

# ALMANAC OF IMPERIAL MAGIC



WINTER 380YE  
COMPILED BY  
THE SPIRE OF THE  
BITTER CHALICE

MRS: A-B (MAGIC, PRIMERS)

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## Rituals of Spring:

**Blessing of New Spring:** 2 mana, plus 1 per additional farm in the same territory. Enchantment for a farm, ends at the start of Winter. Increases productivity of a farm by 10 rings worth of crops during Spring, Summer and Autumn. Anchor for Strong Ox, Golden Sun. For best effect, this should be cast at the Winter Solstice.

**Blood of the Hydra:** 2 mana, plus 1 per two additional limbs. Restores a damaged limb to full function.

**Hands of Sacred Life:** 2 mana, plus 1 per two additional targets. Heals all flesh wounds.

**Midwife's Recourse:** 4 mana. Enchantment for an unborn child, cast upon the mother, which lasts until the child is born. Ensures that the mother and child are kept safe throughout the pregnancy.

**Turns the Circle:** 4 mana, plus 1 per additional target. Immediately causes one mortally wounded to die peacefully, with plants and fungi rapidly consuming the corpse. This can be cast with equal efficacy on corpses.

**Fan the Flames of New Life:** 6 mana. Enchantment for two persons, which lasts until sunrise. Inspires lust and vigour, and guarantees conception.

**Hearthfire Circle:** 7 mana, plus 5 for each additional member of a band. Heals flesh wounds and injured limbs, purges venom and weakness, and temporarily soothes the effect of traumatic wounds.

**Call Down Lightning's Wrath:** 8 mana, plus 6 per additional member of the same coven. Enchants battle mages, lasting a season. Grants the magician the power to channel a measure of personal mana to strike a foe from their feet with the blow of a staff.

**Chirurgeon's Healing Touch:** 8 mana, plus 6 per additional member of a banner. Enchants persons for a season. A master ritualist may substitute True Vervain for mana in a 2:1 ratio. Grants the power to bring a wounded person to their feet through touch twice per day.

**Churning Cauldron of Bravash:** 8 mana. Requires up to five drams of the same medicinal herb, to be placed in a bowl. Produces an equal number of drams of herbs to those initially used. The effect of this ritual on herbs beyond those commonly found in the Empire is uncertain.

**Merciless Wrath of the Reaver:** 8 mana, plus 6 per additional unit belonging to a banner. Enchants military units, lasting a season. Makes the unit skilled at raiding, increasing their fighting force by 60 when raiding or conducting similar work.

**Rot's Rightful Claim:** 8 mana. Empower all contributors to deliver a cleaving blow with any implement against an undead creature within ten minutes. This ritual will always draw upon a coven bond when cast with multiple contributors.

**Charge of the Rushing Wind:** 10 mana. Grants each contributor the power to channel the incantation of repulsion once within ten minutes. Always draws upon a coven bond when cast with multiple contributors.

**Fountain of Life:** 10 mana, plus 8 per additional member of the same coven. Enchants magicians for a season. Grants the knowledge of the incantations of healing, restoring limbs, and purification.

**Rampant Growth:** 10 mana, plus 8 per additional forest in the same territory. Enchants forests for a season, causing them to bloom, producing 77 rings worth of luxury goods, two drams of True Vervain, and one dram each other medicinal herb, in addition to its normal materials.

**Touch of Vile Humours:** 11 mana, plus 9 per additional member of the a banner. Enchants persons for a season. Allows one to deliver a single venomous strike each day with a powerful blow from any weapon or implement (save a pike).

**Blood and Salt:** 12 mana, plus 8 per additional fleet belonging to a banner. Enchants fleets for a season. Grants a privateering fleet fair weather, improving their plunder. This would effectively double the plunder retrieved by a newly formed fleet, increasing its strength by five standard ranks.

**Unending Cascade of Blood's Fire:** 14 mana, plus 11 mana for each additional member of a coven. A master ritualist may substitute Beggar's Lye for mana in a 2:1 ratio. Enchants magicians for a season. Grants the ability to channel the incantation of venom four times per day, and causes strong desires to use magical venom when startled. Effects which refresh the magician's personal mana will likewise refresh the use of these channelled incantations.

**Vitality of Rushing Water:** 14 mana, plus 11 per additional member of a banner. Enchants persons for a season. A master ritualist may substitute Imperial Roseweald for mana in a 2:1 ratio. Grants the ability to shrug off any simple form of venom when a wound is healed by means magical or mundane, and immunity to the miasma of the Vallorn.

**Skin of Bark, Blood of Amber:** 15 mana, plus 11 per additional member of a banner. A master ritualist may substitute Ambergelt for mana in a 2:1 ratio. Enchants persons for a season. Improves endurance, that one might take three more blows

before falling in combat. May temporarily accentuate the trappings of Briars.

**Anathemic Call of Bug and Briar:** 16 mana. Curses a single target for a year. By pronouncement, cause their crops to fail, destroying half the production of any farm, forest or herb garden, and plaguing them with pesky insects.

**Irrepressible Monkey Spirit:** 17 mana, plus 13 per additional member of a banner. Enchants persons for a season. Allows one to regain a second wind, struggle to one's feet following an incapacitating wound, or shake off an injury to a limb twice per day.

**Hands of the Healer:** 19 mana, plus 15 per additional member of a coven. Enchants magicians for a season. Enables a magician who knows the incantation of Healing to cast it swiftly with no further expenditure of personal mana; also causes a heightened sense of empathy and compassion for living creatures in pain.

**The Forest Remains:** 22 mana, plus 16 per additional member of a banner. Enchants persons for a season. Grants the ability to deliver a shattering blow with a two-handed weapon twice per day.

**Fire in the Blood:** 24 mana, plus 14 per additional member of a coven. Enchants magicians for a season. At the climax of the ritual, the targets must place their hands into an opaque container such as a wooden box or hollow tree. Grants an increased understanding of spring lore, but at the cost of envenomment and bouts of fever, nausea and dizziness. The envenomment may only be removed through application of Imperial Roseweald or the use of rituals such as the Ascetic Star of Atun. Should the venom be removed, the enchantment will fade immediately.

**Curse of Gangernous Flesh:** 40 mana. By pronouncement, curse someone with incurable envenomment, infected wounds, and feverish illnesses. This curse lasts for a year.

**Foam and Spittle of the Furious Sea:** 40 mana. Ten minutes to cast. Must be cast in a strong Spring Regio in the target territory, or at the Imperial Regio. Curses a coastal region in the territory for a season. Calls up great storms, damaging navies, causing 500 casualties divided between all navies in the area; navies that move through the territory will only suffer half as many casualties. Additionally, reduces by a quarter the productivity of all fleets based in the cursed territory.

**The Dance of Navarr and Thorn:** 40 mana. Ten minutes to cast. Must be cast in a strong Spring regio in the target territory, or the Imperial Regio. Targets a territory without an active network of trods, which either contains a vallorn, or is connected to a territory containing a vallorn by an unbroken sequence of territories containing active trods. If the target territory contains a vallorn, the ritual can only be cast at a Spring regio within the region that contains the vallorn. Creates new trods if

cast within Imperial territory, or else can repair damaged trods elsewhere.

**Thunderous Deluge:** 46 mana. Ten minutes to cast. Must be cast in a strong Spring regio in the target territory, or in the Imperial Regio. Master ritualists may use tempest jade in place of mana at a 2:1 ratio. Curses a territory for a season. Produces torrential rain, causing farms and businesses to lose half of their income, and wrecking agriculture and industry.

**Fetid Breath of Teeming Plague:** 50 mana, plus 30 for each target within the same coven. Enchants a contributor for a few hours or until expended. A master may use Beggar's lye as if it were crystal mana, in a 2:1 ratio. When unarmoured, target may unleash the power of the ritual to envenom a large area.

**Rising Roots that Rend Stone:** 50 mana. Ten minutes to cast. Empowers an implement to damage fortifications when wielded by a contributor; lasts until invoked or for ten minutes.

**Rivers of Life:** 50 mana. Ten minutes to cast. Must be cast in a strong Spring regio in the target territory, or the Imperial Regio. Enchants a territory for a season. Removes The Rivers Run Red, and halves the casualties of all armies fighting in the territory.

**The Rivers Run Red:** 50 mana. Ten minutes to cast. Must be cast in a strong Spring regio in the target territory, or the Imperial Regio. Curses a territory for a season. Removes The Rivers of Life, and doubles the casualties of all armies fighting in the territory.

**Forge the Wooden Fastness:** 80 mana. Ten minutes to cast. Must be cast in a strong Spring regio in the target territory, or the Imperial Regio. Enchants a forested region within the territory for a season. Creates a small fortification of living wood, with the strength of 2000 soldiers.

**Thunderous Tread of the Trees:** 120 mana. Ten minutes to cast. Must be cast in a strong Spring regio in the target territory, or at the Imperial Regio. Curses a territory in which there is at least one marshy or forested region, named as a focal point during the ritual, by awakening a malign force of rampaging trees. These will cause around 500 casualties per season amongst all forces in the territory, with fortifications receiving 20% more damage than might be otherwise expected. The curse lasts for a year.

**Hallow of the Green World:** approx. 160 mana. Ten minutes to cast. Must be cast in the Imperial Regio, with a map of the entire Empire. Enchants the entire Empire for a season, improving the production of all herb gardens by three drams of any one herb named in the ritual, and increasing the fertility of people, animals and plants in general.

## Rituals of Summer:

**Renewed Strength of the New Day:** 2 mana, plus 1 per additional two targets. Removes any lingering weakness from the recipients.

**Tenacity of Jotra:** 2 mana, plus 3 per two additional members of a banner. Enchants persons for a season. Grants increased fortitude, and a feeling of confidence and certain victory.

**Hammer of Thunder:** 3 mana, plus 5 per two additional members of a banner. Enchants persons for a season. Grants the power to strike a impaling blow with a two-handed weapon once per day.

**Strength of the Bull:** 3 mana, plus 5 per two additional members of a banner. Enchants persons for a season. Increases one's endurance slightly.

**Swan's Cruel Wing:** 3 mana, plus 5 per two additional members of a banner. Enchants persons for a season. Grants the power to strike a cleaving blow with any weapon (save a pike) once per day.

**Swift Leaping Hare:** 3 mana, plus 5 per two additional members of a banner. Enchants persons for a season. Grants the power to strike a foe to the ground with a polearm once per day.

**Strong Ox, Golden Sun:** 4 mana, plus 2 for each additional farm in the same territory. Enchants a farm under the effect of Blessing of New Spring, which it replaces. The farm will produce an extra 50 rings worth of produce in the Summer and Autumn. Fades in Winter; this should be cast at the Spring Equinox.

**Clad in Golden Raiment:** 5 mana, plus 3 per additional military unit sworn to the same banner. A master ritualist may substitute orichalcum for mana in a 2:1 ratio. Enchants military units for a season, increasing effectiveness in campaigning as if a further 20 soldiers fought with them.

**Stout Resolve of the Unyielding:** 5 mana, plus 3 mana per additional member of a banner. Dulls senses and allows one to ignore the effects of a traumatic wound until the end of a battle, or until one is treated by a physick.

**Crimson Ward of Summer Stars:** 8 mana, plus 6 mana per additional member of a coven. Enchants battle mages for a season. Improves mage armour, making it capable of withstanding as many blows as steel plate, though without providing any resistance to cleaving or impaling strikes.

**Unbreakable Spirit, Unbreakable Blades:** 8 mana, plus 6 mana per additional member of a banner. Enchants persons for a season. Grants the ability to, once per day and with ten seconds of concentration, repair a shattered weapon or similar item.

**Vigour of Youth:** 9 mana, plus 6 per additional member of a banner. Enchants persons for a season. Grants a great degree of fortitude, equivalent to three ranks as defined in the classic text

on the subject, Vitellius' *Practices of Health*.

**Chasuble of Majesty:** 10 mana, plus 5 mana per additional member of a sect. Enchants a priest able to perform the rite of dedication, for a season. Grants the priest the power to consume up to two additional measures of Liao during a ceremony to increase its potency. Additionally, inspires great confidence on one's beliefs, and resistance to anything that would cause one to doubt them.

**The Sound of Drums:** 11 mana, plus 9 per additional member of a banner. Enchants persons for a season. Grants the ability to gather a second wind or stagger to one's feet despite severe wounds twice per day, and an urge to join in with combat.

**Delve Deep Beneath the Mountain:** 12 mana, plus 10 mana per additional mine in the same territory. Enchants mines for a season. Improves productivity, producing 100 rings worth of valuable ores and six additional ingots of the usual output.

**Splendid Panoply of Knighthood:** 14 mana for five members of a banner, plus 2 mana for each additional member of the banner. Enchants persons for a season. Master ritualists may substitute orichalcum for mana in a 2:1 ratio. Grants each of the recipients a slight increase in their endurance.

**Glorious Crown of Enchantment:** 15 mana. Grants each contributor the ability to channel the incantation of empowerment once within ten minutes. This ritual will always draw upon a coven bond when cast with multiple contributors.

**Talon of the Gryphon:** 15 mana, plus 11 per additional member of a banner. Enchants masters of weaponry for a season. Grants the power to strike an impaling blow with a short-spear once per day, as well as a very short temper.

**Champion's Shining Resolve:** 16 mana, plus 12 per additional member of a banner. Enchants persons for a season. Grants a greatly increased reserve of heroic drive, and inspires orcs to be more able to hear the voices of the ancestors.

**The Devastating Maul of Igna Tarn:** 20 mana, plus 15 per additional member of a banner. Enchants persons for a season. Grants the power to deliver shattering blows with a two-handed weapon by means of a heroic effort.

**Raise the Standard of War:** 20 mana, plus 15 mana per additional military unit controlled by a banner. Enchants military units for a season. Grants fighting spirit to a military unit, increasing its strength in battle by the equivalent of 100 soldiers.

**Mantle of Lordly Might:** 22 mana. A master ritualist may use orichalcum in place of mana in a ratio of 2:1. Enchants a person for a season. Grants the recipient the power to, three times per day, restore vigor to the walking wounded or the dying. They will also become resistant to effect that might force them to behave in a humble or deferential manner towards another.

**Glory to the Sovereign:** 24 mana, plus 18 mana per additional member of a banner. Enchants masters of weaponry for a season. Grants greatly improved endurance, plus the ability to deliver two cleaving blows per day with any weapon. Additionally, those so enchanted will tend to respond to anything that would make them afraid or hesitant with a bellowing charge into the fray.

**Noble Mien of the Hawk Lords:** 28 mana, plus 18 per additional member of a coven. Enchants magicians for a season. Grants deeper insight into the lore of Summer, as well as extreme self-confidence.

**Challenge the Iron Duke:** 30 mana, plus 5 mana per additional member of the same band. Ten minutes to cast. Must be cast in a strong Summer Regio. During the ritual a proclamation must be read out, detailing exactly who the challengers are, and then destroyed. This ritual binds the Eternal Barien to provide a challenge to be overcome by those named. If overcome, he will offer a reward commensurate to its difficulty.

**Unbreakable Behemoth's Strength:** 36 mana, plus 27 per additional member of a banner. Enchants persons for a few hours. Grants greatly increased endurance, allowing one to withstand a further five blows before succumbing to one's wounds; along with feelings of invincibility, and a tendency to respond to fear or doubt with a violent rage directed at the source of the fear.

**Might of the Myrmidon:** 40 mana, plus 23 per additional member of a banner. Enchants persons for a season. Grants one the ability to use almost any weapon (save bows) or shield to its greatest effect, as well as the knowledge of how to deliver cleaving and impaling blows, and how to strike a foe from their feet. In addition, the ritual makes one wish to seek out powerful, famous and dangerous foes and defeat them in a contest of arms; and a tendency to challenge anything that would bow their spirit or make them afraid.

**Thundering Roar of the Lion-Bound Horn:** 60 mana, plus 35 for each additional target within the same coven. Enchants a contributor for a few hours or until expended. If one has mastered the ritual, then Tempest Jade may be used to in place of mana in a 2:1 ratio. Whilst unarmoured, the target may unleash the power of the ritual to hurl away foes across a large area.

**Frozen Citadel of Cathan Canea:** 80 mana. Ten minutes to cast. Must be cast in a strong Summer regio in the territory to be enchanted, or the Imperial Regio. Enchants a hilly region for a season. Creates a fortification in the form of a castle carved of ice, which defends with the strength of 2000 soldiers.

**Knights of Glory:** 120 mana. Ten minutes to cast. Must be cast in a strong Summer Regio. Enchants an army for a season. A master ritualist may substitute orichalcum for mana in a 2:1 ratio. Calls on the Eternal Eleonaris to provide soldiers to fight alongside an army, increasing its strength by 3000 soldiers.

## Rituals of Autumn:

**Arcane Mark:** 2 mana, plus 1 per additional member of a coven. Places a magical mark upon a willing magician, which corresponds to that of one of the Orders of the Conclave, or removes such a mark. Such a mark will be discernible through simple incantational divination; one might recognise a mark identical to one's own, though other marks are only revealed in terms of the presence or absence.

**Hand of the Maker:** 2 mana. Reveals who created a crafted item, revealing the name and possibly the image of that person. If the item has been empowered multiple times, or has expired, it will show the last person to have empowered it.

**Mark of Ownership:** 2 mana. Must be casted on a bonded item, when both the owner and item are present. Marks the item's ownership to divinatory rituals. If the item is bound to multiple people, it may be marked as belonging to an individual or a band. The enchantment will last as long as the item retains its magical properties.

**Streams of Silver:** 2 mana, plus 1 mana per additional business in the same territory. Enchants businesses for a season. Increases profits by 24 rings.

**The Anvil of Estavus:** 2 mana, plus 1 mana per two additional items. Repairs any item that has been shattered.

**The Blade Bites Back:** 3 mana, plus 2 per additional blade. Recharges a Biting Blade that has already been used to deliver a cleaving blow that day.

**Before the Throne of Estavus:** 4 mana, plus two per five ingots or measures beyond the first five. Trades items placed into an opaque container with Estavus, giving a pouch of the Ashes of Shikal (Autumn viz equivalent to three mana crystals) for every five measures of materials offered to her.

**Ephisis' Scale:** 4 mana. Requires an opaque container of a maximum size of 8" cubed. The contents of the container are delivered to the eternal Ephisis, who will send back, after an hour or so, items of equal value. The trade may then be accepted by removing the items from the box, or declined by closing the box. In such a case, the original items return.

**Shared Mastery of the Magician's Guild:** 4 mana, plus 3 per additional member of the coven. Enchants magicians for a season. All targets must be of the casting coven. Grants knowledge of a single spell known to at least one of the casters to all the targets.

**The Conspirator's Cloak:** 4 mana, plus 3 per additional member of a band. Infuses the target with an aura of conspiratorial glee and calm contempt for the inquisitive. It lasts a season, and can be removed by a standard anointing.

**Ties that Bind:** 4 mana minimum. Targets a single person. Reveals information about an item that has been bound by the target via the incantation of bonding or the inherent powers of an artisan. This information includes such things as the name or image of the person currently bonded to the item, who performed the bonding, when the bonding was performed, and the item's fate if it was destroyed. Should the item or bonded person be shrouded, this spell will fail unless the magnitude is higher than that of the shroud. The ritual will fail if the item has been re-enchanted since the bond was created.

**Call Winged Messenger:** 6 mana. Delivers a single letter, which must be addressed as clearly as possible, to any person who resides on the material realm. This may take hours or days.

**Mantle of the Golden Orator:** 7 mana, plus 5 mana per additional congregation controlled by a sect. Enchants congregations for a season. Causes congregations to swell, granting an extra six Synod votes and three doses of Liao.

**Art of the Deal:** 8 mana, plus 6 mana per additional fleet controlled by the same band. Enchants fleets for a season. Improves the profits from trading by 120 rings.

**The Chamber of Pallas:** 8 mana. Enchants an area for a season. This ritual creates an aura of conviviality, and a distaste for violence and aggression. Food and drink consumed in this area tastes especially fine. Magicians relaxing here for quarter of an hour will refresh their personal mana.

**Scrivener's Bloodmark:** 8 mana for one season, 1 mana per additional season. Binds two willing, present persons. Requires a written contract between the two, who must sign it during the ritual, and which is marked with blood by the caster. Thereafter any contributor may pronounce a curse upon either party, prominently branding them with Lann, and marking them to divination.

**Stance of the Constricting Scourge:** 8 mana, plus 6 per additional member of a banner. Enchants persons for a season. Grants the power to strike a foe with any melee weapon or implement (save for a pike), entangling their feet for a few seconds.

**Twist of Moebius:** 8 mana. Enchants a coven until the power is used, or the sun has risen twice. This spell always counts as the use of a coven bond. It allows the coven that cast it to perform an additional coven ritual the day after it is performed.

**Vault of Hoarded Wisdom:** 8 mana. Enchants all contributors, typically lasts a few hours. Grants the ability to consume two crystal mana over five seconds to restore three personal mana.

**The Ambassadorial Gatekeeper:** 10 mana, plus 8 per additional member of a band. Allows non-magi to traverse a magical portal, though they must be accompanied by a contributing caster. Those who enter through this ritual may leave at their lei-

sure, provided they do so before the next sunrise.

**Immurement of Leaden Chains:** 10 mana. Grants all contributors the ability to channel the incantation of entanglement once within the next ten minutes. This ritual will always draw upon a coven bond when cast with multiple contributors.

**The Lure of Distant Shores:** 10 mana, plus 8 mana per additional fleet owned by a band. Enchants fleets for a season. Increases the profits of a trade fleet through events of outrageous fortune, sufficiently to double the production of a newly-formed fleet, increasing its trading performance by five standardised ranks.

**Rivers of Gold:** 12 mana, plus 8 per additional business in the same territory. Enchants businesses for a season. Increases the profit margins of each business by 180 rings.

**Barked Command of the Iron Serjant:** 14 mana for three members of a banner, plus 4 per additional member of the same banner. Also present must be a master of weapons, of the same banner as the targets. Enchants persons for a season. Each gains the ability to use a single category of weapons, such as one-handed spears, two-handed weapons, pole-arms or pikes, as chosen by the master of weapons – all gain the same skill.

**Brazen Claws of the Lictor:** 14 mana, plus 11 mana per additional member of a coven. A master ritualist may substitute green iron for mana in a 2:1 ratio. Enchants magicians for a season. Allows one to channel the incantation of entangling four times per day. Any effect which refreshes the magician's personal mana will refresh the uses of this incantation.

**Tireless Hammer Rhythm:** 14 mana. Enchants an artisan until sunrise. Grants the artisan the ability to craft a single item that they know how to make, and have all the relevant materials for, in a single night. The artisan will be exhausted the following day.

**Gathering the Harvest:** 15 mana, plus 12 mana for each additional farm in the same territory. Enchants a farm under Strong Ox, Golden Sun, which it replaces. Creates 400 rings of crops during the autumn. This should be cast at the Summer Solstice.

**Gift of the Wily Broker:** 15 mana, plus 12 mana for each additional business in the same territory. Enchants businesses for a season. Provides valuable goods – one dose of liao, one measure of each alchemical material, one dram of each medicinal herb.

**Sum of the Parts:** 15 mana, plus 10 per additional member of the same banner. Enchants persons for a few hours. Transfers a small portion of the vitality – which cannot be regained until sunrise – from three participants to a single target, whose endurance is improved sufficient for them to withstand three further blows before falling in battle. Each additional target requires an additional three participants to give up their strength.

**Circle of Gold:** 16 mana for five members of a band, plus 3 for every two additional members. A master ritualist may substitute weltsilver for mana in a 2:1 ratio. Enchants persons for a few hours. Each recipient gains a single use of minor healing capable of helping one who is wounded to their feet, which can only be used on another member of the Circle.

**Smooth Hands Shape the World:** 19 mana, plus 6 per additional member of a coven. Enchants mages for a season. Allows a caster who knows the incantation of mending to cast it swiftly with no additional expenditure of personal mana.

**Shadow of the Bronze Colossus:** 24 mana, plus 16 mana per additional member of a banner. Enchants persons in heavy armour, for a season. A master ritualist may substitute orichalcum for mana, at a ratio of 2:1. This ritual doubles the protective value of the armour, and makes one feel as if they do not wish to remove the armour (to the point that it feels as if it is part of one's body), and to only fight for payment. If the armour is removed, the enchantment will fail.

**Balanced Scales of Lann:** 24 mana, plus 14 mana per additional member of a coven. Enchants magicians with knowledge of the lore of Autumn, for one season. Enhances one's power over any other ritual lore at the expense of weakening one's ability to use the lore of Autumn. Each mage may choose which realm lore they gain insight into.

**Like Water Through Your Fingers:** 30 mana. Curses a person with misfortune: they shall find it difficult to hold onto money and valuables, and will lose three quarters of any income or resource production that they gain. This curse lasts a year.

**Inescapable Chains of Bitter Glass:** 40 mana, plus 25 for each additional target within the same coven. Enchants a contributor for a few hours. If one has mastered the ritual, then Ambergelt may be used to in place of mana in a 2:1 ratio. Whilst unarmoured, the target may unleash the power of the ritual to bind all foes in the area where they stand.

**Bound by Common Cause:** 80 mana. Enchants an army for a season. Grants the army a logistical boon, increasing the effective strength of the first 15 units attached to it by a further 50 soldiers; the next 15, 40; then 30, 20, and 10 in blocks of fifteen units, for a maximum of 2250 additional strength when 75 units are attached.

**Brotherhood of Tian:** 120 mana. Enchants an army for a season. Grants the army a logistical boon that aids in the distribution of resources and the recruitment of fresh soldiers. If the army is able to benefit from natural resupply, it will recover an additional 250 standardised fighting strength.

**Rituals of Winter:**

**An Echo of Life Remains:** 2 mana. Cast upon a corpse, the majority of which must be present even if it has been reduced to ashes, or on a grave. Reveals the name of the deceased, and possibly an image of them in life. If more than two bodies are present, the answer is clouded.

**The Black Iron Blade:** At least 2 mana, plus 1 per additional target. Severs all bonds attached to a person or item. During the ritual, a blade must be used to cut the target. When performed with a single target, increasing the magnitude of the ritual may overcome effects that would make it harder to remove bonds.

**Fallow Fields and Dried Meat:** 2 mana, plus 1 per additional farm in the same territory. Enchants farms for a season. Protects foodstocks from pests and scavengers, profiting a farm 18 rings over the winter. This ritual should be cast at the Autumn Equinox.

**Hunger of the Draughir:** 2 mana, plus 3 mana per two additional members of a band. Enchants persons for a season. Increases fortitude and gives the ability to eat spoiled meat and the like as if one were a Draughir, at the cost of constant hunger.

**Mark the Flesh Incorruptible:** 4 mana. Ten minutes to cast. Must be performed in a strong Winter regio. Permanently transmutes a corpse into a stone-like material.

**Tribute to the Thrice-Cursed Court:** 4 mana, plus 2 per additional item. By placing a crafted item in an opaque box, it can be sacrificed to the Thrice-Cursed Court, who will repay the caster with a cache of Heart's Blood (viz). The amount of blood acquired is approximated by an eighth of the cost of the item, multiplied by one fewer than the number of remaining seasons of its enchantment.

**Words of Ending:** 4 mana minimum. Destroys all magical properties of an item, leaving the physical item intact but inert. In the case of an artefact, the magnitude of this ritual must equal or exceed the number of rings of ilium used to create the artefact.

**Wisdom of the Balanced Blade:** 6 mana minimum. Reveals information relating to a curse; may be cast on a person or item that is present, or an area, even up to the size of a territory, in the vicinity of the caster. It reveals the realm and magnitude of the curse; the effect of the curse; the remaining duration; conditional effects or methods of removing the curse; and may provide information about where the curse has come from. If the curse is shrouded, the magnitude of this ritual must equal or exceed the magnitude of the shroud.

**Withering Touch of Frost:** 6 mana. Curses an individual with feelings of dreadful cold, and their land with parasites and frost, such that any farm, forest or herb garden that they own will lose a quarter of its production. This curse lasts for a year.

**Crumbling Flesh and Withering Limbs:** 8 mana, plus 6 per additional member of a coven. Enchants magicians for a season. Grants the mage the power to deliver a cleaving blow with a rod twice per day.

**Pakaan's Iron Shutters:** 8 mana. Must be performed within arms reach of the portal to be affected. Seals the affected portal in both directions for ten minutes. This is unable to seal the Sentinel Gate.

**Ruthless Vigilance, Healthy Crop:** 8 mana, plus 6 mana per additional herb garden in a territory. Enchants gardens for a season. Destroys vermin and weeds, increasing the production of each herb by two drams.

**Traitor's Fate:** 8 mana. This curse affects two persons, who must verbally assent to the casting. For a year thereafter, they both gain the ability to deliver an impaling blow against each other at will with any melee weapon or implement.

**Freezing Brand of Irremais:** 10 mana. The target must be present and aware that the ritual is being used on them; during the casting the casters must announce a single action that they believe that the target took that requires punishment. The curse lasts for a year and leaves a brand in the shape of the rune Irremais upon the target. Should the target be asked if they bear the brand of Irremais, the brand burns with cold fire until they answer to the affirmative; likewise, if asked the reason for the brand, it burns until they give the reason that was declared. This brand can be removed through sufficiently powerful ritual magic, which would need a magnitude of at least forty; or through a repeated casting of this ritual by a coven of mages who all contributed to the original casting, with the express intention of removing the brand. The brand is easily discovered through simple divinations.

**Hungry Grasp of Despair:** 10 mana. Grants all contributors the power to call forth weakness once within ten minutes of the completion of the casting. This ritual will always draw upon a coven bond when cast with multiple contributors.

**Ravenous Tongue of Entropy:** 11 mana, plus 8 per additional member of a coven. Enchants magicians for a season. Grants the knowledge of the incantations of shattering, weakness and paralysis.

**Circle of Trust:** 12 mana. Curse that applies to all contributors and lasts for a year. Grants each contributor the power to deliver an impaling blow against another with any melee weapon or implement. Each contributor must verbally assent to the curse.

**Fight Tooth and Nail:** 12 mana, plus 9 mana per additional member of a banner. Enchants a number of persons for a season. Grants the power to rise to one's feet despite grievous wounds, or draw one's second wind twice per day; in addition causes urges to execute one's enemies on the battlefield, and to pursue

and kill foes fleeing the fight. May cause enchanted individuals to lash out violently in social situations.

**Pallid Flesh of the Dead King:** 13 mana, plus 10 mana per additional member of a banner. Enchants persons for a season. A master ritualist may substitute orichalcum, weltsilver or tempest jade for mana in a 2:1 ratio, through offering them up as gifts to the Thrice-Cursed Court, invoking the name of Tharim. Greatly improves endurance, that one might withstand a further three blows before succumbing to their wounds; but at the cost of envenomment which persists as long as the enchantment. This envenomment cannot be removed through simple incantations, though ritual magic or a competent physick may do so. In such cases, the enchantment fades when the venom is removed. Whilst enchanted, one will suffer from nightmares of being buried alive, or feel as if one's body is wrapped in heavy chains, preventing one's limbs from moving.

**Unyielding Constitution:** 13 mana, plus 7 per additional member of a banner. Enchants persons for a season. Grants the ability to endure traumatic wounds without difficulty, ignoring their effects until perhaps they kill them.

**Hold Back Frozen Hunger:** 14 mana. Encloses an building or well-defined walled area, which the ritual must be performed from within. In a building, all openings must be marked with symbols of warding. This will not work on a tent. A walled area may be constructed out of solid wooden posts, placed between three and five paces apart, protruding at least three feet from the ground. This ritual wards against the undead; they will be reluctant to enter, and will be weakened should they do so. It may also have some benefit against the Grim Legions of Kaela, volodny, and certain sovereigns. The ward may be destroyed by moving, removing or defacing the warding signs, though the undead cannot do this themselves. The enchantment lasts until sunrise.

**There is No Welcome Here:** 14 mana. Encloses an building or well-defined walled area, which the ritual must be performed from within. In a building, all openings must be marked with symbols of warding. This will not work on a tent. A walled area may be constructed out of solid wooden posts, placed between three and five paces apart, protruding at least three feet from the ground. This ritual wards against the Heralds of the Eternals; they will be reluctant to enter, and will be weakened should they do so. This may also have adverse psychological effects on highly-lineaged individuals if they spend a long period of time within the area. The ward may be destroyed by moving, removing or defacing the warding signs, though the Heralds cannot do this themselves. The enchantment lasts until sunrise.

**Ward of the Black Waste:** 14 mana. Encloses an building or well-defined walled area, which the ritual must be performed



from within. In a building, all openings must be marked with symbols of warding. This will not work on a tent. A walled area may be constructed out of solid wooden posts, placed between three and five paces apart, protruding at least three feet from the ground. This ritual wards against the Vallornspawn; they will be reluctant to enter, and will be weakened should they do so. The ward may be destroyed by moving, removing or defacing the warding signs, though the Vallornspawn cannot do this themselves. The enchantment lasts until sunrise.

**Icy Maw Devours the Spark of Essence:** 15 mana. Ten minutes to cast. Must be cast in a strong Winter regio in the territory to be affected, or in the Imperial Regio. Curses a territory with bad weather; makes magicians and supernatural creatures feel uncomfortable and lethargic or short-tempered; and saps the production of mana crystals, halving the production of all mana sites in the area. This ritual may also disrupt weak regios. This curse lasts for a season.

**Naeve's Twisting Blight:** 15 mana. Ten minutes to cast. Must be cast in a strong Winter regio in the territory to be affected, or in the Imperial Regio. Curses a region with sickness and poor weather, disrupting agriculture and halving the production of all farms in the region. This curse lasts for a season.

**Clarion Call of Ivory and Dust:** 20 mana, plus 15 mana per additional unit controlled by a banner. Enchants a military unit for a season. Summons a contingent of a dozen undying warriors from Kaela's realm who will fight alongside the unit, fighting with the combined strength of 100 mortal soldiers.

**Coil of the Black Leech:** 20 mana, plus 14 per additional member of a coven. Enchants magicians for a season. Imbues the mage with a leech-like power to heal their wounds (as if by the swift-casting of the healing incantation, which is to say that this may not necessarily heal all their wounds) whenever they cast the incantation of weakness.

**Devastating Scythe of Anguish and Loss:** 20 mana, plus 15 for each additional member of a coven. Enchants a battle mage for a season. Enables the magician to perform an incantation when wielding a staff, that costs two measures of personal mana, and allows them to deliver an impaling blow with the staff.

**Gnawing, Endless Hunger:** 20 mana. Curses one with constant hunger and thirst, with even the finest food tasting stale and tasteless. Furthermore, it curses the victim to gain no benefit from any herbal medicine nor potion; though blade venoms will still be efficacious against the victim. It should be noted that one so cursed will become immune to ingested poisons, including the Assassin's Gate and the Winter Moon, should the curse have been placed before the poison is administered. This curse lasts for a year.

**Last Breath Echoes:** 20 mana. Enchants a single willing, dying person, and lasts for ten minutes. For ten minutes, the recipient

will be restored to a semblance of health; their wounds will close, and they will find their reserves of heroic drive and personal mana replenished. The lingering effects of any fatal poison will be removed. For ten minutes, the recipient will be able to act as if they were in good health, and will have an awareness of their imminent demise and that time is slipping away from them. If cut down, if the enchantment is removed, or after ten minutes, the recipient dies; they may also pass into death with a few moments concentration should they wish to do so. Upon death, the soul of the recipient immediately passes beyond the Black Gate, and cannot be contacted by any means. It is possible that the ritual may permanently damage the soul in some profound way.

**Retreat to the White Caves:** 23 mana. This ritual enchants a building or similar well-defined, walled area, which this ritual must be performed within. Marks of warding must be placed on all openings in the structure, such as doors and windows. It will cause heralds who enter the warded area to be substantially weakened. Those staying within will likely feel cold and miserable, and suffer nightmares should they sleep there. This ward lasts for a season.

**Sorin's Rite of Agony:** 24 mana, plus 14 mana per additional member of a coven. Enchants magicians for a season. Grants insight into Winter lore, but at a cost. During the casting, the target must be cut deeply with an edged weapon, causing a wound that will not heal naturally. This wound will continue to bleed, and cannot be healed by magic; only a skilled physick will be able to heal the wound while the enchantment lasts; if this is done so, the enchantment ends

**Dreamscape of the Endless Hunt:** 30 mana. Curses a person with horrific nightmares of being hunted by implacable foes, and feelings of an unspeakable force approaching, especially at night. Whilst cursed, the victim cannot recover personal mana or reserves of heroic drive through rest, even through meditation with a Dragonbone Symbol or in a Chamber of Delights, and so on. This curse lasts a year.

**Whispers Through The Black Gate:** 30 mana, plus 15 mana per additional spirit. Must be cast in a strong Winter regio at sunset. The ritualists may consume up to five doses of Liao, each dose reducing the magnitude of the ritual by two. During the ritual, the casters must name a single deceased person. The ritual calls up a spirit, which shall remain for ten minutes in most cases; this may be the spirit of the departed, or of one of their past lives, or of someone connected to them, or rarely a dangerous spirit of some kind. The longer it has been since the target died, the more hazardous the ritual. The spirit is only aware of the ritualists who performed the ritual. If multiple spirits are called, they will all appear and depart at the same time.

**Inevitable Collapse into Ruin:** 40 mana. Charges a magical

implement with the power to damage battlefield fortifications when wielded by a contributor, which lasts until invoked or ten minutes have passed.

**Curse of Decrepitude:** 50 mana. Curses one with weakness and infirmity, leaving one tired and out of breath by any physical exertion. This curse lasts a year.

**Howling Despite of the Yawning Maw:** 50 mana, plus 30 mana per additional target within the same coven. Enchants a contributing magician with power that lasts for a few hours or until expended. A master may use Beggar's Lye as if it were crystal mana, at a ratio of 2:1. When unarmoured, the target may unleash the power of the ritual as a wave of weakening energy in a large area around them.

**Winter's Ghosts:** 50 mana. Ten minutes to cast. Must be performed in a strong Winter regio in the target territory, or the Imperial Regio. Curses a region to be filled with malignant and tormenting spirits, misfortune, unseasonable weather and sickness. All farms, forests, businesses, mines, mana sites and herb gardens in the area will lose quarter of their production; this will wreck the supply lines of barbarian armies.

**The Grave's Treacherous Edge:** 60 mana, plus 35 for each additional target within the same coven. Enchants a contributing magician with power that lasts for a few hours or until expended. A master may use Beggar's Lye as if it were crystal mana in a 2:1 ratio. Whilst unarmoured, the target may unleash the power of the ritual to disrupt the life-force of those in a large area, creating an effect equivalent to envenomment.

**Quickening Cold Meat:** 150 mana, plus 120 mana per additional army in the same territory. Ten minutes to cast. This must be cast at a strong Winter regio. Enchants an army for a year. This ritual summons a great number of spirits of the Winter realm, which search out and possess corpses and animate them as undead husks to fight under the command of the general whose army is enchanted. The husks will increase the numbers of an army by around 1000 soldiers, and will follow a general's orders, though will not reduce the number of casualties suffered by an army.

**Wind of Mundane Silence:** 150 mana. Ten minutes to cast. Must be cast at a regio, though the coven casting this ritual may not draw upon the power of the Regio to help them do so. At the completion of the ritual, the regio is immediately and utterly destroyed, along with any portals leading from it.

**Wither the Seed:** 150 mana. Ten minutes to cast. Must be cast in a strong Winter regio in the target territory, or in the Imperial Regio. Unleashes a curse upon a territory which lasts for around thirty years. Over time, this curse lowers the fertility of people, crops and animals in the area, slowly damaging agriculture and industry, and potentially causing famine and mass depopulation. The ritual also causes vallorn and vallornspawn in the

area to become slothful and quiescent for the duration.

**Rituals of Day:**

**The Ascetic Star of Atun:** 2 mana, plus 1 per additional two targets. Removes all lingering venom, though cannot treat lethal poisons.

**Piercing Light of Revelation:** 2 mana minimum. Targets a single person, item or effect that is present; or any enchantment on a resource, region or territory in the Empire if cast in the Anvil regio; or any enchantment on a resource, region or territory outside of the Empire if cast in a strong Day regio in the same area. This ritual destroys concealing magic; it will open and destroy a night pouch; open and destroy a night pouch created through the Secrets of the Shadow Courier if the magnitude is greater or equal to that of the Courier; or remove any shroud, provided the Piercing Light is cast at a magnitude of at least twice that of the shroud.

**Horizon's Razor Edge:** 3 mana, plus 5 mana per two additional members of a banner. Enchants persons for a season. Grants a feeling of focus and the power to deliver a single cleaving blow once per day with any melee weapon save for a pike.

**Distillation of Diverse Parts:** 4 mana, plus 1 mana per additional potion. This ritual renders down a potion to its base components. This will extract common herbs and any ilium from the potion, but will not recover Liao or mana.

**Illuminate the Higher Mind:** 4 mana plus 3 mana per two additional members of a coven. Enchants mages for a season. Grants knowledge of a single incantation known to at least one of the contributors, chosen during the ritual.

**The Celestial Library:** 4 mana. This ritual targets a book, pamphlet, bundle of letters, scroll, tablet, or similar written work, and delivers it to the Library of Phaleon. The Attendants are peripherally aware of who sent the item.

**The Bright Lantern of Ophis:** 6 mana minimum. Targets a single magical effect. The ritual reveals: the realm and magnitude of the effect; what the effect does and how it works; the remaining duration of the effect; any conditional effects or special methods of removing the effect; and may provide information about where the magical effect has come from. If the magical effect is shrouded, the Lantern's magnitude must exceed or match that of the shroud.

**Reading the Weave:** 6 mana minimum. This ritual analyses a person or item. If cast on an item, it reveals: who is bonded to the item; if the item is under the effect of any rituals or spells; any innate magical properties of the item; and details of persons previously bonded to the item. If cast on a person, it reveals: the items bonded to the person; the bands that the person is bonded to; any rituals or spells that the person is under the effect of. If the bonds of the target are shrouded, the magnitude of this rit-

ual must equal or exceed that of the shroud.

**Cold Water from the Mountain:** 8 mana. Grants all contributors the ability to channel an effect equivalent to the incantation of purification once within the next ten minutes. This ritual will always draw upon a coven bond when cast with multiple contributors.

**Crystal Clarity of the Rational Soul:** 8 mana. Enchants a single person until sunrise. Creates an aura of calm serenity, contemplation, and detachment which suppresses other auras.

**Revelation of the Jewel's Sparkling Heart:** 8 mana, plus 6 per additional mine in the same territory. Enchants a mine for a season. Improves the yield of a mine by eight ingots.

**Sign of Aesh:** 8 mana. Many only be performed by a single ritualist. Enchants the ritualist until the power of the Sign is used, or the next sunrise. This ritual decreases the magnitude of the next ritual that the mage casts on their own by two.

**Skein of Years:** 8 mana minimum. Targets an item of significance. Reveals information about key events in the history of the item. It may tell of who created it, and how; the owners and wielders of the item; or other significant events in its past. The ritual can pierce shrouds and masks designed to conceal information if the magnitude is high enough (presumably, higher than that of the veil).

**The Solace of Chimes:** 8 mana minimum. Enchants an area for a season. This ritual creates an aura of calm, relaxation and focus, in which emotion and pressing concerns are muted. Magicians relaxing in this area for quarter of an hour refresh their mana.

**Chimes of Annulment:** 10 mana. This ritual targets a Druj miasma pillar. A master may use weltsilver in place of crystal mana in a 2:1 ratio. This ritual will deactivate a miasma pillar for a minute; in the event that there are no other active pillars in the area, then the pillar will not reactivate at the end of this time.

**Clear Lens of the Eternal River:** 10 mana. Requires a ring, lens, piece of glass or crystal as a focus. Allows anyone who contributed to the ritual to use the charged focus to examine the immediate locale around where the ritual was cast to divine information about the area. It tends to reveal hard facts, rather than emotions. At the very least, it will provide information about enchantments in the vicinity. This lasts for ten minutes.

**Sharp Eyes of the Corsair:** 10 mana, plus 8 per additional military unit commanded by the same banner. Enchants a military unit for a season. Grants heightened perception and precision to soldiers in a unit, increasing the unit's effective strength by 40 when they are assisting a spy network.

**Sular's Promise:** 12 mana, plus 10 mana per additional fleet controlled by a band. Enchants fleets for a season. This ritual will guarantee good weather to a trading fleet, increasing its profit

margins by six standardised ranks as measured by the Civil Service.

**Eyes of the Sun and Moon:** 14 mana minimum. This requires a map of the target territory. On completion, all contributors receive an image of the armies and fortifications in a territory, including their allegiance and estimated strength. These visions are not symbolic, but may contain so many details that one is overwhelmed by the information contained therein. Should the army or region be shrouded through magical means, the magnitude of this ritual must equal or greater than the magnitude of the shroud.

**The Eye of High Places:** 14 mana minimum. Must be cast within a strong Day regio with a map of the target territory. Reveals visions that reveal information of all significant effects on a territory, and on regions, armies and fortifications within that territory. It will not detect small-scale enchantments, such as Rivers of Gold. Furthermore, it may detect significant events such as plagues or forest fires. Should the territory be shrouded through magical means, the magnitude of this ritual must equal or greater than the magnitude of the shroud.

**Ascendance of the Highest Mind:** 15 mana, plus 11 mana per additional member of a coven. Enchants magicians, for a season. Grants knowledge of three incantations, from those known amongst the contributors. All targets gain the same knowledge.

**Ensnaring Bond of Transient Stasis:** 15 mana. Grants all contributors the ability to channel an effect equivalent to the incantation of paralysis once within the next ten minutes. It also causes those affected to feel urges to catalogue and arrange disordered things. This ritual will always draw upon a coven bond when cast with multiple contributors.

**Alignment of Mind and Blade:** 18 mana, plus 14 mana per additional member of a banner. Enchants persons for a season. Causes feelings of being poised on the verge of sudden, decisive action, and grants the ability to deliver an impaling blow once a day with a one-handed weapon or spear held in a single hand.

**Swim Leviathan's Depths:** 18 mana. Binds Leviathan to answer a question of the cause of a certain state of affairs. This will be answered an hour later, upon the operation of a suitable regio portal. The larger the scale of the event, and the less involved in it that the casters are, the more likely a useful response.

**Kimus' Glaring Eye:** 19 mana, plus 15 for each additional member of a coven. Enchants a magician for a season. A master ritualist may substitute Tempest Jade for mana in a 2:1 ratio. The subject must have the either the rune Sular, Ophis, or the image of an open eye, marked upon one palm during the ritual. When the magician casts the incantation of repelling, they are granted the power to deliver a similar repelling strike to a second target, which must be used within ten seconds. The image of the eye must be visible and the hand empty; the only exception to

this is that a battle mage may still use this power when wielding a staff. Should the image be disrupted, the ritual immediately ends.

**Standing at the Threshold:** 19 mana. Enchants a coven for a season. Grants the coven the ability to call upon their coven bond an additional time per day. This ritual will always draw upon a coven bond when cast with multiple contributors.

**Carve the Crystal Guardian:** 20 mana, plus 15 mana per additional mana site. Enchants mana sites for a season. Conjures a band of crystalline warriors, especially capable of fighting alongside a larger army, with an effective strength of 200 soldiers when it does so. The site does not produce any mana during the season.

**The Garden of Teth-Anon:** 23 mana. Enchants a coven for a season, at least three members of which must be present throughout. Once per day, the coven may draw upon the power of the ritual to grant an effective increase in the ability of each member who has not mastered a ritual being cast by the coven to use the lore relevant to that ritual. Additionally, this ritual enhances the meditative abilities of those affected, allowing them to better visualise novel methods of performing rituals.

**Transcendent Mastery:** 26 mana, plus 20 mana per additional member of a coven. Enchants magicians for a season. Grants knowledge of all incantations, along with a feeling of being full of exotic knowledge, an urge to use magic to solve all problems, and a voracious appetite for information.

**All the World in a Grain of Sand:** 30 mana. Curses a person for a year. This curse exposes one's mind to an enormous, revelatory truth that causes madness, hallucination, and obsession with trivial, confusing details. This disrupts one's ability to cast ritual magic, specifically preventing a master from using their improved knowledge of a ritual. It can be removed through the Transmogrification of the Soul's Echo.

**Crystalline Focus of Aesh:** 32 mana. Enchants a coven until the next sunrise, or the ritual's power is used. This spell reduces the magnitude of the next ritual cast by the coven by ten.

**Clarity of the Master Strategist:** 80 mana, plus 60 mana per additional Imperial army. Must be cast in a Day regio. Ten minutes to cast. Enchants an army for a season. Empowers the army with a sense of purpose, cohesion and unity. This is sufficient to increase the effective strength of an army by 2000 soldiers for the purpose of achieving victory, though it will not increase the projected casualty figures in any fashion.

**Revelatory Light of the Empyrean Spheres:** 150 mana, plus 100 for each additional target within the same coven. Enchants a contributing magician for a few hours or until expended. If one has mastered the ritual, then Weltsilver may be used in place of mana in a 2:1 ratio. Whilst unarmoured, the target may

unleash the power of the ritual to paralyse all those in the area, at the cost of being blinded for thirty seconds.

**Bright Eyes Glean in the Depths:** Approx. 160 mana. Ten minutes to cast. Must be cast in the Imperial Regio, with a map of the entire Empire. Enchants the entire Empire for a season. Improves the yield of all mines across the Empire by two ingots of the material that they normally produce.

**Rituals of Night:**  
**Freedom of the Soul:** 2 mana, plus 1 per additional member of the same banner. Enchants a person, typically lasts a few hours. Creates an aura of intense emotion that causes one to tend to question anything that would restrain one's behaviour. This may be used as a source of spiritual strength to overcome anything that would dampen emotions or create feelings of calm. This can be removed by an anointing of any potency.

**Missive for Sadogua:** 2 mana. The ritualist must write a message of exactly twenty-five words on a five-by-five square grid on a piece of paper which is then folded at least four times. This message is then transferred immediately to Sadogua, who has some peripheral awareness of who sent the missive.

**Cast off the Chain of Memory:** 4 mana. Targets a single willing person, who must describe an event, location or person that they wish to forget; or else specify a date that they wish to forget the details of all that occurred between sunrise and sunrise the next day. This spell removes all unwanted memories, though some residual memories may remain in certain circumstances.

**Incantation's Mystic Mask:** 4 mana minimum. This spell shrouds the nature of the next ritual cast: if cast by an individual caster, then it masks the next ritual that they cast alone before the sunrise; if cast by a coven, then it masks the next ritual cast through the coven bond before sunrise. The shroud endures for as long as the shrouded ritual does, and protects against attempts to scry the shrouded ritual or any auras, enchantments or curses that emerge as a result of the ritual.

**Masque of the Blinded Weaver:** 4 mana minimum. Shrouds a person or item for a year. This ritual conceals all bonds and protects against divination. Those who contribute to the ritual may scry the affected bonds without difficulty.

**Secrets for the Shadow Courier:** 4 mana minimum. Though technically a shroud rather than an enchantment, a person may only be under the effects of one instance of this ritual at any time. This ritual transforms a bag or pouch no more than 18" deep and 6" wide into a Night Pouch, bound to a single person. If the ritualists include five measures of Iridescent Gloaming when casting this ritual, the Pouch can be up to 24" deep and 9" wide. The Pouch is more difficult to force open than a stand-

ard Night Pouch, depending on the magnitude of the spell. It lasts for a year, at the end of which, anything that remains in the pouch is lost.

**Secrets of Skilful Artifice:** 4 mana. Enchants an artisan for a season. Grants one the knowledge of how to create a specific artisanal item, the knowledge of which must be known to a person who is present during the casting of the ritual, whether or not they are willing.

**Secrets of the Empty Heart:** 4 mana, plus 3 mana per additional member of a band. Enchants a person for a year. Causes a powerful urge not to share one's secrets with others, and feelings of suspicion towards those who encourage them to do so. Additionally, the ritual grants one the power to end their life at will.

**Signs and Portents:** 4 mana. Grants each contributor a different, mystical vision of things that are happening, have happened, or may happen. The information is likely to be cryptic.

**Thief's Arcane Gambit:** 4 mana minimum. Targets an enchantment on a person or item; or on a resource that is focussed through its owner. This ritual transfers the enchantment to a new target. The "donor" need not be willing, but must be present. If the new target is not legitimate – for example, moving an enchantment from a farm to a business – then the ritual fails. This ritual can transfer enchantments with a magnitude no greater than twice the magnitude of the Gambit. It will not transfer curses.

**Riddle Hides the Reward:** 6 mana. Curses a magical item or a person, making it impossible to break the bonds attached to the subject at the time of casting. Contributors to the ritual can still affect the bonds, and the rites of The Black Iron Blade can still break them. Additionally, the Piercing Light of Revelation can remove this curse if cast at high enough magnitude.

**The Cuckoo's Egg:** 6 mana, plus 4 per additional member of a band. Must be performed near the Sentinel Gate. Temporarily causes a willing target to be able to pass through the Sentinel gate as if they were a citizen of the nation of the coven, provided that they are accompanied by one who contributed to this ritual. This ritual cannot target Imperial citizens. The target must assume a new name appropriate to the nationality they seek to mimic, and if they are of a differing race to the coven, must be garbed in clothing or with markings appropriate to the coven's nationality. The ritual allows for a one-way trip through the Sentinel Gate, which must occur within 10 minutes of the ritual.

**The Eight-Spoked Wheel:** 6 mana. Transforms up to three ingots of an alchemical material into another material, as follows: orichalcum to green iron, to tempest jade, to weltsilver, to dragonbone, to ambergelt, to beggar's lye, to iridescent gloaming, to orichalcum.

**The Verdant Bounty of the Twilight Bayou:** 6 mana, plus 4 mana per additional forest in a territory. Enchants forests for a season. Increases the forest's yield by five measures.

**Embrace the Living Flame:** 7 mana, plus 5 mana per additional member of a banner. Enchants a person for a season. Grants one a slightly increased reserve of heroic will, and strong emotions.

**The Chamber of Delights:** 8 mana. Enchants an area for a season. This ritual creates an aura of relaxation, happiness, and indulgence. Mages who relax here for quarter of an hour will find their mana reserves replenished.

**Drawing the Penumbral Veil:** 8 mana minimum. Ten minutes to cast. Must be cast in a strong Night regio in the target territory, or in the Imperial Regio. Shrouds a region for a year. This ritual blocks all scrying into the territory, unless the divination exceeds the magnitude of the Veil.

**The Retrograde Wheel:** 8 mana. Transmutes up to three ingots of an alchemical material into another, as follows: iridescent gloaming to beggar's lye, to ambergelt, to dragonbone, to weltsilver, to tempest jade, to green iron, to orichalcum, to iridescent gloaming.

**The Twilight Masquerade:** 8 mana, plus 5 per additional target. Enchants a number of people for a season. Must be cast on a group consisting entirely of humans, or entirely of orcs. This creates a magical disguise which can mimic a specific lineage, or a human untouched by lineage. All targets assume the same lineage. If cast upon an orc, they will resemble a different orc.

**Whispering Shadow Courtiers:** 8 mana. During the ritual, each contributor must whisper a secret of some sort. This ritual establishes communications with the Whisper Gallery, in the form of a scroll from the Gallery. These scrolls can also be used at the Imperial Regio after dark to send a return communication, in the form of a written document, to the Gallery.

**Shadow Glass of Sung:** 10 mana. This ritual charges a mirror with power to reveal information about the surrounding area, especially information that is secretive, points to mysteries, or provides emotional or intuitive details about a location. Any contributor may study the mirror to gain some insight into the immediate locale. At the least, it will reveal information about enchantments in the vicinity. This effect lasts for ten minutes.

**Shroud of Mist and Shadow:** 10 mana, plus 6 mana per additional military unit controlled by a banner. Enchants military units for a season. This provides a veil of concealment which aids stealth; it will improve the relative strength of a unit by 40 soldiers, with similar increase in ability to undertake other work.

**Unfettered Anarchy:** 10 mana. Curses a person for a season with uncontrollable emotions; a tendency to swing wildly from one emotional extreme to another; a tendency to react badly to

anything that they interpret as restraining their behaviour; and a tendency to react with exuberant emotion to anything that attempts to calm or dampen their emotions. This will prevent one from using an act of heroic will to control one's emotions.

**Dreams in the Witch House:** 12 mana minimum. Targets a territory, of which a map must be available. This ritual gives a intuitive insight into the objectives of all hostile armies in the territory; this information is not completely reliable, and is especially confusing if there are forces of more than two allegiances in the area. This pierces shrouds of equal or lower magnitude.

**Clear Counsel of the Everflowing River:** 20 mana. This ritual may only be performed between the 9th and 11th hour after noon. This ritual calls the Eternal Sung to give an answer to a mysterious question, which must be asked at the time of casting. One hour later, should a suitable casting of the operation of the portal occur at a nearby Night regio, Sung shall provide an answer. Sung's answers are inevitably cryptic and often misleading, though she rarely lies outright.

**Conclave of Trees and Shadows:** 20 mana, plus 15 mana per additional forest in a territory. Enchants forests for a season. Calls forth a band of shadowy warriors from the forest. They will fight as a military unit of average strength if deployed with an army, but if directed to perform paid work will be as effective as two newly-raised units. The enchanted forest will not produce any materials during this time.

**Sift the Dreamscape's Sands:** 20 mana, plus 12 per additional member of a coven. Enchants magicians for a season. Each target must consume some food or drink, which is empowered by the ritual. When the subject sleeps that night they will experience vivid dreams, and awaken with a deeper understanding of the lore of a single realm. If cast on multiple people, they all receive insight into the same realm. On occasion it has been known for magicians to vanish into the Dreamscape entirely, never to be seen again.

**Vale of Shadows:** At least 20 mana, plus 12 mana per additional resource in the same region. Instead of increasing the magnitude by 12 for an additional target, the casters may use 12 measures of iridescent gloaming in the ritual to add a target. Enchants a resource for a year. Shrouds a resource to prevent an invading force from disrupting its production. This veil can only be pierced by divination magic which equals or exceeds the Vale's magnitude; the total magnitude of the ritual, including additions for multiple targets (but not those targeted through the use of gloaming) applies to all attempts to penetrate the Veil.

**Still Waters Running Deep:** 29 mana, plus 15 mana per additional member of a banner. Enchants persons for a season. Causes one to feel a strong urge to change the world for the better, and become frustrated at those who cling to tradition; it greatly

increases reserves of heroic drive and will; this is said to be three times as potent as the Embrace of the Living Flame. Orcs under this enchantment are more likely to hear the voices of their ancestors.

**Align the Celestial Net:** 30 or 80 mana. Ten minutes to cast. This ritual must be cast in a strong regio. This ritual temporarily realigns a regio to a different realm as per the usual order (Day to Winter, to Spring, to Night, to Summer, to Autumn, to Day). Movement can be in either direction along the sequence. At the higher cost, one might move the regio two steps.

**Transmogrification of the Soul's Echo:** 60 mana. Targets a single willing person. Causes a complete and profound change to the recipient's personality, which can be anything from a subtle alteration to a full "rewrite" of any aspect of their personality. One's memories, abilities, and physical form do not change. This ritual will also remove lower-magnitude curses that affect the emotions or mind.

**Distil the Serpent's Stone:** 70 mana, plus a measure of each Alchemical Material and a ring of ilium. Creates an egg-sized mass of a substance known as a Serpent's Stone. This can be consumed to greatly increase one's ability to manipulate the magic of any realm for the duration of a ritual, to the extent of being able to channel five more mana crystals than normal; transform 30 ingots of any of the Alchemical Materials into 30 ingots of another; cure any poison; or remove any curse of a lesser magnitude that concerns poison, sickness, or physical debilitation.

**Dripping Echoes of the Fen:** 80 mana. Ten minutes to cast. Must be cast in a strong Night regio. Enchants a marshy region for a season. Makes the marshes more unpredictable and dangerous, with the result of an effect which will aid a defending force as much as 2000 soldiers.

**Wonderous Forests of the Night:** approx. 160 mana. Enchants the entire Empire for a season. Requires a map of the entire Empire, and must be cast at the Imperial Regio. Improves the yield of all forests in the Empire by two measures of the substance that they normally produce.

The remaining pages are left blank for additional notes.



