

Rules of Magic

*“Eternal student of the Art,
I weave the Hand of Fate.
Sharp of mind, playing the part,
Creation’s laws I break.”*

Ritual Rules

- ❖ Some **Spells** can be cast as **Rituals** within a Magic Circle. Such **Spells** are subcategorized as **Rituals**, while their effects on individuals are still referred to as **Spells**.
- ❖ A **Ritual** has a 5-meter diameter, where 4 electronic candles are placed at the perimeter, marking the circle's four axes.
- ❖ A *Magus* can only participate in **Rituals** aligned with their Element. A *Magus* can perform at most one **Ritual** per *Magus* Rank per day, disregarding any **Rituals** taking place in the **Hecateion**.
- ❖ Additional *Magii* can contribute to a **Ritual**, enhancing its effects depending on the specific **Ritual's** description.
- ❖ At least one *Magus* must remain inside the circle to maintain control over the **Ritual**. As long as the candles remain lit, the controlling *Magus* is invulnerable and unable to attack or cast **Spells**. The controlling *Magus'* role is to inform players of the **Ritual's** effects. Regardless of the **Ritual's** scale, a single *Magus* can maintain control of it.
- ❖ Sympathetic **Rituals** involve Sympathetic *Magic*, creating a symbolic connection with an Element's Magic. These are special **Rituals** available to all initiated *Magii*. They are used to examine enchanted objects or

locations. Such enchanted objects or locations appear in-game as **Protection Armbands**.

Rituals of Water

Water's Sympathy
Materials: None Targets: Blue Protection Armband Rank: Initiate Additional Requirements: None
Invocation Prayer: <i>“Water that ebbs and flows away, tell me what secrets lie your way.”</i>
Effect: The <i>Magus</i> touches an object or location that has been influenced by the Element of Water (<i>represented by a wrapped Protection Armband</i>). The <i>Magus</i> may unwrap the Armband to examine or interact with the enchanted object or area. Once the interaction is complete, the <i>Magus</i> must re-tie the Armband .

Oath Upon the Undying Water

Materials: Container of Water, Blood, Athame (Ritual Dagger)

Targets: 2

Rank: Master

Additional Effect: +1 Additional Target

Invocation Prayer:

*"A solemn vow I hereby swear
to Styx's Undying; Water fair
Neither Sky nor Solid Ground
shall hide me, should I break my vow
No Breath be drawn ever again
let me die, and meet my End.
My hand I raise, and this I told
Truly and Honestly, hear my Oath"*

Effect:The *Magus* binds an Oath between two Targets, who mix their Blood into the Undying Water as they swear their vow. The Oath cannot be taken by characters who are not fully conscious or under mental influence from **Potions**, **Blessings** or **Spells**. If a character is forced to break their Oath while under the effect of a **Potion**, **Blessing**, or **Spell**, they are instead transferred to the **Unconscious** state.

If a **Target** willingly breaks their Oath, they die instantly and **permanently**. No action can bring them back from this Death.

Rituals of Fire

Fire's Sympathy

Materials: None

Targets: **Red** Protection Armband

Rank: Initiate

Additional Requirements: None

Invocation Prayer:

*"Flames, who roar and laugh so wild,
show me your side that's true and mild"*

Effect: The *Magus* touches an object or location that has been influenced by the **Element of Fire** (represented by a wrapped **Protection Armband**). The *Magus* may unwrap the **Armband** to examine or interact with the enchanted object or area. Once the interaction is complete, the *Magus* must re-tie the **Armband**.

Into the Outer Fire

Materials: Beeswax, Flint, Vines as Bindings

Targets: 1 Bound Creature

Rank: Master

Additional Effect: +1 Additional Target

Invocation Prayer:

*"Anathema upon the, wicked One,
Bound in fire, you shall stand.
I cast you out, back to the void,
To Hades' grasp, your fate employed.
lost to the cosmic fire's embrace,
Begone, stray remnant, leave this place!"*

Effect: The *Magus* banishes a Creature or Object, sending it back to its place of origin. The Creature must be bound for the banishment to be successful. The banished Creature or Object can return if an open doorway exists between realms. The banished Creature or Object remains within the **Ritual** space until it is retrieved by the Event Organizers.

Rituals of Life

Sympathy of Life

Materials: None

Targets: **Yellow Protection Armband**

Rank: Initiate

Additional Requirements: None

Invocation Prayer:

*"The light of Life is present here,
I call upon it to appear."*

Effect: The *Magus* touches an object or location that has been influenced by the **Element of Life** (*represented by a wrapped Protection Armband*). The *Magus* may unwrap the **Armband** to examine or interact with the enchanted object or area. Once the interaction is complete, the *Magus* must re-tie the **Armband**.

Sacred Ground

Materials: Silver, Blessed Water, Bundle of Basil

Targets: The Ritual Circle

Rank: Master

Additional Effect: +5 meters to the circle's diameter

Invocation Prayer:

*"Sancted Ones I swear my vow,
I call upon your names right now.
The Midwife, and the cursed Woe,
The Tendershade, who is light as dawn.
The Champion, the Reaper's gaze,
The Northern Winds that shift and blaze.
The Scholar's wisdom guides my path,
The Seamstresses threads, her blessed craft.
And last, the Farer of the Sea,
To guard this land beneath my feet,
So harm may never come to thee."*

Effect: The *Magus* invokes the Saints to bless the **Ritual's** location by sprinkling the Blessed Water with the basil bundle and placing silver at the center of the circle. As long as the *Magus* remains in the center of the **Ritual**, any player *Character* who considers themselves unholy as well as all malevolent **Beasts** cannot enter this space.

Rituals of Death

Sympathy of Death

Materials: None

Targets: **Gray Protection Armband**

Rank: Initiate

Additional Requirements: None

Invocation Prayer:

*"The scent of Grave it lingers here,
Part, O Tomb, and let me clear."*

Effect: The *Magus* touches an object or location that has been influenced by the **Element of Death** (*represented by a wrapped Protection Armband*). The *Magus* may unwrap the **Armband** to examine or interact with the enchanted object or area. Once the interaction is complete, the *Magus* must re-tie the **Armband**.

Bell Rang

Materials: Bell, Incense, Mask

Targets: 1 Spirit

Rank: Master

Additional Effect: +1 Additional Target

Invocation Prayer:

*"To the Otherworld I call,
 God of the Underworld, hear my plea.
 I wish to glimpse a spirit's path,
 For mortal is my destiny.
 Before me now, I seek a soul,
 To whisper truths unknown.
 I call upon their Name,
 Which once as such was known..."*

Effect: The *Magus* summons the ghost of a long-departed named spirit to seek its wisdom. The bell tolls beyond the grave, drawing the dead to respond. A player or event organizer must become possessed by the summoned spirit by wearing the mask in order to speak with the *Magus*.

Rituals of Earth

Sympathy of Gaia

Materials: None
Targets: **Green Protection Armband**
Rank: Initiate
Additional Requirements: None

Invocation Prayer:
*"Through careful planted soil and stone,
 all secrets hidden shall be known."*

Effect: The *Magus* touches an object or location that has been influenced by the **Element of Gaia** (*represented by a wrapped Protection Armband*). The *Magus* may unwrap the **Armband** to examine or interact with the enchanted object or area. Once the interaction is complete, the *Magus* must re-tie the **Armband**.

Stone Games

Materials: Bones, Ash, Dreamcatchers
Targets: The Ritual Circle
Rank: Master
Additional Effect: +5 meters to the circle's diameter

Invocation Prayer:
*"Mother Gaia, hear my plea,
 Shatter your face, in two be.
 Raise the rock and let it bloom,
 A wall that none shall pass it through.
 Rise high as fortress strong and tall,
 Stand as shield before my call.
 Let none defy this sacred call,
 And break your walls unholy."*

Effect: The *Magus* performs a **Ritual** to raise an impenetrable wall. As long as the **Ritual** is maintained, no one can pass through the designated area where the **Ritual** Circle has been placed.

Rituals of Air

Sympathy of Air

Materials: -
Targets: **Purple Protective Armband**
Rank: Initiate
Additional Effect: -

Invocation Prayer:
*"Sweep not ye wind me off my feet
 unravel now your airy sheet "*

Effect: The *Magus* touches an object or location that has been influenced by the **Element of Air**(*represented by a wrapped Protection Armband*). The *Magus* may unwrap

the **Armband** to examine or interact with the enchanted object or area. Once the interaction is complete, the *Magus* must re-tie the **Armband**.

The Language of the Crows

Materials: Shinies, Rosemary, White Sheet

Targets: The Crows

Rank: Maestro

Additional Effect: + 1 Question

Invocation Prayer:

"I see I so I sought it out

I go I went and found it

I key I kept a wounded soul

No mo no soul could find it

I ven I tured the beaten path

doth crow en eye might seen it hath

I as I ask ye, come to me

My gi my treasures come to see"

Effect: The *Magus* calls upon the *Crows* in their tongue, to grace them with all they have seen, and offers them shinies as a gift. If the *Crows* feel welcome, they listen to the questions, take the White Sheet and leave. During the remainder of the game, the *Crows* will leave information on what they saw, somewhere close to the *Magus*.

Please communicate with the organizers before invoking this **Ritual**.