**Curse**

**Spotter:**False

**Spell:**True

**Minion:**False

**MaterialLink:**True

**Anchored:**False

***Description***

**Description:**A Curse allows an illusion spell to be cast on a subject through a material link rather than a mystic link from observing the subject. A Curse can be used on any target, whether within visual range of the leader or not, provided there is a link to the target. If the spell applies to multiple targets, such as in a mass spell, then the ritual must have a link to each of the targets.
The link is used as part of the offering and is effectively destroyed during the ritual. The spell is cast normally (using teamwork, if applicable) with all the tests and Drain appropriate to the chosen illusion spell (step 6 of Ritual Spellcasting).
For the duration of the ritual, a link is present between the target and the ritual group while the spell portion is sustained. It is possible to spot the link and use it to track back to the ritual team’s physical location.
This ritual requires (Force) hours to complete.

**Prodigal Spell**

**Spotter:**True

**Spell:**True

**Minion:**False

**MaterialLink:**False

**Anchored:**False

***Description***

**Description:**This ritual allows you to cast any Combat spell at a distant target that is out of line of sight of your ritual team. The Combat spell can be either direct or indirect. Direct combat spells travel to the target in astral space. Indirect combat spells travel to the target in physical space, requiring a clear (but not necessarily straight) path in the physical world between the ritual team and target in order for the spell to reach its destination—the spell flies from the foundation to the target, dodging any obstacles in its path.
This ritual requires (Force) hours to perform.

**Remote Sensing**

**Spotter:**True

**Spell:**True

**Minion:**False

**MaterialLink:**False

**Anchored:**False

***Description***

**Description:**This ritual allows you to cast any Detection spell with an even greater range. The area of the spell is increased to Force x (sum total of the participants’ Magic attributes) x 100 meters. The spell’s subject must be present in the foundation during the ritual but may then take his new sense outside the foundation while the ritual participants sustain it for him. All of the participants of the ritual perceive the same thing the subject perceives through the spell. If the spell has a target (like when you use a Mind Link or a Mind Probe spell in the ritual), you’ll need a spotter to have eyes on the target.
This ritual takes (Force) hours to perform. Afterward, if any of the participants stops sustaining the ritual, it ends.

**Ward**

**Spotter:**False

**Spell:**False

**Minion:**False

**MaterialLink:**False

**Anchored:**True

***Description***

**Description:**The ward is a basic ritual, taught to many magicians. It creates a an astral barrier (p. 315) with a Force equal to the Force of the ritual. The ward may encompass a volume of up to fifty cubic meters times the sum of the participants’ Magic ratings.
This ritual takes (Force) hours to complete. The ward lasts for a number of weeks equal to the net hits from the sealing step of the ritual—if the leader spends an amount of karma equal to the ward’s Force, the ward is permanent.

**Circle of Protection**

**Spotter:**False

**Spell:**False

**Minion:**False

**MaterialLink:**False

**Anchored:**True

***Description***

**Description:**The circle of protection is a small astral and physical barrier. Even though it’s called a circle, it creates a sphere around the anchor that has a radius in meters equal to the leader’s Magic rating. The circle acts as a combination of the physical barrier and mana barrier spells (p. 315) with a Force equal to the Force of the ritual. The mana barrier is dual-natured.
The ward lasts for a number of hours equal to the net hits from the sealing step. Anyone or anything within the barrier is protected from outside physical objects and magical attacks. If something crosses the barrier from the inside, then the ward ends. This ritual takes (Force) hours to perform.

**Circle of Healing**

**Spotter:**False

**Spell:**True

**Minion:**False

**MaterialLink:**False

**Anchored:**True

***Description***

**Description:**This ritual is used to cast a healing magic on a number of targets at once. Even though it’s called a circle, it creates a sphere around the anchor that has a radius in meters equal to the leader’s Magic rating. This ritual takes (Force) hours to complete. The net hits from the sealing step are used as the net hits for the spell, and apply to everyone in the circle as long as they remain in the circle. The circle lasts for (Force) days.

**Renascence**

**Spotter:**False

**Spell:**True

**Minion:**False

**MaterialLink:**False

**Anchored:**True

***Description***

**Description:**This ritual sustains and maintains an area manipulation spell for a time. The area of the spell is a sphere with a radius equal to the leader’s Magic rating, and the effect is based on the ritual’s Force and the net hits from the sealing step. The base duration of the effect is 1 hour, which is doubled for each net hit from the sealing step of the ritual.
This ritual takes (Force) hours to perform.

**Watcher**

**Spotter:**False

**Spell:**False

**Minion:**True

**MaterialLink:**False

**Anchored:**False

***Description***

**Description:**Watchers are like spirits, but in actuality are entities born from the ritual leader’s own mind rather than the metaplanes. They are a creation of mana, woven with the personalities of the ritual participants. A watcher can speak any language its creators (which includes the leader and participants) can speak. A watcher is bound only to the leader of the ritual and follows his orders. A watcher lasts for a number of hours equal to its Force times the net hits on the sealing test. A watcher’s skills are equal to half the Force of the ritual (rounded up).
A leader can dismiss a watcher bound to him as a Free Action. Watchers cannot be banished or counterspelled. This ritual takes (Force) minutes to perform.

**Homunculus**

**Spotter:**False

**Spell:**False

**Minion:**True

**MaterialLink:**False

**Anchored:**False

***Description***

**Description:**The magician can bind a spark of intelligence into an inanimate form, creating a homunculus. The homunculus has a physical form but isn’t very bright. It understands any language its creators (leader and participants) speak and has a modicum of a personality that reflects those of its creators.
You need an inanimate object to animate for the ritual. Despite the fact that their name means “little man,” the homunculus doesn’t need to be humanoid in shape-animal statuettes are pretty common among shamans, and don’t underestimate the usefulness of an animated extension cord. It can be at most (Force x 10) kilograms in mass, and it gains a limited amount of flexibility (the same as the Animate spell, p. 292) for the duration of the ritual. Whatever you use, the object’s Object Resistance dice pool is added to the opposition for the leader’s and participants’ Ritual Spellcasting Test, which is why you don’t see many homunculus commlinks.
The homunculus obeys the leader’s commands as much as possible within the limitations of its physical capabilities. Commanding a homunculus is not like commanding a spirit. A spirit is intuitive and intelligent; a homunculus just follows orders and becomes frustrated when the task becomes impossible. A homunculus lasts for a number of days equal to its Force times the net hits on the sealing test. A watcher’s skills are equal to half the Force of the ritual (rounded up).
This ritual takes (Force) hours to perform.