

Magical Contracts

Magical contracts allow binding agreements through supernatural means, allowing them to be significantly more valuable than mundane contracts. Each power infused into a contract has a minimum tier requirement. Higher tier contracts are generally more valuable.

Terminology

Term	Description
<i>Canon</i>	Canon is a magical language that can be spoken or written in order to fully reveal the speaker’s true intentions to any observers. Canon scripture is often used in magical contracts as a baseline for its enchantments.
<i>Daemon</i>	A daemon is a very simple non-corporeal construct, capable of observing the terrestrial realm through the astral veils. It can be considered “alive enough” to follow orders. It is used in magical contracts to observe the behaviors of party members and verify breaches of contract.

Breach Detection

Many magical contracts have a mechanism for how it will identify when one of the parties has broken it. Some will also identify the severity of the violation, or what specifically was broken. This mechanism is not always required, however, as some contracts have methods of enforcement that function without breach detection.

Mechanism	Description	Tier
<i>None</i>	The contract has no method to prove when a violation has occurred. Instead, it will likely have a form of enforcement that is compulsory, such as divine enforcement.	-
<i>Intent</i>	The contract will verify the intentions of all signing parties when the contract is being signed. However, it cannot identify a violation of contract at a later time.	1
<i>Review</i>	Can review the contract at any time to see if it has been violated or not. It is enchanted to detect a violation, often with daemons, but isn’t powerful enough to signal the party members when it occurs.	2
<i>Signal</i>	All parties can immediately sense when a violation has occurred. Contract is enchanted with astral ties and daemon observers for all signed parties. Always has an expiration; a few decades at most.	3

Enforcement

Magical contracts are generally enforced by compulsion, dominance, incentive, or punishment. Magical contracts don’t require any form of enforcement, although it tends to be one of the more desired aspects of using a magical contract in the first place.

Enforcement	Description	Tier
<i>Compel, Minor</i>	Parties feel a compulsion to follow the contract, similar to the intensity of hunger and food cravings.	1
<i>Compel, Major</i>	Parties feel a strong compulsion to follow the contract, similar to the intensity of starvation.	2
<i>Cursed</i>	Any party that violates the agreements suffers a curse relative to what is agreed upon in the contract.	3
<i>Divine</i>	Parties are bound by divinity; they literally cannot take actions that would violate the contract.	4
<i>Escrow</i>	Rewards are not released unless the contract is fulfilled, or until it has expired without violation.	-
<i>Incentives</i>	One or more parties gains incentives over time as the contract is retained, or until completion.	-
<i>Third Party</i>	The contract is enforced by a third party that will receive the magical alerts for any contract violations.	2

Other Advantages

Magical contracts can have additional advantages, depending on the power of the contract itself.

Advantage	Description	Tier
Dispute Resolution	If there are any circumstances that could arise that leave room for ambiguity, a third party can be assigned to resolve disputes. This can be in the form of contractual spirits, organizations, handlers, etc.	-
Extenuating Circumstances	The contract can list any number of extenuating circumstances that would warrant a permanent or temporary breach of contract, such as if a party's life would be endangered by upholding it.	-
Revisions	The contract can be revised if both parties are present, including any magical effects. New clauses, rewards, curses, types of enforcement, and advantages can be added or removed.	1
Sense Motive	While the contract is being written, each party can be made aware of the other party's intentions. This will reveal any loopholes they're attempting to sneak in, or concealed leverage they want to exert later.	2

Common Contracts

Magical contracts are generally only used for significant purposes, given the difficulty in obtaining them. The most common forms of magical contracts may fall into one of these major categories:

Contract	Description
Alliance	Signers form an alliance, often between two or more major organizations, hoping to unite for a greater purpose.
Loyalty Pledge	Signer pledges allegiance to a particular house, organization, secret order, etc. The contract is typically signed in exchange for becoming a member and gaining clearance to the designated group.
Illegal Services	Signers agree on an exchange of illegal services: assassination, theft, hostage ransom, contraband, etc.
Ransom	Signer agrees to a payment of goods or services in exchange for the release of a hostage.
Servitude	Primary signer agrees to serve a master (deity, god, immortal, powerful sorcerer, spirit, demon, necromancer, etc), often in exchange for power.

Contract Curses

Contract curses are applied as inactive curses to each signing party when the contract is signed, either by a third party or through the contract's enchantments itself. These curses must be applied voluntarily for the contract to finalize, bypassing any magical resistances that each signer might otherwise have. Curses can be activated based on violations designated in the contract.

Only tier 3 magical contracts (or higher) can use and activate contract curses. Tier 3 must have a time limit applied, no greater than a few years. A tier 4 magical contract can apply a curse indefinitely, or until a certain set of conditions are met.

Curse	Description
Aura, Distrust	Victim gains an aura that causes others to be subconsciously distrustful.
Aura, Fear	Victim gains an aura that causes others to be wary and afraid of them.
Aura, Repulsed	Victim gains an aura that causes others to be subconsciously repulsed.
Botch, Mental	Cursed to forget, disrupt, and make mistakes during mental activities: planning, research, etc.
Botch, Physical	Cursed to fumble, stumble, and make mistakes during physical activities: combat, athletics, etc.
Botch, Social	Cursed to embarrass and make mistakes during social activities: diplomacy, impressions, etc.
Branded	Curse inflicts a living, moving brand on the skin. It appears as blood or scar tissue, and targets the face.
Compulsion, Believer	Victim will compulsively accept the ideologies set forth by the curse, converting them to a cause.
Compulsion, Duty	Victim will compulsively feel inclined to perform a specific duty.
Compulsion, Rhyme	Victim speaks only in rhymes.

Compulsion, Riddle	Victim speaks only in riddles.
Compulsion, Rude	Victim intentionally defies social graces and etiquette: belches loudly, chews with mouth open, etc.
Compulsion, Truth	Victim will always speak the truth. Some with high willpower may still be able to speak it deceptively.
Disfigured	The victim's body will contort or become disfigured: hunchback, inverted knee, twisted arm, etc.
Distracted	Victim is often distracted and has a hard time focusing or concentrating.
Hallucinations	Victim hallucinates as specified by the curse: shadow figures, tiny creatures, ghosts, etc.
Insomnia	Cursed to fall asleep at inappropriate times, oversleep, and feel unrested.
Magic, Weakened	Victim's magic is weakened, harder to cast, or requires more energy.
Magic, Wild	Victim's magic is now less predictable, and has a tendency to cause chaotic and wild surges.
Mood Alter	Victim is perpetually shifted to feel a particular mood: fear, anger, depression, etc.
Limb-Lock	One of the victim's limbs is now locked into a straight position; it's joints will not bend.
Loose Grip	Victim has a hard time holding things, and will regularly drop or release objects.
Odor	Victim has an unpleasant or foul odor that encompasses them.
Sickly	The victim is permanently sick to the degree of a common flu; they will be miserable, slow, lethargic, etc.
Speech, Alteration	The victim has a modified speech: new accent, grating voice, very high pitched, deep voice, etc.
Speech, Animal	The victim can only speak in nonsensical animal language (growls, barks, squeaks, etc).
Speech, Boring	The victim's speech is painfully slow, and radiates an energy that incites boredom and disinterest.
Speech, Impediment	The victim has a difficult speech impediment: stuttering, slurring, etc.
Speech, Inability	The victim is mute and no longer able to speak.
Speech, Mockery	The victim's speech always comes across as intentionally sarcastic and condescending.
Susceptible	Victim is more susceptible to something: fire, cold, piercing damage, blunt damage, etc.
Target, Projectiles	Fired projectiles that are sufficiently close to the victim are drawn closer, increasing the chance to hit.
Target, Magic	Magic cast sufficiently toward the victim will draw closer, increasing the chance to hit.
Terror	Victim is unreasonably terrified of a specific thing. Makes the victim easy to subdue the source is known.
Part Monster	The victim becomes part monster. Enough to make it obvious, but not enough to alter abilities.
Part Undead	The victim becomes part zombie. Enough to make it obvious, but not enough to alter abilities.
Weakness	Victim is physically weakened: less agile, lower strength, lower constitution, etc.