate their enemies and rivals through the act of self defense. Through this Spell, the
DAILY STUDY TIME	30 MINUTES	Sorcerer is able to ignite an uncontrollable rage within their target. Once this Spell effects its'
		target, the target will immediately attempt to attack the Sorcerer, centering their aggression and
		rage on only the Sorcerer. Once under the effects of this Spell, the Target can attempt to halt
		their attack on the Sorcerer only by succeeding in a Psyche Check at a Difficulty of: Difficult,
		and each Round that the Target attempts to resist the effects of the Spell they must make an
		additional Psyche Check.
		Casting Time: 1 Round
		Element: Fire & Spirit
		Difficulty: Simple

IMPOSE WILL: LESSER

Type	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: 30 minutes
STUDY POINT COST	10	Damage/Effect: With this spell, a Sorcerer has the ability to force another Persona to due her
LEARN TIME	6 DAYS	bidding. By no means does this turn the victim stupid, it simply forces them to follow the
DAILY STUDY TIME	30 MINUTES	commands of the caster for the duration of the spell.
		Casting Time: 5 Rounds / 2 minutes
		Element: Spirit
		Difficulty: Simple

IMPOSE WILL: GREATER

TYPE	SPELL	Cost: 5 Points of Life Force
RANK	3	Duration: 4 hours
STUDY POINT COST	15	Damage/Effect: This spell is a greater form of the Impose Mind - Lesser spell. The effects are the same as the original spell.
LEARN TIME	9 DAYS	Casting Time: 10 Rounds / 6 minutes
DAILY STUDY TIME	45 MINUTES	Element: Spirit
		Difficulty: Difficult

IMPOSE WILL: PERMANENT

TYPE	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: Permanent
STUDY POINT COST	25	Damage/Effect: This spell is a greatest form of the Impose Mind spell. The effects of this spell are permanent and can be undone only through the greatest of the Healing Spells. Only the most evil and twisted of Sorcerers use this potent a magic on a victim. With this spell it is literally possible to rewrite a person's personality.
LEARN TIME	15 DAYS	Casting Time: 2 hours
DAILY STUDY TIME	75 MINUTES	Element: Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

TONGUE OF SILVER

TYPE	SPELL	Cost: 5 Points of Life Force
RANK	3	Duration: 1 Scene/1 Hour
STUDY POINT COST	15	Damage/Effect: This spell allows the Sorcerer's voice to become pleasing to those who hear it. Each listener perceives the words of the Sorcerer as if the Sorcerer was a truly gifted orator. Because of this effect, the Sorcerer gains a +3 Bonus to all Persuasion Skill Checks; for every 2 points that the Sorcerer beats their target difficulty by the Sorcerer gains an additional +1 Bonus to all Persuasion Skill Checks.
LEARN TIME	9 DAYS	Casting Time: 2 rounds
DAILY STUDY TIME	45 MINUTES	Element: Spirit
		Difficulty: Difficult

CURSE RITUALS

CURSE OF HECATE

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: Permanent
STUDY POINT COST	25	Damage/Effect: This Curse was devised by a Sorcerer many ages ago in an attempt to kill his rival via the very Sorcery that he sought to use against the Sorcerer. What this curse does is it turns every Life Force point that the Cursed Sorcerer attempts to use towards Sorcery into a point of Wound Damage. This curse is wicked in the extreme, as it potentially destroys another Sorcerer through their own Sorcery; because each time the Cursed Sorcerer attempts to cast a Spell or Ritual; that Cursed Sorcerer's own Life Force is what ends up killing them. The way around it is for the Cursed Sorcerer to totally stop using Sorcery and to there after lead a mundane life. Many Sorcerers that have been so cursed have taken their own lives because of the stress brought about by the knowledge that they hold, but can never again use. This curse, like any other curse can only be undone by the Cursing Sorcerer, or a member of their bloodline. To kill the Sorcerer that casts this Ritual ensures that the Curse will never be removed. Any Sorcerer that casts this Curse will automatically gain 2 tallies in the Negative Aspect of Three-Fold Law. This Ritual requires that the Cursing Sorcerer has a token that is directly tied to the Persona that is to be Cursed. It should also be noted that any children that the Cursed Sorcerer sires will also be victims of the same Curse.
LEARN TIME	15 DAYS	Casting Time: 3 Hours
DAILY STUDY TIME	75 MINUTES	Element: Earth & Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

CURSE OF LUNA

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: Permanent
STUDY POINT COST	25	Damage/Effect: This was long ago created by a Circle of Sorcerers that wanted to stop a group of rivals from making deals with Demons. Since then, this curse has been put to wicked ends; the most obvious usage has been the Cursing of ALL members of House Dracul, within Atlantean Society. This Curse causing all those afflicted by it to become extremely allergic to the light shed by the moon; to the point that it causes the Cursed physical harm when their bare skin is exposed to direct or indirect light from the moon. Only during the New Moon are those with this Curse safe to do out without fear of its burning light.
LEARN TIME	15 DAYS	During the partial phases of the moon, for every round that a Cursed Persona is exposed to the moonlight; they take a Rank of Stun Damage. During the three days of the Full Moon, Cursed Personas take a Rank of Wound Damage for every round that they are exposed to the moonlight.
DAILY STUDY TIME	75 MINUTES	The only way that those that are under this curse may go out during times of the full or partial moon is through wearing heavy clothing; no less than 3 layers that cover all areas of exposed flesh.
COOPERATIVE	YES	This curse, like any other curse can only be undone by the Cursing Sorcerer, or a member of their bloodline. To kill the Sorcerer that casts this Ritual ensures that the Curse will never be removed. Any Sorcerer that casts this Curse will automatically gain 2 tallies in the Negative Aspect of Three-Fold Law. This Ritual requires that the Cursing Sorcerer has a token that is directly tied to the Persona that is to be Cursed. It should also be noted that any children that the Cursed Sorcerer sires will also be victims of the same Curse.
		Casting Time: 3 Hours
		Element: Spirit & Water
		Difficulty: Very Difficult

CURSE OF THE REVENANT

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: Permanent
STUDY POINT COST	25	Damage/Effect: This is one of the most horrific curses that has ever been devised. Through this Curse, the Sorcerer is able to turn their victim into a Revenant; also known as a vampire. that stalks the night looking to feed its unceasing hunger for blood.
LEARN TIME	15 DAYS	
DAILY STUDY TIME	75 MINUTES	
COOPERATIVE	YES	<p>Some say this curse was originally devised by Lilith herself as a punishment to an Atlantean or Human that had wronged in some truly unforgivable way. But there are others that dispute this story because of all of the beneficial contributions that Lilith made to the Art of Sorcery. But in any case, this curse turns a living creature into an undead entity that hungers for the blood and Life Force of the living.</p> <p>There are some that become Revenants that willingly wanted the change into undeath. This curse is exceedingly rare and only true scholars of the Art of Sorcery (6 Ranks of Ritualcraft) know of the existence of this Ritual.</p> <p>For the Supernatural Powers; Strengths and Weaknesses of a Revenant see Chapter 7: Atlantean, Psychic, & Supernatural Powers.</p> <p>This curse, unlike other curse can not be undone by the Cursing Sorcerer, or a member of their bloodline. Any Sorcerer that casts this Curse will automatically gain 2 tallies in the Negative Aspect of Three-Fold Law. This Ritual requires that the Cursing Sorcerer has a token that is directly tied to the Persona that is to be Cursed. It should also be noted that anyone that a Revenant kills through the draining of their blood and Life Force will rise up the following evening as a Revenant themselves.</p> <p>Casting Time: 3 Hours Element: Earth, Fire & Spirit Difficulty: Very Difficult</p>



CURSE OF THE WEREWOLF

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: Permanent
STUDY POINT COST	25	<p>Damage/Effect: This is one of the most horrifying curses that has ever been devised. Through this Curse, the Sorcerer is able to turn their victim into a half-man/half-wolf abomination that stalks the earth looking to feed its unceasing hunger for flesh and blood. During the times of the full moon, anyone that is under the effects of this Curse turns into a Werewolf and begins searching for ANYONE (Friends, Family, even Enemies) to stalk and kill. Under this Curse, everyone is in danger of becoming a victim to the poor soul that has this curse placed upon them. What is worse is that anyone that this Werewolf attacks, should they actually survive the attack; will become a Werewolf themselves. This is one of the few self-perpetuating Curses that exist even today. All victims of this Curse effectively become immortal, as their bodies regenerate any damage that is done to them at a horrifyingly spectacular rate, which is one of the reasons why those with the Curse of the Werewolf become immortal.</p> <p>Only Silver can kill these poor souls, as Silver is one of the few types of Wound Damages that they can not easily heal, Silver causes double Wound Damage to Werewolves. Wolf's Bane can be used to ward an area against entry by those under this Curse.</p> <p>Those under this Curse almost never remember the horrific acts that they perform while in their Werewolf form (which for some is a blessing in disguise, because it helps them to halt their descent into madness at least for a short while).</p> <p>For the Werewolves' Man-Beast form stats, see Chapter 10: Allies & Antagonists</p> <p>This curse, like any other curse can only be undone by the Cursing Sorcerer, or a member of their bloodline. To kill the Sorcerer that casts this Ritual ensures that the Curse will never be removed. Any Sorcerer that casts this Curse will automatically gain 2 tallies in the Negative Aspect of Three-Fold Law. This Ritual requires that the Cursing Sorcerer has a token that is directly tied to the Persona that is to be Cursed. It should also be noted that any children that the Cursed Sorcerer sires will also be victims of the same Curse.</p> <p>Casting Time: 3 Hours Element: Earth, Fire & Spirit Difficulty: Very Difficult</p>
LEARN TIME	15 DAYS	
DAILY STUDY TIME	75 MINUTES	
COOPERATIVE	YES	

MARK OF THE WARLOCK

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: Permanent
STUDY POINT COST	15	<p>Damage/Effect: This Ritual is used by Sorcerers Covens to cast out Sorcerers that have broken their covenant with the rest of the members of their Coven. Through this Ritual, the Sorcerer that is casting the Ritual draws an inverted Pentacle on the forehead of the Warlock, while at least two other members of their Coven hold the Warlock in place until the conclusion of the Ritual. This Ritual is reserved for only the most blatantly evil of Sorcerers, which is the meaning of Warlock; an Oath-breaker and Betrayer. Covens do not perform this Ritual lightly, because it forever marks the offending Sorcerer with a mystical brand that can be seen by all Sorcerers that have the ability to see magical auras. Past becoming an outcast from their original Coven, and marking them as warning to other Covens, this Ritual has no other effect. Once this Ritual has been cast on a Sorcerer, there is no way to remove it.</p> <p>Casting Time: 30 Minutes Element: Spirit Difficulty: Difficult</p>
LEARN TIME	9 DAYS	
DAILY STUDY TIME	45 MINUTES	
COOPERATIVE	YES	

CURSE OF THE LAST BREATH

TYPE	RITUAL	Cost: 10 Points of Life Force
RANK	6	Duration: Permanent
STUDY POINT COST	30	Damage/Effect: This Curse is used by Sorcerers when they know that their death is imminent; in the Sorcerer's last dying breath, he or she can utter a Curse that will effect all of those that took a direct hand in the Sorcerer's demise. It should also be noted that any children that the Cursed sire will also become victims of the same Curse.
LEARN TIME	18 DAYS	
DAILY STUDY TIME	90 MINUTES	
COOPERATIVE	NO	

The Persona can utter any Curse of their choice, even replicating the effects of others and applying those effects to all those involved; additionally Persona may choose to invoke his own Curse and should communicate with the Director the intended nature of the Curse, however the exact nature of the Curse and its final effects are up to the discretion of the Director. If the Persona chooses to replicate an existing Curse, he must be Attuned to the Elements that each Curse requires. Remember this is the dying Curse of a Persona; therefore its effects should be powerful and meaningful to subject to the Curse.

Should the Persona ever be restored to life, via the Resurrection Ritual or by some other means; this Curse wears off over the course of 6 + Card months.

Unlike other Rank 5 Rituals, the nature of this Ritual is such that a Persona may utter this Curse at anytime that the Persona is rendered at Critical and/or Defense Wounds. Upon the completion of the utterance of the Curse, the Persona dies.

Example Curses:

Curse of Eternal Failure – *You ultimate goals will fail, your hopes of the future will be ground to dust, and your empires will crumble. In short even your most fleeting of victories will lead defeat in the end.*

Curse of Unending History – *You are doomed to tread the same ground, repeating the mistakes of the past. Some people can never learn...You will never learn!*

Curse of Destiny Denied – *The strands of Fate have been cut, whatever you were predestined to achieve, now you will not. Your destiny will be handed off to others who will go on to be glorified in history, while you become but a mere footnote, known only to a handful of self-obsessed scholars.*

Curse of the Withering Presence – *You have been become anathema to lives around you, that which you attempt to grow will wither, that which you attempt to nurture will grow sick. Those that you attempt to comfort will retreat from your presence, loneliness will be your confidant and despair existence.*

Curse of the 1st Horseman – *You are blight itself, you smiled upon by the darkest powers and their "gifts" mark you're every step. Disease will be your herald, and plague your standard bearer.*

Casting Time: 1 Round (Special: see above text)
Element: Spirit
Difficulty: Very Difficult

DIVINATION SPELLS & RITUALS

COMMUNE WITH ARTHATH; LORD OF THE SEA

Type	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: 10 Minutes
STUDY POINT COST	20	Damage/Effect: This Ritual allows the Sorcerer to attempt communication with Old One known as Arthath; Lord of the Sea. Seeing one of the inhuman avatars of the Arthath does require that the Sorcerer that casts this Ritual to make a Resist Fear & Madness Check at Difficult. What secrets that Arthath chooses to impart to the Sorcerer is totally up to the Director. This Ritual does require the sacrifice of a human life through the Sorcerer forcefully drowning their sacrifice in the waters of an ocean or sea. Once Arthath has appeared, then the Sorcerer must feed the consecrated remains of the sacrifice to Arthath's avatar. Because of this, any Sorcerer that attempts this Ritual automatically gains 2 tally marks on the Negative Side of Three Fold Law.
LEARN TIME	12 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	60 MINUTES	Element: Abyssal, Spirit & Water
COOPERATIVE	YES	Difficulty: Very Difficult

COMMUNE WITH AZATHOTH; THE DAEMON SULTAN OF THE ABYSS

Type	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: 10 Minutes
STUDY POINT COST	20	Damage/Effect: This Ritual allows the Sorcerer to attempt communication with Old One known as Azathoth. Seeing one of the inhuman avatars of the Azathoth does require that the Sorcerer that casts this Ritual to make a Resist Fear & Madness Check at Difficult. What secrets that Azathoth chooses to impart to the Sorcerer is totally up to the Director. This Ritual does require the sacrifice of a human life through the Sorcerer burying their sacrifice alive. Once Azathoth has appeared, then the Sorcerer must feed the consecrated remains of the sacrifice to Arthath's avatar. Because of this, any Sorcerer that attempts this Ritual automatically gains 2 tally marks on the Negative Side of Three Fold Law.
LEARN TIME	12 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	60 MINUTES	Element: Abyssal, Fire, Spirit & Water
COOPERATIVE	YES	Difficulty: Very Difficult

COMMUNE WITH CTHULHU; THE LORD OF R'LYEH

Type	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: 10 Minutes
STUDY POINT COST	20	Damage/Effect: This Ritual allows the Sorcerer to attempt communication with Old One known as Cthulhu; the Lord of R'lyeh. Seeing one of the inhuman avatars of the Cthulhu does require that the Sorcerer that casts this Ritual to make a Resist Fear & Madness Check at Difficult. What secrets that Cthulhu chooses to impart to the Sorcerer is totally up to the Director. This Ritual does require the sacrifice of a human life through the Sorcerer forcefully drowning their sacrifice in the waters of an ocean or sea. Once the avatar of Cthulhu has appeared, then the Sorcerer must feed the consecrated remains of the sacrifice to Cthulhu's avatar. Because of this, any Sorcerer that attempts this Ritual automatically gains 2 tally marks on the Negative Side of Three Fold Law.
LEARN TIME	12 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	60 MINUTES	Element: Abyssal, Spirit & Water
COOPERATIVE	YES	Difficulty: Very Difficult

COMMUNE WITH NERGAL; THE RAGING KING

Type	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: 10 Minutes
STUDY POINT COST	20	Damage/Effect: This Ritual allows the Sorcerer to attempt communication with Old One known as Nyarlathotep. Seeing one of the inhuman avatars of Nergal does require that the Sorcerer that casts this Ritual to make a Resist Fear & Madness Check at Difficult. What secrets that Nergal chooses to impart to the Sorcerer is totally up to the Director. This Ritual does require the sacrifice of a human life; the victim must be a virgin, and the sacrifice's heart must be burned at the conclusion of the Ritual as an offering to Nyarlathotep. Because of this, any Sorcerer that attempts this Ritual automatically gains 2 tally marks on the Negative Side of Three Fold Law.
LEARN TIME	12 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	60 MINUTES	Element: Abyssal, Earth, Fire, & Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

COMMUNE WITH NYARLATHOTEP; THE CRAWLING CHAOS

Type	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: 10 Minutes
STUDY POINT COST	20	Damage/Effect: This Ritual allows the Sorcerer to attempt communication with Old One known as Nyarlathotep. Seeing one of the inhuman avatars of Nyarlathotep does require that the Sorcerer that casts this Ritual to make a Resist Fear & Madness Check at Difficult. What secrets that Nyarlathotep chooses to impart to the Sorcerer is totally up to the Director. This Ritual does require the sacrifice of a human life; the victim must be a virgin, and the sacrifice's eyes must be burned at the conclusion of the Ritual as a offering to Nyarlathotep. Because of this, any Sorcerer that attempts this Ritual automatically gains 2 tally marks on the Negative Side of Three Fold Law.
LEARN TIME	12 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	60 MINUTES	Element: Abyssal, Earth, Fire, & Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

COMMUNE WITH THE SCARLET QUEEN; MISTRESS OF PLAGUES

Type	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: 10 Minutes
STUDY POINT COST	20	Damage/Effect: This Ritual allows the Sorcerer to attempt communication with Old One known as the Scarlet Queen. Seeing one of the inhuman avatars of the Scarlet Queen does require that the Sorcerer that casts this Ritual to make a Resist Fear & Madness Check at Difficult. What secrets that the Scarlet Queen chooses to impart to the Sorcerer is totally up to the Director. This Ritual does require the sacrifice of a human life and the burning of the sacrifice's heart at the conclusion of the Ritual. Because of this, any Sorcerer that attempts this Ritual automatically gains 2 tally marks on the Negative Side of Three Fold Law.
LEARN TIME	12 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	60 MINUTES	Element: Abyssal, Earth & Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

COMMUNE WITH SAMAEI; THE ANGEL OF DEATH

Type	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: 10 Minutes
STUDY POINT COST	20	Damage/Effect: This Ritual allows the Sorcerer to attempt communication with Old One known as Samael. Seeing one of the inhuman avatars of Samael does require that the Sorcerer that casts this Ritual to make a Resist Fear & Madness Check at Difficult. Known as the Angel of Death to many, once summoned this Old One demands a sacrifice of 5 victims, corrupted in the most despicable of ways. For this sacrifice, Samael will imbue an artifact with his corrupting toxic energies. Many of those that have the disadvantage; the Mark of Judas have in fact been unknowingly tainted by contact with Samael. The sacrifice must be burned alive at the conclusion of the Ritual to gain the favor of Samael. Because of this, any Sorcerer that attempts this Ritual automatically gains 2 tally marks on the Negative Side of Three Fold Law.
LEARN TIME	12 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	60 MINUTES	Element: Abyssal, Earth, Spirit & Water
COOPERATIVE	YES	Difficulty: Very Difficult

COMMUNE WITH SHUB-NIGGURATH; THE BLACK GOAT OF THE WOOD WITH A THOUSAND YOUNG

Type	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: 10 Minutes
STUDY POINT COST	20	Damage/Effect: This Ritual allows the Sorcerer to attempt communication with Old One known as Shub-Niggurath; the Black Goat of the Wood with a Thousand Young. Seeing one of the inhuman avatars of Shub-Niggurath does require that the Sorcerer that casts this Ritual to make a Resist Fear & Madness Check at Difficult. Known as the Black Goat of the Wood to many, once summoned this Old One demands a sacrifice of 3 victims. For this sacrifice the Sorcerer is able to drink of the Milk of the Black Goat; that will allow the Sorcerer to remain ageless for the next 20 years. The Sorcerer is also able to ask to be gifted with Abyss Spells and Rituals; the Sorcery that is gifted to the Sorcerer is at the Directors choice. Because of this, any Sorcerer that attempts this Ritual automatically gains 2 tally marks on the Negative Side of Three Fold Law.
LEARN TIME	12 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	60 MINUTES	Element: Abyssal, Earth, Spirit & Water
COOPERATIVE	YES	Difficulty: Very Difficult

COMMUNE WITH TIAMAT; THE DRAGON QUEEN OF MESOPOTAMIA

Type	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: 10 Minutes
STUDY POINT COST	20	Damage/Effect: This Ritual allows the Sorcerer to attempt communication with Old One known as Tiamat. Seeing one of the inhuman avatars of Tiamat does require that the Sorcerer that casts this Ritual to make a Resist Fear & Madness Check at Difficult. What secrets that Tiamat chooses to impart to the Sorcerer is totally up to the Director. This Ritual does require the sacrifice of a young woman, no older than 25; she must be a virgin and an innocent. The sacrifice must be burned alive at the conclusion of the Ritual to gain the favor of Tiamat. Because of this, any Sorcerer that attempts this Ritual automatically gains 2 tally marks on the Negative Side of Three Fold Law.
LEARN TIME	12 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	60 MINUTES	Element: Abyssal, Spirit & Water
COOPERATIVE	YES	Difficulty: Very Difficult

COMMUNE WITH YOG-SOOTHOTH; THE GATE KEEPER OF THE ABYSS

Type	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: 10 Minutes
STUDY POINT COST	20	Damage/Effect: This Ritual allows the Sorcerer to attempt communication with Old One known as Yog-Sothoth. Seeing one of the inhuman avatars of Yog-Sothoth does require that the Sorcerer that casts this Ritual to make a Resist Fear & Madness Check at Difficult. Known as the Gate Keeper of the Abyss to many, once summoned this Old One demands a sacrifice of 1 victim. The Sacrifice's heart must be cut out of their body and offered to the avatar of Yog-Sothoth when it appears. Once summoned, the avatar of Yog-Sothoth will gift the Summoner with a piece of knowledge that they seek, or the avatar can open a portal to any of the dark worlds within the Abyss for the Sorcerer to travel to. Because of this, any Sorcerer that attempts this Ritual automatically gains 2 tally marks on the Negative Side of Three Fold Law.
LEARN TIME	12 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	60 MINUTES	Element: Abyssal, Spirit & Water
COOPERATIVE	YES	Difficulty: Very Difficult

EYE OF MARDUK

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: 10 Minutes
STUDY POINT COST	15	Damage/Effect: This Ritual allows the Sorcerer to watch another Persona or Place from a distance. The Sorcerer must have some token that is tied directly to the Persona or Place that the Sorcerer wishes to observe for this ritual to be cast. For every 2 points that the Sorcerer succeeds above the Ritual's Difficulty, that increases the time that the Sorcerer can spend observing the Persona or Place by 2 minutes
LEARN TIME	9 DAYS	Casting Time: 5 Rounds
DAILY STUDY TIME	45 MINUTES	Element: Spirit
COOPERATIVE	YES	Difficulty: Difficult

EYE OF THOTH

Type	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: 10 Minutes
STUDY POINT COST	10	Damage/Effect: This spell allows the caster to pierce through the barrier between the Physical World and the Mirror World; gaining the ability to see incorporeal entities such as Demons, Ghosts and Nature Spirits.
LEARN TIME	6 DAYS	Casting Time: 1 Round
DAILY STUDY TIME	30 MINUTES	Element: Spirit
		Difficulty: Simple

GIFT OF PROPHECY

Type	RITUAL	Cost: 5 Points of Life Force
RANK	3	Duration: 1 Turn
STUDY POINT COST	15	Damage/Effect: This Ritual allows the Sorcerer to use a deck of Tarot cards, Rune Stones, or other divination tool to divine answers from the tapestry of the Fates. For every 2 points that the Sorcerer beats their Target Difficulty by, the Sorcerer may ask a question and get a truthful yes or no answer; these questions are answered by the Director or a Stage Manager.
LEARN TIME	9 DAYS	Casting Time: 5 Minutes
DAILY STUDY TIME	45 MINUTES	Element: Spirit
COOPERATIVE	NO	Difficulty: Difficult

SANCTUARY

Type	RITUAL	Cost: 2 Points of Life Force
RANK	1	Duration: Instantaneous
STUDY POINT COST	5	Damage/Effect:
LEARN TIME	3 DAYS	This Ritual allows a Sorcerer to locate the nearest place of safety to them; this sanctuary is usually unoccupied and is large enough for the Sorcerer to bed down for the night or day. Many Sorcerers that have been hunted by enemies or rivals have used this Ritual to help save their lives while in unfamiliar cities and towns. This Ritual however does not give the Sorcerer protection from enemies or rivals that are actively hunting them while they are asleep; the Ritual simply assists them in finding a safe haven for a period of rest. This Ritual requires that the Sorcerer hold an undamaged quartz crystal in their hand during the casting of the Ritual; once the Ritual becomes active the quartz crystal will begin glowing increasingly brighter the closer the Sorcerer gets to their place of Sanctuary.
DAILY STUDY TIME	15 MINUTES	Casting Time: 5 Minutes
COOPERATIVE	NO	Element: Earth & Spirit
		Difficulty: Simple

TRUE SIGHT: LESSER

Type	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: 10 Minutes
STUDY POINT COST	10	Damage/Effect: This spell allows the caster to see the magical auras connected to magical objects and the use of enchantment spells cast other Sorcerer or other creatures. Once enacted, the spell allows the caster to see these magical auras.
LEARN TIME	6 DAYS	Casting Time: 1 Round
DAILY STUDY TIME	30 MINUTES	Element: Spirit
		Difficulty: Simple

TRUE SIGHT: GREATER

Type	SPELL	Cost: 5 Points of Life Force
RANK	3	Duration: 10 Minutes
STUDY POINT COST	15	Damage/Effect: Only this version of the spell allows the caster to see those cloaked with Veiled Eyes spells (both versions). This spell allows the caster to see the magical auras connected to magical objects and the use of enchantment spells cast other Sorcerer or other creatures. Once enacted, the spell allows the caster to see these magical auras.
LEARN TIME	9 DAYS	Casting Time: 1 Round
DAILY STUDY TIME	45 MINUTES	Element: Spirit
		Difficulty: Simple

WATCHERS FOLLY

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: 10 Minutes
STUDY POINT COST	15	Damage/Effect: This Ritual allows a Sorcerer to protect themselves from the scrying of other Sorcerers. Through this Ritual, any Sorcerer that attempts scrying on the Sorcerer that has cast this Ritual automatically takes 4 points of Wound Damage and their scrying Ritual automatically ends. Once this Ritual has completed its task, its effect ends and the Sorcerer must re-cast the Ritual upon themselves in order to gain its protective benefits again.
LEARN TIME	9 DAYS	Casting Time: 10 Minutes
DAILY STUDY TIME	45 MINUTES	Element: Spirit
COOPERATIVE	YES	Difficulty: Difficult

ENCHANTMENT SPELLS & RITUALS

A DARK AND TERRIBLE PLACE

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: Permanent
STUDY POINT COST	15	Damage/Effect: This Ritual is used by Sorcerers who prefer having secrecy during their meetings. Through this Ritual, its effect drives away mundanes that don't belong. The place that is enchanted by this Ritual (which is usually a single building) becomes unfriendly to all that have not been given a Talisman that negates the effects of this Ritual. Because of this Ritual, the interior of the building becomes unfriendly to all those that do not possess a Talisman; the floors creak in very strange and disturbing ways, sharp nails and splinters seem to be in all of the wrong places. It is very easy to slip or trip and break a limb in this place while going up and down the stairs, and the whole overall atmosphere of the place is full of the "something is wrong" and it causes an extreme feeling of claustrophobia in the unfortunate mundanes that stumble into this place.
LEARN TIME	9 DAYS	
DAILY STUDY TIME	45 MINUTES	
COOPERATIVE	YES	

This Ritual requires that the Sorcerer catch a living spider and paint it in their own blood while expending 6 points of Life Force and speaking the words of the Ritual. After performing the Ritual, the spider is transported to the place that is to be enchanted and then released in the building. At this point the spider will begin moving about the building, spinning its webs throughout the building. The only way to remove this enchantment is to thoroughly clean the building of all spider webs that can be found in the structure. All who the Sorcerer wishes to have access to this place must be given a vial of the Sorcerer's own blood as a Talisman to protect them from the effects of the Ritual. All mundanes that enter this place must make a Resist Fear & Madness Check at a Target Difficulty of: Difficult, or feel the need to flee the place and not return because of a severe attack of claustrophobia.

Casting Time: 1 Hour
Element: Earth & Spirit
Difficulty: Difficult

BLINDNESS: LESSER

Type	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: 30 Minutes
STUDY POINT COST	10	Damage/Effect: This spell allows the caster to render another creature blind for the duration of the spell.
LEARN TIME	6 DAYS	Casting Time: 3 Rounds
DAILY STUDY TIME	30 MINUTES	Element: Spirit
		Difficulty: Difficult

BLINDNESS: GREATER

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: Permanent
STUDY POINT COST	15	Damage/Effect: This Ritual allows the Sorcerer to render another creature permanently blind. The only way to undo the effects of this Ritual is the Ritual known as Heal: Greater.
LEARN TIME	9 DAYS	Casting Time: 5 Rounds
DAILY STUDY TIME	45 MINUTES	Element: Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

BLOOD TO WATER

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: Instantaneous
STUDY POINT COST	15	Damage/Effect: This Ritual allows a Sorcerer to turn all of the blood in their intended victim's body into salt water, killing the victim. The act of casting this Ritual is considered evil in the extreme, and every time a Sorcerer casts this Ritual the Sorcerer gains 2 tallies towards the Negative Aspect of Three-Fold Law. This Ritual requires that the casting Sorcerer have a personal item of their intended victim, and during the course of this 1 hour long Ritual, the Sorcerer must pour a ounce of salt water that has been mixed with the Sorcerer's own blood, over the personal item of the victim.
LEARN TIME	9 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	45 MINUTES	Element: Earth, Spirit, & Water
COOPERATIVE	YES	Difficulty: Difficult

BOON OF PROTEUS

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: Permanent
STUDY POINT COST	15	Damage/Effect: This Ritual allows a Sorcerer to alter their form into that of another creature. The creature type must be the same approximate size and mass of the Sorcerer or smaller; in saying that it is not possible for a Sorcerer to turn themselves into something as massive as a sperm whale, but it is possible to change into any of the following forms; Wolf, Bat, Raven, House Cat, Dog, Hunting Cat (Panther, Mountain Lion, etc.), a Small Bear, Hawk, Falcon, Eagle, etc. It is even possible for the Sorcerer to take on the exact form of another person, but the voice would be a dead give away that the Sorcerer was not the person they are masquerading as.
LEARN TIME	9 DAYS	Once in this new form, the Sorcerer will remain in this form for the next 5 hours, plus 1 hour per 2 points that the Sorcerer beat their Target Difficulty by. At anytime the Sorcerer can revert to their true form thereby ending the Ritual. But, the Sorcerer will need to have their clothing handy if they are in form of an animal because their clothing does not change with them. In the case of changes into another human form, male or female, it is not necessary for the Sorcerer to bring additional clothing with them unless the form they were in was smaller than their normal form. Men that change themselves into women through this Ritual will find themselves in very odd situations should they run out of time and revert back to their original forms while still dressed as the women they were masquerading as.
DAILY STUDY TIME	45 MINUTES	For the stats of animals, please consult Chapter 10: Allies & Antagonists
COOPERATIVE	NO	Casting Time: 2 Hours Element: Spirit Difficulty: Difficult



CITY OF DARKNESS: LESSER

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: Permanent
STUDY POINT COST	25	Damage/Effect: This rare Ritual creates a large supernatural area of effect that erases all memories of supernatural occurrences from the minds of all sentient beings leaving the area. In essence, only the Sorcerers that cast the Ritual will remember what supernatural happenings have occurred within a 200 yard area of their town or city. Most Covens do not have access to this Ritual, but those that do tend to be very active in their towns or cities. All sentient beings that leave the area must make a Resist Magic Check at a Target Difficulty of: Very Difficult to retain their memories of the supernatural events that they may have witnessed during their time in the <i>City of Darkness</i> .
LEARN TIME	15 DAYS	
DAILY STUDY TIME	75 MINUTES	
COOPERATIVE	YES	Should one of the Sorcerers that cast the Ritual remind a person of the details of a supernatural event that they may have witnessed, the person will immediately be able to recall all of the details of the event. It is also possible to use Psychic Talent of Mesmerism to bring the lost memories to the surface again, requiring a Target Difficulty of: Very Difficult.
		This Ritual requires the construction of a detailed miniature replica of the 200 yard area that will be affected by the Ritual. It also requires that each of the Sorcerers casting this Ritual to donate a drop of their own blood on to the miniature replica.
		Casting Time: 10 Hours
		Element: Earth & Spirit
		Difficulty: Very Difficult

CITY OF DARKNESS: GREATER

Type	RITUAL	Cost: 12 Points of Life Force
RANK	6	Duration: Permanent
STUDY POINT COST	30	Damage/Effect: This rare Ritual creates a massive supernatural area of effect that erases all memories of supernatural occurrences from the minds of all sentient beings leaving the area. In essence, only the Sorcerers that cast the Ritual will remember what supernatural happenings have occurred within a 10 mile area of their town or city. Very few Covens have access to this Ritual, as such there are only a handful of cities and towns in the world that have this effect protecting them from supernatural discovery. All sentient beings that leave the area must make a Resist Magic Check at a Target Difficulty of: Very Difficult to retain their memories of the supernatural events that they may have witnessed during their time in the <i>City of Darkness</i> .
LEARN TIME	20 DAYS	
DAILY STUDY TIME	90 MINUTES	
COOPERATIVE	YES	Should one of the Sorcerers that cast the Ritual remind a person of the details of a supernatural event that they may have witnessed, the person will immediately be able to recall all of the details of the event. It is also possible to use Psychic Talent of Mesmerism to bring the lost memories to the surface again, requiring a Target Difficulty of: Very Difficult.
		This Ritual requires the construction of a detailed miniature replica of the 10 mile area that will be affected by the Ritual. It also requires that each of the Sorcerers casting this Ritual to donate a drop of their own blood on to the miniature replica.
		Casting Time: 15 Hours
		Element: Earth & Spirit
		Difficulty: Next to Impossible

CRAFT PRAETORIAN GLADIUS

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: Indefinitely or until the weapon is destroyed
STUDY POINT COST	25	Damage/Effect: This Ritual is known only among the Atlanteans of the Praetorian Order, only handful outside of the Praetorian Order known the specifics of this Ritual and how to cast it. This type of weapon was created specifically with Lilans in mind, as such it is almost unheard of to find this ritual in the hands of a non-Atlantean. This Ritual requires that the Sorcerer has at least 3 Ranks in the Blacksmithing: Swords Skill, at least 3 Ranks of Ritualcraft, and that the Sorcerer must be Attuned to the Elements of Earth and Spirit. This Rituals a permanently enchanted weapon that has the ability to strike truer and wound deeper with all of its blows. The blood of the intended wielder must be poured on to the blade of the Gladius all throughout the crafting process, which is also the ritual process as well. Once created, the weapon gives its wielder a +4 to his or her Melee Weapons Skill, and it confers upon the weapon a +4 to Wound Damage to every attack made the weapon. For every 10 Life Force points the are expended into the casting of this Ritual, past the required initial 10 Life Force points; the weapon gains an additional +2 to Melee Weapons and a +2 to Wound Damage. This Ritual allows the caster to Permanently enchant a weapon with the ability to strike truer and wound deeper with all of its blows. Once cast, the weapon in question gains a +4 to Melee and a +4 to Damage with every attack made with the weapon. For every 10 Points of Life Force past the initial 10 used to cast it, the weapon will gain an additional +2 to Melee and a +2 to Damage. So long as the wielder lives, this blade will never break or shatter.
LEARN TIME	15 DAYS	Casting Time: 10 Hours, plus an Hour per additional +2 added to the Weapon.
DAILY STUDY TIME	75 MINUTES	Element: Earth and Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

CURSED KNOWLEDGE

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: Permanent
STUDY POINT COST	15	Damage/Effect: This Ritual is an additional Ritual that can be added to help protect their Grimoires from the curious and from potential enemies that would seek to use their own Spells and Rituals against the Sorcerer. The Sorcerer adds an additional personal sigil to the inside cover of their Grimoire that will represent the Spell that will be protecting the Grimoire. Through this Ritual, the Sorcerer is able to add a Spell effect to their Grimoire to dissuade all those that attempt to view the contents of the book. Some of the more common Spells that are used to protect Grimoires are <i>See No Evil: Lesser</i> , <i>Grip of the Damned</i> , or <i>Touch of Morpheus</i> . When this Ritual is cast, the Sorcerer must also cast the Spell that will be protecting the book from prying eyes; The Sorcerer needs to record the total number that they succeeded in casting the Spell by; this number will be used as the Target Difficulty that all future unauthorized viewers must beat to remain unaffected by the <i>Cursed Knowledge</i> . Just as with <i>Sorcerer's Secrets</i> ; the <i>Cursed Knowledge</i> sigil must draw inside of the cover of the Grimoire with the Sorcerer's own blood and a specific code phrase must be uttered in order to ignore the effects of this Ritual. This Ritual can be stacked with the effects of the <i>Sorcerer's Secrets</i> Ritual.
LEARN TIME	9 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	45 MINUTES	Element: Spirit
COOPERATIVE	YES	Difficulty: Difficult

EFFIGY OF DEATH'S PASSING

Type	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: Permanent/One time use Item.
STUDY POINT COST	20	Damage/Effect: This Ritual is used to create an effigy of the Sorcerer out of durable material, such as hardwood or stone. When ever the Sorcerer suffers sufficient Wound Damage from a single attack that would normally kill them, all Wound Damage is immediately transferred to the effigy, which then disintegrates. The Sorcerer is restored to full health, giving the Sorcerer a respite that can be used to escape their attacker, or to strike back at their attacker. To Create the Effigy, the Sorcerer inscribes a personal sigil onto the effigy that is being empowered.
LEARN TIME	12 DAYS	Casting Time: 3 Hour
DAILY STUDY TIME	60 MINUTES	Element: Earth & Spirit
COOPERATIVE	YES	Difficulty: Difficult

EMPOWER ITEM

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: Permanent/One time use Item.
STUDY POINT COST	15	Damage/Effect: This Ritual is used to empower an item with sorcerous power in the form of stored Spell that can only be used once. The Sorcerer need not expend Life Force nor make a Spellcraft Check to release the spell; otherwise the Spell functions as if the Sorcerer had just cast it. On top of casting this Ritual, the Sorcerer must cast the Spell that they wish to be added to the item that they are empowering. The Sorcerer needs to record the total number that they succeeded in casting the Spell by; this number will be used as the Target Difficulty that the victim must beat to remain unaffected by the Spell. The Sorcerer inscribes a personal sigil onto the item that is being empowered using their own blood and a specific code phrase that must be uttered in order for the empowered item to activate and discharge its stored Spell. Once the Spell has been discharged, the item becomes a mundane item once again. The Alchemy Skill can be substituted for Spellcraft in order to create short term potions rather than creating a permanent item.
LEARN TIME	9 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	45 MINUTES	Element: Earth & Spirit
COOPERATIVE	YES	Difficulty: Difficult

EMPOWER ITEM: PERMANENT

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: Permanent
STUDY POINT COST	25	Damage/Effect: This Ritual is used to empower an item with sorcerous power in the form of stored Spell that can be used more than once; the Sorcerer casts the Spell that they wish added to the empowered item once, and then expend Life Force into the item to give the empowered item the ability to discharge the Spell multiple times, all dependent on how much Life Force is stored within the item. It is possible for a Sorcerer to recharge the item through giving it a portion of their own Life Force just as if the item was a Sorcerer's Stone. The Sorcerer need not expend Life Force nor make a Spellcraft Check to release the spell; otherwise the Spell functions as if the Sorcerer had just cast it. On top of casting this Ritual, the Sorcerer must cast the Spell that they wish to be added to the item that they are empowering. The Sorcerer needs to record the total number that they succeeded in casting the Spell by; this number will be used as the Target Difficulty that the victim must beat to remain unaffected by the Spell. The Sorcerer inscribes a personal sigil onto the item that is being empowered using their own blood and a specific code phrase that must be uttered in order for the empowered item to activate and discharge its stored Spell. Once all Life Force within the empowered item has been discharged, the item becomes inert until it can be recharged with fresh Life Force from the Sorcerer.
LEARN TIME	15 DAYS	Casting Time: 3 Hour
DAILY STUDY TIME	75 MINUTES	Element: Earth & Spirit
COOPERATIVE	YES	Difficulty: Difficult

EMPOWER ARMOR: LESSER

Type	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: 30 minutes
STUDY POINT COST	10	Damage/Effect: This spell allows the caster to enchant a suit of armor or shield with an enchantment that will allow it to take more damage than it normally should and to protect its wear. It gives a +2 to Armor PV, for every 3 points spent past the initial 3, the Armor PV gains an additional +2. In the case of vehicles that are given this Ritual, the vehicle gains an additional Structure Point for every 3 points spent past the initial 3. The Alchemy Skill can be substituted for Spellcraft in order to create short term potions rather than creating a permanent item.
LEARN TIME	6 DAYS	Casting Time: 3 Rounds
DAILY STUDY TIME	30 MINUTES	Element: Earth and Spirit
		Difficulty: Difficult

EMPOWER ARMOR: GREATER

Type	SPELL	Cost: 7 Points of Life Force
RANK	4	Duration: 3 hours
STUDY POINT COST	20	Damage/Effect: This is the Greater version of the Empower Armor spell. It gives a +4 to Armor PV, for every 7 points spent past the initial 7, the Armor PV gains an additional +4. In the case of vehicles that are given this Ritual, the vehicle gains an additional Structure Point for every 7 points spent past the initial 7. The Alchemy Skill can be substituted for Spellcraft in order to create short term potions rather than creating a permanent item.
LEARN TIME	12 DAYS	Casting Time: 10 minutes
DAILY STUDY TIME	60 MINUTES	Element: Earth and Spirit
		Difficulty: Difficult

EMPOWER ARMOR: PERMANENT

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: Permanent
STUDY POINT COST	25	Damage/Effect: This is the Ritual version of the Empower Armor spell, the only difference is that the empowerment to the armor becomes permanent. It gives a +2 to Armor PV, for every 10 points spent past the initial 10, the Armor PV gains an additional +2. In the case of vehicles that are given this Ritual, the vehicle gains an additional Structure Point for every 10 points spent past the initial 10.
LEARN TIME	15 DAYS	Casting Time: 5 Hours, plus an Hour per additional +2 added to the Armor.
DAILY STUDY TIME	75 MINUTES	Element: Earth and Spirit
COOPERATIVE	YES	Difficulty: Difficult

EMPOWER WEAPON: LESSER

Type	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: 30 Minutes
STUDY POINT COST	10	Damage/Effect: This spell allows the caster to enchant a weapon with the ability to strike truer and wound deeper with all of its blows for the duration of the spell. Once cast, the weapon in question gains a +2 to Melee and a +2 to Damage with every attack made with the weapon until the end of the spell. For every 3 Points of Life Force past the initial 3 used to cast it, the weapon will gain an additional +1 to Melee and a +1 to Damage.
LEARN TIME	6 DAYS	Casting Time: 3 Rounds
DAILY STUDY TIME	30 MINUTES	Element: Earth and Spirit
		Difficulty: Difficult

EMPOWER WEAPON: GREATER

TYPE	SPELL	Cost: 8 Points of Life Force
RANK	4	Duration: 3 Hours
STUDY POINT COST	20	Damage/Effect: This spell allows the caster to enchant a weapon with the ability to strike truer and wound deeper with all of its blows for the duration of the spell. Once cast, the weapon in question gains a +6 to Melee and a +6 to Damage with every attack made with the weapon until the end of the spell. For every 8 Points of Life Force past the initial 8 used to cast it, the weapon will gain an additional +2 to Melee and a +2 to Damage.
LEARN TIME	12 DAYS	Casting Time: 10 Minutes
DAILY STUDY TIME	60 MINUTES	Element: Earth and Spirit
		Difficulty: Difficult

EMPOWER WEAPON: PERMANENT

TYPE	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: Indefinitely or until the weapon is destroyed
STUDY POINT COST	25	Damage/Effect: This Ritual allows the caster to Permanently enchant a weapon with the ability to strike truer and wound deeper with all of its blows. Once cast, the weapon in question gains a +4 to Melee and a +4 to Damage with every attack made with the weapon. For every 10 Points of Life Force past the initial 10 used to cast it, the weapon will gain an additional +2 to Melee and a +2 to Damage.
LEARN TIME	15 DAYS	Casting Time: 5 Hours, plus an Hour per additional +2 added to the Weapon.
DAILY STUDY TIME	75 MINUTES	Element: Earth and Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

FEAST OF THE DAMNED

TYPE	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: 2 hours
STUDY POINT COST	20	Damage/Effect: This Ritual requires that the Sorcerer slowly torture a human subject, and then eat the flesh and drink the blood of the victim, and at the end of the Ritual the Sorcerer kills their victim with their athame (ritual dagger). This Ritual takes 3 hours to cast. In enacting this Ritual, the Sorcerer calls upon the dark powers of the Abyss; once successfully cast the Sorcerer temporarily (for the next 24 hours) gains all of the Life Force Points that the victim possessed on top of what Life Force Points that the Sorcerer normally possesses.
LEARN TIME	12 DAYS	Casting Time: 3 Hours
DAILY STUDY TIME	60 MINUTES	Element: Abyssal, Earth and Spirit
		Difficulty: Very Difficult

GIFT OF TONGUES

TYPE	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: 20 Minutes
STUDY POINT COST	10	Damage/Effect: This spell allows the Sorcerer or their chosen recipient to comprehend any foreign language spoken to or around them. Furthermore, this spell allows the caster to speak to those around them as if they were speaking in whatever native language those around them happen to be speaking in. This spell does allow the caster to read text of the above mentioned languages. For every 2 points that the Sorcerer beats their Target Difficulty by, the Sorcerer or recipient will gain 10 additional minutes towards the effects of this Spell. This Spell requires that the Sorcerer dab pure spring water on the recipients' ears, eyes, and lips.
LEARN TIME	6 DAYS	Casting Time: 2 Rounds
DAILY STUDY TIME	30 MINUTES	Element: Spirit
		Difficulty: Simple

GOLEM DIMIDIUS

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: 3 Hours
STUDY POINT COST	15	Damage/Effect: This Ritual causes the earth itself to rise up in the form of a large humanoid shape. This entity is under the direct mental control of the Sorcerer that casts this Ritual. The Golem Dimidius or Lesser Golem can travel great distances away from the controlling Sorcerer; in fact, the Sorcerer can actually see through the eyes of the Lesser Golem as if they were the Sorcerer's own eyes. While controlling the Lesser Golem, the Sorcerer must sit in a quiet undisturbed state with their eyes closed (leaving them vulnerable to attack if they do not have someone to stand guardian over their helpless form), should this state be broken, the Lesser Golem's body will crumble apart and the Ritual will end. The Lesser Golem has the following stats:
LEARN TIME	9 DAYS	
DAILY STUDY TIME	45 MINUTES	
COOPERATIVE	YES	
		Agility 2 Brawn 5 Vitality 5 Toughness 4
		Skills: It can only perform the most basic of skills, such as; Strike, Dodge, Grapple, Melee Weapons, and Parry, but the Ranks of these skills are determined by the controlling Sorcerer's own Skill Ranks. No Charm Skills may be attempted by the Lesser Golem because it does not have the ability to communicate through vocal communication.
		This Ritual requires that the Sorcerer chant over a burning red candle for 10 minutes and then to snuff out the flaming wick with a handful of fresh soil. The Lesser Golem will last for 3 hours plus 1 hour per additional 2 points that the Sorcerer beats their target difficulty by. If the Lesser Golem is destroyed while under the control of the Sorcerer, the Sorcerer must succeed in a Vitality Check at Difficulty: Difficult, or suffer 2 points of Wound Damage.
		Casting Time: 10 Minutes
		Element: Earth & Spirit
		Difficulty: Difficult

GRIP OF THE DAMNED

Type	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: 10 Rounds
STUDY POINT COST	10	Damage/Effect: This spell allows the Sorcerer to paralyze their Target for 10 Rounds +5 Rounds per 3 points that the Sorcerer beats their target difficulty by. This paralysis holds the intended target in whatever position they were in when the Spell affected them (example: if the target was standing still when the Spell affected them, then they will be paralyzed in that position for the duration of the Spell).
LEARN TIME	6 DAYS	Casting Time: 1 Round
DAILY STUDY TIME	30 MINUTES	Element: Spirit
		Difficulty: Simple

HEAR NO EVIL: LESSER

Type	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: 30 Minutes
STUDY POINT COST	10	Damage/Effect: This spell allows the caster to render another creature deaf for the duration of the spell.
LEARN TIME	6 DAYS	Casting Time: 3 Rounds
DAILY STUDY TIME	30 MINUTES	Element: Spirit
		Difficulty: Difficult

HEAR NO EVIL: GREATER

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: Permanent
STUDY POINT COST	15	Damage/Effect: This spell allows the caster to render another creature deaf for the duration of the spell.
LEARN TIME	9 DAYS	Casting Time: 5 Rounds
DAILY STUDY TIME	45 MINUTES	Element: Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

IMMORTAL SOUL

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: Permanent
STUDY POINT COST	25	Damage/Effect: This Ritual allows the Sorcerer to permanently stave off the debilitating effects of age. In becoming a Lich, the Sorcerer's Heart and Soul are removed from their body and encased in a specially prepared ceramic or crystalline receptacle, once placed in this receptacle; the Sorcerer becomes an immortal. The Heart is mysticly pulled out of the Sorcerer's chest by the Sorcerer or another Sorcerer that is performing the Ritual. If the receptacle of the Sorcerer's Heart and Soul is ever destroyed, the Sorcerer will be destroyed. If the Sorcerer's head is ever severed from their body, then the Sorcerer dies as if the Essence Receptacle had been destroyed. Liches gain some supernatural powers; these powers can be found in Lich Template.
LEARN TIME	15 DAYS	Casting Time: 5 Hours
DAILY STUDY TIME	75 MINUTES	Element: Earth and Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

KEY OF PLUTO

Type	SPELL	Cost: 1 Points of Life Force
RANK	1	Duration: 5 Minutes
STUDY POINT COST	5	Damage/Effect: This Spell allows the Sorcerer to turn a Skeleton Key into a Key that will open all doors that have mechanical locking mechanisms.
LEARN TIME	3 DAYS	Casting Time: 1 Round
DAILY STUDY TIME	15 MINUTES	Element: Earth & Spirit
		Difficulty: Simple

LEVITATION

Type	SPELL	Cost: 1 Points of Life Force
RANK	1	Duration: 5 Minutes
STUDY POINT COST	5	Damage/Effect: The Levitation spell is a favorite of Sorcerers, the reason why it is continually taught is because of its usefulness. It is one of the first spells taught to Apprentices for use in cleaning Magical Laboratories. It is also useful when Sorcerers are in danger because they can use the spell to throw nearby objects at their would-be attackers. Many a thief has been clubbed dumb in attempting to attack a competent Sorcerer. Through this Spell, a Sorcerer is able to lift an object/person of 100 pounds; for every 2 points that the Sorcerer beats their target difficulty by, the Sorcerer is able to lift up an additional 100 pounds.
LEARN TIME	3 DAYS	Casting Time: 1 Round
DAILY STUDY TIME	15 MINUTES	Element: Air
		Difficulty: Simple

LUNA'S BLADE

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: Permanent or until the weapon is destroyed
STUDY POINT COST	25	Damage/Effect: This Ritual allows the Sorcerer to permanently enchant a Dagger, Knife or other bladed weapon with the effects of moonlight. The weapon effectively generates its own moonlight that can be used to injured creatures that are damaged by the light of the moon. The bladed weapon gains +2 to its normal damage.
LEARN TIME	15 DAYS	Casting Time: 5 Hours
DAILY STUDY TIME	75 MINUTES	Element: Earth and Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

MASK OF CHARON

Type	SPELL	Cost: 5 Points of Life Force
RANK	3	Duration: 24 Hours
STUDY POINT COST	15	Damage/Effect: This Spell allows the Sorcerer to place a single Persona in a death-like state that makes anyone viewing the Persona's body believe that the Persona really is dead. Even scientific examination shows the body to be very dead. The Persona that is affected by this Spell will remain in this state for 24 hours. Please note that the Persona that is under this Spell is at the mercy of anyone that happens upon their body; in a few disastrous cases where this Spell was used, a few overzealous coroners attempted to perform autopsies on the bodies in question. This obviously led to vital parts of the Persona's body being removed and it very much did lead to the death of the Persona's in question. So anytime this Spell is cast all necessary precautions should be taken by the Sorcerer to ensure that his or her client actual are able to come out of this death-like state still alive.
LEARN TIME	9 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	75 MINUTES	Element: Spirit
		Difficulty: Difficult

MIND TRANSFERENCE

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: Permanent
STUDY POINT COST	25	Damage/Effect: This Ritual allows a Sorcerer to transfer their mind and soul into the body of another while transferring the mind and soul of the victim into the body of the Sorcerer. This Ritual is exceedingly rare in that most of the copies of this Ritual that once existed were destroyed by the Covens or Sorcerers that discovered them. This Ritual has been seen as a shortcut to immortality; because those Sorcerers that choose to employ this Ritual can use it over and over until they die naturally from old age. The Sorcerer must make physical contact with the body that they seek to enter; making sure to remain in contact through the duration of the Ritual. To transfer their mind and soul into the body of their victim and vice versa, the Sorcerer enters a Extended Contest against their victim using their Intellect + Ritualcraft + Card at a Target Difficulty of: Very Difficult; the victim of this Ritual attempts to resist the invading Sorcerer by using their Psyche + Card. Once the Sorcerer attains the required Target Difficulty, the victims mind and soul are transferred into the body of the Sorcerer and the Sorcerer's mind and soul enters the body of the victim; taking on all of the physical Attributes (Agility, Appearance, Brawn, and Vitality) of the victim while retaining their own mental and social Attributes (Intellect and Psyche); all of the derived Attributes must be recalculated as normal. All of the Sorcerer's Skills transfer over to their new body; Advantages and Disadvantages transfer over to the new body on a case by case basis, dictated by the Director. Sorcery and Psychic powers transfer over to the Sorcerer's new body.
LEARN TIME	15 DAYS	Casting Time: 3 Hour
DAILY STUDY TIME	75 MINUTES	Element: Spirit
COOPERATIVE	NO	Difficulty: Very Difficult

SHARPENED SENSES

Type	SPELL	Cost: 1 Points of Life Force
RANK	1	Duration: 10 Minutes
STUDY POINT COST	5	Damage/Effect: This spell allows the caster to make all of their senses sharper. Once enacted, the spell gives the caster a +4 to all Intellect based Contests and Checks in regards to sight and investigation for the duration of the spell.
LEARN TIME	3 DAYS	Casting Time: 1 Round
DAILY STUDY TIME	15 MINUTES	Element: Spirit
		Difficulty: Simple

SONGLESS BIRD: LESSER

Type	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: 30 Minutes
STUDY POINT COST	10	Damage/Effect: This spell allows the caster to render another creature mute for the duration of the spell.
LEARN TIME	6 DAYS	Casting Time: 3 Rounds
DAILY STUDY TIME	30 MINUTES	Element: Spirit
		Difficulty: Difficult

SONGLESS BIRD: GREATER

TYPE	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: Permanent
STUDY POINT COST	15	Damage/Effect: This spell allows the caster to render another creature mute for the duration of the spell.
LEARN TIME	9 DAYS	Casting Time: 5 Rounds
DAILY STUDY TIME	45 MINUTES	Element: Spirit
		Difficulty: Very Difficult

SORCERER'S SECRETS

TYPE	RITUAL	Cost: 4 Points of Life Force
RANK	2	Duration: Permanent
STUDY POINT COST	10	Damage/Effect: This Ritual allows the Sorcerer to protect their Grimoire through the inscription of a personal sigil on the inside cover of their Grimoire, and the creation of a code phrase that must be uttered to see the contents of the book. If the correct phrase is not uttered before opening the book, the pages within appear to be totally blank to the viewer. The Sigil must be written in the Sorcerer's own blood.
LEARN TIME	6 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	30 MINUTES	Element: Spirit
COOPERATIVE	YES	Difficulty: Simple

SORCERER'S STONE

TYPE	RITUAL	Cost: 2 Point of Life Force to Enchant Stone
RANK	1	Duration: Indefinitely or until Stone is destroyed
STUDY POINT COST	5	Damage/Effect: Once Enchanted, the Stone can be use to store up to 10 Points of Life Force in it for later use when casting spells. This is the first spell taught to all Sorcerers when they begin their training. When creating the Sorcerer's Stone, the Caster can decide how many Points of Life Force they wish to infuse into it initially. The Stone can be recharged with Life Force when it has been depleted.
LEARN TIME	3 DAYS	Casting Time: 3 hours
DAILY STUDY TIME	15 MINUTES	Element: Spirit
COOPERATIVE	NO	Difficulty: Difficult

SPIRITS PASSING

TYPE	RITUAL	Cost: 7 Points of Life Force
RANK	3	Duration: 10 Minutes
STUDY POINT COST	15	Damage/Effect: This Ritual allows the Sorcerer to transform themselves and all items that they are currently carrying on them (or someone of their choosing) into an incorporeal form that is similar to a ghost in all regards, except that they are still very much alive. While in this form, the Sorcerer may pass through any wall or solid obstacle. The Sorcerer may only move at half their normal Agility movement while in this form. This Ritual lasts for 10 minutes, plus 5 minutes per 2 points that the Sorcerer beats their target difficulty by. To Cast this Ritual, the Sorcerer must enter a trance for 5 minutes, in which the Sorcerer may not perform any actions except breathing.
LEARN TIME	9 DAYS	Casting Time: 5 Minutes
DAILY STUDY TIME	45 MINUTES	Element: Spirit
COOPERATIVE	NO	Difficulty: Difficult

TEMPUS FUGIT

TYPE	SPELL	Cost: 9 Points of Life Force
RANK	5	Duration: Instantaneous
STUDY POINT COST	25	Damage/Effect: Through this Spell; the Sorcerer is able to rapidly age his or her target. This Spell ages the Target by 10 years +10 years per every 3 points that the Sorcerer beats their target Difficulty by. At minimum, the Target will age 10 years if the Sorcerer is successful in their casting of this spell. It is not unheard of for a Sorcerer to use this Spell to kill an enemy through the ravages of old age. Anyone witnessing the horrifying effects of this Spell must succeed in a Fear and Madness Check. Those Sorcerers that cast this Spell automatically gain 1 Tally towards the Negative aspect of Three-fold Law.
LEARN TIME	15 DAYS	Casting Time: 3 round
DAILY STUDY TIME	75 MINUTES	Element: Spirit
		Difficulty: Difficult

TOUCH OF MORPHEUS

TYPE	SPELL	COST: 1 Points of Life Force
RANK	1	DURATION: Instantaneous
STUDY POINT COST	5	DAMAGE/EFFECT: This spell allows the Sorcerer to cause their intended target to fall asleep. Any attempts to harm the sleeping person will cause them to awaken from the enchanted slumber.
LEARN TIME	3 DAYS	CASTING TIME: 1 round
DAILY STUDY TIME	15 MINUTES	ELEMENT: Spirit
		DIFFICULTY: Simple

WINGS OF HERMES: LESSER

TYPE	SPELL	COST: 3 Points of Life Force
RANK	2	DURATION: 10 Minutes
STUDY POINT COST	10	DAMAGE/EFFECT: Quite simply this version of the Wings of Hermes spell allows the caster to take flight and fly around for the next 10 minutes. This spell can be quite effect when traveling short distances over hilly or mountainous terrain.
LEARN TIME	6 DAYS	CASTING TIME: 3 Rounds
DAILY STUDY TIME	30 MINUTES	ELEMENT: Air and Spirit
		DIFFICULTY: Simple

WINGS OF HERMES: GREATER

TYPE	SPELL	COST: 5 Points of Life Force
RANK	3	DURATION: 5 hours
STUDY POINT COST	15	DAMAGE/EFFECT: This version of the Wings of Hermes spell allows the caster to take flight and fly around for the next 5 Hours. This spell can be quite effect when traveling long distances.
LEARN TIME	9 DAYS	CASTING TIME: 6 Rounds
DAILY STUDY TIME	45 MINUTES	ELEMENT: Air and Spirit
		DIFFICULTY: Difficult



EVOCATION SPELLS & RITUALS

BREATH OF HERMES

Type	SPELL	Cost: 1 Point of Life Force
RANK	1	Duration: 1 Round
STUDY POINT COST	10	Damage/Effect: The Breath of Hermes spell is one of the few spells that most Sorcerers dislike using, but have later in times of need found it useful in defending themselves from would-be attackers. Essentially what the spell does is it uses the power of thought to hit the attacker with a blow that does 3 Ranks of stun damage. The Sorcerer can determine where the hit lands on their target. For every Point of Life Force past the initial 1, the bolt does an additional point of stun damage.
LEARN TIME	6 DAYS	Casting Time: 1 Round
DAILY STUDY TIME	30 MINUTES	Element: Air
		Difficulty: Difficult

BREATH OF SKADI

Type	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: 1 Turn
STUDY POINT COST	10	Damage/Effect: The Breath of Skadi spell is one of the many offensive spells that a Sorcerer eventually learns. What this spell does is it creates a bolt of ice that flies toward its mark to hit the target with a blow that does 5 points of wound damage, the Sorcerer can determine where the hit lands on their target. For every Point of Life Force past the initial 3, the bolt does one more level of wound damage.
LEARN TIME	6 DAYS	Casting Time: 1 Round
DAILY STUDY TIME	30 MINUTES	Element: Air & Water
		Difficulty: Difficult

BREATH OF VULCAN

Type	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: 1 Turn
STUDY POINT COST	10	Damage/Effect: The Breath of Vulcan spell is one of the many offensive spells that a Sorcerer eventually learns. What this spell does is it creates a bolt of flame that flies toward its mark to hit the target with a blow that does 5 points of wound damage, the Sorcerer can determine where the hit lands on their target. For every Point of Life Force past the initial 3, the bolt does one more level of wound damage.
LEARN TIME	6 DAYS	Casting Time: 1 Round
DAILY STUDY TIME	30 MINUTES	Element: Fire and Air
		Difficulty: Difficult

CARDIAC ARREST

Type	SPELL	Cost: 7 Points of Life Force
RANK	4	Duration: Instantaneous
STUDY POINT COST	20	Damage/Effect: This spell allows a Sorcerer to cause the unfortunate victim of this spell to suffer a Heart Attack within 10 Rounds of failing their Resist Magic + Card Contest. If the Sorcerer is successful and the spell is not resisted by the victim, then on the 10 th Round the Victim must successfully make a Vitality Check against a difficulty of Very Difficult or fall to the ground at the first Rank (-4) of Critical Wounds. If the victim successfully makes their Vitality Check, then they take 6 Wounds of Damage which can be resisted by using Toughness.
LEARN TIME	12 DAYS	Casting Time: 3 Rounds
DAILY STUDY TIME	60 MINUTES	Element: Spirit
		Difficulty: Difficult

FURY OF NEPTUNE: LESSER

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: 1 Hour
STUDY POINT COST	15	Damage/Effect: This Ritual allows a Sorcerer to call up a rain storm that effects as area radiu of 5,000 feet plus 1,000 feet per every 2 points that the Sorcerer beats their Target Difficulty by. This rain storm can create gusts of wind up to 40 miles per hour. Any Persona that attempts to walk against these winds must make a Brawn Check at a Difficulty of: Very Difficult, or be knocked off of their feet. For every 2 points that the Sorcerer beats their Target Difficulty by, the duration of this Ritual lasts for an additional hour.
LEARN TIME	9 DAYS	Casting Time: 30 Minutes
DAILY STUDY TIME	45 MINUTES	Element: Air & Water
COOPERATIVE	YES	Difficulty: Difficult

FURY OF NEPTUNE: GREATER

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: 2 Hours
STUDY POINT COST	25	Damage/Effect: This Ritual allows a Sorcerer to call up a truly abberant rain storm; such as severe lightning storms, hail storms with hail the size of golf balls to larger, tornados, hurricanes, etc. The Sorcerer is able to direct the intensity of the storm, but not control its actions and movement once the storm has been called up. For Tornados and Hurricanes; the wind gusts can be anywhere between 100 to 400 miles per hour; which is easily capable of throwing cars to toppling most structures. The effect radius starts at 10,000 feet, plus 5,000 feet per every 2 points that the Sorcerer beats their Target Difficulty by. For every 2 points that the Sorcerer beats their Target Difficulty by, the duration of this Ritual lasts for an additional hour.
LEARN TIME	15 DAYS	Casting Time: 10 Rounds or 6 Minutes
DAILY STUDY TIME	75 MINUTES	Element: Air & Water
COOPERATIVE	YES	Difficulty: Very Difficult

FURY OF SHADI: LESSER

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: 1 Hour
STUDY POINT COST	15	Damage/Effect: This Ritual allows a Sorcerer to call up a snow and ice storm that effects as area radiu of 5,000 feet plus 1,000 feet per every 2 points that the Sorcerer beats their Target Difficulty by. This snow and ice storm can create gusts of wind up to 40 miles per hour. Any Persona that attempts to walk against these winds must make a Brawn Check at a Difficulty of: Very Difficult, or be knocked off of their feet. For every 2 points that the Sorcerer beats their Target Difficulty by, the duration of this Ritual lasts for an additional hour.
LEARN TIME	9 DAYS	Casting Time: 30 Minutes
DAILY STUDY TIME	45 MINUTES	Element: Air & Water
COOPERATIVE	YES	Difficulty: Difficult

FURY OF SHADI: GREATER

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: 2 Hours
STUDY POINT COST	25	Damage/Effect: This Ritual allows a Sorcerer to call up a truly abberant snow and ice storm. The Sorcerer is able to direct the intensity of the storm, but not control its actions and movement once the storm has been called up. The wind gusts of this ice storm can easily reach up to 200 miles per hour, which is easily capable of burying cars and all ground floor entryways to structures. The effect radius starts at 10,000 feet, plus 5,000 feet per every 2 points that the Sorcerer beats their Target Difficulty by. For every 2 points that the Sorcerer beats their Target Difficulty by, the duration of this Ritual lasts for an additional hour.
LEARN TIME	15 DAYS	Casting Time: 10 Rounds or 6 Minutes
DAILY STUDY TIME	75 MINUTES	Element: Air & Water
COOPERATIVE	YES	Difficulty: Very Difficult

HELL BLAST

Type	SPELL	Cost: 9 Points of Life Force
RANK	5	Duration: Instantaneous
STUDY POINT COST	25	Damage/Effect: This Spell allows the Sorcerer to use draw upon the horrifying and destructive power of the Abyss to unleash a hellish explosion of Abyssal energy that can kill most any creature in a single blast. In appearance the Abyssal explosion of fire is both beautiful and horrifying to behold; the flames appearing to be lit up by glowing blackish light. Though leaving the Sorcerer very weak; this spell inflicts 9 points of wound damage to all targets within a 10 ft radius explosion; for every 3 points that the Sorcerer beats their target difficulty by, the Sorcerer is able to extend the radius of the Spell by 10 feet.
LEARN TIME	15 DAYS	Cast time: 5 rounds
DAILY STUDY TIME	75 MINUTES	Element: Abyssal, Fire, & Spirit
		Difficulty: Very Difficult

INFLECT WOUNDS

Type	SPELL	Cost: 5 Points of Life Force
RANK	3	Duration: Instantaneous
STUDY POINT COST	15	Damage/Effect: Through this spell, the Sorcerer can inflict Wound Damage on their chosen victim. The wounds appear on the victim as if some invisible attacker was slicing at their exposed and unexposed flesh with a knife. For every 2 points past the Resist Magic rating that the Sorcerer needed to harm their intended victim, the Sorcerer is able to do an additional point of Wound Damage. At minimum, this spell does 1 point of Wound Damage.
LEARN TIME	9 DAYS	Casting Time: 2 rounds
DAILY STUDY TIME	45 MINUTES	Element: Spirit
		Difficulty: Difficult

LIGHT OF HELIOS

Type	SPELL	Cost: 7 Points of Life Force
RANK	3	Duration: Instantaneous
STUDY POINT COST	15	Damage/Effect: This Spell allows the Sorcerer to call upon the power of Helios; sunlight to create a beam of blinding white light that does 6 points of Wound Damage to its Target, doing additional 1 point of Wound Damage per every 3 points that the Sorcerer beats their casting difficulty by. Against Lilans, Revenants and Thralls, the light from this Spell is considered true sunlight and they suffer whatever addition damage effects that are normal for them due to exposure to sunlight.
LEARN TIME	9 DAYS	Casting Time: 2 Rounds
DAILY STUDY TIME	45 MINUTES	Element: Fire
		Difficulty: Difficult

MAGNETIZE: LESSER

Type	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: 1 hour
STUDY POINT COST	10	Damage/Effect: This spell is used to disarm an opponent of a metal weapon such as a gun or knife. It magnetizes a surface or object of up to 100 lbs of magnetic force attracting metal objects in a 10 yard radius (This spell does not work on naturally non-magnetic metals such as aluminum). For every additional Life Force point (up to 3 maximum) that a Sorcerer spends into this spell, it adds 20 minutes to the spells duration and an additional 50 pounds of magnetic force to the surface or object that the Sorcerer is casting the spell on to.
LEARN TIME	6 DAYS	Casting time: 1 Round
DAILY STUDY TIME	30 MINUTES	Element: Earth
		Difficulty: Simple

MAGNETIZE: GREATER

TYPE	SPELL	Cost: 7 Points of Life Force
RANK	4	Duration: 3 hour
STUDY POINT COST	20	Damage/Effect: This spell is used to disarm an opponent of a metal weapon such as a gun, knife or heavier metal objects. It magnetizes a surface or object of up to 1000 lbs of magnetic force attracting metal objects in a 100 yard radius (This spell does not work on naturally non-magnetic metals such as aluminum). For every additional Life Force point (up to 6 maximum) that a Sorcerer spends into this spell, it adds 30 minutes to the spells duration and an additional 500 pounds of magnetic force to the surface or object that the Sorcerer is casting the spell on to.
LEARN TIME	12 DAYS	Casting time: 4 Rounds
DAILY STUDY TIME	60 MINUTES	Element: Earth
		Difficulty: Difficult

SUMMON THE FIRES OF HEPHAESTUS: LESSER

TYPE	SPELL	Cost: 1 Point of Life Force
RANK	1	Duration: 5 minutes
STUDY POINT COST	5	Damage/Effect: The <i>Summon the Fires of Hephaestus: Lesser</i> spell has been the life saver of many a Sorcerer caught out in the wilderness with no conceivable way to create a fire. This version of the spell creates a palm sized flame that can be used to start a fire or ignite just about anything. This Spell requires that the Sorcerer use a piece of charcoal as the focus of the Spell, once cast the charcoal disintegrates.
LEARN TIME	3 DAYS	Casting Time: 1 Round
DAILY STUDY TIME	15 MINUTES	Element: Fire
		Difficulty: Simple

SUMMON THE FIRES OF HEPHAESTUS: GREATER

TYPE	SPELL	Cost: 5 Points of Life Force
RANK	3	Duration: 20 minutes
STUDY POINT COST	15	Damage/Effect: The <i>Summon the Fires of Hephaestus: Greater</i> Spell has no other purpose than to cause destruction and harm to those caught within its blast zone. The Sorcerer determines where this blast zone will be, and then speaks the last words of the spell, at which point the blast zone erupts in a conflagration of burning hell (the blast zone is 50 ft. in radius). All creatures caught in the blast of fire take 6 points of Wound Damage from the initial blast of flames, after which if they are still in the blast zone, then they take an additional 2 points of Wound Damage for every Round that they are trapped in the flames. This Spell requires that the Sorcerer use a piece of charcoal as the focus of the Spell, once cast the charcoal disintegrates.
LEARN TIME	9 DAYS	Casting Time: 3 Rounds
DAILY STUDY TIME	45 MINUTES	Element: Air & Fire
		Difficulty: Difficult

SWORD OF HERMES

TYPE	SPELL	Cost: 1 Point of Life Force
RANK	1	Duration: 5 Rounds
STUDY POINT COST	10	Damage/Effect: The Sword of Hermes is a spell typically used by Sorcerers when surprising their target is the key. The Sword of Hermes acts just like any normal sword; the only difference is that it is invisible. Most attackers or victims first assume that the Sorcerer is insane until he or she lands their first blow and suddenly realizes that the Sorcerer is armed with a weapon that they can not see. The Sword of Hermes does 3 points of stun damage per successful hit.
LEARN TIME	6 DAYS	Casting Time: 1 Round
DAILY STUDY TIME	30 MINUTES	Element: Air
		Difficulty: Difficult

SWORD OF SALADIN

Type	SPELL	Cost: 7 Points of Life Force
RANK	4	Duration: 5 Minutes
STUDY POINT COST	20	Damage/Effect: This Spell allows the Sorcerer to create a flaming sword of that is wreathed in bluish-white spiritual energy. Whenever the Sorcerer uses the <i>Sword of Saladin</i> to defend themselves or to defend the lives of those they truly be worthy of protection, they will do their
LEARN TIME	12 DAYS	Psyche Ranks x2 in Wound Damage to their opponents. This Spell draws upon the Sorcerer's willpower and strength of conviction to empower the <i>Sword of Saladin</i> . All opponents that are successfully wounded by the <i>Sword of Saladin</i> must succeed in a Psyche Check at a Target Difficulty of: Difficult, or lose 1 Action in the following Round of combat. This Spell requires that the Sorcerer crush a vial of holy water in the hand that will be initially holding the <i>Sword of Saladin</i> . For every 2 points that the Sorcerer beats their Target Difficulty by, the Sword of Saladin will last for 1 additional minute.
DAILY STUDY TIME	60 MINUTES	Casting Time: 30 Minutes
		Element: Fire & Spirit
		Difficulty: Difficult

SWORD OF VULCAN

Type	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: 5 Rounds
STUDY POINT COST	10	Damage/Effect: The Sword of Vulcan is a spell used by Sorcerers when gaining their target's attention is the key. This flaming sword acts just like any normal sword, the only difference is that it is made up completely of fire. Most attackers or victims first response to the sight of this blazing sword is to either attack them or run for their lives. The Sword of Vulcan does 5 points of wound damage to whatever it hits.
LEARN TIME	6 DAYS	Casting Time: 1 Round
DAILY STUDY TIME	30 MINUTES	Element: Fire
		Difficulty: Difficult

WINDS OF SHADI

Type	SPELL	Cost: 5 Points of Life Force
RANK	2	Duration: 1 Hour
STUDY POINT COST	10	Damage/Effect: This Spell allows the Sorcerer to create a cold, strong wind that is capable of knocking a full grown off of his feet. The area of effect originates from the casting Sorcerer, and face the direction that the Sorcerer is currently facing. However the Sorcerer can change the direction of the cone simply by turning their head and pointing their finger in the new direction. All attacks made directly against the Sorcerer suffer a -2 penalty; all missile attacks suffer a -4 penalty. This Spell lasts for 1 hour, plus 30 minutes per 2 points that the Sorcerer beats their target difficulty by. To cast this Spell, the Sorcerer must simply swallow a small piece of ice.
LEARN TIME	6 DAYS	Casting Time: 2 Rounds
DAILY STUDY TIME	30 MINUTES	Element: Air & Water
COOPERATIVE	NO	Difficulty: Difficult

WRATH OF POSEIDON: LESSER

Type	SPELL	Cost: 5 Points of Life Force
RANK	3	Duration: Instantaneous
STUDY POINT COST	15	Damage/Effect: A seismic eruption in the earth that sends a shock wave at the enemy. Generally used to destroy the foundation of structures in the past. Deals 5 structure point damage and if a victim is directly hit deals 3 points of wound damage and are knocked down.
LEARN TIME	9 DAYS	Casting Time: 2 rounds
DAILY STUDY TIME	45 MINUTES	Element: Earth & Spirit
		Difficulty: Difficult

WRATH OF POSEIDON: GREATER

Type	Spell	Cost: 7 Points of Life Force
Rank	4	Duration: Instantaneous
Study Point Cost	20	Damage/Effect: A gigantic seismic eruption in the earth that sends a shock wave at the enemy. Generally used to destroy the foundation of structures in the past. Deals 8 structure point damage and if someone is directly hit deals 6 points of damage and is knocked down plus pushed back 15 feet.
Learn Time	12 Days	Casting Time: 4 Rounds
Daily Study Time	60 Minutes	Element: Earth, Fire, & Spirit. Difficulty: Very Difficult

WRATH OF ZEUS

Type	Spell	Cost: 3 Points of Life Force
Rank	2	Duration: 1 Turn
Study Point Cost	20	Damage/Effect: The Spell allows the Sorcerer throw a bolt of lightning at their enemies like the Sorcerers of old. This spell is one of the most spectacular offensive spells that a Sorcerer will ever learn. What this spell does is it creates a bolt of lightning that flies toward its mark to hit the target with a blow that does 5 points of wound damage, the Sorcerer can determine where the hit lands on their target. For every Point of Life Force past the initial 5, the bolt does one more point of wound damage.
Learn Time	12 Days	Casting Time: 1 Round
Daily Study Time	60 Minutes	Element: Air & Water Difficulty: Difficult



HEALING SPELLS & RITUALS

HEAL: LESSER

Type	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: Instantaneous
STUDY POINT COST	10	Damage/Effect: This spell allows the caster to heal 3 wound points of damage done to a Persona. The spell can be cast on the caster or on another.
LEARN TIME	6 DAYS	Casting Time: 6 Rounds or 2 Minutes
DAILY STUDY TIME	30 MINUTES	Element: Spirit and Water
		Difficulty: Difficult

HEAL: GREATER

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: Instantaneous
STUDY POINT COST	25	Damage/Effect: This ritual allows the caster to heal All wound points of damage done to a Persona. The ritual can be cast on the caster or on another.
LEARN TIME	15 DAYS	Casting Time: 10 Rounds or 6 Minutes
DAILY STUDY TIME	75 MINUTES	Element: Spirit and Water
COOPERATIVE	YES	Difficulty: Very Difficult

HEAL MIND: LESSER

Type	SPELL	Cost: 5 Points of Life Force
RANK	3	Duration: Immediate effect / 1 hour for the permanently insane.
STUDY POINT COST	15	Damage/Effect: This spell can be used to reverse the effects of the Lesser Charm spells. It has also been used to temporarily heal the minds of the mad or deranged.
LEARN TIME	9 DAYS	Casting Time: 10 minutes
DAILY STUDY TIME	45 MINUTES	Element: Spirit
		Difficulty: Difficult

HEAL MIND: GREATER

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: Indefinitely
STUDY POINT COST	25	Damage/Effect: This ritual can be used to reverse the effects of the Greater Charm and Great Enchantment spells. Only this spell has the ability to reverse the effects of the Impose Will - Permanent. It is also used to permanently heal the minds of the mad or deranged.
LEARN TIME	15 DAYS	Casting Time: 2 hours
DAILY STUDY TIME	75 MINUTES	Element: Spirit
COOPERATIVE	YES	Difficulty: Very Difficult



ILLUSION SPELLS & RITUALS

GLOWING ORB

Type	SPELL	Cost: 1 Points of Life Force
RANK	1	Duration: 1 Hour or until dismissed
STUDY POINT COST	5	Damage/Effect: The Glowing Orb is one of the first spells that a Sorcerer is taught, the Glowing Orb can be used as a source of light when no torch, candle or light source is handy.
LEARN TIME	3 DAYS	Casting Time: 1 Round
DAILY STUDY TIME	15 MINUTES	Element: Air and Fire
		Difficulty: Simple

CREATE ILLUSION: LESSER

Type	SPELL	Cost: 1 Points of Life Force
RANK	1	Duration: 30 Minutes or until dismissed
STUDY POINT COST	5	Damage/Effect: Create Illusion: Lesser is typically used by Sorcerers as parlor tricks. This version of Create Illusion can create illusions of anything less than the size of a man. Many times have Sorcerers used this spell to get themselves out of a jam when someone decides to attempt to mug them and suddenly the Sorcerer has a dagger, short sword or crossbow in their hands.
LEARN TIME	3 DAYS	Casting Time: 2 Rounds
DAILY STUDY TIME	15 MINUTES	Element: Air and Spirit
		Difficulty: Simple

CREATE ILLUSION: GREATER

Type	SPELL	Cost: 5 Points of Life Force
RANK	3	Duration: 1 Hour or until dismissed
STUDY POINT COST	15	Damage/Effect: This version of Create Illusion can create illusions of anything. One Sorcerer in ancient times; supposedly created the Illusion of a dragon and proceeded to use it to have a conversation with another dragon, the Sorcerer in question was very lucky that the dragon he had talked to had problems with its eyes or he would have been in a world of trouble. Another Sorceress used this spell to create a small army that she used to decoy an invading army away from the town she was paid to protect....and it worked.
LEARN TIME	9 DAYS	Casting Time: 6 Rounds
DAILY STUDY TIME	45 MINUTES	Element: Air & Spirit
		Difficulty: Difficult

CREATE SOLID ILLUSION: LESSER

Type	SPELL	Cost: 5 Points of Life Force
RANK	3	Duration: 30 Minutes or until dismissed
STUDY POINT COST	15	Damage/Effect: Create Solid Illusion: Lesser is typically used by Sorcerers as parlor tricks. This version of Create Solid Illusion can create solid illusions of anything less than the size of a man. Many times have Sorcerers used this spell to get themselves out of a jam when someone decides to attempt to mug them and suddenly the Sorcerer has a dagger, short sword or crossbow in their hands. The important difference between this spell and its Illusion counterpart is the weapons are deadly real.
LEARN TIME	9 DAYS	Casting Time: 4 Rounds
DAILY STUDY TIME	45 MINUTES	Element: Air & Spirit
		Difficulty: Difficult

CREATE SOLID ILLUSION: GREATER

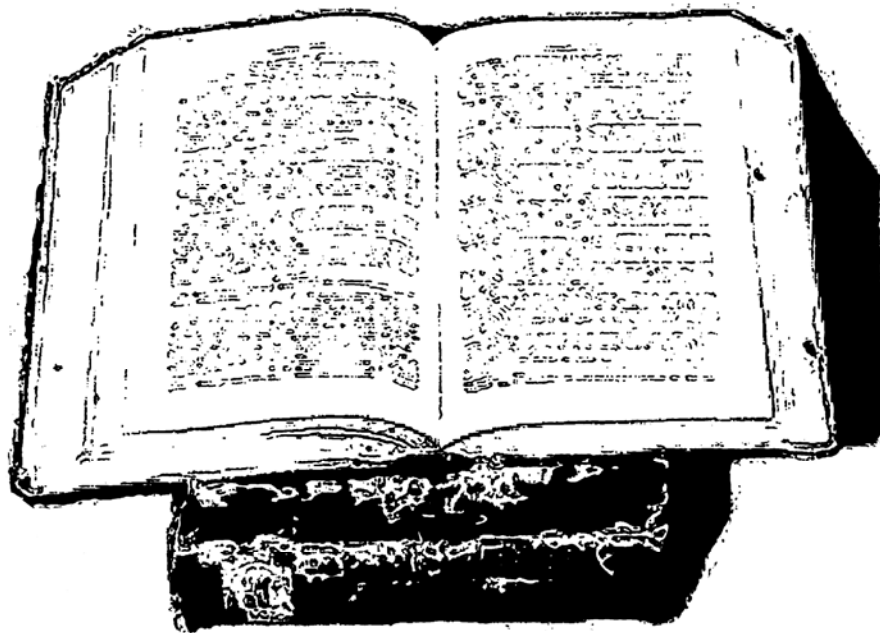
Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: 1 Hour or until dismissed
STUDY POINT COST	25	Damage/Effect: Create Solid Illusion: Greater is typically used by Sorcerers as parlor tricks. This version of Create Solid Illusion can create illusions of anything. One such Illusion was used to create a bridge that an invading army needed to march over, when the greater portion of the army had made its way onto the bridge; then the Sorcerer dispelled the Illusion and dropped most of the invading army into the lake it was attempting to cross.
LEARN TIME	15 DAYS	Casting Time: 10 Rounds
DAILY STUDY TIME	75 MINUTES	Element: Air & Spirit
COOPERATIVE	YES	Difficulty: Very Difficult

VEILED EYES: LESSER

Type	SPELL	Cost: 3 Points of Life Force
RANK	2	Duration: 1 Hour or until dismissed
STUDY POINT COST	10	Damage/Effect: The Veiled Eyes - Lesser spell is meant for those Sorcerers that would like to wander about yet remain unseen by those around them and those that might be looking for them. What this spell does is it quite simply turns its caster invisible for the period of 1 hour per casting. Only those with Magic Sight can see the invisible Sorcerer.
LEARN TIME	6 DAYS	Casting Time: 3 Rounds
DAILY STUDY TIME	30 MINUTES	Element: Air & Spirit
		Difficulty: Difficult

VEILED EYES: GREATER

Type	SPELL	Cost: 5 Points of Life Force
RANK	3	Duration: 1 Hour or until dismissed
STUDY POINT COST	15	Damage/Effect: The Veiled Eyes - Greater spell is meant for those Sorcerers that would like to wander about yet remain unseen by those around them and those that might be looking for them. What is different about this spell from the Lesser version is this version allows the caster to make 2 others that are with him or her invisible as well. Only those with Magic Sight can see the invisible Sorcerer or his or her companions.
LEARN TIME	9 DAYS	Casting Time: 6 Rounds
DAILY STUDY TIME	45 MINUTES	Element: Air & Spirit
		Difficulty: Very Difficult



RELIGIOUS RITUALS

ARMOR OF CONSTANTINE

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: 2 hours
STUDY POINT COST	15	Damage/Effect: It is said that when Emperor Constantine went into the Battle of the Milvian Bridge against Maxentius, that he had a Priest cast a ritual upon him that would protect him from the arrows and swords of his enemies. This ritual was first used by ancient pagan Sorcerers to protect their War Chiefs from their enemies, but when Christianity began expanding throughout the ancient world, some of the pagan rituals were incorporated into those of the much persecuted Christian Sect in an attempt to convert others to Christianity. This ritual requires that the Priest casting the ritual use a small portion of the Priest's own blood to draw a symbol of the cross on the forehead of the one to be protected. Once cast, the recipient gains a +5 to their Toughness for the next 2 hours.
LEARN TIME	9 DAYS	Casting Time: 10 minutes
DAILY STUDY TIME	45 MINUTES	Element: Spirit
		Difficulty: Difficult

RITE OF ABSOLUTION

Type	RITUAL	Cost: 2 Points of Life Force
RANK	1	Duration: Instantaneous
STUDY POINT COST	5	Damage/Effect: Absolution proper is that act of the priest whereby, in the Sacrament of Penance, he frees man from sin. It presupposes on the part of the penitent, contrition, confession, and promise at least of satisfaction; on the part of the minister, valid reception of the Order of Priesthood and jurisdiction, granted by competent authority, over the Persona receiving the sacrament. At the conclusion of this Ritual the repentant Persona is completely cleansed of all spiritual afflictions, including possession. To remove a possessing Demon or Spirit requires that the priest perform the Ritual of Exorcism before the Ritual of Absolution can be performed. Please note that should this ritual be performed on a Persona that is truly unrepentant, this ritual will automatically fail.
LEARN TIME	3 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	15 MINUTES	Element: Spirit
COOPERATIVE	NO	Difficulty: Difficult

RITE OF BENEDICTION

Type	RITUAL	Cost: 2 Points of Life Force
RANK	1	Duration: 10 Rounds, +1 Additional Round per 5 points above target difficulty
STUDY POINT COST	5	Damage/Effect: A Benediction (Blessing) may be described as a ritual, consisting of a ceremony and prayers performed in the name and with the authority of the Church by a duly qualified minister, by which Personas or things are sanctified as dedicated to Divine service, or by which certain marks of Divine favor are invoked upon them. System wise, a Blessing gives the Persona that is being Blessed a +5 Bonus to be used towards all Checks and Contests for the duration of the Blessing.
LEARN TIME	3 DAYS	Casting Time: 1 Round
DAILY STUDY TIME	15 MINUTES	Element: Spirit
COOPERATIVE	NO	Difficulty: Simple

RITE OF CASTIGATION

Type	RITUAL	Cost: 6 Points of Life Force
RANK	3	Duration: Instantaneous
STUDY POINT COST	15	Damage/Effect: Through this Ritual, the power of the belief of the performing Priest becomes a tangible force that has the capacity of harm Demons, Evil Spirits or the Undead. The Priest uses their Intellect + Ritualcraft + Card to perform the Ritual versus the Psyche + Card of the opposing Demon, Evil Spirit or Undead creature. If the Priest is successful, then the Demon, Evil Spirit or Undead creature takes a point of Wound Damage for every Rank of Psyche that the Priest possesses.
LEARN TIME	9 DAYS	Casting Time: 1 Round
DAILY STUDY TIME	45 MINUTES	Element: Spirit
COOPERATIVE	NO	Difficulty: Difficult

RITE OF CONSECRATION: DIMIDIUS

Type	RITUAL	Cost: 4 Points of Life Force
RANK	2	Duration: 1 Hour, +1 Additional Hour per 5 points above target difficulty
STUDY POINT COST	10	Damage/Effect: Consecration, in general, is an act by which a thing is separated from a common and profane to a sacred use, or by which a person or thing is dedicated to the service and worship of God by prayers, rites, and ceremonies. The custom of consecrating Personas to the Divine service and things to serve in the worship of God may be traced to the remotest times. Through this Ritual the Priest is able to dedicate an item to be used in the name of God. System wise, the Priest performs the Ritual and the item in question gains a +3 Bonus when used against those deemed enemies of the Faith.
LEARN TIME	6 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	30 MINUTES	Element: Spirit
COOPERATIVE	No	Difficulty: Difficult

RITE OF CONSECRATION: SUPERUS

Type	RITUAL	Cost: 8 Points of Life Force
RANK	4	Duration: 24 Hours, +24 Additional Hours per 5 points above target difficulty
STUDY POINT COST	20	Damage/Effect: Consecration, in general, is an act by which a thing is separated from a common and profane to a sacred use, or by which a person or thing is dedicated to the service and worship of God by prayers, rites, and ceremonies. The custom of consecrating Personas to the Divine service and things to serve in the worship of God may be traced to the remotest times. Through this Ritual the Priest is able to dedicate a Persona or Place to be used in the name of God. System wise, the Priest performs the Ritual and the Persona gains a +5 Bonus to all Checks and Contests when working against all those that have been deemed enemies of the Faith. When this ritual is performed in relation to a Place, the place in question gains the status of "Holy Ground", allowing it to work against all those that would harm those of the Faith. In basics, places that are considered Holy Ground give the enemies of the Faith a -5 Penalty to all Checks and Contests when attempting to perform some action that would harm a member of the Religion.
LEARN TIME	12 DAYS	Casting Time: 1 Hour
DAILY STUDY TIME	60 MINUTES	Element: Spirit
COOPERATIVE	Yes	Difficulty: Difficult

RITE OF EXORCISM

Type	RITUAL	Cost: 10 Points of Life Force
RANK	5	Duration: Permanent
STUDY POINT COST	25	Damage/Effect: Solemn exorcisms, according to the Canon law of the church, can be exercised only by an ordained priest (or higher prelate), with the express permission of the local bishop, and only after a careful medical examination to exclude the possibility of mental illness.
LEARN TIME	15 DAYS	The Catholic Church revised the Rite of Exorcism in January 1999, although the traditional Rite of Exorcism in Latin is allowed as an option. The act of exorcism is considered to be an incredibly dangerous spiritual task; the ritual assumes that possessed persons retain their free-will, though the demon may hold control over their physical body, and involves prayers, blessings, and invocations with the use of the document <i>Of Exorcisms and Certain Supplications</i> . Other formulas may have been used in the past, such as the Benedictine <i>Vade retro satana</i> . In the modern era, the Catholic Church authorizes exorcism rarely, approaching would-be cases with the presumption that mental or physical illness is in play.
DAILY STUDY TIME	75 MINUTES	In system, this Ritual pits the Exorcist Priest against the will of the possessing Demon or Spirit. The Exorcist uses their Intellect + Ritualcraft + Card versus the possessing entity's Psyche (+ Control, if Demon) + Card. For every Rank of Psyche that the possessing Demon or Spirit has determines the number of hours that is required to exorcise for possessing Demon or Spirit
COOPERATIVE	Yes	Casting Time: Varies Element: Spirit Difficulty: Very Difficult

SACRIFICE OF THE SAINTS

Type	RITUAL	Cost: 5 Points of Life Force
Rank	3	Duration: Instantaneous
Study Point Cost	6	Damage/Effect: Through this Ritual, the Priest is able to heal their Target by taking all of the Wounds that their Target has suffered. The Priest is able to absorb their Target's Wounds up to their Vitality Ranks per Round. In casting this Ritual, the Priest becomes Wounded; taking on all of the Wound Damage that their Target had sustained upon themselves, hence the name given to this Ritual.
Learn Time	15 DAYS	Casting Time: 2 Rounds
Daily Study Time	75 MINUTES	Element: Spirit
Cooperative	No	Difficulty: Difficult



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