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1 Magic

1.1 Overview

The world of Empire is suffused with magic. Powerful magicians who can harness the powers of magic directly are not common, but every citizen of the Empire is familiar with at least a few pieces of hearth magic lore that they can use to make their life easier. Physicks and apothecaries use herbs infused with power to heal wounds, cure ills, and make an array of useful potions, while artisans use rare magical materials to produce items of power.

1.2 Magicians

Any character who has purchased the magician skill is able to cast some basic spells and dedicated spellcasters are able to learn many more. If you are playing a magician then you will need to read the rules for spellcasting.

Some magicians also learn how to perform rituals. Rituals are much more powerful than spells, but they are far slower to cast and much more expensive. Anyone who has purchased any ritual skills will need to read the rules for performing rituals.

1.3 Herbs and Potions

There are five magical herbs in Empire, which a physick can apply to heal wounds and remove a variety of ailments. Apothecaries take a different approach, mixing herbs together to create magical potions that anyone can drink. Anyone who has purchased either skill should read the rules for herbs and potions.

1.4 Artisans

Artisans fashion powerful magical items using rare magical materials found in the Empire and beyond. Every artisan knows how to make at least four different magical items; dedicated crafters can learn many more. A character must be bonded to a magic item to use it, a mystical act which can be performed at events by a magician or by an artisan who can make the item in question. Anyone who has purchased the artisan skill will need to read the rules for making magic items to pick which items they want to make.

1.5 Priests

Priests use liao to perform ceremonies which influence and affect the fate of their fellow citizens' souls. Few citizens consider these ceremonies to be magical - and most priests would bristle at the suggestion - but the fact remains that like the artisan and the apothecary, they are using powers unavailable to common folk.

Imperial priests follow the Way, a religion which promotes seven great virtues. Individual priests choose to dedicate themselves to one of these virtues or else extol the benefits of them all. Anyone who has purchased the dedication skill will need to read the rules for priests so that they know how to use their abilities wisely.

1.6 Hearth Magic

Hearth magic is the "common" magic of the world: the use of masks to hide identity, a sheaf of corn by a Marcher hearth. An outsider might consider such things nothing but superstition, but in the Empire this body of lore is true for the most part. Some of the most powerful magical effects are reliant on hearth magic at their heart.

Most nations have their own hearth magics, representing the lore that is most useful and most well known in those lands.

2 Magic items



2.1 Bonded Items

- **Most magic items are made by artisans**
- **You must be bonded to these items to use them**
- **You can only be bonded to one item of each form at once**
- **Most magic items last up to four events**

Almost all magic items require you to be bonded to them to use them. Magical items are indicated by a ribbon, stamped by Profound Decisions, that indicates that the item is visually unusual and has special abilities. Magicians can cast create bond to bond a character to an item, or an artisan can bond a character to any item that they know how to make. A bond lasts as long as the magic of an item endures, or until a magician breaks the bond using the create bond spell.

Personal magic items fall into one of three forms: weapons, armour, and talismans. You can only ever be bonded to one weapon, one suit of armour, and one talisman at any one time.

E.g. Your character is bonded to a Shieldbreaker weapon. You cannot become bonded to a Giant's Maul because both of these items are weapons.

A character who has purchased the artisan skill can make at least one magic item before every event. Magic items last for a single year from the day of creation. This means that they can be used at the following four events before the magic is lost.

2.2 Non-bonded Items

- **Some magic items are activated and do not need to be bonded**



A very small number of rare magic items can be used without the user needing to be bonded to them. Usually these items are one-shot items that require activation by the wielder to invoke the magic stored in them. It is not possible to bond to these items.

You should always assume that an item requires bonding unless explicitly told otherwise. The detect magic spell will tell the caster if an item does not require bonding to use.

2.3 Artefacts

- **Artefacts are permanent magic items made by artisans using ilium**

Artisans can use ilium to make a permanent artefact version of any magic item they can create. These powerful items retain their properties indefinitely, are readily identifiable as unique named items, and can exert powerful roleplaying effects over anyone bonded to them.

Anyone wanting to create an artefact should email plot@profounddecisions.co.uk before downtime closes with their CID and what magic item they want to be an artefact. They should also include what name they want the artefact to have and the desired roleplaying effect. With roleplaying effects, it is best to avoid anything with religious themes; that is the purview of the hallow ceremony. It is best to avoid naming specific concepts: a roleplaying effect of "*You feel an urge to protect Urizen lore*" would be returned as "*You feel an urge to preserve the magical secrets of your people*". It can be interpreted as the same for someone in Urizen, but it would encourage someone in Wintermark to protect Runesmith's Law, or a magician-prince of Jarm to protect their own collection of ritual texts.

As with hallow, comedic names or names which are *obviously* taken from existing works of fiction are not appropriate for item names in Empire and will be rejected when identified.

2.4 Personal Magic Items

- **There are three types of magic item a character can be bonded to**
- **You can only be bonded to one of each form at once**
- **Many personal magic items require you to have one or more skills to bond to it**

Characters may bond to three different types of personal items. You may only be bonded to one item of each form: weapons, armour, and talismans.

Each magic item has its own page on the wiki, but there is a summary of the magic items by category, linked on the right. The summary includes the name and basic effect of the item. There is also a complete summary of all magic items available.

Weapons	Skills Needed to Bond
Daggers	
One-Handed Weapons	
Great Weapons	Weapon Master
One-Handed Spears	Weapon Master
Paired Weapons	Ambidexterity
Polearms	Weapon Master
Bows	Marksman
Arcane Weapons	Ambidexterity, Magician
Wands	Magician
Rods	Magician
Staves	Magician, Battle Mage
Ritual Staves	Magician
Icons	Dedication
Musical Instruments	Dedication

2.4.1 Weapons

- **Weapons include all items designed to be wielded**
- **You must have a weapon in hand and be actively using it to use its magical abilities**

Most weapons are magic items designed to be held in the hand and wielded, presented or used. Weapons and implements are the most common weapons, but this type also covers icons, ritual staves and musical instruments.

Paired weapons and arcane weapons are a single magic item that consists of two one-handed weapons or a one-handed weapon and an implement respectively. They are intended to be used together, and count as a single object for purposes of bonding.

A ritual staff is designed to be used by a ritualist during the performance of a ritual. It must be a phys-rep of a staff that is over 42? long and up to 84? long. It does not need to be a weapon safe implement and you do not need the battle mage skill to bond to and make use of these items, but you do need to have the battle mage skill to use it as a weapon. You do need the battle mage skill to bond to and use a regular magical staff.

Icons and musical instruments are magic items designed to be held in the hands that are used by a character with the dedication skill. The phys-rep for a musical instrument must be a musical instrument more complex than a triangle, and it must be played by the character bonded to it as part of the appropriate roleplaying used to activate its powers. An icon must be a phys-rep of a piece of religious imagery appropriate to the Way - ideally including an image of a paragon or exemplar. In both cases, there is no minimum size for the phys-rep but they must be *wielded* to be used. That is, they must be held in at least one hand that is not being used to hold anything else for as long as it takes to use them. A magical icon or musical instrument may *not* be used as a weapon or implement, even if they are weapon safe.

2.4.2 Armour

Armour	Skills Needed to Bond
Light Armour	
Medium Armour	
Heavy Armour	
Mage Robes	Magician
Mage Armour	Magician, Battle Mage
Vestments	Dedication

- **Armour includes all magic items that cover the body**
- **You must be wearing magic armour to use its magical abilities**

Armour includes all magic items that cover a significant portion of the body when worn. The phys-rep for magical armour must cover the majority of the torso and at least one other location. Valid locations are the head (with a helm), the arms and the legs, or you may cover half of your arms and legs. Likewise, magical mage armour must comply with the coverage rules for normal mage armour.

Robes and vestments must be phys-repped with an article of clothing worn on the body such as a belt, sash, coat, jacket, or robe.

It is acceptable to wear a suit of heavier armour over the top of a suit of lighter magical armour, provided you phys-rep both sets of armour. You gain the hits and protection of the heaviest armour you wear, and the benefits of any magical armour you wear.

2.4.3 Talismans

Talismans	Skills Needed to Bond
Shields	Shield
Jewellery	
Foci	Magician
Tools	Physick **or** Apothecary **or** Artisan
Regalia	Dedication
Standards	

- **You must be wearing or actively using a talisman to use its magical abilities**

Talismans cover several different groups of magical items, including shields, ritual foci, ceremonial regalia, jewellery, and tools. Jewellery, regalia, and foci must be worn to use their magical abilities; shields and tools must be held in the hand to use their abilities.

Jewellery must be a phys-rep of an item that is worn. It may take the form of actual jewellery such as an amulet, ring, bracelet, or circlet. It may also take the form of any other small item intended to be worn, such as an embroidered favour, decorative braid, and the like. As much as possible the item should look distinctive and decorative.

Foci are items such as rings and masks that help focus energies in rituals. They can only be used by magicians.

Some tools are used by physicks, some by apothecaries, and some by artisans. You must have the appropriate skill to use a tool to be able to bond to it.

2.4.3.1 Magic Standards

A magic standard is a specific type of talisman. The phys-rep must be a banner or standard that is carried in the hand: it cannot be a back-banner or tabard. The banner pole must be at least 60" long, and the standard must be six square feet or more in area and at least one foot in any dimension (for example a 24" by 36" banner, or a 12" wide, 72" long pennant). You can include decorative additions to banners that are close to the minimum size to make them meet the requirements.

A standard must be wielded in at least one hand or it has no effect. You may not use a magic standard in the same hand as a shield or weapon. Regardless of construction, a standard cannot be used as a weapon nor may it be used to parry.

2.5 Group Magic Items

Group Magic Items	Band
Gonfalons	Banner
Paraphernalia	Coven
Reliquaries	Sect

- **A band may only be bonded to one magic item at a time**
- **The magical item must be present and in use for the members to gain the benefit**

These magic items must be bonded to a band to gain their benefits. A band can only be bonded to one magic item at a time and it must be present and actively in use for them to gain any benefits from it.

2.5.1 Gonfalon

A gonfalon provides an advantage to a banner. They follow the same phys-rep rules as magic standards. However a gonfalon is bonded to the entire band - rather than to a single individual like a magic standard.

2.5.2 Paraphernalia

Paraphernalia are props used in rituals by covens, that provide powerful bonuses to the magical strength of everyone in the coven. They can be orbs, books, chalices, or similar.

2.5.3 Reliquaries

A reliquary can be any phys-rep of a suitable relic, statue, chalice, tome, or actual reliquary.



2.6 Changing Magic Items

- **You can never use two items of the same type in the same day**
- **If an item has been used then it cannot be used again that day**

Any magician can perform a spell that breaks the bond between an item and a character. If the character has used the ability of their magical item in any way that day then they cannot benefit from the abilities of another item of the same type in the same day. The item is also affected - any character that is bonded to an item that has been used that day cannot make use of it until the following morning. The ref will inform you if an item has already been used that day when you are bonded to it.

E.g. You have a Shieldbreaker magic weapon that you have used to call SHATTER earlier that day, using the item. You cannot use any other magic weapon until the following day even if you bond to a new weapon. No other character can use this magic weapon until the following day even if they become bonded to it.

If the character or item is not present when the break bond spell is cast then the power of the item for the day is automatically used, as is the character?s ability to use an item of that type for that day.

2.7 Schema

- **A schema describes the method of creating a single magic item**
- **A schema requires ilium to create**
- **An artisan can use a schema they possess to learn how to make the item it describes**
- **It is not possible to copy a schema**
- **A schema can be destroyed with the Words of Ending ritual as if it were an artefact**

A schema (plural:*schemata*) is a rare, magical item that contains all the details necessary to create a magic item. Schemata are made at a runeforge. Most (though not all) schemata include a description of the item, including all the rules, and at least some in-character commentary on the item.

A character who has the physical schema can learn how to make the item it describes by buying the extra item skill or using an empty item slot. This follows all the other rules for learning a skill during time-in. The schema must be taken to GOD or shown to a referee to allow the item it describes to be mastered in the field.

Every schema is a permanent item, but it requires the rare material ilium to create. A schema needs 10 rings of ilium to create.

The Senate can raise a motion to add a schema to the list of items any citizen can learn to make. If the motion passes, it costs 10 thrones to distribute the knowledge contained in the schema. The schema must be handed over to the civil service, and is destroyed in the process. If the Senate chooses to make the knowledge in a schema public knowledge, any character can learn to make the item and its details will be added to the wiki. The Senate could devolve this power to another body (such as the Conclave).

2.8 Further reading

- Artisan
- Downtime
- Ilium
- Materials
- Runeforge

3 Potion

3.1 Overview



It is possible for a skilled apothecary to mix herbs together to create a powerful potion. Simple potions produce healing effects similar to herbs but they can be used by anyone - they do not require a skilled physick to apply them. More potent mixtures are capable of producing effects significantly more powerful than the simple herbs from which they are created.

Most minor poisons are obsolete within the Empire due to the presence of magicians who can remove basic poisons with a simple incantation, and apothecaries who can treat most poisoning with a simple herb. Those looking to harm their opponents through such means seek out apothecaries who can brew potent, near magical toxins.

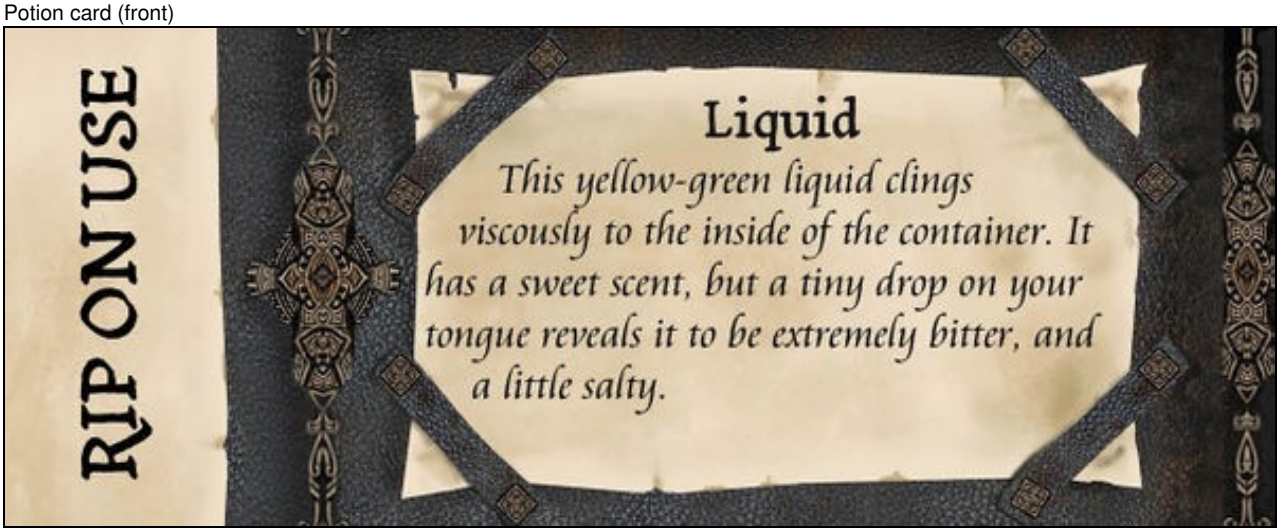
3.2 Consuming a Potion

- **Any character can use a potion with five seconds of appropriate roleplaying**
- **A potion is wasted if it is not applied in the correct way**
- **You cannot use a potion without a suitable lammy and phys-rep present**
- **You cannot take the action to use a potion if you are dying on zero hits**
- **You can feed a potion to a dying character if they are willing**
- **Some potions are tonics; a character can be under the effect of only one tonic at a time**

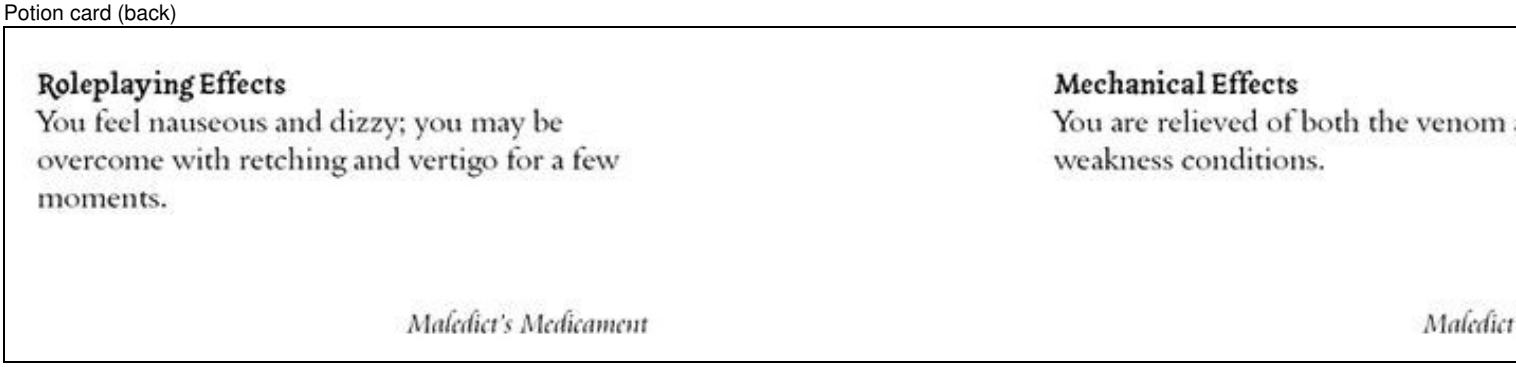
Any character can use a potion. To use a potion, you must engage in at least five seconds of appropriate roleplaying. For a liquid that you drink the appropriate roleplaying might be taking the potion bottle, removing the stopper, and drinking the contents. Potions have both mechanical effects and roleplaying effects.



Potion card (front)



Potion card (back)



Potion card (inside)

Most potions are indicated by a laminated paper strip with a tab sticking out of the laminate. The strip, printed by Profound Decisions, indicates the presence of the potion and includes the effects of the potion written on the inside of the strip as well as describing how it must be used. The roleplaying effects and the mechanical effects apply to you as soon as you rip on the laminate, provided you have applied it correctly. If you don't use a potion correctly, then it is wasted. In some cases, using the potion in the wrong way may have unpleasant side effects (for example, drinking Oil of Blackthorn usually results in nausea).

You must provide a phys-rep for any potion that your character owns, and the lammy should be kept with the phys-rep, otherwise you cannot use the potion in game and should not carry it on your person.

You can only use a potion yourself if you are not dying on zero hits. If you are not dying then you can administer a potion to another character so that they can benefit from it (feeding it to them or applying it to their body) provided that they are willing. If they are not willing to let you administer the potion then it is wasted.

Potions come in four **forms**: they may be a liquid, salve, oil or infusion. This information is found at the top of the reverse side of the card that accompanies the potion. The form of a potion describes how it must be used if it is to be effective.

- A **liquid** is an elixir or medicine that is drunk.
- A **salve** is a balm or ointment that is smeared on the skin, or into a wound.
- An **oil** is a thick viscous liquid that is daubed or poured onto a weapon.
- An **infusion** is a volatile substance that reacts to heat. Infusions are burnt or boiled and the steam or smoke they produce inhaled.

You cannot poison a character with a regular potion. Potions which are not specifically designed to be used as poisons become inert within a few seconds of being mixed with food or drink. It is acceptable to roleplay mixing a *liquid* with water and handing it to a companion, but you cannot 'spike' someone with a potion without the assistance of a referee.



3.3 Philtres

- **Philtres are a special kind of potion intended to be used quickly in battle**
- **A philtre requires five seconds of appropriate roleplaying to use**
- **Philtres can be correctly identified by any character**

A philtre is a special kind of potion, intended to be used quickly in battle. All philtres are liquids that must be drunk to take effect, but they are sufficiently common and well known that they can be easily identified by any player-character who wants to do so.

Philtres do not use rip-on-use lammies - instead they use a card (like a herb) with the effects written on the outside. You rip this card to use the philtre. The card must be with the phys-rep of the potion - either attached to it or kept in a pouch alongside it. Because any player can read the card at any time, then any character can correctly identify the philtre if they wish to do so.

You must spend five seconds of appropriate roleplaying to use the philtre - but once complete, you benefit from the effects immediately.

3.4 Tonics

- **A character can only be under the effect of one tonic at a time.**
- **If you are under the effect of one tonic and drink another tonic, the first potion's effects end and are replaced by those of the new potion.**



Potions with long-duration effects such as those created by the Tonics of the Open Sky or the Tonics of the Deep Forest are tonics. A character can benefit from only one tonic at a time. If a potion is a tonic than this will be specifically stated in the rules effects written inside the potion lammy.

3.5 Poisons

- **You must have a referee present to poison a character**
- **A poison loses effectiveness within fifteen minutes of being brewed**

You can only surreptitiously administer a poison to a character if the potion is specifically designed to be used that way (such as The Assassin's Gate).

Poisons are highly volatile, and break down quickly. Once a poison is brewed, it loses all effectiveness within fifteen minutes, becoming inert. This creates a very narrow window of opportunity for the poison to be administered to a target; you cannot prepare a poison in advance for later use. To use a poison you need to take the ingredients to a referee and mix them together; the referee will then stay with the poison until it is delivered or until the duration expires, or it becomes clear you do not wish to continue.

A poison usually affects the first person who consumes it. If you pour a dose of poison into a jug it will poison the first person who drinks from that jug. If you pour five doses, it will poison the first five people who drink from it. Poisons do not stack with themselves; someone who consumes five doses of a poison in quick succession is poisoned only once.

Antidotes work in a similar way. In each case, there is a specific antidote for each poison. If the wrong antidote is used, the target will die. An antidote must be brewed and then applied within fifteen minutes - usually the apothecary who brews it is responsible for treating the victim of poisoning.

Most fatal poisons will kill their target within thirty minutes of the referee delivering the poison effects if the correct antidote is not provided.

3.6 Identifying a Potion

- **Anyone who recognizes the in-character description of a potion can identify it using appropriate roleplaying**
- **You cannot write the in-character name of the potion on the out-of-character lammy**

On the back of each potion card is an in-character description. Each potion with the same effect has the same description. The descriptive text suggests ways you might gather the information about the contents through roleplaying. Any character can try to identify a potion by looking at the description.

Although it is perfectly legal to add an in-character label to the phys-rep for a potion - you must not write the in-character name of the potion on the out-of-character lammy - your character can label the bottle - the player can not add additional information to the lammy.

A character with the apothecary skill who is not sure about a potion can ask a referee if they recognise it as one of the ones they know how to make. Apothecaries have no special ability to recognise potions they cannot make.

The detect magic spell is no use in identifying potions or their effects; they are herbal effects, not magical ones. Some magicians use ritual magic to identify potions, but it is rarely as effective as simply asking an apothecary who knows how to brew that preparation to identify it.

3.7 Brewing Potions

- **Characters with the apothecary skill can mix herbs to create potions.**
- **Potions can be mixed between events using the inventory system until the late booking deadline**
- **Ingredients can be exchanged for potions at GOD.**
- **You may be able to apply a potion directly to someone with the help of a referee if you know how to make it and have the correct ingredients.**

Potions are usually mixed using herbs, although some potions use other components as well such as liao or mana crystals, or even ilium. You need to take the materials to a referee or to GOD and exchange them for potion lammies. You can make several potions at once.

It takes around a few minutes of appropriate roleplaying to brew a potion; it is acceptable to count the time you spend exchanging ingredients for potions towards this time if you wish. The exception to this is the creation of poisons and antidotes which follow different guidelines.

When a character purchases the Apothecary skill they learn how to mix all the potions in the Apothecary Potions recipe. Each time they purchase the extra recipe skill, they may pick one additional recipe set from the list below; they gain the ability to brew all the potions in the new set they have chosen.

For example, an apothecary who gains training in the Master Medicinal learns to prepare three useful healing elixirs - Tranquil Nostrum, Maledict's Medicament and the Sovereign Specific. All three recipes are gained at the same time and are not learnt separately.

3.8 Herbal

- **A herbal describes the method of creating a potion or set of potions**
- **The Empire can not currently create herbals**
- **An apothecary can use a herbal they possess to learn how to make the recipes it describes**
- **It is not possible to copy a herbal**
- **A herbal can be destroyed with the Words of Ending ritual as if it were an artefact**

A herbal is a rare, magical item that contains all the details necessary to create a set of potions. Previously, the only way for the Empire to create a herbal was by the Thornsinger using their power of announcement to guide the apothecaries, but that was lost with the destruction of Thornsong House. Most (though not all) herbals include a description of the various potions, including all the rules, and at least some in-character commentary on the item.

A character who has the physical herbal can learn how to make the recipes it describes by buying the extra recipe skill. This follows all the other rules for learning a skill during time-in. The herbal must be taken to GOD or shown to a referee to allow the recipes it describes to be mastered in the field. A herbal is a permanent item.

The Apothecaries Guild can add a herbal to the list of potions that any Imperial citizen can learn to make. If the sodality agrees, it costs 10 thrones to distribute the knowledge contained in the herbal. The herbal must be handed over to the civil service and is destroyed in the process. If the sodality chooses to make a herbal public knowledge, any character can learn to make the recipes, and their details will be added to the wiki.

3.9 Recipe List

There is a list of recipes known to Imperial apothecaries, which includes all of the following.

Potion	Description
Apothecary Potions	Every apothecary knows how to mix these five preparations; they provide valuable medical aid.
Balms of the Fountainhead	Ointments that increase the power of ritualists to wield Spring lore.
Decoctions of Hoarfrost	Preparations that increase the power of Winter ritualists.

Potion	Description
Double-sided Blade	Preparations that allow a character to survive lethal blows but with a significant cost.
Infusions of Feathers	Mysterious infusions that grant supernatural insight to those who breath their mystic fumes.
Lambent Essences	Methodical elixirs that increase the power of ritualists to wield Day magic.
Legacy of Thorns	Toxic preparations that weaken and envenom, used on weapons or to poison the unwary.
Magnum Opus	Mysterious preparations that increase the power of ritualists to wield Night magic.
Master Medicinal	Specialist medicinal potions that restore groups of people or provide multiple healing benefits in one swallow.
Philtres of the High Peaks	Potions that restore the personal mana of magicians, or drain it completely.
Philtres of War	Potions that restore hero points and bolster a character's fighting spirit - or remove it.
Runa's Gift	Potions that allow orcs to perform magical acts.
The Assassin's Gate	Lethal ingested poisons that cause swift, painful death - and their antidotes.
The Last Resort	Lethal ingested poisons captured from the Druj that cause sickness and agonising death - and their antidotes.
The Winter Moon	Lethal ingested poisons that cause madness and lingering death - and their antidotes.
Tisanes of the Labyrinth	Liao-based preparations that empower religious ceremonies with extra strength.
Tonics of the Deep Forest	Potions that enhance a character's ability to take damage, allowing them to shrug off wounds that might otherwise incapacitate them.
Tonics of the Open Sky	Potions that give enhanced fortitude; the extra time they grant mortally wounded characters has saved many lives.
Tinctures of True Eminence	Heady elixirs that increase the power of ritualists to wield Summer magic.
Unguents of Falling Leaves	Exotic preparations that increase the power of ritualists to wield Autumn magic.
Unshackled Gift	Potent preparations that allow orcs to perform heroic acts.

3.10 Potion List

Recipe	Potion	Roleplaying Effect	Mechanical Effect	Bladeroot	Cerulean Mazzarine	Imperial Roseweald	Marrowort	True Vervain	Mana Crystal	Liao	Realmsroot
Apothecary Potions	Anodyne Analgesic	The liquid numbs the pain of your injuries, and provides an invigoration that quickly clears your mind.	You can overcome the roleplaying effect of a single traumatic wound of your choice until the end of the current engagement.	0	0	0	1	1	0	0	0
Apothecary Potions	Bloodharrow Philtre	Pain spreads rapidly through your body; you feel as if your blood is on fire. After a moment or two, the pain fades.	You lose the venom condition.	0	0	1	1	0	0	0	0
Apothecary Potions	Elixir Vitae	A warm glow spreads quickly through your body, removing pain, revitalising your spirit and creating a sense of enormous well-being.	You regain up to three lost hits.	0	1	0	0	1	0	0	0
	Feverfail Elixir			1	0	1	0	0	0	0	0

Recipe	Potion	Roleplaying Effect	Mechanical Effect	Bladeroot	Cerulean Mazzarine	Imperial Roseweald	Marrowort	True Vervain	Mana Crystal	Liao	Realmsroot
Apothecary Potions		You feel nauseous. A dizzying chill spreads through your body, leaving you incapacitated for a few moments. Both effects clear as quickly as they arose, leaving you feeling revitalised.	You lose the weakness condition.								
Apothecary Potions	Ossean Solution	You feel a numbness spreading through the flesh of your ruined limb as the torn ligaments and broken bones fuse together.	You regain the use of a single limb that has been ruined by cleave or impale.	1	1	0	0	0	0	0	0
Balms of the Fountainhead	Vernal Balm	You become prone to sudden mood shifts and displays of strong emotion. Your attitudes become more straightforward, and you find complex plans and overthinking frustrating. You would rather take action than talk about it.	If you possess the Spring lore skill then you gain one additional effective rank to the next Spring ritual that you perform within ten minutes, subject to the normal rules for effective skill. This is a tonic; the effect of any other tonic you have drunk immediately ends.	0	0	2	2	1	1	0	0
Balms of the Fountainhead	Suffusion of Blood	You become very direct, preferring to go directly to the heart of a problem, say what you think, or deal with immediate problems. You find it difficult to think about the past, or anything more pressing than the immediate future. You also become emotionally volatile, and are	If you possess the Spring lore skill then you can use up to 3 personal mana as if it were crystal mana on the next spring ritual that you perform within ten minutes.	1	1	3	1	2	0	0	0

Recipe	Potion	Roleplaying Effect	Mechanical Effect	Bladeroot	Cerulean Mazzarine	Imperial Roseweald	Marrowort	True Vervain	Mana Crystal	Liao	Realmsroot
		especially short-tempered. Anything that frustrates or irritates you is likely to cause you to lash out against its source.									
Balms of the Fountainhead	Talonvine Infusion	If you have inhaled the steam or smoke, you feel a rush of vitality and strength that quickly fades but leaves a powerful desire to take action - without concern for rules or long-term consequences. If instead you ate this substance, you experience stabbing stomach pains (consult a ref).	If you possess the Spring lore skill then you gain three additional ranks to the next spring ritual that you perform within ten minutes, subject to the normal rules for effective skill. This is a tonic; the effect of any other tonic you have drunk immediately ends.	0	0	3	3	1	1	0	0
Decoctions of Hoarfrost	Decoction of the Hungry Moon	This potion tastes unpleasantly of spoiled meat. You become emotionally cold but highly possessive and protective of your friends and allies.	If you possess the Winter lore skill then you gain one additional effective rank to the next Winter ritual that you perform within ten minutes, subject to the normal rules for effective skill. This is a tonic; the effect of any other tonic you have drunk immediately ends.	2	0	0	1	2	1	0	0
Decoctions of Hoarfrost	The Barren Watchtower	Drinking this elixir makes you very thirsty and dry mouthed. You become cold and calculating, seeing everything in terms of cost and benefit. Individual lives or needs become	If you possess the Winter lore skill then you can use up to 3 personal mana as if it were crystal mana on the next Winter ritual that you perform within ten minutes.	3	1	1	2	1	0	0	0

Recipe	Potion	Roleplaying Effect	Mechanical Effect	Bladeroot	Cerulean Mazzarine	Imperial Roseweald	Marrowort	True Vervain	Mana Crystal	Liao	Realmsroot
		meaningless in the face of your goals and what you consider to be best. You feel a powerful urge to ensure you and yours are safe, regardless of the cost to other people.									
Decoctions of Hoarfrost	Sorrow's Mask	Where this balm has been applied, your skin becomes numb. You are constantly reminded of your regrets; it is easy for you to succumb to feelings of grief, loss, despair, and sorrow if you do not keep focused on the task at hand.	If you possess the Winter lore skill then you gain three additional ranks to the next Winter ritual that you perform within ten minutes, subject to the normal rules for effective skill. This is a tonic; the effect of any other tonic you have drunk immediately ends.	3	0	0	1	3	1	0	0
Double-sided Blade	Warming Armour	You feel a warmth in your belly that spreads quickly throughout your body. You feel an urge to take bloody, violent revenge on anyone you feel has wronged you.	You are subject to the VENOM condition. If this condition is removed prematurely, you immediately drop to 0 hits. If you are an orc, you also gain 3 additional ranks of endurance. If you are a human, you gain 2 additional ranks of endurance. The effects last until the end of the next skirmish, battle, or quest or until the VENOM is removed. This is a tonic; the effect of any other tonic you have drunk	0	1	2	1	2	0	0	0

Recipe	Potion	Roleplaying Effect	Mechanical Effect	Bladeroot	Cerulean Mazzarine	Imperial Roseweald	Marrowort	True Vervain	Mana Crystal	Liao	Realmsroot
			immediately ends.								
Double-sided Blade	Weakening Sun	You feel a burst of euphoria that slowly fades but never goes away. Painful or uncomfortable sensations are muted, and you feel an urge to submit to anyone who you feel has authority over you.	You are subject to the WEAKNESS condition. If this condition is removed prematurely, you immediately drop to 0 hits. If you are an orc, you also gain 3 additional ranks of endurance. If you are a human, you gain 2 additional ranks of endurance. The effects last until the end of the next skirmish, battle, or quest, or the WEAKNESS is removed. This is a tonic; the effect of any other tonic you have drunk immediately ends.	2	1	0	2	1	0	0	0
Infusions of Feathers	Magpie Infusion	Your tongue and lips are numbed, meaning your speech is slurred. You find yourself blinking rapidly, or suffering from watering eyes. Any spell that you hear being cast causes you to perceive dramatic displays of colourful light that can be quite distracting.	Inhaling the steam from this infusion grants you the ability to use the detect magic spell once during the next ten minutes without requiring you to know the spell or expend any mana.	0	2	0	0	0	0	0	0
Infusions of Feathers	Ravenwing Infusion	You feel suddenly dizzy, and then lose the ability to see colours; everything becomes visible in shades of grey. The exception is	Inhaling the steam from this infusion grants you the ability to use the insight skill once during the next ten minutes without	1	1	1	1	0	0	0	0

Recipe	Potion	Roleplaying Effect	Mechanical Effect	Bladeroot	Cerulean Mazzarine	Imperial Roseweald	Marrowort	True Vervain	Mana Crystal	Liao	Realmsroot
		that you can see colourful auras around living creatures, with the colour and intensity reflecting how you feel about that person. The night after taking this infusion, you will have exceptionally vivid dreams.	requiring you to know the skill or expend any liao.								
Infusions of Feathers	Goosewhisper Infusion	For around an hour after experiencing this infusion, you see things out of the corner of your eye; anyone you are not looking at directly appears to be surrounded by a shimmering multicoloured halo. You tend to see things in symbolic ways, and may see weird images hanging around people you know, relating to how you feel about them. These effects are very pronounced if you are a member of the naga lineage.	Inhaling the steam from this infusion causes you to enter a trance during which you suffer a brief but intense vision. This vision is provided by a referee, and will contain information about things that are happening, have happened or may happen at the event. There is no way to direct this vision towards a specific topic. These visions are the same as those received from the Signs and Portents ritual; you will receive the same vision if you are part of that ritual, have already performed it, or have already taken a dose of Goosewhisper Infusion.	2	0	0	1	1	0	0	0
Lambent Essences	Effulgent Primessence	You become calm and cerebral, fascinated by thoughts, ideas and knowledge.	If you possess the Day lore skill, then you gain one additional effective rank to	1	1	0	2	1	1	0	0

Recipe	Potion	Roleplaying Effect	Mechanical Effect	Bladeroot	Cerulean Mazzarine	Imperial Roseweald	Marrowort	True Vervain	Mana Crystal	Liao	Realmsroot
		You are disinclined to physical action where mental action might be sufficient. Your movements and thoughts become precise and ordered	the next Day ritual that you perform within ten minutes, subject to the normal rules for effective skill. This is a tonic; the effect of any other tonic you have drunk immediately ends.								
Lambent Essences	Lucent Quintessence	You become highly focused, pursuing things that interest you with stubborn doggedness. You find it difficult to show interest in things that do not engage your intellect, no matter how important it might be to others.	If you possess the Day lore skill then you can use up to 3 personal mana as if it were crystal mana on the next day ritual that you perform within ten minutes.	2	1	0	3	2	0	0	0
Lambent Essences	Radiant Transcendence	This salve cleans your skin as it is absorbed. You become increasingly offended by anything you see as disordered, random, or inefficient. You feel an urge to impose order on your surroundings, and on the people around you.	If you possess the Day lore skill, then you gain three additional ranks to the next Day ritual that you perform within ten minutes, subject to the normal rules for effective skill. This is a tonic; the effect of any other tonic you have drunk immediately ends.	1	1	0	3	2	1	0	0
Legacy of Thorns	Oil of Blackthorn	If you drink this oil, you are subject to nausea and painful stomach cramps for the next half hour, although if you vomit or are treated with the purify spell or by anything else that can end the	This oil must be smeared on a melee weapon over 5 seconds. The wielder *must* call VENOM on the next blow with the weapon within 10 seconds.	2	1	0	1	1	0	0	0

Recipe	Potion	Roleplaying Effect	Mechanical Effect	Bladeroot	Cerulean Mazzarine	Imperial Roseweald	Marrowort	True Vervain	Mana Crystal	Liao	Realmsroot
		weakness or venom conditions, you can alleviate these symptoms early.									
Legacy of Thorns	Redwillow Paste	If you drink this oil, you are subject to the sudden onset of a feverish temperature accompanied by severe sweating, headache, tiredness and other flu-like symptoms that last for the next half hour, although if you vomit or are treated with the purify spell or by anything else that can end the weakness or venom conditions, you can alleviate these symptoms early.	This oil must be smeared on a melee weapon over 5 seconds. The wielder must call WEAKNESS on the next blow with the weapon within 10 seconds.	0	1	2	1	1	0	0	0
Legacy of Thorns	Legionnaire's Stare	If you drink this oil, you are subject to the sudden onset of a feverish chill accompanied by severe sweating, significant lower back pain, and a strong need to urinate that last for the next half hour, although if you vomit or are treated with the purify spell or by anything else that can end the weakness or venom conditions, you can alleviate these symptoms early.	This oil must be smeared on a melee weapon over 5 seconds. The wielder must call PARALYSE on the next blow with the weapon within 10 seconds.	3	1	0	2	2	0	0	0
Legacy of Thorns	Gutwrench	As long as you suffer from either weakness or	You are subject to both the weakness and	2	1	2	0	0	0	0	0

Recipe	Potion	Roleplaying Effect	Mechanical Effect	Bladeroot	Cerulean Mazzarine	Imperial Roseweald	Marrowort	True Vervain	Mana Crystal	Liao	Realmsroot
		venom, you feel as if your stomach is on fire; you may experience other symptoms including severe sweating, feverishly elevated temperature, throbbing aches in the head and joints, tiredness, agonising stomach cramps, nausea, dizziness and painfully heightened senses that make bright lights or loud noises almost unbearable.	venom conditions. These conditions may be removed normally.								
Magnum Opus	Chiaroscuran Balsam	You feel giddy and excitable for several minutes after applying this balsam. You feel every emotion very strongly and have a strong urge to be gregarious, to seek out opportunities to interact with others wherever they present themselves, and want to be comfortable, well-fed and content.	If you possess the Night lore skill, then you gain one additional effective rank to the next night ritual that you perform within ten minutes, subject to the normal rules for effective skill. This is a tonic; the effect of any other tonic you have drunk immediately ends.	1	0	2	1	1	1	0	0
Magnum Opus	Philosopher's Stone	This elixir has a strong taste of something (practically any taste is possible). You feel a strong urge to be mysterious and enigmatic; to avoid direct answers, to conceal your intentions and to	If you possess the Night lore skill then you can use up to 3 personal mana as if it were crystal mana on the next night ritual that you perform within ten minutes.	2	2	3	0	1	0	0	0

Recipe	Potion	Roleplaying Effect	Mechanical Effect	Bladeroot	Cerulean Mazzarine	Imperial Roseweald	Marrowort	True Vervain	Mana Crystal	Liao	Realmsroot
		couch your speech in allusion and metaphor. Direct answers and direct solutions are unsatisfying.									
Magnum Opus	Black Star	You are filled with a growing sense that there is a conspiracy at work around you. It is easy to start speculating on the secret schemes that underlie anything from the performance of your ritual, to the formation of your coven, to the choice of clothing a stranger has made.	If you possess the Night Lore skill, then you gain three additional ranks to the next Night ritual that you perform within ten minutes, subject to the normal rules for effective skill. This is a tonic; the effect of any other tonic you have drunk immediately ends.	2	0	3	1	1	1	0	0
Master Medicinal	Tranquil Nostrum	You feel lethargic, sleepy and relaxed, disinclined to be active or aggressive.	This preparation is used to brew a pot of tea. Each person drinking a cup of the tea recovers all lost hits after fifteen minutes of rest and relaxation. There is no effect if the drinker is on a battlefield or similar stressful environment. If the drinker attacks a target or is attacked during this time then the effect is negated. The tea loses its beneficial properties fifteen minutes after being brewed regardless.	1	0	0	1	0	0	0	0
Master Medicinal	Maledict's Medicament	You feel nauseous and dizzy; you may be overcome with retching and	You are relieved of both the venom and the weakness conditions.	1	1	1	0	0	0	0	0

Recipe	Potion	Roleplaying Effect	Mechanical Effect	Bladeroot	Cerulean Mazzarine	Imperial Roseweald	Marrowort	True Vervain	Mana Crystal	Liao	Realmsroot
		vertigo for a few moments.									
Master Medicinal	The Sovereign Specific	You feel lightheaded for a moment, then refreshed and full of energy, and an incredible sense of wellbeing suffuses you. It is hard not to be filled with optimism and enthusiasm.	This potion removes the venom and weakness conditions from you, restores all limbs ruined by cleave or impale, and restores you to full hits. You may ignore the roleplaying effects of any traumatic wounds you are suffering until the end of the battle.	1	1	1	1	3	0	0	0
Philtres of the High Peaks	Mageblood	You feel an urge to gaze in wonder at the world around you for a few moments.	You regain up to 2 points of spent personal mana. If you do not have personal mana, the preparation has no effect.	0	0	1	0	1	0	0	0
Philtres of the High Peaks	The Philtre of Heavenly Lore	You feel a strong urge to gather magical power, items and knowledge.	You regain up to 6 points of personal mana. If you do not have personal mana, this preparation has no effect.	2	1	2	0	0	0	0	0
Philtres of the High Peaks	The Elixir of Empyrean Art	You are filled with almost painful amounts of magical power. As long as you have personal mana remaining, you feel a strong urge to perform magic as often as possible. When the effects wear off, you feel a vague urge to sample them again.	You regain all your spent personal mana, and gain an additional 2 points of temporary personal mana. These temporary points are the first ones spent when you spend personal mana. If you have not used these temporary points within half an hour, they are lost. If you do not have personal mana, this preparation has no effect.	3	2	2	0	1	0	0	0

Recipe	Potion	Roleplaying Effect	Mechanical Effect	Bladeroot	Cerulean Mazzarine	Imperial Roseweald	Marrowort	True Vervain	Mana Crystal	Liao	Realmsroot
Philtres of the High Peaks	Thresher's Tea	You are confused, unable to concentrate properly or focus your thoughts for at least the next ten minutes.	If you have any personal mana, you immediately lose it all. You can regain personal mana normally.	0	2	0	1	1	0	0	0
Philtres of War	Philtre of Strength	You feel all your cares and worries fall away; you feel a strong urge to shout, bellow or sing something as you are suddenly invigorated.	You regain one spent hero point. If you have no hero points this potion has no effect.	1	0	0	0	2	0	0	0
Philtres of War	Skop's Mead	You feel a burst of renewed energy, and an urge to act immediately in pursuit of your goals. You also feel a strong urge to share your confidence with, and raise the morale of, your allies - to inspire others to follow your lead.	You regain three spent hero points. If you have no hero points this potion has no effect.	2	0	2	1	3	0	0	0
Philtres of War	Elixir of Exalted Puissance	You are filled with a sensation of immense confidence and belief in your own abilities. You want to demonstrate your prowess to everyone.	You regain all your spent hero points, and gain an additional temporary hero point. This temporary point is the first one spent when you spend hero points. If you have not used this temporary hero point within half an hour, it is lost. If you do not have hero points, this preparation has no effect.	2	0	3	1	2	0	0	0
Philtres of War	Tincture of the Whipped Cur	You are filled with self-doubt and uncertainty for at least ten minutes.	You immediately lose all your hero points. You can regain hero points normally.	2	1	0	1	0	0	0	0
Runa's Gift	Greenmaster's Reach	If you are an orc, you feel a surge of conviction of	If you are an orc and you have the magician skill,	0	0	1	0	0	0	0	1

Recipe	Potion	Roleplaying Effect	Mechanical Effect	Bladeroot	Cerulean Mazzarine	Imperial Roseweald	Marrowort	True Vervain	Mana Crystal	Liao	Realmsroot
		your past actions; you are strongly aware of the voices of those ancestors that encourage you to strengthen yourself or improve your status, urging you to surpass what you have achieved so far. If you are a human, you feel a dizzying sense of euphoria that slowly builds. At the same time you feel your senses becoming keener until any strong sensory stimulation becomes almost painful.	you can cast either Repel or Entangle once without expending personal mana or crystal mana within 10 seconds. You do not need to be able to cast either spell to benefit from this effect. If you are a human, or an orc who does not have the magician skill, the potion has no mechanical effect.								
Runa's Gift	Brokendraught	If you are an orc, you feel a sense of power surge through you that quickly becomes almost overwhelming. You feel empowered to take action, doubts and worries feel distant and indistinct. Taking action to reduce or prevent suffering or pain feels righteous and empowering, and after the effect ends you may experience a craving to feel it again. If you are human, you becomes increasingly certain that you can "smell" magic around you as your senses shift	If you are an orc and you have the magician skill, you can either swift cast Restore Limb or cast Shatter once without expending personal mana or crystal mana within 10 seconds. You do not need to be able to cast either spell to benefit from this effect. If you are a human, or an orc that does not have the magician skill, the potion has no mechanical effect.	0	1	0	0	0	0	0	1

Recipe	Potion	Roleplaying Effect	Mechanical Effect	Bladeroot	Cerulean Mazzarine	Imperial Roseweald	Marrowort	True Vervain	Mana Crystal	Liao	Realmsroot
		and become unreliable. You quickly become disoriented and confused, unsure of what is real and what is a hallucination.									
Runa's Gift	Runa's Whisper	If you are an orc, you are intensely reminded of the fragility and value of life; seeing loved ones at risk can feel physically painful. It is easy for you to see the importance of life for strangers and even enemies; whatever your spiritual beliefs it is hard to escape the knowledge that once ended a life can never be regained. If you are human, you feel numbed to grief, sorrow, and suffering, and may experience moments of intense introspection. You may lose all interest in the outside world for a time, focusing entirely on your own feelings and thoughts.	If you are an orc and you have the magician skill, you can swift cast either Venom or Purify once without expending personal mana or crystal mana within 10 seconds. You do not need to be able to cast either spell to benefit from this effect. If you are a human, or an orc who does not have the magician skill, the potion has no mechanical effect.	1	0	0	0	1	0	0	1
Runa's Gift	Tender's Path	If you are an orc, you feel invigorated by the bonds of connection to your closest supporters. You are keenly aware of the connections you share with others, and how they effect your life. it is easy to become	If you are an orc and you have the magician skill, you can swift cast either Heal or Empower once without expending personal mana or crystal mana within 10 seconds. You do not need to be able to cast	0	0	0	0	1	0	0	1

Recipe	Potion	Roleplaying Effect	Mechanical Effect	Bladeroot	Cerulean Mazzarine	Imperial Roseweald	Marrowort	True Vervain	Mana Crystal	Liao	Realmsroot
		overwhelmed by an awareness of your place in the world. If you are human, you initially feel exhilarated and full of energy, each new experience is incredibly exciting. This quickly becomes overwhelming, making it hard to speak coherently or focus on anything for more than a few moments.	either spell to benefit from this effect. If you are a human, or an orc who does not have the magician skill, the potion has no mechanical effect.								
Runa's Gift	Clodden Earth	If you are an orc, you become aware of a reservoir of magical power that lies just out of reach. If you push yourself, if you can gather sufficient power, you could achieve anything, change anything, create anything. If you are human, you are vividly reminded of times when you feel you failed yourself or others, and times when other people let you down. It is easy to feel guilty, or lash out at others, but the idea that anyone might be able to make amends for their mistakes feels alien and naive. If you are an orc, you feel a surge of conviction of your past actions; you are strongly aware of the	If you are an orc with the magician skill, you gain two additional personal mana. Whether you are a magician or not, this counts as a source of spiritual strength to overcome roleplaying effects. If you are a human, the potion has no mechanical effect. The effects - mechanical and roleplaying - last until the end of the next skirmish, quest, or battle, or until sunrise, whichever comes first. This is a tonic; the effect of any other tonic you have drunk immediately ends.	0	0	2	0	1	0	0	1

Recipe	Potion	Roleplaying Effect	Mechanical Effect	Bladeroot	Cerulean Mazzarine	Imperial Roseweald	Marrowort	True Vervain	Mana Crystal	Liao	Realmsroot
		voices of those ancestors that encourage you to strengthen yourself or improve your status, urging you to surpass what you have achieved so far. If you are a human, you feel a dizzying sense of euphoria that slowly builds. At the same time you feel your senses becoming keener until any strong sensory stimulation becomes almost painful.									
The Assassin's Gate	The Black Gate	You feel dizzy and enervated. Over the next fifteen minutes you become increasingly confused, suffering random aches and pains and a growing awareness of your own death. You may occasionally hallucinate that people around you are friends, loved ones or dead relatives.	You are immediately affected by weakness which cannot be removed until the poison is cured. After ten minutes you can no longer move under your own power and cannot attack, defend yourself or use any abilities or items. At the end of thirty minutes you suffer an agonising seizure and die. If the incorrect antidote is applied, the target goes into a fatal, agonising seizure and dies.	4	0	0	3	3	0	0	0
The Assassin's Gate	The Crimson Gate	You feel very warm and thirsty, quickly developing a raging fever. Over the next	You are immediately affected by venom which cannot be	0	3	4	0	3	0	0	0

Recipe	Potion	Roleplaying Effect	Mechanical Effect	Bladeroot	Cerulean Mazzarine	Imperial Roseweald	Marrowort	True Vervain	Mana Crystal	Liao	Realmsroot
		fifteen minutes you begin to suffer agonising pain in your joints and muscles, and begin to cough up blood, You have difficulty breathing, and a growing awareness of your own death. You begin to bleed from the eyes and nose.	removed until the poison is cured. After ten minutes you can no longer move under your own power and cannot attack, defend yourself or use any abilities or items. At the end of thirty minutes you die, either drowning on your own blood or from massive internal haemorrhaging. If the incorrect antidote is applied, the target's lungs or blood-vessels rupture, resulting in swift agonising death.								
The Assassin's Gate	The Silver Key	You begin to cough uncontrollably, and after a few moments will vomit until your stomach is empty. You may lose consciousness. Over the next five minutes the symptoms of either *The Black Gate* or *The Crimson Gate* quickly recede.	Removes the effect of either or both of *The Black Gate* or *The Crimson Gate*. The weakness and venom effects need to be removed separately. If you are not poisoned, you are reduced to 0 hits by this unpleasant preparation.	4	1	4	4	2	0	0	0
The Last Resort	Watery Grave	You feel nauseous and unwell. Over the next fifteen minutes you feel dehydrated and suffer stabbing stomach pains and vomiting. Your bowel movements are voluminous and	You are immediately affected by WEAKNESS that cannot be removed until the poison is cured. After ten minutes your blood is viscous and foul smelling and your bleed time	4	2	0	2	2	0	0	0

Recipe	Potion	Roleplaying Effect	Mechanical Effect	Bladeroot	Cerulean Mazzarine	Imperial Roseweald	Marrowort	True Vervain	Mana Crystal	Liao	Realmsroot
		watery. Your breathing becomes laboured.	is increased by three minutes. At the end of thirty minutes your organs collapse leading to a fatal collapse. If the incorrect antidote is applied, the target goes into a fatal, agonising seizure and dies.								
The Last Resort	Python's Hug	You feel warm and unwell. After five minutes, you suffer a nosebleed, headache, and abdominal pain. After fifteen minutes you are enervated and feverish and barely able to move, feeling as if your guts are twisting inside you.	After fifteen minutes you are unable to move unaided, attack, defend, or use any skill or magical item unless it explicitly says that it can be used while dying. You may be fed a potion by another character. After thirty minutes, your organs rupture bloodily leading to a painful death. If the incorrect antidote is applied, the target's stomach and intestines rupture fatally, killing them.	2	0	4	2	2	0	0	0
The Last Resort	Restless Slumber	You experience a powerful chill and over the next few minutes lose consciousness. Over the next five minutes the symptoms of either watery grave or python's hug poisons quickly recede.	Removes the effect of either or both *Watery Grave* and *Python's Hug*. You are left subject to both venom and weakness, regardless. If you were not poisoned, you are weakened and venomed by this unpleasant	5	0	5	0	5	0	0	0

Recipe	Potion	Roleplaying Effect	Mechanical Effect	Bladeroot	Cerulean Mazzarine	Imperial Roseweald	Marrowort	True Vervain	Mana Crystal	Liao	Realmsroot
			preparation.								
The Winter Moon	Virus Lunarae	You feel a growing chill spreading through your body. Over the next fifteen minutes you become increasingly cold and numb; shivering despite all efforts to keep you warm. You lose all sensation in your extremities, and eventually are incapable of feeling any physical sensation or holding anything in your numb fingers. You also become increasingly incoherent, and will tend to babble incomprehensibly as the symptoms worsen.	You are immediately affected by weakness which cannot be removed until the poison is cured. After ten minutes you can no longer move under your own power and cannot attack, defend yourself or use any abilities or items. At the end of thirty minutes you slip into a coma from which you will never recover. A few minutes after that, you reanimate as a flesh-hungry zombie bent on killing and devouring the living. If the incorrect antidote is applied, you slip into a coma and die. A few minutes later you will animate as a flesh-hungry zombie.	2	3	0	3	2	0	0	0
The Winter Moon	Hunger of the Wolf	You feel a growing heat spreading through your body. Over the next fifteen minutes you become extremely short tempered, often incoherent with rage, and lash out at anyone who annoys you. Your growing rage makes it harder and harder for you	You are immediately affected by venom which cannot be removed until the poison is cured. After ten minutes you can no longer communicate coherently with others, and become extremely violent.	2	0	4	0	4	0	0	0

Recipe	Potion	Roleplaying Effect	Mechanical Effect	Bladeroot	Cerulean Mazzarine	Imperial Roseweald	Marrowort	True Vervain	Mana Crystal	Liao	Realmsroot
		to concentrate; you begin to hear voices urging you to kill everyone around you.	After thirty minutes you may choose to either enter a psychotic killing frenzy or suffer a fatal brain haemorrhage. You will never recover from this state. If the incorrect antidote is applied, you undergo a psychotic break, raving incoherently and lashing out at everyone nearby for at most a minute or so before suffering a fatal brain haemorrhage and dropping dead.								
The Winter Moon	Feast for Crows	You are overwhelmed by alternating burning fever and freezing numbness that completely incapacitates you. You may lose consciousness, and suffer painful convulsions. Over the next five minutes the symptoms of either *Virus Lunarae* or *Hunger of the Wolf* quickly recede.	Removes the effect of either or both of *Virus Lunarae* or *Hunger of the Wolf*. The weakness and venom effects need to be removed separately. If you are not poisoned, you are reduced to 0 hits by this unpleasant preparation.	3	4	3	4	1	0	0	0
Tisanes of the Labyrinth	Usher's Decoction	Until you next perform or participate in a ceremony, and for a short time afterward, you feel remarkably centred. If you are	The next time you perform or participate in a ceremony of anointing, consecration, hallow, exorcism, excommunication	0	0	1	0	1	0	1	0

Recipe	Potion	Roleplaying Effect	Mechanical Effect	Bladeroot	Cerulean Mazzarine	Imperial Roseweald	Marrowort	True Vervain	Mana Crystal	Liao	Realmsroot
		dedicated to a virtue, you feel a strong urge to take action in line with that virtue. If not, you feel a strong urge to take action in keeping with your personal philosophy. The night after drinking this potion you will have particularly vivid dreams.	or testimony the effect is one rank higher than normal. You must possess the appropriate skill to take part in the ceremony. The effects last for ten minutes or until you next perform a religious ceremony.								
Tisanes of the Labyrinth	Waywalker's Suffusion	Until you next use a priest skill, and for a short time afterward, you are aware of unseen presences as if you are at the centre of an unseen crowd. Occasionally you hear distant muttering or occasionally a comprehensible word or fragment of a sentence.	The next time you perform or participate in a ceremony of anointing, consecration, hallow, exorcism, excommunication or testimony the effect is two ranks higher than normal. You must possess the appropriate skill to take part in the ceremony. The effects last for ten minutes or until you next perform a religious ceremony.	0	2	0	2	1	0	2	0
Tisanes of the Labyrinth	Shadowcrow Infusion	Inhaling this infusion causes a momentary anguish, like the sudden separation from a loved one, but there are no other immediate effects.	Inhaling the steam from this infusion causes your aura to become impossible to read with the insight ceremony or similar effects. You are also unable to make use of liao, true liao, or any religious skill. The effects last until the next sunrise. If you are human, any	0	0	0	1	0	0	1	0

Recipe	Potion	Roleplaying Effect	Mechanical Effect	Bladeroot	Cerulean Mazzarine	Imperial Roseweald	Marrowort	True Vervain	Mana Crystal	Liao	Realmsroot
			time you sleep under the influence of the potion, you either do not dream or do not remember your dreams. This is a tonic; the effect of any other tonic you have drunk immediately ends.								
Tonics of the Deep Forest	Oakenhide Tonic	You feel very confident in your ability to survive dangerous situations.	You gain an additional rank of endurance until the next sunrise. This is a tonic; the effect of any other tonic you have drunk immediately ends.	1	0	0	0	1	0	0	0
Tonics of the Deep Forest	Winterskin Tonic	You feel distanced from your emotions, as if they were being experienced by someone else.	You gain two additional ranks of endurance until the next sunrise. This is a tonic; the effect of any other tonic you have drunk immediately ends.	1	2	0	0	1	0	0	0
Tonics of the Deep Forest	Ironblood Tonic	You find it very hard to care about the feelings of other people, and tend to take the most expedient course of action regardless of who it might hurt.	You gain three additional ranks of endurance until the next sunrise. This is a tonic; the effect of any other tonic you have drunk immediately ends.	1	2	0	3	2	0	0	0
Tonics of the Open Sky	Tonic of Sunlit Glass	You feel a sudden burst of optimism and a rush of positive emotions; you are reminded of past triumphs, hopes and dreams.	You gain an additional rank of fortitude until the next sunrise. This is a tonic; the effect of any other tonic you have drunk immediately ends.	0	1	1	0	0	0	0	0
Tonics of the Open Sky	Tonic of Surging Flame	Warmth spreads from your stomach to your	Once today you may use the unstoppable skill	0	1	2	0	2	0	0	0

Recipe	Potion	Roleplaying Effect	Mechanical Effect	Bladeroot	Cerulean Mazzarine	Imperial Roseweald	Marrowort	True Vervain	Mana Crystal	Liao	Realmsroot
		entire body, and persists for the duration of the effect. It brings with it feelings of absolute confidence in your ability to survive no matter what happens. You find it hard to remember that risky behaviour might result in permanent injury or death.	as if you know it without spending hero points. The effect remains until used or until the next sunrise. This is a tonic; the effect of any other tonic you have drunk immediately ends.								
Tonics of the Open Sky	Tonic of the Distant Shore	You feel a sudden burst of optimism and renewed hope; feelings of worry, doubt and uncertainty are banished.	You gain an additional three ranks of fortitude until the next sunrise. This is a tonic; the effect of any other tonic you have drunk immediately ends.	0	1	2	2	0	0	0	0
Tinctures of True Eminence	Dragon's Blood	You are filled with personal pride and self-assurance. Any contradiction or lack of respect is profoundly annoying, and you find it difficult to tolerate mockery, insolence or being treated as if you are unimportant.	If you possess the Summer lore skill then you gain one additional effective rank to the next Summer ritual that you perform within ten minutes, subject to the normal rules for effective skill. This is a tonic; the effect of any other tonic you have drunk immediately ends.	0	2	1	0	2	1	0	0
Tinctures of True Eminence	Goldencrown	You feel a strong urge to take charge of any situation you find yourself in. Filled with pride and self-confidence, people who disagree with you or disrespect you make you	If you possess the Summer lore skill then you can use up to 3 personal mana as if it were crystal mana on the next Summer ritual that you perform within ten minutes.	1	3	2	1	1	0	0	0

Recipe	Potion	Roleplaying Effect	Mechanical Effect	Bladeroot	Cerulean Mazzarine	Imperial Roseweald	Marrowort	True Vervain	Mana Crystal	Liao	Realmsroot
		exceptionally angry. Whatever you are doing, you very much want to be the centre of attention.									
Tinctures of True Eminence	Firewine	You experience a rush of heat that flows down your throat and boils in your stomach. When you feel thwarted, belittled, or wronged you find it hard to avoid becoming enraged. If you are actually insulted, disrespected, or threatened you experience an urge to respond violently.	If you possess the Summer lore skill then you gain three additional ranks to the next Summer ritual that you perform within ten minutes, subject to the normal rules for effective skill. This is a tonic; the effect of any other tonic you have drunk immediately ends.	0	1	3	0	3	1	0	0
Unguents of Falling Leaves	Bronze Spider Balsam	You are driven to match wits with those around you, and try to gain influence over them. You become acutely aware of anyone who owes you a favour, or to whom you in turn might owe a favour.	If you possess the Autumn lore skill then you gain one additional effective rank to the next Autumn ritual that you perform within ten minutes, subject to the normal rules for effective skill. This is a tonic; the effect of any other tonic you have drunk immediately ends.	0	2	0	2	1	1	0	0
Unguents of Falling Leaves	Leaden Quicksilver	You become highly motivated to pursue and achieve your goals, whatever they may be. Anything that stands in the way of your success is an obstacle to be overcome, although you feel	If you possess the Autumn lore skill then you can use up to 3 personal mana as if it were crystal mana on the next Autumn ritual that you perform within ten minutes.	1	3	1	2	1	0	0	0

Recipe	Potion	Roleplaying Effect	Mechanical Effect	Bladeroot	Cerulean Mazzarine	Imperial Roseweald	Marrowort	True Vervain	Mana Crystal	Liao	Realmsroot
		an urge to avoid personal physical confrontation. Other people should follow your advice because you alone know what is best for them. Anyone who refuses to heed your suggestions is probably plotting against you.									
Unguents of Falling Leaves	Essence of Verdigris	You feel an urge to test your skills against others. It is easy to become contrary and stubborn, to try and force people into competing with you. Only the competition matters - winning or losing is irrelevant.	If you possess the Autumn lore skill then you gain three additional ranks to the next Autumn ritual that you perform within ten minutes, subject to the normal rules for effective skill. This is a tonic; the effect of any other tonic you have drunk immediately ends.	0	3	0	3	1	1	0	0
Unshackled Gift	Ancestor?s Word	You feel a surge of physical aggression building. You are strongly aware of the voices of your ancestors, urging you to fight and take joy in battle. If you are human you feel dizzy, and a burning pain spreads through your body.	If you are a human, you become subject to VENOM and the potion has no other effect. If you are an orc, you gain an additional hero point. In addition, this counts as a source of spiritual strength to overcome roleplaying effects. The effects last until the end of the next skirmish, battle, or quest. This is a tonic; the effect of any other tonic you have drunk	0	0	2	0	1	0	0	0

Recipe	Potion	Roleplaying Effect	Mechanical Effect	Bladeroot	Cerulean Mazzarine	Imperial Roseweald	Marrowort	True Vervain	Mana Crystal	Liao	Realmsroot
			immediately ends.								
Unshackled Gift	Legionnaire's Will	If you are human you feel a sudden crippling fear and confusion. If you are an orc you feel a sudden bond of connection to those you trust. You are strongly aware of the voices of your ancestors, urging you to revel in the company of other orcs.	If you are a human, you become subject to VENOM and the potion has no other effect. If you are an orc, you gain two additional hero points. In addition, this counts as a source of spiritual strength to overcome roleplaying effects. The effects last until the end of the next skirmish, battle, or quest. This is a tonic; the effect of any other tonic you have drunk immediately ends.	0	0	3	1	1	0	0	0
Unshackled Gift	Indomitable Might	If you are human you feel a sudden vertigo and lose your balance. If you are an orc, you are filled with the certainty that you are not alone. You are strongly aware of the voice of an ancestor, urging you to survive no matter the cost.	If you are a human, you become subject to WEAKNESS and the potion has no other effect. If you are an orc, you gain the ability to use the Unstoppable skill as if you know it. The effects last until the end of the next skirmish, battle, or quest. This is a tonic; the effect of any other tonic you have drunk immediately ends.	0	0	1	2	2	0	0	0
Unshackled Gift	Skar's Strength	If you are human you feel a sudden crippling fear and confusion. If you are an orc, you	If you are a human, you become subject to VENOM and the potion has no	1	1	3	2	2	0	0	0

Recipe	Potion	Roleplaying Effect	Mechanical Effect	Bladeroot	Cerulean Mazzarine	Imperial Roseweald	Marrowort	True Vervain	Mana Crystal	Liao	Realmsroot
		feel a sense of your own power surge through you. You are strongly aware of the voices of your ancestors, urging you to take the lead.	other effect. If you are an orc, you gain the ability to use the Cleaving Strike, Mighty Strikedown, and Mortal Blow skills as if you know them. The effects last until the end of the next skirmish, battle, or quest. This is a tonic; the effect of any other tonic you have drunk immediately ends.								

3.11 Further Reading

- Apothecary skill
- Herbs

4 Spellcasting



Magic can heal or harm with equal facility.

4.1 Overview

A magician is any character that purchases the magician skill. Becoming a magician allows a character to cast spells, and with additional study they can master the realm lores that allow them to perform powerful and versatile rituals. Like artistic ability, command of magic is both a talent and a skill - some people are born with a natural knack for working magic, while others develop their ability to weave spells through hard work and long hours of study. Even a natural talent needs help channelling and honing their power, however - there are many stories of prodigies who lack the ability to control their magic properly causing minor magical mishaps. In the Empire it is common for a magician to learn their art studying with a more experienced mentor. It is theoretically possible to be "self taught" however - there are libraries and tomes that lay out magical law in all the nations.

Every magician, no matter where in the world they originate, learns three common spells (sometimes called *cantrips* in the Empire): detect magic, operate portal, and create bond. These versatile utility spells allow a magician to perform a number of functions, and serve as the foundation for all other magical ability. These spells are only the beginning however - with additional study a magician can master more incantations that allow them to channel their personal magic to heal their allies, repel their foes, and even grant the recently departed the ability to speak to the living.

In addition, every magician knows how to wield wands and rods. These implements are to the magician what swords and axes are to the warrior, or medicines and bandages to the physick. Their main use is to channel and unleash martial incantations, but even the most peaceful magician can benefit from bonding a magical implement to enhance their ability to work magic.

Finally, some magicians focus their magical study towards battlefield applications. These brave individuals are called battle mages and they learn to channel their power through staffs and attune themselves to special armour designed specifically to protect magicians while leaving them free to perform magic. This last is especially valuable to magicians who go into dangerous situations; mundane armour prevents the casting of even the simplest spell.

4.2 Spellcasting

- **Every magician starts with four personal mana every day**
- **You must expend personal mana or a mana crystal to cast a spell**
- **You cannot cast spells while wearing armour other than a helmet**
- **All spells require vocals clearly audible to everyone within a few metres**

Any character that purchases the magician skill has four personal mana and is able to cast create bond, detect magic or operate portal. Each time a character purchases an extra spell they must choose one additional spell from the spellcasting list.

Your character may also use crystallised mana to cast spells; a single mana crystal can be used to cast any single spell.

Your personal mana replenishes overnight.

If you have the battle mage skill then you can cast spells while wearing mage armour, but you cannot cast spells while wearing regular armour. The only exception is a helmet: helmets do not interfere with spellcasting in any way.

All spell vocals require appropriate roleplaying which must include spell vocals in a clear voice audible to everyone within a few metres of you. All spells are one of two types, regular spells or offensive spells.

Regular Spells	Mana Cost
Create bond	1
Detect magic	1
Operate portal	1
Heal	1
Mend	1
Night pouch	1
Purify	1
Restore limb	1
Voice for the dead	1

4.3 Regular Spells

- **Require at least thirty seconds of appropriate roleplaying**
- **You must be capable of touching the target with the casting hand throughout the casting of the spell**
- **The spell fails if you or your target are hit or attack another character during spellcasting**
- **You can choose to *swift cast* a regular spell**

To cast a regular spell you must complete at least thirty seconds of appropriate roleplaying including spell vocals, and the use of one hand. These requirements do not mean you must chant or speak for the entire thirty seconds; you must include some vocal component but your appropriate roleplaying can also involve tracing magical signs or runes in the air, using props such as scrolls or powders, shaping magic with mystical passes, and the like.

You must be able to touch the target with your casting hand throughout the casting of the spell. Even if you do not touch the target you must be close enough to easily do so - you cannot cast a regular spell on a target who is only close enough to touch with an implement (but see swift casting below).

If you or your target attacks another character or either of you are hit then the spell fails. Your mana is not lost but you must begin the spell again.

4.3.1 Swift casting

- **Any regular spell can be cast with a few words of appropriate roleplaying instead of thirty seconds**
- **Swift casting a spell costs 2 mana rather than 1**
- **The effects of some spells change when they are swift cast**
- **If you are in combat, you must touch your target with an implement - a wand, rod, or staff**

Any magician who knows a regular spell can choose to swift cast it. Swift casting effectively allows the regular spell to be cast as if it were an offensive spell, but at the cost of an additional mana.

Some spells such as purify and heal have different effects when swift cast. You must make clear to the target what the effect is.

Magic items, rituals, and similar abilities do not provide the ability to swift cast a spell unless they explicitly say they do. For example, a wand may say that it allows you to cast or swift cast the purify spell, or a rod might allow you to swift cast the heal spell as if you knew it. An item that allows you to cast a spell as if you knew it without spending mana never allows you to change how it is cast.

4.4 Offensive Spells

Offensive Spells	Mana Cost
Empower	1
Entangle	1
Paralysis	2
Repel	1
Shatter	2
Venom	1
Weakness	1

- **Require a few words of appropriate roleplaying**
- **Require you to hit the target with an implement - a wand, rod, or staff**

To cast an offensive spell you must utter a few words of appropriate roleplaying including spell vocals while you strike or touch your target with a wand, rod, or staff. You cannot cast an offensive spell without using a suitable implement.

If you deliver an offensive melee strike to touch the target with your implement then the target also loses one global hit. You should always assume that your opponent has wounded you in this way unless their roleplaying clearly indicates otherwise.

Offensive spells are not interrupted or lost if you are attacked. For spells other than venom or weakness you do not lose the mana if it is clear that the target has not taken the effect.

4.5 Further Reading

- Overview
- Magic Items
- Herbs & Potions
- Spellcasting
- Rituals
    - Formulaic Rituals
    - Arcane Projections
    - Battlefield Rituals
    - Enchantments
    - Curses
    - Ilium
- Ritual theory
    - Laws of magic
    - Limits of magic
    - Divination
    - War magic
    - Eternals and rituals
    - Spring magic
    - Summer magic
    - Autumn magic
    - Winter magic
    - Day magic
    - Night magic
- Regio

5 Rituals



5.1 Overview

Rituals are powerful magical spells that magicians can learn to perform by buying lore in one or more of the six realms. There are many more rituals than spells and most are much more powerful but they take longer to perform and can only be cast using crystal mana.

Some powerful rituals are too difficult for any one magician to perform alone. Magicians usually form covens to allow them to combine their skills to perform the most potent rituals.

5.2 Basic Rules

- **Every ritual draws on one of the six realms**
- **Every ritual has a cost in crystallised mana to perform the ritual**
- **A ritualist may only expend mana up to their level of skill**
- **Mana crystals expended by a character who has mastered the ritual counts double**
- **The regio at Anvil does not currently allow magicians to increase their effective skill to allow them to perform more powerful rituals**

There are six magical realms, which the Empire call Day, Night, Spring, Summer, Autumn and Winter. Every ritual draws its power from just one of these six realms. You must have a rank of the appropriate realm lore to attempt a ritual of that realm.

All rituals require crystallised mana (from a mana site) to cast, they are too powerful to perform with personal mana. The magnitude of the ritual is the amount of crystal mana needed to perform it. The amount of crystallised mana that each ritualist can expend is limited by their level of skill with the appropriate realm lore.

Magicians can master a handful of formulaic rituals. Mana crystals used by a character that has mastered the ritual counts double. Magicians may choose to master formulaic rituals when they purchase realm lore skills or the extra ritual skill.

E.g. A magician is performing the ritual, the Ascetic Star of Atun, a magnitude 6 Day ritual. The ritualist has three levels of skill in Day lore, allowing them to contribute three mana crystals, however the caster has mastered the ritual, doubling their effective mana. This allows them to achieve the 6 points required for the ritual.

A regio is an area with a magical aura. Most regios are keyed to one of the realms and some are powerful enough that they make it easier for ritualists to perform rituals of that realm while inside it. There is a powerful permanent regio of all six realms at Anvil that, as of the Winter Solstice 387YE, does not currently allow each magician contributing to the ritual to gain an additional effective rank of the appropriate realm lore skill, subject to the normal rules for effective skill.

For example, A coven of three characters each with one rank of Summer lore use the anvil regio. They each act as if their Summer lore were rank 2 and can contribute 2 mana crystals to the ritual. A fourth member of their coven who has no ranks in Summer still cannot contribute to the ritual.

5.3 Realms

- **Every ritual is keyed to a single realm**

All the rituals in Imperial lore are keyed to a single realm. You can only attempt to cast that ritual if you have sufficient skill with that realm lore. Some ritual *effects* can be duplicated by clever use of the magic of another realm, but there is usually a steep cost to do this. Each realm has its own strengths and weaknesses and most formulaic rituals have been formulated using the best realm to produce that effect.

Ritual Summaries

Spring rituals

Summer rituals

Autumn rituals

Winter rituals

Day rituals

Night rituals

Each realm has a summary of the rituals associated with it, stating the name, basic effect and magnitude. These summaries are linked on the right. There is also a simple but complete list of every ritual that is part of Imperial lore available.

5.4 Performing a Ritual

- **Rituals require several minutes of appropriate roleplaying; it should be obvious to everyone nearby that you are performing a ritual**
- **You cannot perform rituals while wearing armour**
- **If possible, you should get a ref before performing your ritual**

Rituals require several minutes of appropriate roleplaying. Imperial magicians use a number of different sources, symbols, methods and theories when designing their rituals. The most common magical techniques are; rune magic, dramaturgy, astronomancy and the music of the spheres. These represent bodies of magical lore and theory that can be used to add depth and significance to all magic, and have special resonance for ritual magic. In addition, the description of each ritual includes a *Common Elements* section that can be used as a starting point for developing the roleplaying required to perform a ritual.



It should be obvious to everyone nearby that you are performing a ritual. While it is possible to conceal precisely what your ritual is intended to achieve, it is against the spirit of ritual magic to intentionally perform a ritual that appears to have an opposite effect. For example, performing a ritual that looks as if it is intended to heal someone that is actually intended to destroy one of their magic items is inappropriate.

We do not mark your performance in a ritual, but we do log every ritual, so that we can record and apply the effects. You should try and get a ref before you perform a ritual if possible, so that they can log the ritual.

5.5 Formulaic Rituals

- **Ritualists can perform any formulaic ritual if they have the ranks to do so**

The Imperial Conclave has helped to spread the knowledge of countless different magical rituals across the Empire. This list of formulaic rituals is referred to as the Imperial lore. Any Imperial magician can perform a formulaic ritual that is in Imperial lore if they have sufficient ranks in the appropriate realm. In addition a ritualist may choose to master a number of formulaic rituals - this makes those rituals much easier and cheaper to cast.

5.6 Spontaneous Magic

- **Ritualists can attempt to create spontaneous magical effects through the use of an arcane projection**

It is possible to create a magical effect at an event that is not part of the existing library of known Imperial rituals. Spontaneous magic requires an arcane projection to perform. Creating an arcane projection is expensive, and can only be done between events.

5.7 Battlefield rituals

- **Battlefield rituals can be cast on the battlefield without a referee present**

Many rituals do not require a referee to cast on the battlefield. This is a special exception which exists for a subset of rituals to make it as easy as possible for magicians to perform their rituals on battlefield without needing to find a referee first. Only a battlefield ritual can be performed in this way and you must follow the additional rules when casting without a referee present.



5.8 Covens

- **A coven of ritualists can combine their skills to perform a ritual together**

A ritualist can always perform a ritual by themselves. Most ritualists are also part of a coven, a mystical union that extends the hearth magic of oaths to allow participants to combine their strength.

Members of a coven can work together to perform a ritual with each participant contributing mana to a ritual up to the normal limit of their ability.

5.8.1 Mastery

It is not uncommon for some members of a coven to have mastered an Imperial formulaic ritual while others have not. In this case only the mana contributed to the ritual by the magicians who have mastered the ritual is doubled.

5.8.2 Contributors

Some rituals refer to contributors. A contributor is a character who is a member of the coven performing the ritual, has at least one rank of the realm lore used by that ritual, and participates in the performance.

A character can *never* contribute to a ritual if they have not spent experience points on the appropriate ritual lore skill.

5.9 Imperial Lore

Imperial lore is a library of known rituals that is shared by all Imperial magicians. Even where an Imperial citizen has not mastered a ritual that is part of Imperial lore, they can still try to perform it - whereas new effects that are not part of Imperial lore require the creation of an arcane projection or access to a ritual text. The Conclave has the ability to add new rituals to this body of knowledge through the declaration of Imperial lore.

5.10 Further Reading

- Overview
- Magic Items
- Herbs & Potions
- Spellcasting
- Rituals
    - Formulaic Rituals
    - Arcane Projections
    - Battlefield Rituals
    - Enchantments
    - Curses
    - Ilium
- Ritual theory
    - Laws of magic
    - Limits of magic
    - Divination
    - War magic
    - Eternals and rituals
    - Spring magic
    - Summer magic
    - Autumn magic
    - Winter magic
    - Day magic
    - Night magic
- Regio

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6 Ritual theory

6.1 Overview

Imperial magicians who have studied the lore of the realms can use mana crystals to manipulate a realm to create magic effects. The most effective way to do this is to master one or more of the formulaic rituals that are part of Imperial lore, but the outcome of these rituals is fixed. If a magician wishes to achieve an entirely new effect, something not contained in Imperial lore, then they will need to prepare an arcane projection to create the spontaneous ritual effect.

A good understanding of the theory of ritual magic is essential for creating effective spontaneous magic. There are the known laws of magic that govern the rules by which it operates, as well as restrictions that put hard limits on what magic can achieve. Eternals can have a big impact on rituals, and there are some rituals that can only be created or cast with the help or agreement of a specific eternal. Having a good working knowledge of the laws and limits of magic is crucial when creating or discussing magic in Empire.

6.2 Resonance and Dissonance

- **Every realm of magic is different - each has its own merits and flaws representing what it can do well and what it cannot do at all**
- **A realm is especially good at the things it is resonant with**
- **A realm cannot achieve game effects that it is dissonant with**

Ritual magic is not limitless in scope and there are a number of fundamental laws that are common to all the realms, and certain limits that it cannot easily overcome. In addition to this, each of the six realms (Spring, Summer, Autumn, Winter, Day and Night) have strengths and weaknesses, referred to as *resonance* and *dissonance*. Where a realm is resonant with a theme, rituals that produce that outcome are easier to cast using that realm than any other. For example, the Spring realm is resonant with healing magic, so rituals that heal the wounded are easier to perform using the Spring realm than any other realm.

Where a realm is dissonant with a theme, then it is much harder to create a ritual effect that produces that outcome, if it is even possible. For example, the Autumn realm is dissonant with healing magic, it can repair broken items and damaged buildings, but it has almost no ability at all to heal the wounded.

It is common for magicians to try to bypass the dissonances of a realm - usually because they want to use the one realm they have mastered. This is almost invariably a mistake - each realm is unique and there are many things that each realm cannot achieve. It is better to find a magician who has mastered the appropriate realm for a ritual, than to attempt to create an arcane projection with a dissonant realm.

Resonance and dissonance is not simply about the form that the ritual takes - it is *the outcome that is crucial*. A sly magician might attempt to create a Night ritual that employs obfuscation to cause two armies to clash with each other in the hope that this will wreak widespread destruction. This attempt will usually fail, because while obfuscation is a resonance of Night magic - the outcome is very different. It is the *result* that matters most, and since this ritual would cause destruction and Night magic is dissonant with that theme, then the ritual will fail.

6.3 Laws

- **The laws of magic are axioms that help a magician to understand magic and how it works**

Magic is governed by a number of principles that help to determine what will happen, most commonly referred to as the laws of magic. These important axioms are a consequence of the way magic works in the world of Empire - they reflect the underlying nature of the world itself. Like the limits of magic, a rough knowledge of the various laws is useful to any character who wishes to emphasise their knowledge and grasp of magic.

The laws of magic are distinct from the limits of magic - the latter are hard and fast rules that can never be broken. The laws of magic are principles that are a useful guide to understand why some things work the way they do, and how things might work. Not every ritual appears to perfectly obey all the laws of magic, unlike the limits of magic, it is possible to emphasise to use raw power to get round the laws of magic to a very limited extent. In practice most rituals are designed to incorporate the laws of magic where they are appropriate.

6.4 Limits

- **The limits of magic are fundamental rules of the Empire game that cannot be broken**
- **Any arcane projection that attempts to break a limit of magic will fail**

There are fundamental limits on what magic can achieve that are well known and understood. These are commonly referred to as the limits of magic. Magicians across the Empire have spent centuries searching for ways to surpass these limits and never found a reliable way to overcome them. Having a good working knowledge of these limitations is a good way to demonstrate your character's skill with ritual magic.

In the game, the limits of magic are absolute rules for the game. While anyone can play a character that is striving to overcome one or more of these limitations, that is not a character goal that will ever be fulfilled. These limits are reflections of the game rules, so any arcane projection that is submitted that tries to break one of these rules will fail. For that reason, it is always better to check any arcane projection against these limits before you submit it.

6.5 Divinations

- **Divination is a specialised branch of magic with its own rules**

Divination is a specialised branch of ritual magic that provides information to the caster or casters. It can be incredibly useful, but it has strict limits on what it can achieve that are unique to this kind of magic. Most divinations (though not all) are of the Day realm and provide facts and figures, precise measurements and known quantities.

The Night realm is different, because the disordered chaotic nature of this realm means that divinations that draw upon it tend to provide unpredictable answers. Responses are often in the form of riddles and symbolic visions, and they might reveal portentous omens or subtle clues that can be used to infer something.

In all cases, divination is a special branch of magic with its own rules that are well worth reading if your character is attempting to create a new ritual that might divine information about something.

6.6 Eternals

- **It is only possible to create rituals that involve eternals with their prior agreement**
- **Some rituals can only be created or cast with the aid of an eternal**

The eternals are the most powerful inhabitants of the six realms. Each eternal has unique abilities and powers due to their command of the magic of their realm. Because of this, eternals can help mortal magicians to create and cast rituals that use or draw on some of the most powerful aspects of a realm. Many ritual effects can only be created with the power of an eternal - something that must be agreed with the eternal in question before it can be cast.

Imperial magicians have studied eternals and rituals looking to codify the many ways in which these beings can help with rituals. Understanding the benefits and restrictions of using eternals in rituals can be crucial - especially when trying to create a new arcane projection.

6.7 War Magic

- **Each realm can only be used to create one kind of army enchantment unless you have the assistance of an eternal**
- **Each realm can be used to enchant fleets and military units, but only for certain types of voyage or venture**

War magic, like divinations, is a particular application of magic, often on a huge scale, that has limitations of its own. The resonances and dissonances of a realm affect the kinds of enchantment it is possible to create on armies, military units and fleets. In most cases, a realm can only be used to create a single kind of army enchantment, unless the magician is able to procure the help of an eternal in the creation of the ritual. Autumn is something of an exception to this rule, as the realm's emphasis on logistics makes it more flexible than other realms, but even it has major limitations on what it can achieve.

Similar rules apply to enchantments that benefit military units and fleets. There are different kinds of voyages and ventures and each realm excels at one or two types of action that a military unit or fleet can take. Most realms can be used for other types of action, they're just less effective at it, but each realm has one or more types of action that it cannot be used for at all.

6.8 Further Reading

- Overview
- Magic Items
- Herbs & Potions
- Spellcasting
- Rituals

        - Formulaic Rituals
        - Arcane Projections
        - Battlefield Rituals
        - Enchantments
        - Curses
        - Ilium
- Ritual theory
        - Laws of magic
        - Limits of magic
        - Divination
        - War magic
        - Eternals and rituals
        - Spring magic
        - Summer magic
        - Autumn magic
        - Winter magic
        - Day magic
        - Night magic
- Regio

7 Regio



7.1 Overview

The mortal world of Empire is surrounded and infused by six magical realms, which Imperial magicians have named Day, Night, Spring, Summer, Autumn, and Winter. Normally the power of these realms is sequestered away; magicians can perform spells and rituals that draw on the power of the realms, but otherwise it does not affect the day-to-day lives of mortals. A regio is a region where the power of one or more of the realms has seeped into the mortal world. Some regio occur naturally, others are a response to significant events or powerful magics. Some regio are permanent, some last only for a few hours; some are stable while others wax and wane with the hour or the season. Some are only detectable with magic, others cause effects that are so pronounced that you cannot fail to realise that something strange is happening.

Regio are useful for magicians, and some rituals are so powerful that they can only be performed in a regio. But the main reason regio exist is to create a suite of mechanics that covers many of the classic themes and ideas of mythology. A regio could be a fairy ring that fills with music and dancers at midnight. It could be a strange glade in a Dawnish forest into which knights are prone to wander but never return. A regio is any location in Empire that is mystical in some way, either enchanted or cursed.

7.2 Basics

- **A *regio* is an area with a magical aura that exists in the mortal world**
- **Regio are connected to one of the realms and draw power from them**
- **Ritualists can detect regio and discover their realm connection with the detect magic spell**

An area with a regio in it will often reflect the nature of the realm it is connected to; an area with a strong connection to one of the themes of a realm may over decades or even centuries, generate a regio.

For example, a Winter regio might form on a battlefield where hundreds have died and their bones been left without funeral rites. A Spring regio may form at the heart of an untracked wilderness. An ancient library with hundreds of books and scrolls or an observatory where astronomancers have watched the stars for centuries may form a Day regio.

A regio often has an aura associated with it that creates a powerful roleplaying effect. Sometimes these auras may have mechanical effects as well. Neither type of aura can be permanently removed as long as the regio is intact.



Regio often grant additional power to ritual magicians.



The Imperial regio is a unique regio found at Anvil.



For example, a Winter regio may have an aura of dread that fills everyone entering it with the certainty that they are being watched by a horrible monster. A Spring regio may allow anyone within its bounds to recover hits with fifteen minutes of relaxation and rest.

Some regio are temporary, or exist only at certain times of the year. Some eternals can help create a temporary or permanent regio, provided that mortal creatures create an appropriate area for the regio to 'anchor' to first.

For example, a Day eternal may agree to help a group of scholars create a regio in their library provided they create a weltsilver and mithril beacon to go on top of it. A Summer eternal may allow the formation of a temporary regio on a battlefield at the site where five enemy standards are arranged in a circle.

7.2.1 Using Regio

- **Ritual magicians can use powerful regio to enhance their rituals**
- **Only one ritual can be performed using a regio at a time**
- **Some regio have special properties when used as part of a ritual performance**

A regio may help a coven or skilled magician to perform rituals. A handful of rituals are so powerful that they can only be performed using a suitable regio. For example, any Winter regio can be used to perform Whispers through the Black Gate. Any Spring regio can be used to perform Thunderous Deluge.

A ritual that affects a region or territory requires the use of a regio in that region or territory; you cannot use a Spring regio in Bregasland to cast Thunderous Deluge on Skarsind, only on Bregasland.

Only one ritual can be performed using the power of a regio at one time. A new ritual cannot draw on the regio while one is already being cast by a ritualist or coven unless that ritual is disrupted. In the event that two groups try to start a ritual simultaneously, *neither* of them can draw on the regio.

Some regio are sufficiently powerful that they may provide additional benefits when used to perform a ritual. Usually, these benefits make it easier to perform rituals by allowing contributing magicians to use more crystal mana than their skill would normally allow. For example, a powerful Spring regio might allow a contributor who had a single rank of Spring lore to contribute two crystal mana to a Spring ritual, rather than just one, subject to the normal rules for effective skill.

7.2.2 The Imperial Regio

- **The Imperial Regio is a particularly powerful regio connected to all the realms located at Anvil**
- **This regio is connected to the entire Empire and powerful enough to enhance rituals performed in it**
- **Rituals that normally take at least 10 minutes to cast can be performed more quickly using the Imperial regio**

The Imperial Regio or *Anvil Regio* is a powerful regio located near the Sentinel Gate at Anvil. The regio is connected to all six realms, which makes it virtually unique in the Empire and its presence here is the most likely reason that the founders chose Anvil as the meeting point for the Empire.

The Imperial Regio is powerful enough to enhance any rituals cast within it. It makes it easier for magicians to work certain kinds of rituals; a ritual that normally requires at least 10 minutes of roleplaying to perform can be cast with at least 5 minutes of roleplaying instead. Rituals that *require* the Imperial regio - such as Hallow of the Green World - cannot have their casting time reduced in this manner.

The Anvil regio can also be used to cast powerful rituals that affect a large area on any territory controlled by the Empire. This allows Imperial magicians to perform rituals from Anvil that would otherwise require them to be in a regio situated in the target territory. A ritual can only be performed in this way if it explicitly says so in the ritual description. For example, the Anvil regio can be used to perform Thunderous Deluge on any Imperial territory, but cannot be used to perform that ritual on a barbarian or foreign territory.

7.3 Portals and Chambers

- **A regio may contain a portal**
- **A portal leads to a chamber, a location closer to the realm**
- **Magicians can detect a portal using operate portal**
- **Chambers may be inhabited by beings from the realm**
- **No matter how you leave a chamber, you always reappear in the place you left the mortal world**

Some regio contain a portal, a magical door that leads deeper into the realm. Imperial magicians refer to the place that lies beyond a portal as a *chamber*. A chamber is any location that is beyond the mortal realm but is not fully part of one of the supernatural realms. For example, a bleak haunted castle may exist as a chamber reached from a Winter regio. A pleasant glade full of flowers and feasting tables may be a chamber reached from a Night regio. A primaeval forest inhabited by carnivorous giant insects might be a chamber reached from a Spring regio.

A portal can also be discovered with ritual magic (such as Shadowed Glass of Sung for example). It is sometimes possible to wander through a portal unintentionally, especially if an inhabitant of the chamber beyond wishes to attract mortals. More commonly, a magician uses the operate portal spell to pass through a portal intentionally.

Chambers are often inhabited by lesser eternals, heralds, mortals and creatures from the eternal realm as well as people from the mortal world, but there are strict rules that govern entry and exit from a chamber. An eternal who can enter a chamber from the realm, but cannot move from there to the mortal world. A mortal can likewise enter, but cannot pass beyond the chamber to the adjoining realm. Any mortal who enters through a portal discovers that, regardless of how they leave the chamber, they *always* depart through the door they came in through. Only heralds seem to be able to move freely between the mortal world and the realm using a portal.

7.3.1 The Anvil Portal

There is a portal in the Anvil Regio that leads to the Hall of Worlds. Any magician who casts operate portal on the Anvil Regio can travel to the Hall of Worlds.

Any magician who does so once (at the normal cost of one mana) can then use the spell freely to enter the Hall of Worlds through the Anvil Regio for the rest of the event without needing to spend additional mana.

7.4 Further Reading

- Realms
- Eternals
- Eternals and rituals
- Inhabitants of the realms
- Regio
- Fane