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*(Footnotes and annotations courtesy[[1]](#footnote-0) of previous Librarians)*

On The Process of Magic

# Casting Magic

The stars, the moons, the planets, and the domains — all of these function as a complicated machine which defines the day to day of the Seven-Part Pact. All of it may be broken in an instant through the use of magic.

This is the Grimoire, a shared collection of all magic known to the Wizards of Isha. All magic within is known to all wizards, such that it serves as their central tradition, a great unifying canon of knowledge. A wizard may perform any spell from the Grimoire at any time during a scene, although some spells may be limited by the passage of time, material needs, or the imagination of the Wizard in question.

A wizard contains within himself **the four elements,** representations of the humors and magical forces that shape his magic. When we begin to fill out our Codices, we will determine the levels of our four **Elemental Circles** by answering a series of questions. This balance is represented by a level ranging from 0 to 4, with lower levels representing a lack of control and presence within the Wizard, and higher levels representing a degree of mastery and deep enlightenment.

When a wizard seeks to cast a spell of great magical importance, he performs the following ritual in its order. First, he determines the Import of his incantation: **Personal, Arcane, Mighty,** or **Mythic.** He then determines the spell's **Elemental Nature,** which in turn determines which of the wizard's **Circles** are used for the casting of the spell. For instance, magic involving the summoning of birds might be Air, while magic involving the summoning of fish might be Water. The Librarian will be able to answer more questions on this matter.

| **Import** | **Dice** | **Nature** |
| --- | --- | --- |
| ***Personal*** | D6 | *For spells that influence the personal lives of humans, and yet are subtle.* |
| ***Arcane*** | D8 | *For spells which enter into other realms or powerful forces of the world, and yet confident and secure.* |
| ***Mighty*** | D10 | *For spells which challenge death or grapple with great forces beyond a magician's control.* |
| ***Mythic*** | D12 | *For spells which go beyond the imagination of the spell itself.* |

Then, the Wizard consults the **Celestial Dice** in his oracular wisdom to see if the fates themselves approve of his magic. The size of the dice is rooted in the Import (with greater Import using dice with more faces), and the quantity of dice rolled is equal to the Wizard's Circle. The result of the dice will be a set of magical symbols, whose meaning will vary from spell to spell, but with some consistent patterns present.

| **Symbol** | **Number** | **Meaning** |
| --- | --- | --- |
| [ ] | 1 | *Null, without impact, irrelevant. Ignore these dice entirely.* |
| **♃** | 2, 3, 4 | *Jupiter, matters of daily life, family, the home.* |
| ♂ | 5 | *Mars, matters of conflict, war, and masculinity.* |
| ♀ | 6 | *Venus, matters of love, desire, and femininity.* |
| ☿ | 7 | *Mercury, matters of transformation, travel, and fey.* |
| ☾ | 8 | *Luna, matters of intellectualism, wisdom, and secrecy.* |
| ♄ | 9 | *Saturn, matters of death, rot, and the underworld.* |
| ♆ | 10 | *Neptune, matters of dreams, visions, and the sublime unknowable.* |
| ☉ | 11 | *Sol, matters of light, imperial rule, and power.* |
| 🜍 | 12 | *The Devil.* |

Once a Wizard has seen the symbols and, with the help of the Librarian, determined their meaning, it is the Wizard's call whether or not to go forward with the spell. The Wizard must embrace the results of all symbols, even if there are symbols he does not wish for. The Wizard ignores all results of "null," and indeed, if he receives entirely nulls, then his magic will be a humiliating failure. If he chooses to set aside a spell during a particular month, subsequent attempts during that month to cast that spell with the same import and circle will result in the same symbols — he cannot gain new results until next month.

Frequently spells will override or fundamentally change the events of various Domains. The Wizard who has changed his Domain in such a way must work with the Sorcerer, the Librarian, and the rest of the Pact to determine how it has reshaped his Domain. There is no limit to how far a Wizard may go in the alteration of the world through magic, but he must always be careful, for the more he works his magic, the more likely the consequences will act beyond him.

A Warlock who casually assassinates one of his enemies may create a new foe for the Necromancer in the gates of death. A Mariner who summons the winds to push away a dangerous storm cloud may deny the common folk of Isha the water they need for their crops. It may be easy to conjure away one's daily responsibilities, but perhaps there is a reason no wizard had developed a system for such things before. There is a Devil who dwells at the heart of magic, and his power grows as the Pact wanes.

## Casting Magic Without an Element

If a Wizard lacks any value of a circle, he may still attempt to cast a spell by rolling one die, but he *must* accept all results received, and cannot choose to set aside the magic. This remains true even if some other property of the spell grants him additional dice to consult. If his result is entirely nulls, then the spell cast is a humiliating failure, an obvious sign of his lack of skill or proficiency, and the Wizard immediately suffers the Limit's consequence.

## Casting Magic of Higher Import

A Wizard may choose to cast a spell at a higher Import than is strictly necessary: if there is some symbol he seeks or favors, or if the desired magic is of a particular quality which he may only achieve through a higher Import of magic. A Wizard cannot cast a spell at a lower Import than the provided restrictions.

## Pact Specials

Each Wizard has a unique ability to engage with magic, granted by his Pact-Fragment. These must be invoked after consulting the dice, at which point he may make any necessary changes called for by his ability. If that Wizard's Pact-Fragment is damaged or stolen from him, he cannot use his special.

## Humble Magic

Each Wizard possesses a set of Humble Magics, spells which he may perform at any time without consulting any dice. These do not reflect the sum total of humble magic, but rather those that are unique to the Wizard in question. Indeed, it's reasonable to assume that a Wizard can perform any small and slight magic which sets up a scene. If a Wizard wants to light a hundred candles at once or fly in through the window because it would be dramatic, there's no harm in allowing him to do so.

However, it is most important to be stringent with humble magic in times of high tension. While a Wizard may be able to casually float through a window, it would be unfair to allow him to outrace a furious harpy without something within his Codex to support this.

Any wizard may spend time to add a new humble magic to his list, and choose a new way magic has further changed his physical form. As Tome-Keeper, you are the arbiter on what is permitted to function as humble magic, and you should forbid any humble magic which feels out of line. A general guideline for humble magic is to allow only magic which would not, through its casting, create consequences for another Wizard, or dramatically impact any Domain.

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# Unique Forms Of Magic

## Wards Against Magic

*A passive incantation resolving the means by which a Wizard may ignore or brush aside much of the maledictive violence inflicted upon them by another wizard.*

Whenever a spell is cast upon a Wizard or objects immediately on his person (such as his vestments or treasures), such magic is deflected aside by his Wards unless he permits it to take hold. To that end, the Wizard must identify the Elemental Circle used to construct the offending magic, and then look upon the symbols used in the interpretation of the harm intended against him. For each Circle he has in the Corresponding Element, he may negate one symbol of his choice from the magic cast upon him. Any remaining symbols are suffered by the Wizard and cannot be nullified further.

Such Wards do not extend to the environment around the Wizard, his Sanctum, his Companions, or the way the mundane environment may harm the Wizard.

These Wards are most relevant against Maledictions, but they may be further served against any other magic, such as *Summoning* or *Transformation.*

### The True Name Gambit

Wards are vulnerable to moments of true surprise and unexpected vulnerability, and it is a well-documented psychological phenomenon that a Wizard, when confronted with a powerfully nostalgic sense-memory of a period in which he is truly safe, will temporarily lower his Wards, even if for an instant. Theoretically, this may be activated a number of different ways, but an enterprising Wizard may invoke this vulnerability through speaking the true name of his opponent, the secret name of the heart he carries within himself.

Arcane creatures have carefully-observed and longstanding traditions around the names which may be used to briefly lower wards. A demon's true name is that which he was referred to before he was twisted into the form of a demon, or some other secret name which captures the nobler quality of himself which he now lacks. A fairy's true name is kept carefully guarded beneath layers of titles, but may be captured by an enterprising Wizard. The true name of an undead being is that which lies upon its tombstone.

The true names of a Wizard are not necessarily known by the Wizard himself, but instead by his Companions. Each of a Wizard's Companions has an innate sense of one of his true names, and this name may pierce Wards guarding the Element which his Companion provides care for.[[2]](#footnote-1) This may not be a name at all, but instead a lover's secret joke, a child's favorite toy, or the smell of his mother's homemade dinner. They are keys to his innermost life, violations of his core.

A Wizard's true name represents a vulnerability which may only be used once, for if he has acclimated to the surprise of this betrayal, it cannot create such a vulnerability again.

## On Treasures

Some spells contained within the Grimoire are *Treasures,* which involves the partial or full creation of a magical object which contains certain properties bound to it. Constructing a treasure is different from casting a spell, for a treasure contains a number of spaces for symbols, places where the magical working may be preserved. These symbols must be preserved on a piece of paper held onto by the Wizard's player, along with a description of the magical treasure. If the paper is lost, then the treasure has been lost as well.

A wizard sets out to create a treasure the way he might cast any other spell, with an Elemental Circle determined by the material the treasure is made from and of an Import set by the ritual by which the treasure is made. When the dice are consulted, the Wizard may choose whether to preserve the symbols into the treasure, or discard this month's progress. If he keeps the magic working, he places all symbols within the Treasure. He may attempt this multiple times over the course of many months until he has enough symbols present that he is satisfied. The treasure is done once the minimum number of symbols have been placed within it, although the Wizard may continue to refine the Treasure and place additional symbols.

The properties of the Treasure as a physical object are determined by the combination of the symbols contained within. Multiples of the same symbol confer additional properties which focus the treasure's function. Each time the Wizard works the treasure, he may use a different Import and Circle (if appropriate).

While this is not always necessary, some treasures require an additional spell cast after their completion, to allow them to function as an object of binding or mastery of some spirit. This spell is cast just as any other spell, and if the Wizard is dissatisfied with the results, he may wait until next month to apply the incantation to the treasure. Once this second spell is completed, the magic is bound into the treasure and is also noted upon the paper.

Once a Treasure is complete, it functions the same as any other Wizard's treasure, and may be utilized freely for its magical properties. If another Wizard acquires this Treasure, he may use it as well.

## On Forbidden Magic

Forbidden Magic refers to any spell which at some point the Pact ruled its very casting was a violation of the Pact itself. Forbidden Spells may be cast the same as any other magic, and there are no special rules governing them. While some may be violent or horrific, others might be benign yet controversial, or in some other way work against the Pact. Should the Librarian (or indeed, any Wizard) learn a Forbidden Spell was cast, it is his responsibility to bring it before the Pact, so that the offending wizard may face the tribunal of his peers.

## On Patience

Certain spells may be cast *Patiently,* allowing the Wizard to forgo the element random chance in favor of the predictive movements of the Orrery. Such spells must be performed as part of a ritual, and the effects of such a spell are not complete until the Quiet Moon. A Wizard must spend time to cast a spell patiently, and by taking his time and working patiently, may gain unique access to an additional source of symbols, besides merely the dice. In addition to consulting the dice, the Wizard refers to the position of the stars, deriving symbols for use in interpretation from the placement of the celestial bodies within the zodiac.

A patient spell consulting **Fire** looks to the celestial bodies within Aries, Leo, and Sagittarius. A patient spell consulting **Earth** looks to the celestial bodies within Taurus, Virgo, and Capricorn. A patient spell consulting **Air** looks to the celestial bodies within Gemini, Libra, and Aquarius. A patient spell consulting **Water** looks to the celestial bodies within Cancer, Scorpio, and Pisces.

The symbols available to the Wizard are determined by the placement of the planets, as such:

♃ Achieved when Jupiter lies within any of the chosen houses.

♂ Achieved when Mars and the Sun lie in alignment within any of the chosen houses.

♀ Achieved when Venus and the Sun lie in alignment within any of the chosen houses.

☿ Achieved when Mercury and the Sun lie in alignment within any of the chosen houses.

☾ Achieved when two of the chosen houses are both empty.

♄ Achieved when Saturn lies within the chosen houses.

♆ Achieved when the Sun lies in alignment with two other celestial bodies within the chosen houses.

## On Great Works

Some spells are incredibly powerful, rework reality in a deep and fundamental way, or produce results that change the nature of the Seven-Part Pact for eternity. These are known as Great Works, and their execution requires a tremendous amount of effort.

Whenever a Wizard decides to tackle a Great Work, they set aside a page to serve as their blueprint. A Great Work will require casting multiple spells, each one governing a different component of the construction. Multiple Wizards may work together on the completion of this project, but it is far more likely for a single wizard to toil alone over the course of many months or years.

Each component of the Great Work is its own spell, and with the casting of the spell is locked into its nature. As with all magic, the Wizard may attempt this component multiple times until he is satisfied with it, but once he has declared it cast, it must be recorded on the Great Work's page as final.

Once a Great Work is complete, its impact across Isha may be incalculable. It is the responsibility of the Pact as a whole to determine the consequences of this, and how it changes the nature of the components of the game itself. A Great Work is capable of rendering the Seven-Part Pact unlike how it was envisioned upon its creation.

Enchantment

# Transformation

*An incantation resolving the process through which the Wizard may change his form into that of a beast or object, or to transform any being (or collection of beings) into another form. It may be used to allow a Wizard to turn into a wolf, a flock of birds, or the waves, to grant a group of warriors the speed of the wind, to transform into a great boar or many hounds, or to willingly become stone statues, or to transform a twig into a sword, a key into a pebble, or a crown into a school of fish, or any other use which the Wizard may imagine.*

This spell is of **Personal** Import if both the original being and the intended form is of the mundane realms and a single being. The spell is of **Arcane** Import if either the original being or the intended form is magical or supernatural in its nature, or if the Wizard seeks to transform into a large number of beings, or if the Wizard seeks to transform a group or flock of beings. The spell is of **Mighty** Import if either the original being or the intended form is abstract or vast in its nature (a river or cloud, for instance) or if the Wizard seeks to transform a vast group of beings beyond his vision. The spell is of **Mythic** Import if the Wizard seeks anything more.

Consult with **Earth** when the intended form is any beast which lives on land or any inanimate object born from soil, such as trees or stones. Consult with **Water** when the intended form is any beast which dwells within water or prefers the company of water, or any inanimate object born from the waves, such as driftwood or seafoam. Consult with **Air** when the intended form is any beast which lives among the winds or dwells in the trees, or any inanimate object found within the sky, such as rain or clouds. Consult with **Fire** when the intended form is that of a human or spirit, or any object forged in flame, or any material born within the realms of dream.

This spell operates within the limits of **Distance** and **Duration.** The Wizard must be able to see those he seeks to transform. Additionally, this spell shall not safely last beyond sunrise without the intervention of the "♃" symbol. The violation of any limitations through the will of the Wizard will result in **Forgetting,** as the transformed being loses itself entirely within its new form and cannot return.

Upon the consultation of dice, the meaning of the symbols which appear are thus:

♃ The form is fully adopted and fits comfortably, and will remain until the form-wearer chooses to remove it.[[3]](#footnote-2)

♂ The form is violent, causing destruction to those around it, becoming suitable for conflict.

♀ The form is fully convincing and capable of deceiving others of its kind without the intervention of other magic.

☿ The form is flexible, and the form-wearer may slide in and out of it for as long as it is maintained.

☾ The form is specific, precisely resembling another individual or being of the Wizard's choice, and taking on vocal mannerisms and traits of that being.

♄ The form is warped and blighted, resembling a creature from the deepest realms of death, and brings suffering wherever it goes.

♆ The form is wise, bringing knowledge expected of its nature to the form-wearer, allowing the wearer to speak appropriate tongues and know secrets of its kind.

☉ The form is perfect, exactly as the Wizard intended, and glorious in its artistry.

🜍 The form is treacherous, failing the form-bearer at the worst possible moment.

The Wizard consults +1 D6 if he is in possession of a feather, scrap of fur, hair, or other cast off fragment of the form he seeks to become.

This spell may be cast violently against those the Wizard seeks to punitively transform. If cast in this manner, it is the Wizard, not the form-wearer, who wields control over the transformative process.

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# The Shape-Shifter's Duel

*Known also as The Oldest Game or the Wizard's Chase, the Shape-Shifter's Duel is a magical practice in which two Wizards pursue each other through the changing of shape from one being into another. It is the preferred method by which Wizards duel, as it is viewed as far more elegant and refined than the barbaric trading of maledictions. The Duel occurs between any two magical beings (most often two Wizards).*

Both Wizards consult the dice simultaneously. Each Wizard may roll at a different Import and with a different Circle.

The **Import** is determined by the intensity of the acting Wizard. This spell is of **Personal** Import if the duel is for play, or there are no serious consequences planned. The spell is of **Arcane** Import if the Wizard seeks to steal, capture, or bind some treasure of the other Wizard's. The spell is of **Mighty** Import if the Wizard seeks to punish, hurt, or stifle the other Wizard. The spell is of **Mythic** Import if the Wizard seeks to kill the other.

Consult with **Earth** when the Wizard begins the duel on solid ground. Consult with **Water** when the Wizard begins the duel in water or atop a ship. Consult with **Air** when the Wizard begins the duel soaring through the sky or atop a cloud. Consult with **Fire** when the Wizard begins the duel asleep, in the world of dreams, or in another realm entirely.

Each Wizard chooses a symbol to choose as their Starting Theme, the broad category of forms he will begin with. The Wizard who began the duel describes the form he adopts to capture or attack the other Wizard, and the second Wizard describes a new form which evades, triumphs over, or confounds the first Wizard's form. The first Wizard must then invent a new form which defeats the previous form. These forms must fit within the Wizards' Themes. The two Wizards trade back and forth, inventing form after form, until a Wizard cannot invent a form which fits within their Theme. At this point, he abandons his present Theme and chooses a new Theme from amongst his remaining symbols. Once a Theme has been abandoned, it cannot return. The duel continues in this manner until either Wizard stumbles and cannot invent a new form to become. At this point, the victorious Wizard will decide the resolution of the Duel, and the losing Wizard will decide upon what mark he leaves upon the victorious Wizard's body or heart.

Upon the consultation of dice, the emerging symbols correlate with the following themes:

♃ Themes of geography, locations, weather patterns, or other forces of the landscape.

♂ Themes of human hunters, warriors, tools, weapons, or interactions of violence, markers of civilization in its glory.

♀ Themes of wild beasts, animals, forests, life in all its forms, the sublime wilderness in its teeming bounty.

☿ Themes of elemental forces, roads, fey creatures, other realms, mythology, and performance.

☾ Themes of celestial bodies, stars, tides, cosmic concepts, the intricate dance of magic far above us.

♄ Themes of death, decay, passing on, rot, and any other harbinger of finality.

♆ Themes of dreams, delirium, abstraction, beauty, and impossible truths.

☉ Themes of abstract concepts, gods, forces far beyond us, the majesty of infinite power.

🜍 The Devil and those who serve him.

# Hand of Power

*An incantation resolving the process through which the Wizard may sculpt the world around him into a magical hand, which may be large enough to swat birds out of the sky, or lithe enough to rescue a cat stuck in a tree.*

This spell is of **Personal** Import if the hand is no larger than the Wizard's own hand. The spell is of **Arcane** Import if the hand is as large as the Wizard himself. The spell is of **Mighty** Import if the hand is as large as a house. The spell is of **Mythic** Import if the hand is of any larger size.

Consult with **Earth** if the hand emerges from the ground, or is made from sand or stone, or any other natural material of the world. Consult with **Fire** if the hand is made from flame, or from any material made by humans, such as steel or paper. Consult with **Air** if the hand is made from clouds or wind. Consult with **Water** if the hand is made from a liquid of some kind.

This spell operates within the limits of **Distance, Duration,** and **Sympathy.** The hand cannot venture beyond the Wizard's eyesight, nor may it exist for more than an hour. Finally, the hand is sympathetically tethered to the dominant hand of the Wizard, and any pain or damage inflicted on one is suffered in sympathy by the other. The violation of these limitations through the will of the Wizard will result in **Exhaustion,** as the Wizard's dominant hand grows numb and tingling, falling asleep and unable to move for the rest of the month.

Upon the consultation of dice, the meaning of the symbols which appear are thus:

♃ The hand is fully integrated with the dominant hand of the Wizard, with each finger moving in coordination with the Wizard's own hand, and will follow his will.

♂ The hand is capable of violence, strong enough to smash through mundane armor and blades, and hurt and kill others.

♀ The hand is subtle, able to hide within its component materials, or turn invisible and hide.

☿ The hand may move incredibly nimbly and expediently, acting far more quickly than any human can.

☾ The hand is the equivalent of your own hand for the purposes of casting any magic dependent upon contact, and may be utilized in the operations of casting spells.

♄ The hand is rotten to the touch, poisoning those it comes in contact with and eating away at skin.

♆ The hand may pass through walls, objects, and people; and may even grab the intangible substances contained within a human body.

☉ The hand is a perfect representation of your own will, and may ignore limits of distance and duration, and may extend far beyond your vision.

🜍 The hand is treacherous, working against you and grabbing at your own body.

# Explosive Force

*An incantation resolving the process through which the Wizard may conjure a powerfuln eruption of powerful force from the world around him, a raw and primal wave of destruction which will smash apart everything in its path. This spell is considered particularly inelegant within the Seven-Part Pact, although sometimes it is necessary.*

This spell is of **Personal** Import if the Wizard pulls forth a single *bolt* of power to strike with, hitting a single person. This spell is of **Arcane** Import if the Wizard creates a great *blast* which may hurt many people and damage structures. This spell is of **Mighty** Import if the Wizard creates a powerful *wave* which will wash across countless people and smash apart entire towns. The spell is of **Mythic** Import if the Wizard seeks anything more.

Explosive Force must emerge from some object appropriate to its size. Consult with **Earth** when the Wizard calls upon the earth, the soil, stone structures, or pieces of metal. Consult with **Water** when the Wizard calls upon the sea, the rivers, ice, or his own blood. Consult with **Air** when the Wizard calls upon the sky, the storms, the thunder, or the lightning. Consult with **Fire** when the Wizard calls upon flame, of any size, or any part of his own soul he is willing to incinerate.

This spell operates within the limits of **Resources** and **Distance.** Such magic must be pulled from the resources around the Wizard, and the elements cannot come from nothing.[[4]](#footnote-3) Additionally, the Wizard must be able to see the individual or location of his bombardment. The violation of any limitations through the will of the Wizard will result in **Consumption,** as the Wizard pulls from his own body to create the effects of the spell, and is injured or killed as a result.

Upon the consultation of dice, the meaning of the symbols which appear are thus:

♃ The force is physically destructive, carving a hole in the world, demolishing objects, and injuring people.

♂ The force is powerful enough to overwhelm mundane armor and battlements, tearing through defenses.

♀ The force is subtle and quiet, such that one who does not see it happen may miss its strike at all.

☿ The force is incredibly fast, faster than any mundane individual can hope to react to, and even those of extraordinary reflexes may not be fast enough.

☾ The force is cunning, able to whip around defenses or avoid those who the Wizard cares for.

♄ The force persists beyond the Wizard's will, continuing to damage the world around it and destroy those near.

♆ The force is a raw manifestation of the Wizard's will, and he may see through it as it strikes, and manipulate it freely to take the form of a great beast.

☉ The force is all-powerful, wiping away all before it as an act of god.

🜍 The force escalates to a size beyond what the Wizard initially anticipated, and in doing so pulls from the Wizard's own body, taking something from him.

# Mending

*An incantation resolving the process through which the Wizard may create a union between any two objects left sundered, or any object which was once whole but is now in parts. It may be used for the repairing of broken bowls, the forging of blades, the setting of bones within the body, the resolution of lacerations, or the reconstruction of lost buildings, or any other mechanism the Wizard may imagine which results ultimately in the union of two parts which were once whole.*

This spell is of **Personal** Import if the object fits within the palms of the Wizard's hands, or the break is very clear and simple. The spell is of **Arcane** Import if the object takes up no more than an acre of space, if there are an abundance of small objects, or if the break is complex and multifaceted. The spell is of **Mighty** Import if the object is as large as the archipelago itself, or if the break is metaphorical or emotional in its nature. The spell is of **Mythic** Import if the Wizard seeks to mend anything more.

Consult with **Earth** if the object was broken through brute force or must be sculpted back together. Consult with **Water** if the object was broken through grief or another emotional outburst, or if it must be cleansed as well as mended. Consult with **Air** if the object was broken through the passage of time, or if it must be sewn together. Consult with **Fire** for all other mendings.

This spell operates within the limits of **Permission.** All pieces of the broken object or person must be willing to join together, although such a concern is traditionally only relevant for more metaphorical or larger-scale mendings. The violation of this limitation through the will of the Wizard will result in **Pandemonium,** as the materials fuse together in ways and patterns the Wizard never desired.

Upon the consultation of dice, the meaning of the symbols which appear are thus:

♃ The mending will last, such that it will never break along those lines from the weight of time.

♂ The mending is sturdy enough to be used in combat without shattering.

♀ The mending is especially subtle or beautiful.

☿ The mended object takes on a new magical property of the Wizard's description.

☾ The mended object reveals a secret, or uncovers some property of magic which the Wizard did not anticipate.

♄ The mending is monstrous and rotting, creating a weeping scar along the form.

♆ The mending was not literal in nature, but took on a metaphorical mending which runs far deeper.

☉ The mending is perfection in its form, such that none could tell it was ever broken.

🜍 There is another flaw in the mended form, not immediately apparent to the Wizard.

# Sundering

*An incantation resolving the process through which the Wizard may rend apart objects, people, and structures, causing blades to rust and buildings to break apart, until nothing is left but ash and dust.*

This spell is of **Personal** Import if the sundered object may fit in someone's hand. The spell is of **Arcane** Import if the sundered object is no larger than a house, or if the sundered object is a living being. The spell is of **Mighty** Import if either the sundered object is no larger than a mountain, or if there are multiple objects or a group of beings sundered in this fashion. The spell is of **Mythic** Import if the Wizard seeks anything more.

Consult with **Water** when the sundered object is vulnerable to rot and decay through fungal growth. Consult with **Air** when the sundered object is vulnerable to erosion and the wearing away of time. Consult with **Fire** when the sundered object is vulnerable to flames burning it up from within. Consult with **Earth** when the sundered object may be smashed apart by heavy forces.

This spell operates within the limit of **Distance.** The Wizard must be able to see the object or being he wishes to sunder. The violation of any limitations through the will of the Wizard will result in **Backfire,** as the Wizard is sundered apart, the same as he sought against such an object.

Upon the consultation of dice, the meaning of the symbols which appear are thus:

♃ The cracks sink into the root of the target, causing it to fully and utterly come undone, with nothing functional remaining.

♂ The target is sundered violently, exploding in all directions, and hurting those near.

♀ The target is sundered quickly, too fast for any present to prevent or escape.

☿ The target is sundered subtly, such that one may miss it having happened entirely at first.

☾ Any magical properties of the target are lost; if it was a magical being, it may cast magic no longer, and if it was a magical object, it will no longer serve as such.

♄ The target decays, rot and rust spreading through it until it cannot be repaired.

♆ The soul of the object is destroyed, and even in death it can never fully form together once more.

☉ The object is sundered utterly, reduced wholly to dust, such that few will remember it having ever existed.

🜍 While the object appears destroyed, in truth the Devil has stolen away a copy of it for his own use.

# 

# Duplication

*An incantation resolving the process through which the Wizard may duplicate any object or being, in small or large quantities, either permanently or transiently. While this magic is not forbidden, it is often misused in the hands of less experienced wizards to result in a violation of the Pact — the duplication of coins, fish, or Wizards all threaten to break pact-law.*

When preparing this spell, consult both the Depth and Scale of the Incantation, and proceed with the greater of the two Imports.

The Depth of this spell is of **Personal** Import if the duplicated form fits within the Wizard's hand. The spell is of **Arcane** Import if the duplicated form is no larger than a table. The spell is of **Mighty** Import if the duplicated form is no larger than a house. The spell is of **Mythic** Import if the Wizard seeks to duplicate anything larger.

The Scale of this spell is of **Personal** Import if the Wizard seeks to duplicate it only once. The spell is of **Arcane** Import if the Wizard seeks to duplicate it seven times. The spell is of **Mighty** Import if the Wizard seeks to duplicate it no more than two thousand four hundred and one times[[5]](#footnote-4). The spell is of **Mythic** Import if the Wizard seeks any greater quantity.

Consult with **Earth** if the form is an inanimate and mundane object. Consult with **Water** if the form is a plant or non-human animal. Consult with **Air** if the form is a mundane human. Consult with **Fire** if the form is magical in its nature.

This spell operates within the limits of **Multiplication** and **Temporality.** The duplicated object will not be able to retain all qualities of the original, only those preserved by the symbols provided, and a duplication of a duplication will result in even fewer details. Additionally, the object will not last beyond sunrise without the intervention of the "♃" symbol. The violation of this limitation through the will of the Wizard will result in **Decay,** as the duplicated objects lose all qualities and become blobs of gray ooze.

Upon the consultation of dice, the meaning of the symbols which appear are thus:

♃ The duplicated form is sturdy and will not collapse upon itself come sunrise.

♂ The duplicated form is as violent or more than its original, and functions as a useful weapon.

♀ The duplicated form is as beautiful or more than its original, and is captivating.

☿ The duplicated form is so convincing that it cannot be told apart from the original.

☾ Text printed upon the duplicated form, or memories possessed by the original, are preserved in the duplication.

♄ The duplicated form contains a rot deep within it which will eventually destroy it.

♆ The duplicated form retains any magical properties the original possessed.

☉ The duplicated form retains the soul of the original, and is a perfect spiritual twin.

🜍 The duplicated form seeks the destruction of the original, and acts towards its annihilation.

The Wizard consults +1 D6 if he is in possession of a mirror or other reflective surface which he may use to extract the duplicated object.

# Animating the Inanimate

*An incantation resolving the process through which the Wizard may awaken the sleeping soul of any object and grant it movement and function, allowing it to move through the world and perform tasks perhaps under the will of the Wizard as a servant. Such animated objects may be as small as a broomstick or tome, or the awakening of an entire mountain or landscape into the nature of an elemental being, or of anything in between other object which the Wizard may encounter.*

This spell is of **Personal** Import if the object is smaller than the Wizard himself, or if he seeks it for a mundane function. The spell is of **Arcane** Import if the object is smaller than one acre in size, or if the Wizard seeks to animate a large quantity of objects, bounded by an area of one acrewithin an acre in size. The spell is of **Mighty** Import if the object is smaller than one of the islands of Isha, or it is a great number of objects, uncountable in their vastness. The spell is of **Mythic** Import if the Wizard seeks anything more.

Consult with **Earth** when the object is made from an earthen material such as stone or wood, or if the object is of a common household use, or if it is sedentary in its nature. Consult with **Water** when the object is water itself, or born from water, or dwells within the seas, or behaves as water does. Consult with **Air** when the object is lightweight and floats, or flutters in the wind, or behaves as a gas might. Consult with **Fire** when the object is fire itself, or if it is a magical object, or if it catches the light the way fire might.

This spell operates within the limits of **Temperament.** The animated servaent prefers to engage in the activities most natural to them in their inanimate form, and they have little desire to obey you without the presence of the "♃" symbol. The violation of any limitations through the will of the Wizard will result in **Rebellion,** as the animated beings rebuke the Wizard's commands and take on their own destiny.[[6]](#footnote-5)

Upon the consultation of dice, the meaning of the symbols which appear are thus:

♃ The servant is obedient and eager to fulfill your requests.

♂ The servant is capable of violence, able to lash out at those who threaten it, and to engage in combat.

♀ The servant is capable of both politeness and whimsy, treating others thoughtfully and dancing about in its free time.

☿ The servant is especially fast and may travel far beyond the Wizard’s presence to follow his commands.

☾ The servant hides away in inanimacy when you have no need for it, and will reappear when you call for it.

♄ The servant is unsettling and disquieting to the natural world, and those who spend too long around it will grow increasingly sick.

♆ The servant is fully sentient, and may speak and express desires of its own.

☉ The servant is perpetual, unable to be damaged or stopped in its operations, and will remain sentient forever, always obeying your instructions.

🜍 The servant is rebellious and deceitful, keeping secrets and acting in its own desires, instead of those of its master.

This spell may be cast patiently if the Wizard spends time picking out the perfect object to animate, and marking it with particular runic inscriptions, or familiarizing himself with its nature.

# 

Divination

# Scrying

*An incantation resolving the process through which the Wizard may divine the location and spy upon the individual or place he seeks, and from this learn of their mood and nature.*

To begin the incantation, the Wizard declares the object or individual he wishes to divine upon. The Librarian, or failing him, the Celestial Audience, chooses a symbol to represent this subject, and the Wizard consults his dice to determine if he may find such a being with his oracular tools, choosing an Import appropriate to the category of subject he seeks. If he is able to find the symbol he seeks, he may through his divination witness where that being is and what lies around it. If the wizard possesses a piece taken from the object he seeks, or a component of the individual's body, he may roll twice as many dice.

This spell is of **Personal** Import if the Wizard seeks a non-magical object or individual. The spell is of **Arcane** Import if the Wizard seeks a magical being. The spell is of **Mighty** Import if the wizard seeks a dead being or a hidden foe. The spell is of **Mythic** Import if the Wizard seeks gods, Devils, or anything more.

Consult with **Earth** if the Wizard scries through the drawing of tarot cards or the scattering of bones. Consult with **Water** if the Wizard scries through a pool of water, mirror, or crystal orb. Consult with **Air** if the Wizard scries through the breathing of incense, hallucinogenic substances, or the patterns of birds. Consult with **Fire** if the Wizard scries by staring into flames or examines the entrails of a goat.

Possible symbols and their corresponding beings scried upon are:

♃ Inanimate non-magical objects.

♂ Males or masculine beasts.

♀ Females or feminine beasts.

☿ Beings who reject or escape gender, Wizards, or other practitioners of magic.

☾ Magical beings, such as nereids, selkies, or homunculi.

♄ The dead.

♆ Beings actively using magic to make it harder to find them.

☉ Demons, gods, angels, or other beings from the furthest realms.

🜍 The Devil himself.

If the Wizard is able to acquire the symbol he seeks from the dice, any additional symbols grant him access to various questions, of which the Celestial Audience answers:

♃ *"Where are they, even if I cannot tell from my vision?"*

♂ *"Who is the greatest threat to them, or who are they threatening?"*

♀ *"What do they long for presently, or who longs for them?"*

☿ *"Where are they going, or what are they planning?"*

☾ *"What secrets are they keeping, or what magic acts upon them?"*

♄ *"Who else is looking for them, or is aware of their location?"*

♆ *"Where are they weakest, how may I lure them to me?"*

☉ Any question you please.

🜍 *"How does the Devil tempt or manipulate them?"*

If the being spied upon possesses Wards against Malediction relevant to the method of scrying used upon them, they may choose any one question asked and prevent its answering.

# Revelations

*An incantation resolving the process through which the Wizard may peer into the deepest reaches of the past and see what has come before, to know actions which took place where he stands, to witness the unfolding of history before his eyes, and any other process through which he will determine the events that transpired before his present moment. In order to perform this spell, the Wizard must have an object, person, or connection to the sought-after event.*

This spell is of **Personal** Import if the events occurred within twenty paces of where the Wizard currently stands. The spell is of **Arcane** Import if the events occurred within a mile of where the Wizard currently stands. The spell is of **Mighty** Import if the events occurred across all of the archipelago, or if the Wizard is not sure where within the realm the events occurred. The spell is of **Mythic** Import if the Wizard seeks anything more, or if the events occurred within another realm of where the Wizard currently resides.

Consult with **Earth** when the Wizard possesses a coin, rock, or other fragment of an object which sat near the event. Consult with **Water** when the Wizard possesses any goblet, puddle, or body of water which was near the event. Consult with **Air** when the Wizard possesses an animal or the remains of an animal which sat near the event. Consult with **Fire** when the Wizard takes any object present for the event and sets it within a fire built at the location, burning it into ashes.

This spell operates within the limits of **Knowledge** and **Perspective.** The Wizard must know vaguely the nature of the events which occurred, enough to have a place and location (even if he doesn't know when or what happened), nor may he view events from an objective point of view, rather he must always occupy the vision of a person or object present at the event, and thus become imbued with the spectator's biases. The violation of any limitations through the will of the Wizard will result in **Madness,** as the Wizard pushes his mind into the deep chaos of time and sees all events which ever happened upon this land.

Upon the consultation of dice, the meaning of the symbols correspond to questions which the Wizard may ask of the Celestial Audience describing the scene. The Wizard may only ask one question per symbol, but if he is in possession of multiple symbols, he may ask multiple questions.

♃ *"What happened here?" "Who was present here?" "Why did everything turn out this way?"*

♂ *"What violence occurred here?" "Who was the real threat?" "How was secret hatred hidden?"*

♀ *"What was beautiful about this event?" "Who was in control here?" "Why did everyone feel the way they did?"*

☿ *"What did they plan together?" "Who was here in disguise, or with a secret?" "Where did they go after this?"*

☾ *"What knowledge did they hide?" "Who was the wisest or most thoughtful here?" "Why were they scared?"*

♄ *"What ghosts still haunt this place?" "Who died, and who killed him?" "Why did he have to die?"*

♆ *"What were the consequences of what happened here?" "Who dreamed of this event?" "What is the secret of another event which happened here?"*

☉ There are no questions — the event is described fully and completely.

🜍 *"What did the Devil plan for this event?" "Who in this memory served the Devil?" "How did the Devil disguise himself here?"*

# Resurrection of the Dead

*An incantation resolving the process through which the Wizard may call forth to the Gates of Death and beyond, pulling a spirit (or a collection of spirits) back from death under his influence. The dead may return as walking corpses, spectral manifestations, shadows, poltergeists, or any other form of the dead which the Wizard may conjure forth before him. Such spirits may be used for conflict or questioning, emotional catharsis or their assistance in magic, or whatever purpose the Wizard may find to be appropriate for their abilities and natures.*

This magic is of a Forbidden kind, banned by the Pact for any except for the Necromancer to cast, and its casting by any save the Necromancer is a violation of the Pact.

When preparing this spell, consult both the Depth and Scale of the Incantation, and proceed with the greater of the two Imports.

The Depth of the incantation is **Personal** if the dead soul passed away before the most recent sunset, or dwells within the Near Gates of Death. The incantation is **Arcane** if the dead soul passed away within thirty-three years from the present moment, or dwells within the Far Gates of Death. The incantation is **Mighty** if the dead soul passed away within nine-hundred and ninety-nine years from the present moment, or dwells within the Farthest Gates of Death. The incantation is **Mythic** if the dead souls dwell beyond the Farthest Gates.

The Scale of the incantation is **Personal** if thou doest conjure a single soul back from death, or any number of wild beasts. The incantation is **Arcane** if thou doest conjure a small number of souls, no greater than thirty-three. The incantation is **Mighty** if thou doest conjure a large number of souls, no greater than nine hundred and ninety-nine. The incantation is **Mythic** if thou doest conjure any greater number than this.

Consult with **Earth** when thou doest principally seek to preserve the body, its possessions, and its physical capacity. This is most often used for corpses granted movement and will. Consult with **Water** when thou doest principally seek to preserve the heart, its emotions, and its feelings and love for others. This is most often used for seances and the rendering of catharsis. Consult with **Air** when thou doest principally seek to preserve the intellect, its knowledge, and its wisdom to share. This is most often used for consultations with Wizards and monarchs past. Consult with **Fire** when thou doest principally seek to preserve the soul, its magic, and its ability to warp the world. This is most often used for spiritual guardians, guides, and spectral warriors.

This spell operates within the limits of **Personhood** and **Impact.** The greatest mistake a Wizard may mistake is to forget that the dead which he calls forth are themselves human who have desires and emotions of their own (which the Wizard may only override through the presence of "♃"), and the violent pulling from the natural course jeopardizes their eternal souls, which unless such souls are returned to the Gates of Death by sunrise, will doom those pulled forth to a half-life of wandering and uncertainty. For the Wizard to intentionally keep the dead beyond that point is an act of cruelty (some would argue indeed that even the incantation of this spell at all is a cruelty). The violation of these limitations through the will of the Wizard will result in **Corruption,** as the Wizard is slowly pulled towards mechanisms and intentions with magic which fundamentally stand against everything the Seven-Part Pact was created to uphold, and he will face the consequences from his fellow Wizards.

Upon the consultation of dice, the meaning of the symbols which appear are thus:

♃ The dead spirit follows thy instructions and will faithfully and dutifully.

♂ The dead spirit is stronger and faster than any mortal, or the dead are immune to any mortal weapon.

♀ The dead spirit may disguise itself as living, and appear alive to those who see it, or the dead may become fully invisible at will.

☿ The dead spirit may take control of the body of another being besides its own, such that it may exist and communicate and operate in ways it could not normally.

☾ The caster grants the dead spirit wings, claws, talons, or some other trait beyond what a human possesses.

♄ The caster may choose another element of the dead form to preserve, from the Circles.

♆ The dead spirit may travel between the realms of dreams and death freely and willingly.

☉ The dead spirit is returned truly to life, in all ways, and is alive once more.

🜍 The Devil claims a portion of the reanimated being's soul, and may use it to control them.

The Wizard consults +1 D6 if he stands before the slain body (or final resting place) of the dead spirit being called forth, and +1 D8 if he knows the name of the dead spirit being called forth.

The Wizard may raise the dead patiently if he spends time to perform an intricate ritual within the proximity of death, which culminates in the spilling of blood upon the site of his reanimation.

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# Conjuring Illusions

*An incantation resolving the process through which the Wizard may create illusory objects and beings to fool and deceive those who witness them.*

This spell is of **Personal** Import if the illusion is no larger than a single man. The spell is of **Arcane** Import if the illusion is no larger than a house, or if there are multiple illusions all present. The spell is of **Mighty** Import if the illusion is as large as an island, or there is an especially complicated series of multiple illusions. The spell is of **Mythic** Import if the Wizard seeks anything more.

Consult with **Air** if the Illusion is formed from the weaving of clouds or mist. Consult with **Water** if the Illusion is formed from the sculpting of waves or foam. Consult with **Earth** if the Illusion is formed from the pouring of sand or leaves. Consult with **Fire** for all other Illusions.

The spell operates within the limits of **insubstantiation.** If it is physically touched by another object, without the intervention of the "♃" symbol, it will dissolve into its component materials. Even with the presence of Jupiter, the Illusion will only last until sunrise, at which point it will dissolve regardless. The violation of these limitations through the will of the Wizard will result in **Dizziness,** as the Wizard struggles to maintain the illusion and grows increasingly nauseous until he collapses.

Upon the consultation of dice, the meaning of the symbols which appear are thus:

♃ The illusion may be physically touched and handled without dissolving.

♂ The illusion will harm those it touches, cutting into them or scalding them.

♀ The illusion deceives all the senses along with the eye, and is entirely convincing in all forms.

☿ The illusion changes form based on who is looking at it, to resemble a category of object chosen by the Wizard; perhaps one's favorite food, or one's heart's desire, or greatest fear, or so on.

☾ The illusion can speak, make noises, or express itself in ways that the imitated object or being could, although it cannot know anything the Wizard doesn't know.

♄ The illusion is especially and supernaturally alluring or distressing to those who see it.

♆ The illusion may receive and obey commands given to it by the Wizard.

☉ The illusion is perfect in every way, and even an expert could not tell it apart from reality.

🜍 The illusion exposes or expresses some inner part of the Wizard's own mind, which he did not mean to make apparent within the illusion.

# Afflicting Nightmares

*An incantation resolving the process through which the Wizard may burden another with torments, nightmares, and visions from both their own envisioning, as well as the minds of others, keeping them awake and poisoning their world such that they cannot enjoy the comfort of another. This spell is considered particularly vindictive within the Seven-Part Pact, and other Wizards may frown upon its use.*

This spell is of **Personal** Import if the visions are impermanent and temporary, lasting only until sunrise. The spell is of **Arcane** Import if the visions are to come and go over the course of many months. The spell is of **Mighty** Import if either the visions are meant to be permanent within the mind of another, or if the Wizard seeks to impart these visions upon a large number of people. The spell is of **Mythic** Import if the Wizard seeks anything more.

Consult with **Earth** when the visions are of material dangers, such as insects, wild animals, rotting wood, or holes in the ground. Consult with **Water** when the visions are of emotional agonies, such as a dead lover, drowning corpses, furious parents, or dripping blood. Consult with **Air** when the visions are of monstrosities, cackling ghouls, cruel goblins, skeletons, or hateful bats. Consult with **Fire** for all other visions.

This spell operates within the limits of **Distance** and **Psychometry.** The Wizard must be able to see the individual or location of his affliction. Additionally, the conjured Visions, while deeply distressing, are the byproduct of the victim's mind, and will fade through intentional care and treatment over time. The violation of any limitations through the will of the Wizard will result in **Backfire,** as the Wizard suffers from the same afflictions which he wished upon his foe.

Upon the consultation of dice, the meaning of the symbols which appear are thus:

♃ Visions appear whenever the afflicted attempts to sleep.

♂ Visions appear in proximity to violence, with a sharp knife or a swung sword enough to elicit them.

♀ Visions appear in proximity to sex and romance.

☿ Visions appear whenever the afflicted tries to leave their home.

☾ Visions appear whenever the afflicted is alone.

♄ The visions leave physical poison on the world they exist in, black stains on the walls or scratch marks on the floor.

♆ The visions are contagious, spreading from the afflicted to those who spend too much time with them.

☉ The visions are real enough to hurt or kill the afflicted.

🜍 The visions all depict the Wizard himself.

# Emotional Paroxysm

*An incantation resolving the process through which the Wizard may inflict upon another various sensations and feelings, which fill the recipient's mind and torments them to take action, such as love, hatred, desire, suffering, fear, and so on. It is considered especially conniving and cruel of the maledictions, discouraged and occasionally its mere invocation has been viewed as a violation of Pact-Law.*

The Import of this spell is unique from others of its nature, requiring greater power the more specifically the Wizard seeks to cast it. This spell is of **Personal** Import if the emotions color all of Isha, influencing and tinting the spirit of the kingdom. The spell is of **Arcane** Import if the emotions color a group of people no smaller than an isle's population. The spell is of **Mighty** Import if either the emotions shape the minds of a single household. The spell is of **Mythic** Import if the emotions dwell within a single individual and no one else.

Consult with **Fire** when the emotion emerges from dreams, visions, hallucinations, or omens in the world. Consult with **Earth** when the emotion emerges from a place of duty, ancestry, responsibility, and heritage. Consult with **Water** when the emotion emerges from interpersonal relationships, love, community, and those around you. Consult with **Air** for all other emotions.

This spell operates within the limits of **Distance, Influence,** and **Psychometry.** The Wizard must be able to see the individual or location of his affliction, and he cannot truly prepare the action such emotions will stir. Finally, the conjured emotions, while alien and uncomfortable within the victim's mind, dwell entirely within their mind, and will fade through intentional care and treatment over time. The violation of any limitations through the will of the Wizard will result in **Backfire,** as the Wizard suffers from the same afflictions which he wished upon his foe.

Upon the consultation of dice, the meaning of the symbols which appear are thus:

♃ Emotions of loyalty, respect, and comfort.

♂ Emotions of fury, bloodlust, and hatred.

♀ Emotions of love, desire, and lust.

☿ Emotions of anxiety, dread, and fear.

☾ Emotions of inspiration, creativity, and curiosity.

♄ Emotions of sorrow, ennui, and listlessness.

♆ Emotions of arrogance, confidence, and disdain.

☉ Emotions of faith, veneration, and spiritual subjugation.

🜍 Emotions which the recipient views as morally repugnant and self-destructive.

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# Agony

*An incantation resolving the process through which the Wizard may inflict horrific pain and suffering upon his foes, leaving one in such horrific torment that he would be willing to say and do nearly anything if it presented the chance for such pain to cease. It is for this reason that this magic is considered particularly low-brow, better fit for a ghoul-caller or witch than a Wizard of any particular caliber. Despite this, the Pact has yet to declare such magic forbidden.*

This spell is of **Personal** Import if the Wizard seeks only to inflict a surface level pain, without delving into the true depths of agony. The spell is of **Arcane** Import if the Wizard seeks to utterly ruin a single mundane individual. The spell is of **Mighty** Import if either the Wizard seeks to inflict such agony upon a small group of people, or upon a magical foe. The spell is of **Mythic** Import if the Wizard seeks anything more.

Consult with **Fire** when the pain is sharp and harsh, like burning skin, stinging nettles, or freezing tongs. Consult with **Air** when the pain is caused by the twisting or warping of the impacted areas. Consult with **Water** when the pain is emotional, the sensation of missing limbs or rotting guts. Consult with **Earth** when the pain manifests physically, as boils or lesions that form upon the impacted areas.

This spell operates within the limits of **Distance** and **Duration.** The Wizard must be within arm's reach of the afflicted. Additionally, the inflicted pain, while agonizing, will fade away the moment the Wizard ceases with the invocation of the spell, and will mostly heal within the span of a day. The violation of any limitations through the will of the Wizard will result in **Backfire,** as the Wizard suffers from the same afflictions which he wished upon his foe.

Upon the consultation of dice, each symbol corresponds with a location on the body which the Wizard may inflict such horrific agony:

♃ The feet, legs, and pelvis, preventing the afflicted from fleeing.

♂ The hands, arms, and chest, preventing the afflicted from striking back.

♀ The shoulders, face, and hair, preventing the afflicted from speaking without your will.

☿ The bones and blood of the afflicted, causing his body to move and collapse at your whim.

☾ The lungs, throat, and mouth of the afflicted, causing his body to speak against his will.

♄ The guts and digestive system of the afflicted, causing excruciating pain and long-lasting harm.

♆ The eyes and brain of the afflicted, a migraine against the skull and shredding through their memory.[[7]](#footnote-6)

☉ The very soul of the afflicted, inflicting agony at the very core of their being.

🜍 The afflicted immediately explodes in a gory paste, ending the agony.

The Wizard may roll twice as many dice if the afflicted is unable to move or flee, bound before the Wizard.

# Weaving of Labyrinths

*An incantation which details the construction of a Labyrinth, a particular magical structure designed to imprison others within its walls. Labyrinths are notorious for their magical trickery, for it's far harder for a Wizard to escape a maze than a prison. The simple wall of a prison may be passed through, while a labyrinth confounds such passing, any gateways or paths within it subsuming into the labyrinth. The only ways through a labyrinth are out or up, and there are many stories of the dangers caused by flying away from such a maze.*

This magic is of a Forbidden kind, banned by the Pact for any to cast, and its casting by any is a violation of the Pact.[[8]](#footnote-7)

This spell is of **Personal** Import if the labyrinth is two-dimensional in layout, and occupies a flat space separated by walls. This spell is of **Arcane** Import if the labyrinth features stairways, traps, and other deceptions rendering it harder to trace a path. This spell is of **Mighty** Import if the walls of the labyrinth change and shift when one isn't looking, or if the labyrinth's architecture doesn't make sense in Euclidean space. This spell is of **Mythic** Import if there is no way to solve the labyrinth without the true solution.

Consult with **Earth** if the labyrinth's walls are made from earth or stone, and may thus be destroyed by physical might. Consult with **Water** if the labyrinth's walls are made of mist or glass, and may thus be shattered with magical winds. Consult with **Fire** if the labyrinth's walls are made from flame or light, and may thus be extinguished through magical shadows or necromantic energy. Consult with **Air** if the labyrinth exists within the realm of dreams or other further realms, and may thus be escaped by escaping such a realm.

This spell operates within the limits of **Solvability** and **Physicality.** The labyrinth must be theoretically capable of being navigated through (although the trick of it might be unintuitive or cunning), and the components of the labyrinth must be composed of materials which themselves may be destroyed through the efforts of power. The violation of these limitations through the will of the Wizard will result in **Dissolution,** for a labyrinth without a solution is no labyrinth but a wall, and a labyrinth without walls is no labyrinth but a puzzle.

Upon the consultation of dice, the meaning of the symbols which appear are thus:

♃ The labyrinth is sturdy, and it will take a great amount of force, magic, or effort to sunder its walls.

♂ The labyrinth contains a minotaur, either in metaphor or in truth, which will hunt those inside.

♀ The labyrinth is especially beautiful and visually compelling, or deceitful and disguised to not look like a labyrinth at all.

☿ The labyrinth is full of secret passageways and trap doors which only the Wizard fully knows.

☾ The labyrinth changes according to the whims of the Wizard, confounding those within.

♄ The labyrinth is beyond human scale or comprehension, with doorways the size of giants and dizzying cliffs falling into oblivion.

♆ The labyrinth is only visible within the minds of those trapped within, and it lives within dreams and madness.

☉ The labyrinth's solution is beyond a mortal mind to access, and is truly and fully impossible to fully escape from.

🜍 The Devil knows a shortcut into the Labyrinth, and may freely visit the beings within.

After the dice are consulted, the Wizard writes down the **true solution** utilizing the symbols to articulate its power, and keeps it a secret. Anyone trapped within the Labyrinth may spend time to find out its true solution.

There are three ways to escape a Labyrinth.[[9]](#footnote-8) First, one may discover the true solution and implement it. Secondly, one may use physical force to sunder the walls of the labyrinth and break through, although this may take a great deal of effort and force to smash through. Thirdly, if one is in possession of magic which allows one to travel away, one may simply depart.

# Slumber

*An incantation resolving the process through which the Wizard may bind himself or another outside time, such that they cannot be harmed or interfered with until their slumber is broken.*

The spell is of **Personal** Import if it is cast upon a willing individual. The spell is of **Arcane** Import if the spell is cast upon an unwilling individual or a group of people no larger than a castle keep. The spell is of **Mighty** Import if it is cast upon a large group of people or an entire location, no larger than an island of Isha. The spell is of **Mythic** import if the Wizard seeks anything more.

Consult with **Water** and **Fire** simultaneously for the casting of this spell, consulting a combined total of dice. It is not possible to perform this spell through the consultation of other Elemental Circles.

This spell operates within the limit of **Consent** and **Duration.** Unless the "♂" symbol is present, those afflicted with slumber must willingly consent to such sleep. The slumber must be theoretically broken, and without any symbols chosen to impact such slumber, it will end when the sleeper is naturally awoken after a good night's sleep. The violation of any of these limitations through the will of the Wizard will result in **Backfire,** as the Wizard himself falls into a magical slumber alongside the people he sought to have sleep.

When casting this spell, there are two sets of symbols to refer to. The first set will resolve the nature of the sleep and the form it takes, and the second will resolve the mechanism by which the slumber ends. Both are necessary for the functioning of the incantation. Those which present the nature of sleep are:

♃ The slumber is permanent and all-present, and those affected will sleep until woken, or until a time determined by the Wizard.

♂ The slumber is forced upon those affected, and cannot be resisted except through magical wards.

♀ The slumber is beautiful, those sleeping within appearing perfect in all respects.

☿ Those slumbering may sleepwalk, following simple instructions given by the Wizard, although they cannot harm others in this state.

☾ Those slumbering possess dreams of other worlds, of the future and the past, and of the secrets of the cosmos.

♄ The slumber is poisonous and rotten, and upon waking those affected will never be the same.

♆ Those slumbering appear within the Dreamweft as fully functional beings, and may engage in many fantastical journeys with the assistance of the Sorcerer.

☉ *It is unknown what will result in the intervention of this symbol.*

🜍 Those slumbering, while sleepwalking, will act on behalf of the Devil's will.

The symbols which cover the nature of the resolution of the slumber, such that the sleeping may eventually awaken, are:

♃ The slumber will end after a period of time chosen by the Wizard.

♂ The slumber will end when those who slumber are pricked and feel pain.

♀ The slumber will end upon receiving true love's kiss.

☿ The slumber will end once a particular riddle is solved.

☾ The slumber will end in the presence of magic.

♄ The slumber will end when blood is spilled before those asleep.

♆ The slumber will end when it is their destined time, a truth unknowable by the Wizard.

☉ The slumber will end at the conclusion of the world itself.

🜍 The slumber will end only by the will of the Devil.

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Translocation

# Navigation

*An incantation resolving the process through which the Wizard may find a path to anywhere he seeks to travel to, regardless of the distance. He may use this to traverse death itself, find the easiest path between two locations, reveal how to get somewhere otherwise hidden, or depart this world for other worlds entirely.*

This spell is of **Personal** Import if the desired location lies within the material realm, or upon the same realm as the Wizard himself, and if he wishes to travel there without leaving the realm. The spell is of **Arcane** Import if the desired location lies within the same realm, and the Wizard intends to depart his current realm and take shortcuts through other dimensions to arrive there. The spell is of **Mighty** Import if the realm he seeks to travel to lies outside his present world, and he *must* traverse dimensions to arrive there. The spell is of **Mythic** Import if the Wizard seeks anything more.

Consult with **Water** if the Wizard intends to make use of a boat or travel along water to reach where he plans to go. Consult with **Earth** if the Wizard intends to walk or ride a mount to his desired location. Consult with **Air** if the Wizard intends to somehow fly there. Consult with **Fire** for all other forms of translocation.

This spell operates within the limits of **Travel** and **Specificity.** This spell does not provide the Wizard with any method of transportation himself, but rather ensures his ability to find a path there at all. Additionally, this spell cannot be used to find a specific person, or to travel to the location of something whose location is unknown. The violation of any limitations through the will of the Wizard will result in **Absentation,** as the Wizard leaps into the void between Realms, never to return.

Upon the consultation of dice, the meaning of the symbols which appear are thus:

♃ The path is stable and continuous.

♂ The traveler is made aware of any dangers upon the path before embarking.

♀ The path is revealed in its entirety to the traveler, so he may anticipate each step.

☿ The traveler may travel quickly along the journey, far faster than he may normally be able to.

☾ The traveler is offered the choice between two routes.

♄ The traveler is given a secret about the path he intends to take, which he may use to his advantage.

♆ The place the traveler seeks to journey to connects in some fashion to the material realm, either by sharing the same sky, sea, death, or dreams.

☉ A shortcut is made visible to the traveler; another method by which he may instantly reach where he seeks to go.

🜍 The path is treacherous, and the traveler will be ambushed by demons during his travels.

Navigation may be cast patiently if the Wizard spends time studying his collection of maps detailing Heaven's Road.

The Old Laws

# Oath-Weaving

*An incantation resolving the process through which two or more Wizards may forge a binding oath, through which they may limit the other's actions, and entrust unique consequences upon those who violate such a promise.*

To begin, the participating signatories articulate the oath in its language. A simple oath may be spoken entirely verbally, as a promise between individuals, but a more complex oath (with more room for loopholes) should be drafted by the Wizards before setting out on this spell.

This spell is of **Personal** Import if the oath is intended to last a limited amount of time, within the lifetime of an individual, or may be fulfilled and thus nullified. The spell is of **Arcane** Import if the oath is intended to remain for the entire duration of one's life, and is settled upon death. The spell is of **Mighty** Import if the oath is intended to last across lifetimes, and there ought to be successors who carry the oath forward. The spell is of **Mythic** Import if the oath will last until the end of time, or beyond.

All signing members cast this spell simultaneously, and may consult with any Element they feel is most appropriate.

Upon the consultation of dice, the meaning of the symbols which appear are thus:

♃ The spirit of the oath matters as much as the precise letter of it, and one may argue that a loophole violates the spirit of the oath.

♂ One who breaks the oath may suffer tremendous agony, if another signatory so wills it.at the will of the other, and through the oath's magic the breaker may suffer tremendous agony if he ever violates such an oath.

♀ The oath may be amended with addendums, corollaries and exemptions and added to through the shared agreement of the signatories without having to cast the spell again.

☿ In the proper fulfillment of the Oath, a signatory may experience unanticipated and incredible power.

☾ One who violates the Oath may be held before the other signatories, and if found guilty, those inflicting such punishments may inflict any punishment they deem fit as a consequence.

♄ Should the Oath place a demand which is not yet fulfilled, any signatory who has not yet completed the Oath is held in a state of horrendous undeath until such acts are accomplished.

♆ The Oath is sentient, capable of moving about of its own accord, and acting through the whims of its own magic.

☉ It is impossible to even think of violating the oOath, once you have willingly agreed to it — to try and conceptualize its violation creates such emotional unrest that those who experience it cannot live with themselves.

🜍 Each signing party may, at the conclusion of their signature, add one further loophole or exemption to the text of the oOath.

This spell may be cast as a Treasure if, every month, someone spends time drafting the contract, researching Wizard-law and its loopholes, and writing out the text of the Oath in question.[[10]](#footnote-9)

# Theft

*An incantation resolving the process through which the Wizard may, with quick hand and a subtle act, confiscate from another their possessions, their treasures, their wits, or their dreams.*

This spell is of **Personal** Import if the Wizard seeks to steal a material object which he could grasp within arm's reach. The spell is of **Arcane** Import if the Wizard seeks to steal a material object no larger than a horse, within thirty of himself. The spell is of **Mighty** Import if either the Wizard seeks to steal a dream, memory, or other intangible object held by a person, or a material object no larger than a house, within eyesight of himself. The spell is of **Mythic** Import if the Wizard seeks anything more.

Consult with **Earth** when the principle obstacles are physical barriers, walls, or locks. Consult with **Water** when the principle obstacles are aquatic barriers (such as a moat or a sea), or if the Wizard is bound by social obligations against such theft. Consult with **Air** when the principle obstacles are other people, guards, or it lies within someone's pocket or satchel. Consult with **Fire** when the principle obstacles are magical protections, or if it lies within the possession of another Wizard.

This spell operates within the limits of **Malediction** and **Distance.** The spell cannot pierce magical wards prepared against Malediction. Additionally, the Wizard must be able to see the object he wishes to steal and be able to reach the location he wishes to steal it to. The violation of any limitations through the will of the Wizard will result in **Fumbling,** as the Wizard embarrassingly and obviously fails to steal the object and drops it on the ground.

Upon the consultation of dice, the meaning of the symbols which appear are thus:

♃ The object is stolen fully and swifty, confidently deposited into a safe location.

♂ The object is stolen destructively, leaving a gaping hole where it once was.

♀ The object is stolen elegantly, with a particular flair that would impress even the person stolen from.

☿ An identical glamor is left in the stolen object's place, which dissolves to mist once touched.

☾ The Celestial Audience reveals a second function of the object, or a surprise which was stolen alongside that object.

♄ The object is damaged in the process of its theft.

♆ The object is stolen so subtly that one would struggle to notice its absence.

☉ The object is stolen completely, such that any who might not have known its original owner would never doubt it belonged to you all along.

🜍 The Devil stole the object first, and had replaced it with a duplicate.

# Demonology

*An incantation resolving the process through which the Wizard may call upon those furthest Realms at the edge of all creation, those Hells from outside time and created through the avarice and cruelty of the world, and from within those realms, obtain a Demon, such that this Demon will appear before the Wizard, and speak with him.*

The spell is always of **Mighty** Import if the Wizard seeks to summon and bind a single demon,[[11]](#footnote-10) or **Mythic** Import if he seeks to summon multiple demons, or fully force a Demon to submit to his will indefinitely.

This spell is cast uniquely through all four elements, each introduced through a different ritual object. The Wizard may include his **Fire** among the dice rolled if he has prepared a proper ritual circle, with candles and carved runes. The Wizard may include his **Earth** among the dice rolled if he stands at a crossroad, either literal or metaphorical. The Wizard may include his **Water** among the dice rolled if he has a valuable offering to gift to the demon. The Wizard may include his **Air** among the dice rolled if he possesses a dagger freshly whetted with mortal blood.

This spell operates under the limit of **Nomenclature** and **Permission,** in which the Summoner must know one of the names of the Demon he seeks to bind and the Hell in which it resides (perhaps found through research or from a previous interaction with such a Demon). Additionally, a Demon is free to act as it wishes unless the Wizard possesses symbols which prevent it from acting otherwise. The Wizard may invoke these symbols in order to compel the Demon to act, but the Wizard cannot invoke any particular symbol more than three times. Once a symbol has been invoked three times, its associated binding no longer applies. Violation of these limits results in **Treachery,** as the Demon turns upon and lashes out at the Wizard who summoned it.[[12]](#footnote-11)

Upon the consultation of dice, the meaning of the symbols which appear are thus:

♃ The Demon cannot harm the Summoner, and the Summoner may invoke this symbol to command it to perform any physical and mundane action, such as build a wall, forge a blade, or deliver a message, which it will do promptly.

♂ The Demon cannot harm any without the permission of the Summoner, and the Summoner may invoke this symbol to compel the Demon to obliterate another, fully and completely, with the fullest extent of its incredible power.

♀ The Demon cannot tell a lie to the Summoner, and the Summoner may invoke this symbol to compel the Demon to teach him any skill or knowledge he desires, fully and completely, such that the Summoner is now an expert within such a field.

☿ The Demon must appear at an instant, the moment the Summoner calls, and the Summoner may invoke this symbol to have the Demon bring to him any object he wishes, or bring him to any place he desires, even if such a place is unknown, mythical, or guarded.

☾ The Demon's Wards against Malediction cannot function against the Summoner, and the Summoner may invoke this symbol to earn the Demon's aid in a spell, allowing him to choose every symbol the dice would fall upon.

♄ The Demon must guard the Summoner against any attempts on his life, protecting him from any possible threat and warning him of any danger far in advance, and the Summoner may invoke this symbol upon the moment of his death in order to return to life fully and completely, pulled from death by his Demon.

♆ The Demon must work to further the will of his Summoner, and not work against him, and the Summoner may invoke this symbol to call upon the Demon to enter the minds of others and change their emotions and feelings of those unwarded souls.

☉ The Demon will follow the spirit of his Summoner's commands, not just the letter, and the Summoner may invoke this symbol to make a wish, and the Demon will grant such a wish, no matter how impossible such a wish may be.

🜍 The Demon cannot leave the Summoner's dreams, haunting him day and night until he spends this symbol to strike a bargain with it, the way he might Bargain with the Devil.

The Equilibrium

# Cultivating Flora

*An incantation resolving the process through which the Wizard may invite the plantlife around him to grow quickly and dramatically to serve whatever function he deems most valuable, such as a wall of thorns or a great life-giving tree, a field of roses or a beanstalk reaching high into the sky.*

This spell is of **Personal** Import if the Wizard seeks for only a single plant to grow. The spell is of **Arcane** Import if the Wizard seeks for a field of plants to grow. The spell is of **Mighty** Import if the Wizard seeks for an entire forest to grow. The spell is of **Mythic** Import if the Wizard seeks anything more.

Consult with **Fire** for any plants or flowers domesticated by man. Consult with **Earth** for any plants which grow within the soil, in grasslands or forests. Consult with **Water** for any plants which grow in swamps or within the sea, such as algae or coral. Consult with **Air** for any fungi, lichen, or mold.

This spell operates within the limits of **Presence** and **Duration.** There must already be a plant present for the wizard to invite to grow, and the plant will revert back to its original form without the intervention of the "♃" symbol. The violation of any limitations through the will of the Wizard will result in **Bonding,** as the Wizard fuses into the overgrown nature and loses himself to the greenery.

Upon the consultation of dice, the meaning of the symbols which appear are thus:

♃ The plant cheerfully and excitedly grows in size according to the Wizard's vision, and will remain this way as if it was its new natural form.

♂ The plant is defensive and aggressive, sprouting thorns, sharp branches, or other natural defenses against those who would threaten it.

♀ The plant is beautiful, covered in gorgeous growths and flowers, and the fruit produced by such a plant will taste delicious.

☿ The plant is fast enough to grapple and strike at foes, wrapping its vines or ensnaring those the Wizard asks it to.

☾ The fruit produced by such plants are filled with life, causing those who feast upon them to grow in health, strength, and fecundity, and healing the injured. When planted, they will grow into others of its own kind.

♄ The plant produces a thick noxious venom, even a small amount of which is enough to knock out or kill those who ingest it.

♆ The plant grows mighty and deep, and within its branches one may traverse to other worlds entirely.

☉ The core of the plant is sentient, capable of communicating with those who speak with it, and attracting fairies to take care of it.

🜍 The plant is disobedient to the Wizard who created it, and lashes against its former creator.

The Wizard consults +1 D6 if he has **Spent Time** studying the plant he seeks to work with.

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# Conversation with the Land

*An incantation resolving the process through which the Wizard may adjust the nature and personality of the land around him, such that inhospitable swampland may become in an instant appropriate farmland or vice versa, or barren farmland may become verdant and abundant with feed, or farmland may be rendered barren through the salting of soil. This incantation may also involve the diverting of rivers, the moving of mountains, the transformation of peaceful forests into hostile woodland, or any other matter which does not involve the creation of new land, but rather the convincing of various loci to adjust their temperament and personality.*

This spell is of **Personal** Import if the land impacted is within eyesight of the Wizard and the adjustment is a matter of small degree (farmland becoming more fertile, or an already-unpleasant swamp becoming increasingly hostile to humans, for instance). The spell is of **Arcane** Import if the land impacted is within a day's journey of the Wizard, and the adjustment retains the habitation and nature of what came before (a forest retains its trees even as it becomes a swamp, for instance). The spell is of **Mighty** Import if the land impacted is the size of an isle of Isha, or if the adjustment leaves the land unable to tolerate the life and climate it once held. The spell is of **Mythic** Import if the Wizard seeks anything more, in area or nature.

Consult with **Air** for any predominantly flat landscape, such as a desert or field, or any place high above the earth. Consult with **Water** for any sea, shore, or small island. Consult with **Earth** for all other landscapes and places. Consult never with **Fire,** for flame is insufficient to mollify the personality of such powerful earth.

This spell operates within the limit of **Temperament.** While land is generally comfortable and excited to change (for it is boring to wait for the slow pace of land, and much like how any man would be moved to dance by the request of a child at a celebration, it amuses the earth to indulge us), the further the land is worked by magic and the more human presence mistreats the land, the less willing it is to alter itself according to our will. Additionally, land which has already sworn itself in oath to another force (such as directly to the King of Isha, a monarch of Fairie, or another Wizard) cannot be worked against the lord it has sworn its service to. The violation of this limitation through the will of the Wizard will result in **Chaos,** as the unstable land struggles to hold its new form, and is beset by disaster and calamity.

Upon the consultation of dice, the meaning of the symbols which appear are thus:

♃ The landscape is ready and excited to work, and is agreeable to tend the land, make room for roads, and support human structures.

♂ The landscape feels aggressive and unpleasant, and is agreeable to muck, mire, and the disruption of those who move through it.

♀ The landscape feels especially beautiful, and is agreeable to displays of visual splendor and verdant awe.

☿ The landscape feels cunning, and is agreeable to the creation of secret passageways, shortcuts, and hideaways.

☾ The landscape feels honest, and reveals hidden truth, magical passageways, and gates to other worlds.

♄ The landscape feels sullen and miserable, and refuses to let any life grow upon it.

♆ The landscape feels impossible, and is willing to leap up into the sky, dance around the hills, or perform other feats of magic.

☉ The landscape is subservient to the Wizard's will, and becomes whatever he demands of it.

🜍 The landscape contains a hidden treachery, some secret which undermines the Wizard's desires.

The Wizard consults +1 D6 if he is either in possession of maps detailing the geography of the landscape *or* if he grew up within the lands and possesses a continuous compassionate relationship with them.

This spell may be cast patiently if the Wizard **Spends Time** meditating within the land itself, wandering its hills and sitting with its secrets.

# Mastery of the Major Winds

*An incantation resolving the process through which the Wizard may call upon and invite the winds to act upon his behalf, to change the seasons, to summon storms that blot out the sun or move others around, to obscure the stars, to bring warm harvests in years to come, to usher ships across the sea, to create areas without wind or with peaceful winds throughout the year, to conjure mists, or in any other way shape the skies through the invocation of the winds themselves. It may also be used to fly across the sky from one place to another, or to lift entire buildings and bring them elsewhere, although the wind is rarely a comfortable ride.*

This spell is of **Personal** Import if the wind is fleeting or transient, bringing enough force to move individuals or scattered possessions, within a day's journey of the Wizard. The spell is of **Arcane** Import if the wind is forceful and intense, strong enough to bring wicked gales or leave a mark upon the seasons, anywhere within Isha. The spell is of **Mighty** Import if the wind is strong enough to change the entire tenor of the season itself, or must reach lands outside the archipelago, or if he asks the wind to behave continuously until another changes its pace. The spell is of **Mythic** Import if the Wizard seeks anything more, in intensity or distance.

Consult with **Air** if the Wizard seeks to command ZEPHYRVS, the West Wind, who governs over the season of Spring, and brings flowers and warmth. Consult with **Fire** if the Wizard seeks to command AVSTER, the South Wind, who governs over the season of Summer, and brings heat and dry air. Consult with **Earth** if the Wizard seeks to command VOLTVRNVS, the East Wind, who governs over the season of Autumn, and is the most fickle and sour of the winds. And Consult with **Water** if the Wizard seeks to command BOREAS, the North Wind, who governs over the season of Winter, and brings cold air and famine.

If the spell requires the unity of multiple winds, the Wizard consults the weaker of his circles, for this will determine the movement of the more disagreeable wind.

This spell operates within the limits of **Temperament** and **Might.** The Winds are beings of themselves, who do not wish to go against the domains of their siblings or to act in realms beyond their familiar ken, nor do they enjoy being ordered around by a mortal Wizard, or to significantly disrupt the natural order of events (the North Wind would be comfortable bringing a heavy storm in Winter, for instance, but dread that same cold in Summer). The violation of these limitations through the will of the Wizard will result in **Disruption,** as the consequences of the wind's behavior expand outward through the seasons, causing future famines, droughts, storms, and devastation far beyond his anticipation.

Upon the consultation of dice, the meaning of the symbols which appear are thus:

♃ The wind is consistent and steady, and will not turn against the Wizard as he works with it.

♂ The wind is playful and destructive, enough to toss aside soldiers, rip off roofs, and carry arrows into the hearts of others.

♀ The wind is tricksy and cunning, stealing papers from hands, sneaking into hidden crevices, and willing to throw others into disarray.

☿ The wind is adventurous and imaginative, traversing from far away and carrying others across huge distances, far from where they started.

☾ The wind is secretive and moody, hiding and disorienting, causing foes to grow distracted and friends to focus on what matters.

♄ The wind departs entirely, and the air grows quiet and still as the grave.

♆ The wind dreams of something more than wind, carrying fantastical objects and clouds that reflect the future and the past.

☉ The wind performs exactly as the Wizard wills it to behave, for as long as he desires.

🜍 The wind betrays the Wizard at its most opportune moment.

The Wizard consults +1 D8 if he plays music to the winds with an instrument or his voice.

# Mastery of the Faraway Sea

*An incantation resolving the process through which the Wizard may speak with and call upon the power of the water lying within any bay or inlet in the sea, or any river which feeds into the sea, or indeed, the ocean itself, as one great impossible force of its own.*

This spell is of **Personal** Import if the body of water the Wizard works with is no larger than a cape or bay, or is a river or lake which itself connects to the ocean. The spell is of **Arcane** Import if the body of water is no larger than one of the seas of Isha, or any water dwelling outside Isha. The spell is of **Mighty** Import if the body of water is as large as all the water from one end of the archipelago to another, or is one of the great seas of the world. The spell is of **Mythic** Import if the Wizard seeks anything more.

Consult with **Air** if the Wizard seeks to command a sea during the Springtime, or if the sea is already peaceful and calm. Consult with **Fire** if the Wizard seeks to command a sea during the Summertime, or the sea is already choppy and storming. Consult with **Earth** if the Wizard seeks to command a sea during the Autumntime, or if the sea is moody and dark. And Consult with **Water** if the Wizard seeks to command a sea during the Wintertime, or if the sea is cold and filled with ice.

This spell operates within the limits of **Distance, Duration,** and **Thalassophony.** The Wizard must have at least one foot within the water, or be aboard a vessel or standing upon an isle which sits within the sea. Additionally, the sea cannot remain in its changed form for more than a week, although the Wizard may invite it to return to its normal state at any moment. Finally, the body of water must be connected to the Faraway Sea through some passage, and any magic worked upon it will ripple outwards into the rest of the Faraway Sea.[[13]](#footnote-12) The violation of these limitations through the will of the Wizard will result in **Exhaustion,** as the Wizard pushes himself far beyond his physical ability and collapses from exhaustion, unable to cast any further spells or spend time doing anything but resting this month.

Upon the consultation of dice, the meaning of the symbols which appear are thus:

♃ The sea is willing to obey your commands, forming a wave if you call upon it, or stilling for a moment if asked.

♂ The sea is willing to become violent and destructive, ripping apart boats and forming into great waves.

♀ The sea is willing to become beautiful and calm, stilling boats upon it and dazzling those who look upon it.

☿ The sea is willing to become playful and disruptive, disguising truths, forming mirages, and distracting those unfamiliar to it.

☾ The sea is willing to form into tendrils of water which may lift up objects and ships and move them about according to your command, forming into an extension of your hands.

♄ The sea is willing to depart entirely, revealing the dry ocean floor below.

♆ If you dive yourself and any you travel within the sea, it will grab you and carry you swiftly to any other part of it.

☉ The sea will perform any command you issue it, and you may speak with it in its secret language, and it will reveal to you its secrets.

🜍 The sea is treacherous to you, and while it will obey what you ask of it, it will twist against you as well.

The Wizard consults +1 D6 if the sea in question crashes against his own Isle. He may cast this magic patiently if he spends time by the water, speaking to it in the secret language of the Faraway Sea.

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# Pestilence

*An incantation resolving the process through which the Wizard may inflict a great plague and suffering upon an individual and group of people, at which point it will spread beyond his control throughout the lands, ravaging them and bringing great misery to the people of the world.*

This magic is of a Forbidden kind, banned by the Pact for any to cast, and its casting by any is a violation of the Pact.

The spell is of **Arcane** Import if the first victims afflicted with such a pestilence are a single person or household. The spell is of **Mighty** Import if the first victims afflicted with such a pestilence are an entire community of people. The spell is of **Mythic** import if the Wizard seeks anything more, such as an entire nation.[[14]](#footnote-13)

The Wizard may consult with multiple Elements, combining each chosen into a single pool of dice. Consult with **Earth** when the pestilence will spread through physical contact, close proximity, and genetic heritage. Consult with **Water** when the pestilence will spread through bodily fluids, contaminated water, and poor hygiene. Consult with **Air** when the pestilence will spread through coughing, sneezing, and the catching of particles in the air. Consult with **Fire** when the pestilence will spread through dreams, ideology, and shared hopes.

This spell operates within the limit of **Control.** The Wizard cannot control the Pestilence once it has been released upon the world, only observe how it changes through the Orrery. The violation of any limitations through the will of the Wizard will result in **Backfire,** as the Wizard himself catches the same disease he inflicted upon others.

Upon the consultation of dice, each symbol is a different symptom created by this pestilence:

♃ A symptom expected of a mundane disease, which aids in its spreading, such as coughing, runny noses, nausea, or rashes.

♂ A symptom that is agonizing and dangerous without treatment, such as sharp pains, hydrophobia, intense insomnia, or internal bleeding.

♀ A symptom that physically changes the victim, such as gangrenous limbs, swollen tumors, chitinous growths, or monstrous transformations.

☿ A symptom occurring entirely mentally, such as deafness or blindness, delusions of grandeur, tormented hallucinations, or glossolalia.

☾ An affliction of frogs, locusts, fungal growths, or a symptom tied to the manifestation of some unexpected creature.

♄ A quickly lethal symptom, such as organ failure or spontaneous combustion.

♆ A dreamlike or impossible symptom, such as constant dancing, eternal slumber, inverted gravity, or the sprouting of countless wings and eyes.

☉ A symptom granting those who suffer incredible magical powers, such as visions of the future, pyrokinesis, immortality, or other powers of a god.

🜍 All those afflicted with this disease are tools of the Devil, and he may control them as his cult.

Record all symptoms and their associated symbols onto a piece of paper, and use this paper to monitor the progress of this pestilence as it continues to spread.

## The Spread of Pestilence

When a Pestilence is created, choose a Community it exists within, and an associated House of the Zodiac to represent this Community. If the Community is part of Isha, then perhaps it is one of the Faustian's communities. If the Pestilence was created at Arcane Import, then it begins as an **Outbreak.** Otherwise, it is **Endemic** within that community. Outbreaks may be handled through the quarantining and tracking of specific individuals, while if it's Endemic then the Pestilence has fully taken root within this Community, and it would be nearly impossible to separate.

### Watching The Stars

Each month, for each House the Pestilence dwells within, consult how many of a particular symbol is present within that House — a combination of the symptoms of the Pestilence and which celestial bodies lie in alignment with the Zodiac. This determines the behavior of that Pestilence within that Community.

If there are two or more "♃" present, roll a D8 and add a new symptom to the Pestilence. If there are four or more "♃" symbols present, increase the level of the Pestilence in that House from Outbreak to Endemic. If it is already Endemic, start an Outbreak in a new Community, and remove an associated symptom from the Pestilence.

If there are two or more "♂ " present, the Chain-Keeper creates a consequence for any Wizard representing the mass death and conflict occurring within that Community. If there are four or more "♂" present, remove one of the associated symptoms, and the Community dies off entirely.

If there are two or more "♀" present, the Chain-Keeper creates a consequence for any Wizard representing the violence inflicted upon this Community by others. If there are four or more "♀" present, reduce the level of Pestilence within this Community, as members suffering from the disease are isolated and shunned.

If there are two or more "☿" present, roll a D10 and add a new symptom to the Pestilence. If there are three or more "☿" present, the Chain-Keeper creates a consequence for every other Wizard, as cults and strange beliefs spread throughout the Community.

If there is at least one "☾" present, roll a D12 and add a new symptom to the Pestilence. If there are two or more "☾" present, remove one of the associated symptoms, then choose a new Community who experiences an Outbreak, as the disease spreads through non-human means.

If there are two or more "♄" present, the Chain-Keeper creates a consequence for every other Wizard, and reduce the level of the Pestilence, as countless sick end up dying. If there are three or more "♄" present, remove one of the associated symptoms from the Pestilence, and the Community dies off entirely.

If there are two or more of any combination of "♆" and "☉", the Chain-Keeper creates a consequence for another Wizard as magic begins to operate strangely thanks to the disease. If there are three or more of any combination of "♆" and "☉", the magical properties of the disease introduce vast waves of magic to the world, and the outpouring of magic within this Community threatens the core principles of the Pact. Choose an associated Domain and describe how the Pestilence destroys that Domain utterly.

As the Pestilence spreads across multiple Communities, all Communities share the same set of symptoms, but the presence of different celestial bodies will cause them to behave in different ways.

### How To Help

Anyone may spend time within a Community to tend to one of the symptoms of this Pestilence, and during the next month that associated symptom is not counted for that Community.

There is no known cure for such a magical Pestilence.[[15]](#footnote-14)

There is currently no known method to entirely innoculate an uninfected Community from magical pestilence.[[16]](#footnote-15)

### Wizards Catching The Disease

For as long as there is a Pestilence, new Shared Consequences are available for the Chain-Keeper to apply to various Wizards:

* One of the Wizard's Companions is sick with Pestilence, and cannot perform their Care until cured.
* The Wizard himself is sick with Pestilence, and has two fewer weeks of time to spend each month until cured.

When one of the Wizard's Companions, or the Wizard himself, is sick with Pestilence, choose a House of the Zodiac to additionally represent the Sanctum (perhaps based on the Community he himself is most frequently near). As long as the Wizard or his Companion is sick, the symbols present in this House impact those infected as well, and have the potential to cause their death.

Treasures

# The Creation of Amulets

*Through the construction of a necklace, a Wizard may provide certain properties of magic to the bearer of such an object, accessing through such an object unique magic and taking on treasured (or occasionally maledictive) properties. Such an amulet may bear the form of a pendant upon a necklace, a ring, a crown, or any other object which may be placed upon one's person in an ornamental function.*

An Amuletis a form of treasure, and thus follows the instructions contained *On Treasures*. Each Amulet contains room for three symbols.[[17]](#footnote-16) Every time the Amulet is worked upon, the Wizard may choose which Element to draw symbols from. Symbols of **Earth** grant boons of physical strength and endurance, symbols of **Water** grant boons of good fortune and charm, symbols of **Fire** grant boons of inspiration and wit, and symbols of **Air** grant boons of speed and cunning.

Each element also possesses a darker side, through its Hexes. When a Wizard draws symbols from an Element, he may choose if he pulls from the list of Boons or the list of Hexes,[[18]](#footnote-17) and he cannot tell the Celestial Audience his choice — merely recording it within the Treasure.

The Wizard may create his Amulet patiently if he spends time to carve poetry or artwork into its structure.

## Earth Charms

For an Amulet to receive charms associated with Earth, it must be forged from an appropriate metal befitting at least its Import (tin or copper for **Personal** Import, lead or iron for **Arcane** Import, silver or aluminum for **Mighty** Import, and gold for **Mythic** Import).

### Boons

♃ The wearer possesses the endurance of an ox.

♂ The wearer's skin is stronger than armor.

♀ The wearer's health is strong and immune to all sickness.

☿ The wearer wields the confidence and demeanor of a king.

☾ The wearer gains +2 in all Wards against Malediction.

♄ The wearer cannot die from physical violence.

♆ The wearer cannot be defeated in combat.

☉ The wearer is destined for great wealth and a large homestead.

🜍 The wearer is incredibly strong — too strong, and his body works against him.

### Hexes

♃ The wearer grows sickly and tired quickly, exhausting himself.

♂ The wearer's body lashes out beyond his control, striking at others in moments of anger.

♀ The wearer's body grows monstrous, transforming them into a great beast.

☿ The wearer is destined for misfortune and misery, as all that he loves will rot away.

☾ Any land tilled by the wearer, or any possessions loved by the wearer, will inevitably crumble apart and grow rotten.

♄ The wearer will die by the end of the month, unless the hex is removed.

♆ The Amulet cannot be removed or destroyed without incredible physical force smashing it apart.

☉ The wearer is convinced that this Amulet is granting them incredible power and keeping them alive.

🜍 The wearer is a puppet of the Devil, although they might not know it.

## Water Charms

For an Amulet to receive charms associated with Water, it must be embedded with jewels appropriate to at least its Import (pearls for **Personal** Import, rubies, sapphires, and tigerseye for **Arcane** Import, emeralds and diamonds for **Mighty** Import, and alexandrite for **Mythic** Import).

### Boons

♃ The wearer possesses clear skin and sweet-smelling odors.

♂ The wearer is unable to drown or suffocate.

♀ The wearer is granted fortune in matters of love and proposal.

☿ The wearer is uninhibited by ill weather or foul climates.

☾ The wearer can see and move in darkness as easily as light.

♄ The wearer cannot die at sea, and any ship he stands upon will never capsize.

♆ The wearer may write poetry and sing songs of such beauty that all who hear it are moved.

☉ The wearer is inexorably drawn towards their soulmate.

🜍 Through ill fortune, every love the wearer harbors will spoil and wash away.

### Hexes

♃ The wearer is incompetent in matters of love, and cannot produce a child.

♂ The wearer grows hateful at those they love most, lashing out without meaning to.

♀ The wearer's body emits a harsh and repulsive smell that pushes others away.

☿ The wearer's face and voice transform, such that those who love them cannot recognize them, and the common people hate them.

☾ The wearer is beleaguered by constant miserable weather, storms and rain finding them wherever they go.

♄ All water turns to salt in the wearer's mouth, and all food dissolves into ash.

♆ The wearer cannot remove the Amulet without the aid of their true love.

☉ The wearer must obey any commands given to them by the Wizard.

🜍 The wearer is a puppet of the Devil, although they might not know it.

## Fire Charms

For an Amulet to receive charms associated with Fire, it must be worked by the Wizard within a forge or athanor for a duration of time at least equal to its Import (one minute for **Personal** Import, one hour for **Arcane** Import, one day for **Mighty** Import, and one continuous week for **Mythic** Import).

### Boons

♃ The wearer finds ideas and inspiration arrive quickly and freely.

♂ The wearer immediately knows the weak spots of any object or person they look at.

♀ The wearer may disguise their appearance as another gender.

☿ The wearer may cast various humble magics.

☾ The wearer will have visions of the future and the past, of the Sorcerer's dreams for Isha, and for other secret things.

♄ The wearer has no need for food or sleep (although his body may still suffer).

♆ The wearer may move in and out of the dreams of others while he is himself asleep.

☉ The wearer may wield magic with the same power as any Wizard, although he lacks their wisdom.

🜍 Through ill fortune, every adventure the wearer embarks on will turn to ash.

### Hexes

♃ The wearer is unable to invent any new ideas, and grows unimaginative and dull.

♂ The wearer may only speak the truth, and they must speak their true opinion on anyone they encounter.

♀ The wearer must act upon his compulsions, starting fires and listening to every intrusive thought.

☿ The wearer cannot sleep, for his mind is filled with horrible nightmares.

☾ The wearer is consumed by a need to create, and will forget to eat or sleep while they obsessively make art.

♄ The wearer will die the instant the Amulet is removed.

♆ Any who see the Amulet are convinced of its worth and value, and desire it tremendously.

☉ The wearer will be cursed by constant dreams of their greatest desire.

🜍 The wearer is a puppet of the Devil, although they might not know it.

## Air Charms

For an Amulet to receive charms associated with Air, it must contain a piece of a human body appropriate to at least its import (a hair, fingernail, or tooth for **Personal** Import, urine or blood for **Arcane** Import, a toe or thumb for **Mighty** Import, and a soul, a heart, or someone's dying breath for **Mythic** Import).

### Boons

♃ The wearer may speak any language spoken by humans and read any text.

♂ The wearer may run at the speed of the wind, and act incredibly quickly.

♀ The wearer may turn invisible at his will.

☿ The wearer may fly the way a bird might.

☾ The wearer may spend time to create magical treasures of personal import, the way a Wizard might.

♄ The wearer cannot die from poison, disease, or other foreign substances.

♆ The wearer may speak the languages of birds and beasts, and of secret things.

☉ The wearer is destined for a life of great adventure.

🜍 Through ill fortune, every adventure the wearer embarks on will turn to ash.

### Hexes

♃ The wearer cannot speak or communicate with others.

♂ The wearer grows slow and clumsy.

♀ The wearer *believes* they may turn invisible at their will.

☿ The wearer cannot see, hear, or otherwise sense their surroundings.

☾ The wearer cannot cast any magic, and is as vulnerable as a mortal.

♄ The wearer will slowly fade into the shadows and be trapped as an invisible person by the end of the month.

♆ The Amulet cannot be disposed of by any means, and as long as it dwells in the same realm as its owner, it will crawl back to them.

☉ The wearer is cursed to slowly transform into a Demon.

🜍 The wearer is a puppet of the Devil, although they might not know it.

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# The Creation of Potions, Powders, *etc.*

The creation of any magical substances is a Treasure, and thus follows the rules On Treasures. Consult with **Water** for the creation of any potion, liquid, or drink. Consult with **Air** for the creation of any gasses or bottled fumes. Consult with **Fire** for the creation of any fine powder or calcified dust. Consult with **Earth** for the creation of any butters or creams.

A magical substance may be of any Import, based on the properties sought.

The order of the symbols matters for the creation of magical substances. A magical substance must contain two symbols, and may be set in any order. The symbol of Sulfur, if present in any portion, render it non-functional and cannot be used.

When creating a standard magical substance, when more than two symbols are accessed, the Wizard may choose two and set them within the substance, discarding all other symbols. All magical substances are safely contained within a jar or bottle until it is ready to be used. Once a magical substance is used, it has been entirely expended, and must be created again.

The duration of the chemical upon the subject it acts upon varies tremendously. A squeaky door hinge may be rendered quiet indefinitely, while a potion that changes your appearance may only last for a few days.

For every week of time the Wizard spends working in an alchemical laboratory, he may choose the symbol one of the dice produces.

## 

## Standard Combination of Symbols

|  | **(♃) Jupiter** | **(♂) Mars** | **(♀) Venus** | **(☿) Mercury** | **(☾) Luna** | **(♄) Saturn** | **(♆) Neptune** | **(☉) Sol** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **(♃) Jupiter** | *Pure tin, inert.* | *Provides strength and power.* | *Beauty product.* | *Increases speed and agility.* | *Helps with memory.* | *Nausea and vomiting.* | *Alcohol.* | *Transform into ideal body.* |
| **(♂) Mars** | *Oil.* | *Pure iron, inert.* | *Creates a short, powerful light.* | *Magical blue flame.* | *Heavy black smoke.* | *Releases fatal noxious gas.* | *Invisible flame, still scalds.* | *Stunning burst of light.* |
| **(♀) Venus** | *Paint Medium.* | *Hair growth.* | *Pure copper, inert.* | *Renders silent.* | *Make Bigger.* | *Feign death.* | *Hallucinatory painkiller.* | *Godlike and radiant appearance* |
| **(☿) Mercury** | *Greasy* | *Extremely painful but no wound.* | *Turns invisible.* | *Pure mercury, very poisonous.* | *Stimulant for studying.* | *Powerful poison.* | *Compelled to speak truly and freely* | *Calm the nerves, helps anxiety.* |
| **(☾) Luna** | *Soapy* | *Glows softly* | *Make Smaller.* | *Disguise as someone else* | *Pure silver, valuable.* | *Amnesia.* | *Sleep aid.* | *Creatively inspiring.* |
| **(♄) Saturn** | *Bleach* | *Corrosive acid, kills slowly.* | *Starvation and misery.* | *Comatose.* | *Loss of senses.* | *Pure lead, very poisonous.* | *Insomnia.* | *Instantly fatal, untraceable* |
| **(♆) Neptune** | *Sparkling.* | *Create transient guardians.* | *Fall in love.* | *Visions of the future.* | *See the invisible.* | *Freezes and chills.* | *Pure aluminum, valuable.* | *Imbue object with sentience.* |
| **(☉) Sol** | *Heals mundane sickness.* | *Heal all wounds.* | *Transform into ideal body* | *Grow wings and fly.* | *Heal mental injuries.* | *Temporarily cure chronic pain.* | *Heal all magical ailments.* | *Pure gold, valuable.* |

The refined presence of a particular symbol (for instance, two "♃" producing pure tin) may be utilized when casting a spell patiently, or in the construction of any treasure, and may be expended in order to take one of the dice consulted and shift it to the symbol contained within the substance. Only one such material may be used in this way for any particular spell.

## Unique Combinations of Symbols

If a Wizard seeks an effect from a magical substance not present within the list of standard symbol combinations, he may consult the Tome-Keeper to see what combination of symbols would be needed for his desired effect. This will frequently be three or more symbols, in a unique order. It is the discretion of the Tome-Keeper which determines the limits of the uses of magical substances.

When the Tome-Keeper provides such a combination of symbols, he must record it within the Grimoire, for future Wizards to draw upon.

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# The Creation of Talismans

*A Talisman is any small magical object, such as a coin, ring, piece of paper, or jewel, which serves the distinct function of allowing a Wizard to transfer responsibility of a spell from himself to the keeper of such a Talisman. Through this, the Wizard may allow his children to maintain his pact with a powerful demon, gift a farmer with an army of elemental servants, or grant an inheritor to his personal realm.*

A Talisman is a treasure, and thus follows the rules *On Treasures.* To create a Talisman, a Wizard must choose a spell he himself cast and the effects of which continue to linger past the act of casting. He must then roll again, at the same Import and with the same Element. He must continue to do so until all symbols present in the original magic are additionally present within his Talisman.

This Talisman is now a Treasure, tied fundamentally to the spell cast in relation to it, and any who possess the Talisman may command such magic as if it was of their own casting. Only one such Talisman may be tied into a spell in this fashion, and if the Talisman is destroyed, the spell cannot be rebound. If the Wizard is no longer in possession of the Talisman for a spell, he cannot command such a spell again.

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# The Creation of Wands and Staffs

*Through this process the Wizard may construct a wooden pole, ranging in length from a wand to a staff, within which is contained a single spell of great power, and through the tapping of the wooden stave upon a surface or speaking a particular magical word, may release that spell upon the world. Wands and staffs are especially dangerous in their ability to grant otherwise-untrained civilians access to Wizardly secrets, and the open distribution of staves to the common folk is considered a violation of the Pact.*

A wand or staff created in this manner is a treasure, and thus follows the instructions *On Treasures*. The process of its creation is of two parts — the construction of the stave and the preparation of the spell within it

## Construction of the Stave

The Import of this stave's construction is either **Personal** or **Arcane.** If it is Arcane, the Wizard must grant the stave a name. Consult with **Water** when using wood taken from a tree which survived drowning, or which was found washed up on the shore. Consult with **Air** when using wood taken from a high-altitude tree, or any tree of at least half a century in age. Consult with **Fire** when using wood taken from a tree who survived a forest fire, or who grew comfortable amongst such fires for the propagation of its children. Consult with **Earth** for all other wood, or other materials such as crystal, stone, or bone.

A wand can hold no more than two symbols, while a staff must hold at least two (of which only the first "♃" is required), each granting a particular property:

♃ I: The stave is sturdy, albeit fragile.

♃ II+: The stave is well-made and has a master carver's attention to detail.

♂ I: The stave can be used as a weapon.

♂ II+: The stave may block a sword's blow and come away unharmed.

♀ I: The stave is beautiful, featuring gorgeous carved decorations.

♀ II+: The stave is a work of art, featuring embedded gems and gorgeous inlaid carvings.

☿ I: The stave shimmers and glows with magical energy.

☿ II+: If the Wizard call its name, the stave will lift into the air and fly into his hand.

☾ I: The spell bound within the stave will not cast until its wielder speaks its name.

☾ II+: Upon the speaking of its name, the stave will glow gently with the brightness of a torch.

The Wizard may construct the stave patiently if he spends time to carve various runes into the body of the stave.

## Binding of the Spell

A stave may contain a single spell, which must be cast within the stave and recorded upon its sheet. If the stave lacks a name, it may hold any spell of **Personal** or **Arcane** Import, and if it possesses a name, it may hold spells of **Mighty** Import as well. The Elemental Circle of the spell must align with the Circle of the constructed stave.

Once the spell is cast within the wand or staff, the number of symbols preserved from the consultation must correspond to the number of symbols currently marked upon the stave — any extra symbols are lost, and if there are not enough then the magic cannot hold within the staff.

Once the spell is bound within the stave, it may be cast at any point by tapping the stave three times against any physical surface or swinging it three times in the air. Once it is cast, the spell takes action with all the strength and vivacity of its original casting, and may be in this fashion cast many times, even by one who is not trained in the performance of this incantation.

A wizard in possession of a stave may spend time to transfigure the incantation bound within into a new incantation, as long as it follows all of the restrictions of the original incantation.

A spell bound within a wand in this fashion may be cast patiently when the Wizard spends time weaving the feather or hair of an obscure or exotic animal within the core of the stave.

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# The Creation of Arcane Texts

*Through this process the Wizard may craft a scroll, piece of parchment, or even a tome, within which is bound great magical knowledge and power, and may through its presence impact those who read it, learning from its text great wisdom and even invoking a spell bound upon the page.*

Text crafted in this manner is a treasure, and thus follows the instructions *On Treasures.* There are multiple forms of text, and it is of the Wizard's choice to decide upon the contents of the text itself. If the writing does not contain a spell, then the Wizard must only consult the composition of the text. If the writing *does* contain a spell, then he must additionally consult the binding of the spell.

## Composition of the Text

The Import of the text's composition is **Personal** if the text does not contain magical knowledge within it, and it is merely supernaturally composed through enchanted inks. The Import of the text's composition is **Arcane** if it is intended to possess magical wisdom within it. The Import of the text's composition is **Mighty** if it is to contain dangerous knowledge and power, the sort that could destroy one's soul if confronted. The Import is **Mythic** if the Wizard seeks anything greater.

Consult with **Earth** if the text is composed in one of the mundane writing systems of the Faraway Sea, such as Urite Syllabary, Demotic Script, or Drujite Hieroglyphics.[[19]](#footnote-18) Consult with **Fire** if the text is written in the Harullian Rebus, or any arcane alphabet, such as Old Esotic, Hieratic Script, or Sailor's Kipu. Consult with **Air** if the text is written in the Wizard's own personal cipher, or in a script of the Wizard's own creation. Consult with **Water** for writing down the unwritable tongues, such as the sacred cant of the witches, fairy-speech, or the mumbled rhetoric of the furthest Gates of Death.

Upon its creation, the Wizard describes the text contained within, and may draft it himself if it pleases him, or simply state its contents upon the Treasure Page.

This text may hold up to two symbols if it composed on a single page, up to three symbols if it's composed upon a scroll, and any number of symbols if it a stack of parchment or a section within a book. Each symbol grants a particular property.

♃ I: The text is easy to read for those who speak its language, and is clear in its meaning.

♃ II+: The text may be read even by those who do not speak its language, and upon being read out loud its meaning becomes immediately apparent.

♂ I: The text is uncomfortable to read; perhaps it exposes unwelcome truths, paints those it discusses in a harsh light, or is in some other way unwelcome in its composition.

♂ II+: Those without wards against malediction, upon attempting to read this text, will feel tremendous pain, and a sharp headache will form against their skulls.

♀ I: The text is beautiful to read; perhaps the prose is especially compelling, or the calligraphy is stunning in its form, or is in some other way compelling in its composition.

♀ II+: As one reads the text, visuals and sensory materials dance around them, playing out the contents of the text as a beautiful emotional experience around them.

☿ I: You may address the text to a specific individual — if you do, then upon its completion it will lift up into the air and attempt to fly to them, although it is too weak to carry much more than its materials.

☿ II+: You may address the text to a specific individual — if you do, then upon this person reading this text, it will immediately combust and dissolve into motes of flame, unable to be read again.

☾ I: You may encode magical spells within this text, or the reading of the text may cause some humble magical effect, such as the opening of a specific locked door or the lighting of candles.

☾ II+: If there is a magical spell encoded within the text, upon the recitation of the text, the spell immediately leaps to life and is cast. This may only occur once, at which point the text has lost this property and it must be restored.

♄ I: Once one begins to read such text, they cannot stop until they have poured through every single word, and it has crawled deep within their dreams.

♄ II+: Those without wards against malediction, upon reading the text, are compelled to reproduce the text again, or enact the instructions written on it, as if it is a rotten disease wormed into their brain.

♆ I: Once one reads this text, they cannot ever forget it, and could recite it from memory if prompted — even if they don't understand the words themselves.

♆ II+: The text is invisible except under specific circumstances, such as the light of the moon, or when washed with seawater.

☉ I: Reproductions of the text are tied to the original, such that a change made to the master text propagates out and adjusts all copies of it made.

☉ II+: The text takes on a personality of its own, able to answer questions addressed to it and respond through specific appearing words or the voice of its writer, viewing its copies as siblings.

🜍 I: The Devil may add footnotes and change portions of the text to prey on the insecurities and desires of those who read it.

🜍 II+: The Devil completely controls the contents of the text; not the Wizard who wrote it.

## Binding of a Spell

Any text may contain magic as long as it is possession of at least one "☾" symbol. Any who read the spell as described within the text will internalize it fully, and may cast it at an Import appropriate to their training. For untrained spellcasters, this will only be of Personal Import. If it contains at least two "☾" symbols, then upon its recitation the spell bound within will immediately be cast, although this property may only be used once.

To bind a spell, one must successfully cast it upon the scroll. If it is merely for educational purposes, then any symbols produced by the incantation will suffice. If the text exists to cast the spell, then upon its casting the Wizard must record the import, elements, and symbols produced within the treasure, as this is the form of the spell. Once it is read, the spell takes action with all the strength and vivacity of its original casting.

A Wizard may spend time to bind such a spell patiently through careful copying and transcription from his Grimoire.

## Tomes

The collation of multiple texts created in this fashion is a Tome, a term which encompasses the Grimoire of the Seven-Part Pact, and the Codices utilized by various Wizards. A Tome is composed of multiple texts bound together, and of a magically-enchanted exterior. The Wizard creating such a Tome may choose any combination of symbols from the texts contained within to apply to the Tome universally, enchanting it with various defensive or magical properties, although these will not be quite as strong as the symbols on specific pages.

# The Creation of Canopic Vessels

*Through the sculpting of an urn, barrel, jar, or box, the Wizard may create a nesting site for a tutelary spirit, one of the countless small and forgotten gods that dwell within the substrate of reality. Through this binding, the Wizard may invoke the spirit to perform many small tasks on his behalf.*

Canopic Vessels are a form of Treasure, and is constructed through the principles *On Treasures.* The Import of this creation is determined by the nature of the *tutelary spirit* bound within. If it is a minor god of no particular elemental affinity, the vessel is of **Personal** Import. The creation is of **Arcane** Import if the bound spirit possesses a name, an elemental force such as those described. The creation is of **Mighty** Import if there are many bound spirits, or if the spirit contained within possesses multiple names. The creation is of **Mythic** Import if anything more is sought.

Consult with **Air** if you seek to bind a gust of wind or bank of mist, known as a Sylph. Consult with **Water** if you seek to bind a living wave or puddle of rain, known as a Nymph. Consult with **Earth** if you seek to bind one of the invisible spirits of the hearth and home, known as a Gnome. Consult with **Fire** if you seek to bind a living bolt of lightning or ember of flame, known as a Newt. The consultation of symbols determines the capacities of the bound spirit, and the position of the stars in the sky determine the spirit's personality and knowledge. Some symbols are universal across all spirits, while other symbols are unique to different tutelary families.

The natural state of a tutelary deity is one of incorporeality, invisibility, and disobedience. Even the greatest of the four families of spirits are weak within the material realm. It is through the presence of symbols within the jar that the deities are capable of further heights of reason and expression.[[20]](#footnote-19)

Upon the consultation of dice, the meaning of the symbols which appear are thus:

♃ I: Upon opening the jar, the emerging spirit will follow any simple command given to it, although it may misunderstood or deceive its keeper.

♃ II: The spirit will perfectly and skillfully accomplish any command given to it by its keeper to the best of its ability.

♃ III+: The spirit will harbor a sense of loyalty and care for its keeper, going out of its way to protect and assist him.

♂ I: The spirit can physically act upon the world, moving small objects around and clumsily manipulating tools.

♂ II: The spirit can act upon the world with the same degree of strength and power as a human can, including both skill and physical violence.

♂ III+: The spirit is far stronger than a mortal human, able to lift objects tens of thousands of times its size and strike with incredibly powerful blows.

♀ I: The spirit can become visible if desired, taking on the appearance of a small animal (such as a minnow, bird, mole, or salamander) who aligns with its nature and personality, or a more pure elemental form, or a mote of pure light.

♀ II: The spirit can take on the form of a small human being, with features appropriate to its personality, and while within that form it may communicate with humans fluently.

♀ III+: The spirit can change into any form, shapeshifting betweens a wide roster of possible identities, including that of a full-sized human, a monstrous beast, and a writhing blade.

The interpretation of greater symbols is determined by the tutelary family of which the spirit is a member of.

## 

## The Spirit's Personality

| **Zodiac House** | *At its best, the Spirit is…* (Sun) | *At its worst, the Spirit is…* (Saturn) |
| --- | --- | --- |
| Aries | Passionate | Furious |
| Taurus | Diligent | Headstrong |
| Gemini | Charming | Deceitful |
| Cancer | Loyal | Naive |
| Leo | Confident | Arrogant |
| Virgo | Meticulous | Persnickety |
| Libra | Compassionate | Insecure |
| Scorpio | Inventive | Manipulative |
| Sagittarius | Mighty | Destructive |
| Capricorn | Industrious | Melancholic |
| Aquarius | Imaginative | Secretive |
| Pisces | Miraculous | Demented |

To determine the personality of the spirit bound within the Vessel, consult the position of the celestial bodies during the month in which the treasure is completed. Choose a single word to describe the spirit's attitude at its best and at its worst.

The more affection the spirit feels for its wielder, the more it will try to emulate its best quality in front of him, and the greater shame it will feel around its worst quality.

If the spirit is a Sylph, Nymph, Gnome, or Newt, it will also possess a quirk of personality, which can be chosen or determined based on the position of Jupiter.

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## Sylph Personality & Symbols

| **Jupiter's House** | *Sylph Quirks* |
| --- | --- |
| Aries | Steals small objects |
| Taurus | Cruel sense of humor |
| Gemini | Obsessed with appearances |
| Cancer | Always looking for a fight |
| Leo | Insists on archaic titles |
| Virgo | Hates cold weather |
| Libra | Talented poet in its spare time |
| Scorpio | Enjoys gossiping |
| Sagittarius | Makes lightning when angry |
| Capricorn | Is in love with a nearby bird |
| Aquarius | Indulges in philosophical debates |
| Pisces | Has an extended family of clouds |

☿ I: The wielder, by taking hold of the Sylph, may float into the air and turn invisible.

☿ II+: The wielder may climb atop the Sylph and ride it to distant lands, traveling quickly to anywhere the winds may reach.

☾ I: The Sylph may travel far from its wielder, and the Wizard may speak with it while it is gone by whispering its name into the wind.

☾ II+: The Sylph may cast magic at the will of its wielder, and may cast any spell of Personal or Arcane Import, possessing the 3rd Circle in Air alone.

♄ I: The Sylph may create a noxious miasma of invisible fumes, which choke at the lungs of men and force them to their knees.

♄ II+: The Sylph's miasma is thick and corrosive, enough to kill or incapacitate a ship's worth of men, and lingers on the wind.

♆ I: The Sylph, in the form of the wind, may push and pull ships, wrangle clouds, and shape the world the way the wind can.

♆ II+: The Sylph, in the form of the wind, may shape the weather at the will of the wizard, bringing warm days in winter or sudden frosts in summer, for no longer than a day and a night before needing to rest.

☉ I: The Sylph carries tremendous wisdom, and by traveling with the spirit for seven days and seven nights, the wielder may learn the answer to any question he seeks, as long as such an answer is known to the winds.

☉ II+: The Wizard has created a Vessel for a being far more powerful than a Sylph — what lies within his Vessel is a fallen star disguised as a mere tutelary spirit.

🜍 I: The Sylph is capricious, actively misinterpreting the Wizard's commands and seeking to bring him ill at every turn in exchange for its freedom.

🜍 II+: The Sylph is an agent of the Devil, and every action it takes seeks to undermine the Pact as a whole.

## 

## Nymph Personality & Symbols

| **Jupiter's House** | *Nymph Quirks* |
| --- | --- |
| Aries | Always changing temperature |
| Taurus | A bit stinky |
| Gemini | Daydreams about being a human |
| Cancer | Falls in love easily |
| Leo | Delights in strange rhymes |
| Virgo | Picky about acidity levels |
| Libra | Scared of being ugly |
| Scorpio | Indulges in long naps |
| Sagittarius | Overheats easily |
| Capricorn | Delights in games of chance |
| Aquarius | Enjoys painting and making art |
| Pisces | Devoutly religious |

☿ I: The wielder, by taking hold of the Nymph, may breathe underwater, and traverse beneath the seas as calmly as if they were the surface of the world.

☿ II+: The wielder may climb atop the Nymph and ride it to anywhere within the Faraway Sea, traveling quickly to anywhere the water may reach.

☾ I: The Nymph may travel far away from its wielder, and its wielder may see through its eyes by staring into any puddle or glass of water and speaking its name.

☾ II+: The Nymph may cast magic at the will of its wielder, and may cast any spell of Personal or Arcane Import, possessing the 3rd Circle in Water alone.

♄ I: The Nymph may produce a rotten poison from deep within itself, which when mixed with water causes all who drink it to suffer and burn.

♄ II+: The Nymph's poison is deadly, and even a single drop is enough to bring about certain death for those who ingest it.

♆ I: The Nymph may command any sources of fresh water, sculpting rivers, creating springs from the ground, and gathering the rain into newfound ponds.

♆ II+: The Nymph may command all water, changing the tides and moving the seas at the will of its wielder, for no longer than a day and a night before needing to rest.

☉ I: The Nymph carries tremendous wisdom, and by traveling with the spirit for seven days and seven nights, the wielder may learn the answer to any question he seeks, as long as such an answer is known to the seas.

☉ II+: The Wizard has created a Vessel for a being far more powerful than a Nymph — what lies within his Vessel is one of the great princes of fairy, disguised as a mere tutelary spirit.

🜍 I: The Nymph is spiteful, actively misinterpreting the Wizard's commands and seeking to bring him ill at every turn in exchange for its freedom.

🜍 II+: The Nymph is an agent of the Devil, and every action it takes seeks to undermine the Pact as a whole.

## 

## Gnome Personality & Symbols

| **Jupiter's House** | *Gnome Quirks* |
| --- | --- |
| Aries | Is insulted easily |
| Taurus | Smokes endless cigars |
| Gemini | Susceptible to bribes |
| Cancer | Has a green thumb |
| Leo | Hoards valuable treasures |
| Virgo | Insists on multiples of 3 |
| Libra | Stressed about the budget |
| Scorpio | Working on a novel |
| Sagittarius | No sense of humor |
| Capricorn | Enjoys getting drunk |
| Aquarius | Gives everyone a mean nickname |
| Pisces | Always down for a wager |

☿ I: The wielder, by taking hold of the Gnome, may submerge himself beneath the earth, and while in this state may hear all which transpires overhead.

☿ II+: The Gnome may carve subterranean passageways and caverns beneath the soil, a dense maze of tunnels and mines which only the Gnome will be able to find the true passageway through.

☾ I: The wielder may instruct the Gnome to build any non-magical object or building, or to grow any non-magical plant or garden, and the Gnome will do so with a quality determined by its skill at acting upon the world.

☾ II+: The Gnome may cast magic at the will of its wielder, and may cast any spell of Personal or Arcane Import, possessing the 3rd Circle in Earth alone.

♄ I: The Gnome carries with it a set of various unstable and explosive minerals, which it may use to lay traps, undermine foundations, and grievously injure others.

♄ II+: The Gnome may create great pockets of explosives beneath the soil, which after detonation will form sinkholes as large as an hour's walk from one end to the other, and deep enough to break the neck of those who fall in.

♆ I: The Gnome may find any gold, minerals, or precious gems beneath the earth, pulling them forth as a gift to its wielder.

♆ II+: The Gnome may invite the earth to move, creating earthquakes, building mountains, or opening up deep holes beneath the earth, although such actions will leave it exhausted for many months afterwards.

☉ I: The Gnome carries tremendous wisdom, and by traveling with the spirit for seven days and seven nights, the wielder may learn the answer to any question he seeks, as long as such an answer is known to the soil and the dark.

☉ II+: The Wizard has created a Vessel for a being far more powerful than a Gnome — what lies within his Vessel is one of the dryads of ancient days, disguised as a mere tutelary spirit.

🜍 I: The Gnome is sadistic, actively misinterpreting the Wizard's commands and seeking to bring him ill at every turn in exchange for its freedom.

🜍 II+: The Gnome is an agent of the Devil, and every action it takes seeks to undermine the Pact as a whole.

## 

## Newt Personality & Symbols

| **Jupiter's House** | *Newt Quirks* |
| --- | --- |
| Aries | Enjoys biting |
| Taurus | Extremely introverted |
| Gemini | Loves the color blue |
| Cancer | Sings little songs to itself |
| Leo | Believes itself to be king |
| Virgo | Doesn't get human emotions |
| Libra | Obsessed with shiny objects |
| Scorpio | Takes long "flame baths" |
| Sagittarius | Accidentally burns nearby things |
| Capricorn | Always wants to be baking |
| Aquarius | Communicates in riddles |
| Pisces | Tells long, meandering stories |

☿ I: The wielder, by taking hold of the Newt, may become impervious to flame and heat, and cannot be harmed by mundane blades.

☿ II+: The wielder may climb atop the Newt and ride it into battle the way one might ride a dragon into battle, and while atop it takes on such a horrific visage that those who witness him are compelled to flee.

☾ I: The Newt may travel far away from its wielder, and its wielder may see through its eyes by lighting a candle or hearth and speaking its name.

☾ II+: The Newt may cast magic at the will of its wielder, and may cast any spell of Personal or Arcane Import, possessing the 3rd Circle in Fire alone.

♄ I: The Newt may create a flame of impossible heat around it, which may be used to operate forges or melt the skin of those who act against it.

♄ II+: The Newt may burn with such heat that it can fill an entire room with its flame, until nothing is left within but ash and charred remains.

♆ I: The Newt may travel through flames as if they were doorways, all connected together, and may change the shape of any flame it sits within.

♆ II+: The Newt can awaken the mountains, pulling magma up from beneath the soil and out into the air, forming both hot springs and volcanos in its wake, although once it does so, it will need many months to rest.

☉ I: The Newt carries tremendous wisdom, and by traveling with the spirit for seven days and seven nights, the wielder may learn the answer to any question he seeks, although such a travel will burn the wielder down to an inch of his life.

☉ II+: The Wizard has created a Vessel for a being far more powerful than a Newt — what lies within his Vessel is one of the last dragons, disguised as a mere tutelary spirit.

🜍 I: The Newt is malevolent, actively misinterpreting the Wizard's commands and seeking to bring him ill at every turn in exchange for its freedom.

🜍 II+: The Newt is an agent of the Devil, and every action it takes seeks to undermine the Pact as a whole.

## 

# The Creation of Vestments

*Through this process the Wizard may create an enchanted robe, wizardly hat, magical boots, or some other object of clothing with arcane properties.*

Any magical article of clothing is a Treasure, and thus follows the instructions *On Treasures*. The creation of magical clothing is always of **Arcane** Import, and any element of your choice may be consulted in the process of creation, although symbols of this element (such as the embroidery of waves or clouds, or scattered constellations, or a shimmering fiery texture) will be present in the clothing.

An article of clothing may hold any number of symbols, each granting a particular property:

♃ I: The clothing always looks well-cleaned and dirt seems to just slide off.

♃ II+: The clothing can change shape to match with the fashion choices of the Wizard wearing it.

♂ I: The clothing is immune to mundane weapons, fire, and other forms of damage

♂ II+: The edge of the clothing is sharp enough to be used as a weapon in a fight.

♀ I: The clothing is especially beautiful, catching the light in impossible ways and with slowly-shifting patterns along its surface.

♀ II+: The wearer of the clothing may turn invisible at any moment, reappearing when they take the clothing off.

☿ I: The clothing can hold many objects beyond what it may appear to be able to hold, such as fitting a rabbit within a hat or a prentice within a robe.

☿ II+: The wearer of the clothing may fly while it is worn, although it may be tricky to steer.

☾ I: The wearer of the clothing may use it to magically disguise themself, pulling a large beard from a hood or shifting into the form of an old lady. This illusion is unstable and falls apart with a second glance.

☾ II+: The clothing is sentient and capable of communicating with its wearer, passing on advice and occasional witticisms.

# 

# The Creation of Skins

*Through the weaving of a form into a skin, mask, or cloak, a Wizard may create a particular Treasure which allows him to freely don and doff the form of a beast, or a human of another sex, or a cloud or shadow. Such skins are especially treasured by witches, who (falsely) claim to have taught such magic to Wizards.*

Any object which allows one to adopt another form in this manner is a Treasure, and thus follows the instructions *On Treasures*. Furthermore, as a transformation, the Creation of Skins follows the limits under the spell *Transformation.*

The Import of this construction is of **Personal** import if the form sought is only a portion of a mundane being's power (such as the claws of a bear or the eyes of a hawk). It is of **Arcane** Import if the form sought is a mundane beast in its totality. It is of **Mighty** Import if the form sought is a specific human, or magical being, or many mundane beasts unified by the intellect of the wielder. None have ever attempted to craft a skin of Mythic Import.[[21]](#footnote-20)

Consult with **Fire** for any object forged in flame, such as metal jewelry or armor, or any skin made from paper, parchment, or cloth. Consult with **Air** for any cloak, or skin made from bird-feathers. Consult with **Water** for any potion or grail, or skin made from scales or grass. Consult with **Earth** for any mask, or skin made from animal skin, hair, or leather.

The skin holds at least three symbols (some combination of Jupiter, Mars, and Venus, of which only the first "♃" is required), each granting a particular property:

♃ I: The desired form will be adopted, although the Wizard may lose himself to the mind of the form.

♃ II+: While within such a form, the Wizard retains his own intellect, and is resistant to the consequence of Forgetting.

♂ I: The skin is resistant to rough weather and blades, and may be worn in combat without getting damaged.

♂ II+: The skin cannot be destroyed by mortal means, and is incredibly resistant to magic. It may only be removed by the consent of the wearer.

♀ I: The transformation is convincing, and it is impossible to see the presence of magic without familiarity.

♀ II+: While wearing the skin, you are noticeable if you wish to be, or hidden if you wish to blend in.

☿ I: The wearer may don and doff the skin at a moment's notice, transforming instantly into this other form.

☿ II+: The form the Wizard takes may move far faster and strike far harder than one may expect from its species, granting a bear incredible strength or a hawk outstanding speed.

☾ I: The wearer may speak with the same voice as the being he is disguised as, knowing the same languages, and may compellingly convince others that he fits in.

☾ II+: The wearer possesses much of the knowledge and mind of the form he has taken, enough to convince those intimately familiar with his form that he is genuine.

♄ I: The wearer may eat and drink as his form does, obtaining sustenance the same way his adopted body would, and feel satiated even if such nutrients would not be enough for his own body.

♄ II+: If the wearer would die or be injured while within this other form, he may shed all injuries by removing the skin.

♆ I: Any magical properties or abilities of the form are granted to the wearer as well, if such properties exist.

♆ II+: The wearer may reproduce in the form of the skin, and bear children while within this other form.

The Wizard may construct the skin patiently if he spends time to intimately study the being he seeks to bind into a skin.

# The Creation of Weapons

*Through this process the Wizard may create an enchanted blade, bow, or other powerful magical weapon suited for combat and destruction.*

Any magical weapon is a Treasure, and thus follows the instructions *On Treasures*. The creation of a magical weapon is of **Personal** Import if the weapon has no name. It is of **Arcane** Import if the weapon has a name, and it is of **Mighty** Import if it has multiple titles or names. It is of **Mythic** Import if it is further emblazoned with symbolic meaning.

Consult with **Fire** if the weapon cuts or slashes, such as a sword or ax. Consult with **Air** if the weapon pierces or flies, such as a bow or spear. Consult with **Water** if the weapon lashes or surprises, such as a whip or dagger. Consult with **Earth** if the weapon crushes or slams, such as a hammer or maul.

A weapon must hold at least three symbols, of which only the first "♃" and "♂" is required, each granting a particular property:

♃ I: The weapon is of sturdy construction.

♃ II: The weapon is of excellent construction, and will not weather over the course of time.

♃ III+: The weapon is of masterful construction, and the core cannot be destroyed except by the most powerful of magic.

♂ I: The weapon is powerful, sharp, and true, able to hurt and kill those it strikes.

♂ II: The weapon is especially mighty, able to bash through mortal armor and destroy small buildings.

♂ III+: The weapon is hungry for blood, and can pierce even magical wards and defenses to strike at someone.

♀ I: The weapon is beautiful, with inlaid decorations and carvings.

♀ II: The weapon is especially stunning, with intricate decorations woven into its being, and will dazzle anyone who beholds it.

♀ III+: The weapon is of perfect build, weighted ideally in your hands, and the carvings are said to move and adjust themselves over time.

☿ I: The weapon will act faster than you, responding to attacks and nearly leaping out of your hands.

☿ II: The weapon can dance through the air, surprisingly light, dodging around defenses and striking in unexpected spots.

☿ III+: The weapon can, by the speaking of its name, leap out of your hands and fight independently to you, returning to you once your foes have been routed.

☾ I: The weapon glows with magical power, and those near it can feel the arcane thrum at its core.

☾ II: The weapon is a magical construct, able to grow in size or perform feats considered impossible to its nature (a bow firing twenty arrows at once, or a sword growing large enough to cut through a city wall, etc.)

☾ III+: The weapon can deflect and break through magic, smashing apart magical walls, cutting through arcane riddles, and destroying wards.

♄ I: The weapon is marred by death, and all those near it can smell the rotten energy leaking from its form.

♄ II: The weapon drinks your blood as you fight with it, black ooze running from its body and digging into your skin, growing in violent power as you suffer.

♄ III+: The weapon oozes a black poison, and even a single cut or strike from it is fatal to those touched by it.

♆ I: The weapon is alive, with a personality of its own rippling beneath the surface.

♆ II: The weapon can speak to you, granting you tactical wisdom and advice in the midst of combat, and may serve as your Companion in war.

♆ III+: The weapon is powerful enough to take up an avatar of an elemental being, who in times of crisis may emerge from the blade and work to defend you.

☉ I: The weapon is regal and all-commanding, and all who see it must pay respects and bow to its radiance.

☉ II: The weapon is a fist of god, mighty enough to carve through dreams and metaphorical concepts with ease.

☉ III+: The weapon is a god-killer, and if one brings it to heaven they may strike down the very gods with it.

🜍 I: The weapon is treacherous, eager to betray you at a moment's notice.

🜍 II: The weapon is hungry, and as you wield it, it will sap away at your soul until you devote yourself to it entirely.

🜍 III+: The weapon is one of the Devil's personal weapons, and he has a truer claim to it than you.

This spell may be cast patiently if the Wizard spends time forging or carving it himself, pouring his own sweat and blood into the weapon.

# 

# The Creation of Doorways

*Through this process the Wizard may create a pair of twinned doorways, and entrance through one will cause the traveler to emerge from the other, as if passing through no space at all.*

Doorways built in this style are Treasures, and thus follow the instructions *On Treasures*. The creation of this treasure is of **Personal** Import if it is small enough to fit a hand or a simple possession. It is of **Arcane** Import if the doorway is large enough to fit a single person, although no larger. It is of **Mighty** Import if the doorway is large enough to fit a crowd of people, a small army passing through at a time. It is of **Mythic** Import if it is built to welcome any more.

Consult with **Earth** if the doorway is built from natural materials, such as stones or vines. Consult with **Fire** if the doorway is built from metal, paint, or other manmade materials. Consult with **Air** if the doorway is built from chalk, pen, or other ephemeral materials. Consult with **Water** if the doorway is built from mirrors, reflective water, or some other shimmering surface.

This spell operates within the limits of **Tethering.** Two doorways must be created at a time, or a doorway must be connected to an existing pair of doorways, and a doorway without a corresponding connection cannot be crossed through. The violation of any of these limitations through the will of those who cross through such a door will result in **Obliteration,** as the individual is lost in the void between Realms.

While a Doorway may connect to anywhere, even bridging across multiple realms, each doorway must be built or brought to its intended location.

A doorway may hold any number of symbols, the first of which each granting a particular property:

♃ The doorway is sturdy enough to withstand the passage of time and the ravages of the elements, and will not fall apart over time.

♂ The creator of the doorway possesses a key or password, through which only those with such an object in their possession may access it.

♀ The doorway is especially beautiful, a true masterpiece, and it stands out for its construction and beauty.

☿ The doorway is subtle, and those who are unaware it is a doorway may not notice its function.

☾ Other doorways may be constructed through the same process as the initial ones, and one may connect such doorways together into a network.

♄ The doorway leaves a black stain upon those who use it, marking those unwelcome with a rotting ooze.

♆ The doorway continues to function even if the structure which composed it is destroyed.

☉ Through the invocation of a particular word, one may summon one of the two doorways to their side, allowing them to quickly dart through.

🜍 The Devil may sneak through both doorways.

This spell may be cast patiently if the Wizard spends time constructing both doorways himself.

# 

# The Creation of Transportation

*Through this process the Wizard may create a cart, boat, chariot, flying machine, or some other method of expediently traveling from one location to another.*

Magical transportation in this style is a Treasure, and thus follows the instructions *On Treasures*. The creation of this treasure is of **Personal** Import if the transport is built only to move one person at a time. It is of **Arcane** Import if the transport is built to carry a small number of people, no greater than seven. It is of **Mighty** Import if the transport is built to carry a large number of people, no greater than three hundred forty-three. It is of **Mythic** Import if it is built to carry any more.

Consult with **Earth** if the transport is built to travel across land, such as a chariot with steeds or an ox-driven cart. Consult with **Water** if the transport is built to travel across bodies of water. such as a sailing ship or frigate. Consult with **Air** if the transport is capable of flight. such as a broomstick or a flying machine. Consult with **Fire** if the transport is built to travel between Realms, although no such vehicles are known to be able to do so since the Tragedies.

A transport may hold at least three symbols, of which only the first "♃" is required, each granting a particular property:

♃ I: The transport is well-built and can withstand the wear and tear of its travel.

♃ II+: The transport is expedient, and may travel at a consistent speed even while its passengers sleep.

♂ I: The transport is defended against attacks, and can handle damage against it and still be functional.

♂ II+: The transport is equipped with various weapons of its own, and may attack others if the passengers will it to.

♀ I: The transport is especially elegant and beautiful, with intricate carvings and decorations.

♀ II+: The transport is extraordinarily quiet, capable of traveling without disturbing others.

☿ I: The transport is extraordinarily fast and tricksy, able to outpace any who chase after it.

☿ II+: The transport may arrive anywhere it could feasibly reach in a span of time no greater than a week.

☾ I: The transport is warded against maledictions, and cannot be scried upon.

☾ II+: The transport may, at a moment's notice, shrink into the size of a pebble, which you may then more easily store.

♄ I: The transport is ominous, bringing with it a black cloud and signs of death.

♄ II+: The transport may, in addition to wherever else it wishes to travel to, reach any of the Gates of Death in no fewer than two weeks of time.

♆ I: The transport has a mind of its own, and may communicate with its passengers during transit.

♆ II+: The transport is vastly larger on the inside, full of secret passages and may function as a second Sanctum away from home.

☉ I: The transport is fully staffed by a helpful coterie of invisible servants, who provide its passengers with food, water, and luxuries while on board.

☉ II+: The transport may travel anywhere it pleases, even if there is no logical way how such a vehicle could reach the place it is wished to travel to.

🜍 I: The transport is capricious, creating surprises and discomfort for its passengers, and dragging them into traps.

🜍 II+: The Devil may freely call the transport to him, and it recognizes him as his master.

This spell may be cast patiently if the Wizard spends time constructing the transport itself.

# 

# The Creation of Architecture

*Through this process the Wizard may construct a magical home, tower, village, or other piece of architecture which may serve as the home of himself or others.*

Any building created to last is a Treasure, and thus follows the instructions *On Treasures*. If a Wizard is creating such a structure to last for a shorter amount of time, a period no greater than a day, he may wish to cast this spell quickly. In such an event, the symbol "♃" is not required, and he may possess any number of symbols.

The creation of architecture is of **Personal** Import if the construction is of no larger size than that of a home. It is of **Arcane** Import if the construction is of no larger size than that of a tower, temple, or other grant structure in Ishana. It is of **Mighty** Import if it is composed of a great number of buildings, enough to fill a village, or if it is on a scale larger than what any craftsman in Isha could attempt. It is of **Mythic** Import if it is to be any larger.

Consult with **Water** if the construction is predominately made from clay, bricks, or wood. Consult with **Air** if the construction is predominately made from paper, thatch, or reeds. Consult with **Fire** if the construction is predominantly made from various metals. Consult with **Earth** for all other building materials. A building may be composed of many different materials.

The exterior of such a building may resemble any that the Wizard wishes. Each symbol adds a new room to the building (although such a building may have more rooms than there are symbols, although such rooms will lack magical properties), and each symbol corresponds to the following magical room:

♃ I: The building has a hearth which is always lit and comforting to sit by.

♃ II: The building has a kitchen, inside which there is always enough food and dishes.

♃ III: The building has a garden, of which fresh vegetables and fruits are always bursting off the vine.

♃ IV+: Each additional symbol represents another room, and within each room is a base necessity (such as food, water, supplies, etc.) of which it always possesses plenty, and of which it may always produce more.

♂ I: The building has a front door which cannot be opened except by those with keys.

♂ II: The building is surrounded by a wall or fence, through which magic cannot cross without the permission of those who dwell within.

♂ III: A large circular window sits at one end of the building, through which anyone within may spot any approaching from a great distance away.

♂ IV+: Each additional symbol represents another door, window, or access point, and for each you may record another force (such as magical, environmental, martial) which the building is warded against.

♀ I: The building has a master bedroom, inside of which the bed is always made, and clothes and decorations have been prepared to suit whoever sleeps here.

♀ II: The building has a dining room, with a table long enough to fit all who are currently staying within, and adorned with bountiful decor.

♀ III: The building has a bathing room, with always-warm water and a decadent array of soaps to choose from.

♀ IV+: Each additional symbol represents another room possessing an abundance of fantastical luxury, or a perfectly-comfortable bed and decoration suiting a guest.

☿ I: The building has a mill (either water or wind), which may be used in the production and refining of various goods, and may be used to prepare a large quantity of any material.

☿ II: The building has a crafting studio, and any magical item made from wood produced within benefits from +1 D6.

☿ III: The building has a forge, and any magical item made from metal produced within benefits from +1 D6.

☿ IV+: Each additional symbol represents another room dedicated to artistic production or creation, and may be assigned a discipline — such discipline provides +1 D6 for any relevant spell cast within.

☾ I: The building has an especially tall tower, from which one may sit and see all the way from one end of Isha to the other.

☾ II: The building has a study, with all the materials deemed necessary for a Wizard's research, and any incantation cast within benefits from +1 D8.

☾ III: The building has a library, packed full of tomes from all across Isha, and while within anyone may spend time to Research without traveling to the Inscrutable Library.

☾ IV+: Each additional symbol represents another room dedicated to the cultivation and exploration of magic, and may be granted an appropriate unique rule, decided by the Celestial Audience.

♄ I: The building possesses a basement, inside which many old possessions of those who dwell here may be found.

♄ II: The building's basement connects to the catacombs beneath Isha, and through this connection one may sneak out into the isles.

♄ III: The building's basement is so deep it connects to the Near Gates of Death, although it must still only be accessed by one who knows the correct route.

♄ IV+: Each additional symbol represents another area the basement connects to, or another great secret space hidden deep beneath the constructed building.

♆ I: The building has a set of wings, legs, or some other method of locomotion.

♆ II: The building is far larger on the inside than on the outside.

♆ III: The building contains within it moving staircases and shifting doorways.

♆ IV+: Each additional symbol represents another fundamentally magical quality to the building, which is dreamlike in its function and defies all reason.

☉ I: The building is sentient, expressing its will through the rustling of shingles and the creaking of joints, and it may assist those it cares for.

☉ II: The building may listen to conversations held within it, and relay the information it discovers back to those it cares for.

☉ III: The building can, in an emergency, fundamentally transform itself to evade danger or protect those within.

☉ IV+: Each additional symbol represents another way in which the building is self-aware, may communicate with those within, and act to protect itself from those who threaten them.

🜍 I: There is a secret passage within the building which its creator is unaware of, and more will sprout when they're not looking.

🜍 II+: Each additional symbol represents a weakness of the building created by the Devil, allowing its enemies access to its structure.

This spell may be cast patiently if the Wizard spends time drawing out maps and planning on the location and design of the building.

## Distinctive Buildings & Sanctums

The Wizard may, with the permission of the Celestial Audience, replace the function of any symbol with another room which overlaps in function. For instance, while "☿" traditionally results in a mill of some kind, he may instead propose using it for a mail room. Or, while "☾" traditionally results in an especially tall tower, he may instead propose using it for a shrine or religious sanctum.

A Wizard may spend time to rework the symbols of any architecture in his possession or under his stewardship. He may choose to add to the building further (casting the same spell once more to construct an add-on jutting out of the building) or he may rework symbols which are already present, by reinterpreting an already-present symbol to serve a new function.

A Wizard may declare a building created this way to serve as his new Sanctum, moving his Companions, his Prentice, and his own self within. If he does so, it is subject to the same care as any other Sanctum. If someone would change a fact about the Sanctum, they may instead choose to remove any symbol from the building, rendering some component of it non-functional.

Great Works of Magic

# Prophecy

This Magic is of a treacherous nature, for it allows a Wizard to describe a series of unbreakable, unshakeable truths which cannot be defied unless certain conditions are met. These truths may be bound into an object or a person, or they may make grand statements about the universe. Upon the resolution of the terms, the universe will violently and ceaselessly work to fulfill the terms of the binding in full.

This Magic is a **Great Work**, and is performed as part of a three-in-one, cast three times to unveil the past, present, and future of such prophecy. It is best cast by three Wizards working together, each taking on one portion of the spell, although one Wizard may choose to cast it himself over the course of three months, such a spell only taking root at the conclusion of the third. Each instance of the spell is used to write several lines of poetic text, with each line corresponding to a different symbol.

Such prophecy is of **Personal** Import when your work extends to the edges of Isha and no further, or for no longer than a year and a day. Such prophecy is of **Arcane** Import when your work extends to the limits of the mortal world and no further, or for no longer than a hundred and one years. Such prophecy is of **Mighty** Import when your work extends to all the known worlds, death, and dreaming, and lasts for as long as you may imagine. Such prophecy is of **Mythic** Import when it extends beyond.

Consult with **Earth** when you gut a living person and through their organs determine your prophecy. Consult with **Water** when you plunge your head beneath water or hold your breath until you pass out to determine your prophecy. Consult with **Air** when you wander into the wilderness for a period of time no less than nine days to determine your prophecy. Consult with **Fire** when you stare into a flame until your prophecy sears itself upon your retinas.

The first instance of the spell is used to describe the natures of those impacted by this magic. The second instance of this spell is used to describe the limits placed upon them, or the fates ensured for them. The third instance of this spell is used to describe the only mechanism such prophecy may be averted.

Upon the consultation of dice, the meaning of the symbols which appear are:

♃ Statements bound to the fate of ordinary objects, homes, villages, etc.

♂ Statements bound to the fate of kingdoms, military movements, violence, etc.

♀ Statements bound to the fate of nature, wild beasts, forests, etc.

☿ Statements bound to other realms and worlds, forms and seemings, etc.

☾ Statements bound to properties of magic, arcane forces, etc.

♄ Statements bound to the cycle of life and death, the gates, etc.

♆ Statements bound to spiritual properties, dream-forms, astrology, etc.

☉ Statements bound to the great cosmos, time and space, Gods, etc.

🜍 Statements bound to the behavior and actions of the Devil.

Each instance of this spell may be cast patiently if the Wizard spends time studying the stars within an astrological observatory, deducing such prophecy from the position of the stars themselves. Such magic must be performed over the course of three months.

# 

# Demiurgy

*A series of incantations resolving the process through which the Wizard may create a new Realm within the greater cosmos, connected to the rest of the known world through various portals and passages, and containing within it the laws and principles set forth by the Wizard, and entirely under his control, allowing him to operate as a god within his own world.*

Every stage of this spell is always of **Mythic** Import, for it is a **Great Work** which rivals the great feats of magic from stories old.

The spell must be cast many times over the course of many months, as each component of the new realm is constructed by the Wizard. The Wizard must determine the realm's **Immutable Axioms,** its **Physics,** its **Cosmology,** its **Construction,** and its **Locations.** Each step is recorded on a piece of paper, and each time the Wizard casts the spell necessary for the construction of a particular aspect of the Realm, he may (much like he would with a Treasure) choose to either record the results of his dice upon the paper, or discard them. Once he is satisfied with the symbols within a particular step, he may move forward to the next step, but once a step has satisfied him, he cannot change it again.

Once the realm is complete in all forms, he must present it before the Celestial Audience and **Defend** it.

## Immutable Axioms

When a Wizard chooses to embark on the creation of a new Realm, he must spend time and take a piece of paper and record any number of Immutable Axioms onto it. These are the foundational laws which will govern the structure of the Realm in its totality, binding to its nature its governing principles which shape all further developments. Some examples of Immutable Axioms include:

* No one suffers.
* Everything is beautiful.
* Everyone loves me.
* The forges of industry will always produce weapons for me.
* My every desire will be real.
* No blood shall be spilled.
* I will have perfect tranquility.
* None may perform magic here but me.

The more Immutable Axioms defined, the more precisely the Wizard may sculpt his world, but the more danger he will face during the final step of his Realm's creation. The violation of an Immutable Axiom is impossible.

### Sub-Realms

Sometimes a Wizard seeks to build a small realm for a specific purpose, such as an extra room in his Library or a garden where he may escape from the pressures of his daily life. While such magic is still considered a Great Work, a realm of such limited size (no greater in dimensions than an acre) requires far fewer steps to complete. Such a Sub-Realm almost always contains the Immutable Axiom: "I am secure here," or some variation.

If a step is irrelevant to the sub-realm (for instance, one is unconcerned with cosmology when one is just building a room) its Creator may choose to skip this step. He may additionally skip the Defense step as long as the realm is private for him and his Companions, and he allows no other Wizard to enter.

In the event a skipped step is called into question (for example, if the walls of the room are damaged and one may step into the rest of the realm) such a sub-realm immediately collapses and deposits all within out into the world of the real.

## Physics of a Realm

Consult with **Fire** when the world is sculpted around a core of dry flame. Consult with **Earth** when the world is sculpted around a core of cold stone. Consult with **Water** when the world is sculpted around a core of churning ocean. Consult with **Air** when the world is sculpted around a churning maelstrom.

Upon the consultation of dice, the meaning of the symbols each correspond to the functioning of the laws of physics within this world:

♃ The laws of physics are similar, if not identical, to the physical conditions of the real world.

♂ The laws of physics are more intense than they are in the real world, with gravity pulling harder and objects striking much faster.

♀ The laws of physics are more gentle than they are in the real world, with a gentle bouncy gravity and slowly roiling beams of light.

☿ The laws of physics follow a storybook logic, adjusting to match the narratives unfolding within its reality.

☾ The laws of physics trend towards stability and sturdiness, objects staying in one place and never crumbling away.

♄ Time progresses naturally here, objects wearing down over time, people aging, and everything eventually dying.

♆ The laws of physics are influenced by the dreams and fantasies of the people dwelling here, riling up in response to anger or quieting when people are relaxed.

☉ The laws of physics are perfectly under your influence, and you may shape them as you please, as long as you abide by the Immutable Axioms. You are omnipotent here.

🜍 The laws of physics are determined by the Devil, and he may override all other laws to shape them as he pleases, as long as he abides by the Immutable Axioms.

## Cosmology of a Realm

Consult with the same Element as was chosen for the Physics of the Realm.

Upon the consultation of dice, the meaning of the symbols each correspond to an element of this Realm's cosmology:

♃ The Realm will be suitable for living creatures, such as air, fresh water, and sunlight.

♂ The Realm will possess natural defenses against unwelcome outsiders, such as walls along its furthest edges and guards built into its reality.

♀ The Realm will contain flora and fauna from the material world already present within it, flowers and trees ready to grow where you please.

☿ The Realm's landscape will change over time, as islands drift and tectonics work deep beneath the seas.

☾ The Realm will share in the same stars, moon, and sun as found in the material world, and particularly high-flying birds may cross into this realm.

♄ The Realm possesses a Gate of Death, and is connected to those Gates cared for by the Necromancer. Those who die here may pass on to the rest of Death, and those who die may pass into this Realm.

♆ The Realm is connected to the world of dreams, and those who sleep here may dream without nightmares. Angels will roost here, building nests of scattered dreams at the edges of your Realm.

☉ You may see all that happens within this realm, the cosmology is composed of your own eyes and hands, and here you are omniscient.

🜍 The Realm is no longer yours, but instead one of the Devil's private realms, and he may sculpt it as he sees fit.

## Construction of a Realm

Consult with **Earth** if the Realm is flat, convex, or concave, with its furthest edges dissolving into mist. Consult with **Water** if the Realm is spherical or toroid, such that one may circumnavigate it and return to where they began. Consult with **Air** if the Realm has no fixed surface, and is composed of floating islands or interconnected paths. Consult with **Fire** if the Realm has some other structure of your imagination, which does not rightly apply to the other described Elements.

Upon the consultation of dice, the meaning of the symbols each correspond to a component of this Realm's construction:

♃ The Realm contains large areas of soil and earth, suitable for building and farming.

♂ The Realm contains large deposits of various natural metals, minerals, and resources, suitable for extraction.

♀ The Realm contains vast seas, upon which an enterprising sailor from the material world may arrive in this realm.

☿ The Realm contains natural pathways and roads connecting various components of it and ensuring safe travel.

☾ The Realm contains manmade structures, such as towers, foundries, or palaces, already built and emerging from the ground.

♄ The Realm contains sharp cliffs, dizzying canyons, twisting storms, and other dangerous natural formations.

♆ The Realm's construction is beyond mortal imagination, with non-euclidian spires, fractal rock formations, and impossible floating structures.

☉ The Realm is constructed in your own image, and features your iconography and image everyone one may look. You may exchange places with any icon in this realm at a moment's notice, and appear anywhere within your realm.

🜍 The Realm is constructed in the Devil's image, and all present here inevitably fall under his sway.

Upon completion of this step, draw a map depicting a rough layout of the various landmasses within this Realm, and define the scale of the Realm in comparison with the material world.

## Geography of a Realm

Consult with **Earth** if the location lies somewhere on soil or on land. Consult with **Water** if the location is only accessible via water, on a small island or under the sea. Consult with **Air** if the location floats high above the sky, on a mountain peak, or is otherwise inaccessible. Consult with **Fire** for all other locations.

Upon the consultation of dice, the meaning of the symbols each correspond to a particular location within this realm:

♃ There is a town or city here. Give it a name, an architectural style, and mark it on your map.

♂ There is a castle, wall, or other fortification here. Give it a name, invent something to guard it, and mark it on your map.

♀ There is a beautiful place here. Give it a name, describe what makes it especially beautiful, and mark it on your map.

☿ There is a Gate here, connecting this realm to the material world. Describe the Gate, choose where it connects to, and mark it on your map.

☾ There is a tower or study here, perfect for your practice of magic. Describe what it is like, fill it with furniture appropriate for your needs, and mark it on your map.

♄ There is a blight here, rotting away at the land. Give it a name, describe what emerges from within it, and mark it on your map.

♆ There is a powerful magical creature here, something which you did not create but instead settled here. Describe what dreamlike being it is, imagine its nest, and mark it on your map.

☉ There is a palace here, filled with constructed servants eager to serve their guests. Give it a name, describe what luxuries it offers, and mark it on your map.

🜍 The Devil has a foothold here. Ask the Devil to describe it and mark it on your map.

### Populating a Realm

Once a Realm is constructed, the Wizard has many choices on how to populate it with plants, animals, inhabitants, and so on. He may bring various beings through one of the Gates, setting up breeding pairs. tending to gardens, inviting a large population of beings, or kidnapping those he needs. He may create artificial beings to inhabit his realm, through the animation of objects or summoning of servants. He may additionally invent new life to inhabit this realm, by granting life to monsters, homunculi, or engaging in the complex task of anthropogenesis. This process may take several more years beyond the initial construction of the Realm, and can often be a slow and arduous task.

## Defense of a Realm

Once a Realm is completed, and the Wizard is satisfied with all components of it, he must present it before the rest of the Celestial Audience during the Quiet Phase of the month. During this phase, all members of the Celestial Audience review all choices made by the Wizard and compare them to his Immutable Axioms. The Celestial Audience is encouraged to examine with a harsh eye, looking specifically for contradictions between various choices made and the Immutable Axioms.

As the Celestial Audience observes or suggests contradictions, it is the responsibility of the Realm's creator to defend it, explaining how an apparent contradiction is no contradiction at all, or how he may resolve this contradiction through another spell.

For instance, a member of the Celestial Audience may say "Your Immutable Axiom demands that everything be beautiful, but you can only ensure this if you are always present."

To which the Creator may reply, "Then I will always be present, and never leave my realm." or "I will create a guardian to stand in my stead and carry my amulet, to ensure this realm is always beautiful." and so on.

For any contradiction which is satisfactorily resolved, the Celestial Audience will record this condition on the Realm's piece of paper. For any contradiction which is left unresolved, the Celestial Audience will determine the impact this contradiction would have upon the world, and record the consequences on the Realm's piece of paper.

If a Realm possesses any contradictions, or a resolved contradiction is suddenly left unresolved, these contradictions lead to the instability of the Realm. A Realm may be able to last with a small contradiction for quite some time, but any contradiction will inevitably lead to the structural collapse of the Realm. If the world is lucky, the Realm will merely collapse under its own weight, crumbling apart into mist and dreams. If the world is unlucky, the Realm's contradiction will transform it into a Hell, and the beings which dwell within it will become Demons.

## Maintaining Your Realm

Once your Realm is complete, and all contradictions have been resolved, it exists as an extension of your forever. A well-maintained Realm becomes in many senses a second Domain, a world of which you are its personal god.

Whenever the Celestial Audience would inflict a consequence on you, you may request they instead inflict it upon your Realm. In doing so, they may choose a Problem from the list of Problems or invent their own, and assign it a rank.

* A mortal human has somehow found their way into your Realm. (Rank I)
* Two beings within your Realm are quarreling. (Rank I)
* A new species of creature has somehow taken root within your Realm. (Rank II)
* Some component of your Realm is malfunctioning. (Rank II)
* The ecosystem within the Realm is out of balance, and one component is overpowering the rest. (Rank III)
* Demons from one of the furthest Hells are raiding the outskirts of your Realm. (Rank III)
* A new contradiction has been exposed within the Realm. (Rank IV, and figure out what it is)

Each month, you may spend time with any Problem in order to reduce its Rank by 1 (one week of time for Rank I or II Problems, and two weeks of time for Rank III or IV Problems). Once a Problem has had its Rank reduced below 1, it is resolved entirely and is no longer a problem. Each month, for each Problem which had no time spent on it last month, increase its Rank by 1, and explain how its getting worse within your Realm.

Once a Problem's Rank exceeds IV, the Realm spins out of your control, and will require significant effort to retake and make your own again.

In the event of your death, if there is a clear successor who may take charge of your Realm (through possession of an amulet, for instance, or a Prentice who has been trained in such matters), hand your Realm to them. Otherwise, pass it to the Tome-Keeper, and he will monitor its slow decay unless another Wizard may rescue it and take responsibility for it.

# 

# Anthropogenesis

*An incantation resolving the process through which the Wizard may create new life, man, from nothing, and imbue him with all the mental function and capacity of those which came before him, and grant him a state of being better than you, such that he may be your better in all ways. This is considered to be the greatest of all magic, and is thus the hardest of all great works.*

The creation of a new man from nothing is always of **Mythic** Import, for there is no spell more challenging than this one, and there is no work greater.

To create a man one must work within three spheres — **The Outer Sphere,** which governs the construction of the physical body and its limitations, **The Inner Sphere,** which governs the construction of the internal body and its organs, and **The Quintessent Sphere,** which governs the soul and conscious form of the being at his heart.

The completion of just the Outer Sphere is an inert body with no greater ambulation. The completion of both the Outer and Inner Spheres is a homunculus, a human-like being with no soul. Only through the completion of all three spheres is a new man born.

## The Outer Sphere

Each portion of the physical form is governed by a different element of the Zodiac, and its construction may only be performed when any two celestial bodies lie together within that zodiac's house. They are:

* **Crown & Hair** (Aries, Fire)
* **Eyes & Face** (Taurus, Earth)
* **Mouth & Neck** (Gemini, Air)
* **Arms & Hands** (Cancer, Water)
* **Breasts & Ribs** (Leo, Fire)
* **Back & Shoulders** (Virgo, Earth)
* **Belly & Hips** (Libra, Air)
* **Waist & Buttocks** (Scorpio, Water)
* **Genitalia** (Sagittarius, Fire)
* **Thighs & Knees** (Capricorn, Earth)
* **Shins & Ankles** (Aquarius, Air)
* **Feet** (Pisces, Water)

For each of these components of the Outer Sphere, the Wizard must consult separately, with the elemental circle of the associated Zodiac. Upon the consultation of dice, the meaning of the symbols which appear are thus:

♃ The component of the body is sturdy and workmanlike, able to function consistently.

♂ The component of the body is masculine, evoking to those who see it unmistakable maleness.

♀ The component of the body is feminine, evoking to those who see it unmistakable femaleness.

☿ The component of the body is fast and lithe, able to work quickly and subtly.

☾ The component of the body is healthy and round, fattened with life.

♄ The component of the body is rotten and dead. This overpowers all other symbols and nullifies the organ.

♆ The component of the body is alien, monstrous, and unmistakably inhuman.

☉ The component of the body is perfect in every way according to the Wizard's vision.

🜍 The component of the body is treacherous, liable to fail, and works against the rest of the body.

At the conclusion of the Outer Sphere, all twelve houses must possess symbols and serve their function. Once a component of the body has been chosen, it must remain this way, and cannot be added to further. It is the choice of the Wizard when to conclude his magic, but it is wise to remember that the greater the alignment is between the components of the body, the greater the alignment will lie within the constructed man — for instance, it is considered to be a weakened form if there is a great contradiction of Mars and Venus amongst the body.

### Creating A Homunculus

A Homunculus is a useful tool, a half-alive creature used by Wizards to assist in their operations. A Homunculus is created in a similar fashion to true Anthropogenesis, however because their body and mind are only useful insofar as they are tools, a Wizard only needs to consult once within the Outer Circle and once within the Inner Circle, recording such results as encompassing the physical and emotional form of the homunculus as a whole.

Homunculi are fragile things, often only able to live for a few years before succumbing to the limitations of their bodies. They are useful only as tools.[[22]](#footnote-21)

## The Inner Sphere

Each organ within your creation's body corresponds with one of the Celestial Bodies in the sky, and its construction may only be performed when that celestial body occupies a particular chosen position in the sky. Consult with the element associated with the Zodiac governing the house in which this alignment occurs (Fire for Aries, Leo, and Sagittarius; Earth for Taurus, Virgo, and Capricorn; Air for Gemini, Libra, and Aquarius; and Water for Cancer, Scorpio, and Pisces.)

* **Teeth, Nails, and Bone**, served when Saturn and Jupiter are in alignment.
* **The Lungs,** location of the phlegmatic humor, served when Mercury and the Sun are in alignment.
* **The Heart and Veins,** location of the sanguine humor, served when the Sun is in alignment with Mars and Saturn.
* **The Stomach & Bowels,** location of the choleric humor, served when Mars and Jupiter are in alignment.
* **Kidneys and Liver,** location of the melancholic humor, served when Venus and Jupiter are in alignment.
* **Ovaries or Testes,** served when Venus and Mars are in alignment.

For each of these components of the Inner Sphere, the Wizard must consult separately, with the elemental circle of the associated Zodiac. Upon the consultation of dice, the meaning of the symbols which appear are thus:

♃ The organ works consistently, although has little impact on feelings.

♂ The organ and the emotions it governs are masculine in nature.

♀ The organ and the emotions it governs are feminine in nature.

☿ The organ and the emotions it governs are quiet and act subtly.

☾ The organ and the emotions it governs are powerful and dominant.

♄ The organ is poisoned and dead. This overpowers all other symbols and renders the organ useless.

♆ The organ and the emotions it governs are alien and magical, more akin to a fairy than a man.

☉ The organ and the emotions it governs are perfect and in ideal balance.

🜍 The organ and the emotions it governs are treacherous and will work against the rest of the body.

While the presence of emotions emanating from the various internal organs may suggest a functioning personality, the absence of a soul means that without the Quintessent Sphere, the constructed body lacks true interiority and the potential for magic. Each organ contains further guidance and limitations.

### Teeth, Nails, & Bone

The teeth, nails, and bones are the structural materials which hold the body together. While they are necessary, only one instance of "♃" is needed to ensure they're strong enough to keep the rest of the body in check. These organs can also handle the way this new man processes his feelings in reflex, and how he reacts to emergencies.

### The Lungs

The Lungs handle phlegmatic emotions, one's ability to calm oneself and "take a deep breath." An absence or weakness of phlegmatic humor manifests as anxiety and dread. An overwhelming amount of phlegmatic humor manifests as dissociation and endless calm. The lungs also handle physically breathing and the intake of air. The lungs will be too powerful if they have more symbols than the other organs, and if they have notably fewer then they will be considered too weak.

### The Heart

The heart handles sanguine emotions, one's ability to love others and "have a big heart." An absence or weakness of sanguine humor manifests as carelessness and selfishness. An overwhelming amount of sanguine humor manifests as weepiness and hyperempathy. The heart also handles pumping blood through the body. The heart will be too powerful if it has more symbols than the other organs, and if it has notably fewer then they will be considered too weak.

### The Stomach & Bowels

The stomach handles choleric emotions, one's ability to feel fury and stand up for oneself. An absence or weakness of choleric humor manifests as listlessness and passivity. An overwhelming amount of choleric humor manifests as fury and lashing out at others. The stomach and bowels also handle the digestion of food and excretion of it. The stomach will be too powerful if it has more symbols than the other organs, and if it has notably fewer then they will be considered too weak.

### The Kidneys & Liver

The liver handles melancholic emotions, one's ability to dwell on grief and process sorrow. An absence or weakness of melancholic humor manifests as emotional repression and immaturity. An overwhelming amount of sanguine humor manifests as sorrow and constant grieving. The kidneys and liver also handle the processing of water and release of the liquid out of the body. The liver will be too powerful if it has more symbols than the other organs, and if it has notably fewer then they will be considered too weak.

### Ovaries & Testes

The internal organs of the Inner Sphere (as opposed to the external genitalia of the Outer Sphere) govern a *desire for action and creation* as much as any physical base desire. Magic is the sublimation of sexual potency, and in that sense a masculine symbol present here reflects a desire to fill others, whereas a feminine symbol present reflects a desire to self-articulate and grow something within oneself. The presence of Mars here additionally represents functioning testes, while the presence of Venus here additionally represents functioning ovaries.

## The Quintessent Sphere

There is no one single way to construct a soul from nothing. Indeed, the discovery of a simple acquisition of a soul in a manner all Wizards agree upon would be a greater feat of magic than even the Pact. When a Wizard attempts and engages in *Anthropogenesis,* it falls upon him to work with his Celestial Audience to determine the best path forward, in a form aligning with his own philosophy on the nature of the soul. To that end, here are some methods previous Wizards have attempted in their quest for the binding of a soul.

Some Wizards have ventured far into the furthest reaches of the Dreamweft, the Gates of Death, the undersea realms of King Typhon, or the most remote islands of the Faraway Sea to steal some cosmic and godly material from which to fashion a soul for their creations. This will be a long voyage and will involve leaving one's Domain behind for several months, if not years.

A few Wizards have attempted the long and arduous process of growing a soul from within himself, calling or weaving another being into existence to fill their creation. This itself may take many years, and often involves secrets of magic now lost to the Pact, or the combination of many different spells over a long period of time.

It is not impossible to steal a soul from another; living or dead, human or beast, mundane or magical. It is not even impossible to rip your own soul from your body and force it into your new creation. The challenge comes from the act of stealing — to take a soul is an ugly tactless rip, and the soul placed into the new body will only be a shadow of its former self. It may take many souls to cobble together something new.

Perhaps there is another method which you may develop and implement.

Once you have acquired the soul and placed it within the body, the Celestial Audience works together to describe the new soul within. The more carefully you worked and thoughtfully you curated the soul, the more compassionate to your will they will be, but ultimately it is this final moment which dwells outside your hands. If any of the Celestial Audience refuse, for any reason, then the soul is rotten at its core, and it cannot hold. The Wizard must choose a different path to try and find a soul.

The **Keeper of the Star** describes the spark of the divine that dwells within their crown, the dream that drives them forward.

The **Keeper of the Tomes** describes the wisdom they are born knowing, the truth of the world which shapes their heart.

The **Keeper of the Chains** describes their desire, what they lust for in the world, what they long for at night.

The **Keeper of the Seas** describes the landscape of their mind, their comfort, their internal world.

The **Keeper of the Crown** describes their inner commander, their shame and their service to the world they are born into.

The **Keeper of the Flame** describes their community, who they seek out, the people who speak deepest to their soul.

The **Keeper of the Gates** describes the death they carry in their heart, their quiet shadow that sits with them in the dark.

Once all seven have given their blessing, your child is complete in body, mind, and soul.

1. Or, at times, discourtesy. [↑](#footnote-ref-0)
2. For example, the Companion providing care for a Wizard's Emotional Life, tied to the functioning of his Water Element, knows the innermost name of his emotional life, and therefore, his Water. [↑](#footnote-ref-1)
3. A being transformed in such a manner may reproduce with others of its kind, although the children produced will carry traits evocative of both of their parents' forms. [↑](#footnote-ref-2)
4. A bolt may emerge from any quantity of the chosen element. A blast requires a medium-sized source, such as a hearth, a bank of mist, an open field, or a pond. A wave requires a large source, such as a bonfire, an incoming typhoon, a mountain, or the ocean itself. [↑](#footnote-ref-3)
5. Documentation from the early years of the Pact indicate that this limitation was once “seven fold seven,” or “seven to the seventh power,” leading to speculation that the nature of the magic has changed and much diminished. A bold alternative theory has been advanced, however, that the author of the record in question was simply better with poetry than he was with exponents. [↑](#footnote-ref-4)
6. The destinies of such willful servants are often confined to “be summarily destroyed by the Wizard that created me,” but several decisive moments in this history of Isha have involved objects animated by Wizards, including a certain infamous coat rack that still (at time of writing) finds itself involved at strategy meetings because it once told a general, correctly, that it “looked like rain,” single-hookedly determining the course of the battle. [↑](#footnote-ref-5)
7. While all Wizards are trained in the resistance of such maledictions from a young age, and are expected to still be able to cast some magic in the face of such excruciations, the presence of the Neptune symbol is enough to reduce even a member of the Pact to a sobbing child, forgetting all magic he was once familiar with. [↑](#footnote-ref-6)
8. This Forbidden status was placed upon this spell four hundred years after the Pact was founded, and its justification has been lost to history. [↑](#footnote-ref-7)
9. While plenty of Wizards are capable of simply translocating out of a labyrinth, it is considered shameful if a Wizard known for exceptional wisdom and thoughtfulness is unable to escape a simple Labyrinth. For this reason, the only acceptable method a Wizard may use to escape a labyrinth is by solving it, although he may employ other methods if his intellect is not comparable to that of the caster. [↑](#footnote-ref-8)
10. It is believed the Pact itself was forged through such a spell, although the intricacy of the Pact suggests a level of sophistication to this spell which we no longer are familiar with. [↑](#footnote-ref-9)
11. Some research suggests it is possible to bind fairies in this same manner, if one is in possession of their true name. Attempts to bind mundane individuals or prentices through this magic have been unsuccessful, as it seems the external physical layer creates a wall of *animus* through which this magic cannot take control. It is unclear why Demons are so uniquely impacted. [↑](#footnote-ref-10)
12. The Faustian is more knowledgeable than I upon the behaviors of an unbound Demon. [↑](#footnote-ref-11)
13. Inland seas speak their own language and require their own study in order to command mastery of in this manner. The seas of other realms sometimes (although not always) connect to the Faraway Sea, and one's mastery of them is dependent upon this connection. [↑](#footnote-ref-12)
14. Pestilence is never of Personal Import. [↑](#footnote-ref-13)
15. Although the Devil may be able to create one, or there may be some magic by which one could fashion a cure. Such a cure would take a full month of time to implement within a Community, and would in doing so reduce an Endemic Pestilence to an Outbreak, or eradicate an Outbreak entirely. [↑](#footnote-ref-14)
16. If such vaccination was magically developed and implemented strategically, it could be used to slow or prevent the spread of this Pestilence. The process of this implementation and performance has not been documented, and is left to the discretion of the Celestial Audience. [↑](#footnote-ref-15)
17. A Wizard may create an amulet with more than three symbols if he either works multiple pieces of jewelry together, or if he spends time creating inlays and embedded jewels (one week of time spent for every additional symbol). [↑](#footnote-ref-16)
18. Each Hex is a form of Malediction, and Wards against Malediction protect against Hexes. Any Wizard worth his salt would immediately be aware if a hex was placed on him. [↑](#footnote-ref-17)
19. To learn more of the various writing systems utilized within the Faraway Sea, consult the Librarian's Codex on pg. XX. [↑](#footnote-ref-18)
20. It is a matter of tremendous scholarly debate within the Library, whether the presence of the magic allows the tutelary spirits to possess certain strengths and abilities beyond their normal nature, or if the magic enriches the canopic vessel such that it may contain and serve as an inviting home for tutelary spirits of greater power. It is similarly hotly debated whether such spirits are imprisoned by the will of the Wizard or if they seek out canopic vessels as comfortable homes. [↑](#footnote-ref-19)
21. If one did, it would be the responsibility of the Librarian to determine the impact of such symbols. [↑](#footnote-ref-20)
22. A member of the Celestial Audience may choose to play as a Homunculus the way he might embody a Prentice, and in doing so, this Homunculus follows all the same rules as Prentices to, growing accordingly, although they cannot cast magic. [↑](#footnote-ref-21)