### Sample Ritual Spells

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| **Name** | **DL** | **Cast** | **Rng** | **Dur** | **Mnt** | **Effects** | **Points** |
| Animate Rope (WIL/WIL/SPI) | 13 | VS | 6” | 10m | Y | * Animates a coil of rope up to 20m long * Rope can slink along the ground at 3 hex/round * Rope can shimmy up a wall at 1 hex/round * Rope can hold itself taut and climb without support * Rope can tie and untie itself * A surprised person can be bound by the animated rope (SPD 14) | 2 |
| Blade Turning (WIL/WIL/SPI) | ? | CL | S | 10r | Y | * Provides armor to you based on the DL at which you cast it * 1 armor = DL 8 * 2 armor = DL 11 * 3 armor = DL 14 * 4 armor = DL 17 * Requires a snake scale to cast | 3 |
| Control Undead (WIL/WIL/SPI) | 12 | CL | 100” | 1d | Y | * Control up to 3 minor undead such as skeletons or zombies (SPI 12) * Can be cast multiple times, but DL increases by 2 each time * Requires a skull * Consumes materials worth 75p to cast | 3 |
| Detect Magic (INT/PER/SPI) | 13 | S | T | Inst | N | * Detects whether an item has magical properties or not * Consumes a gem of 100p value to cast | 3 |
| Detect Scrying (INT/PER/SPI) | 13 | S | T | Inst | N | * Detects whether the target is the victim of a scrying spell * Consumes a gem of 50p value to cast | 2 |
| Discordant Candles (CHA/INT/SPI) | 15 | L | 0” | 4h | N | * Creates a set of candles that when lit, cause everyone in the room to be agitated and paranoid * Insures that all social skills used in the room fail * A spirit test (DL 20) can detect that something is wrong, but not necessarily what * Consumes a set of special candles be made that cost 25p | 2 |
| Dispel Magic (WIL/WIL/SPI) | ? | L/NE | T | Inst | N | * Dispels a target spell * The DL of this spell is the DL of the target spell +2 * If cast in combat, the DL of this spell is the DL of the target spell +4 * Consumes a quantity of lead worth 20p | 4 |
| Divination (SPI/SPI/INT) | 10-24 | L | ? | Inst | N | * You can ask the GM a question that can be answered with a single short phrase * The DL of this spell is up to the GM and is based on the question asked – generally 14 is a good DL * You know the DL of the question before casting the spell and can choose not to cast * Requires some type of divination device (finger bones, tea set, crystal ball) | 4 |
| Familiar  (SPI/SPI/WIL) | 14 | VL | S | Perm | N | * Summons a familiar and imbues it with intelligence (5 INT) * You sacrifice 1 hit point and 1 willpower * You have a telepathic link to the creature * You gain one ability based on the creature called * Consumes a set of materials (incense and food) worth at least 100p | 2 |
| Far Scrye (INT/PER/SPI) | 15 | L | ? | 1h | Y | * You can spy on a well-known location up to 10km away * You can spy on someone regardless of the distance if you hold a personal effect of the victim * Requires a gem of 300p value to cast and possible a personal item from the victim | 3 |
| Grow (SPI/SPI/WIL) | 10 | L | T | 1 season | N | * Causes a small area of soil to become fertile and rich for one growing season * Appropriate for gardens or flower pots, but whole fields would take dozens of casts * Consumes a pinch of animal dung | 2 |
| Harmonious Candles (CHA/INT/SPI) | 15 | L | 0” | 4h | N | * Creates a set of candles that when lit, cause everyone in the room to be agitated and paranoid * Causes all social checks in the room to be at a +3 bonus * A spirit test (DL 20) can detect that something is wrong, but not necessarily what * Consumes a set of special candles be made that cost 25p | 2 |
| Invisible Arms (DEX/INT/SPI) | 12 | VS | S | 5m | Y | * Makes your real arms invisible and creates an illusory set of arms in their place * Gives a +4 to all sleight of hand checks * Can be used to give a surprise round in combat by drawing your weapon with the illusory arms (PER 22) * Consumes a gem of 50p value to cast | 2 |
| Invisible Servant (WIL/CHA/SPI) | 13 | S | 10” | 1h | Y | * Summons a spirit creature to serve you * Any attempt to put the creature in harm’s way will cause it to leave and you will not be able to summon another for a year * Creature performs menial tasks and labor * Requires a gift for the creature such as a trinket, or piece of clothing | 3 |
| Lighten Burden (INT/WIL/WIL) | 14 | S | 5” | 6h | Y | * Causes a metal disk to float behind the caster * Disk can carry up to 100 kilograms * Requires a lodestone (100p) | 3 |
| Magic Pocket (SPD/INT/SPI) | 12 | CS | T | Inst | N | * Takes an item in your palm and teleports it to one of your pockets * This spell takes no words or gestures to cast | 2 |
| Messenger (SPI/CHA/WIL) | 14 | S | T | 1w | N | * You whisper the name of a person to a bird and the bird will search for that person for up to 1 week * If your target is alive, the bird lands and delivers the attached message * If your target is dead, the bird returns to you * Requires a bird kept in a gold cage (400p) | 3 |
| Read Magic (INT/INT/SPI) | 14 | S | S | 10m | Y | * You get a +2 to Artifacts, Ancient Knowledge and Rune Knowledge tests * Requires a lens made of crystal worth 400p | 3 |
| Repel Liquid (WIL/WIL/SPI) | 11 | VS | S | 30m | Y | * You and your belongings repel liquid * You can be submerged and come out completely dry * This does not allow underwater breathing, but the bubble contains enough air for 5 minutes * Consumes a vial of oil valued at 7p | 2 |
| Ritual of Tendrils  (WIL/PER/SPI) | 12 | L | S | 1d | N | * Creates smoldering tendrils to fill an enclosed space * You can see anything that goes on in this space and can make a PER roll to notice trouble * You get a +2 to PER tests * Requires a mirrored bowl (200p) * Consumes incense (10p) | 2 |
| Spice (INT/PER/PER) | 8 | S | T | Inst | N | * Spices a dish to perfection * You get a +3 to cooking tests | 1 |
| Spirit Mirror (INT/SPI/SPI) | 14 | L | T | 3h | Y | * Enchants a mirror so that it reflects things that cannot otherwise be seen * This includes spirits, faeries and invisible creatures * It does not include creatures using stealth * Trying to attack using the mirror incurs a -3 penalty | 3 |
| Suppress Magic (INT/WIL/SPI) | 15 | CL | S | 10r | Y | * All mages casting within 5 hexes of you take a -3 penalty to their skill roll * All saving throws against spells are +2 * Consumes lead shavings (10p) | 4 |
| Teleport Familiar (INT/INT/SPI) | 12+ | L | ? | Inst | N | * Calls familiar to you regardless of the distance between you * Cast at DL 16, you can teleport to your familiar * Cast at DL 20, you can summon the master of a familiar you have in hand | 3 |
| Thief’s Candle (WIL/CHA/SPI) | 14 | VS | S | 30m | N | * You create a candle * When lit, this candle enchants any sleeping creature who is touched by its light * If the sleeping victim wakes, the candle paralyzes him and blurs his vision so that the only thing he will see are dark shadowy forms * There is no save unless you approach the victim and threaten him * In that case he makes a SPI save (DL 15) to move * Consumes the hand of a corpse of someone who was accused of being a thief | 3 |
| Translate (INT/INT/SPI) | 14 | S | S | 10m | Y | * Allows you to understand a language and speak it roughly (-2 to social skills) | 3 |