

# Magic

This world is governed by a robust and deeply interconnected system of metaphysical laws that work along side the physical laws — five great pillars of magic that shape reality itself: Runic Law, Karmic Law, Proprietary Law, Cyclical Law, and Ancestral Law. These Laws do not merely regulate spells and rituals; they underpin fate, property, bloodlines, and the turning of time. They are as natural and inescapable as gravity.

Even those who never learn to cast a spell are bound by these laws, consciously or not. Magic is woven into the fabric of society, commerce, birthrights, justice, and daily life. Every village elder, merchant, and warlord understands that power is more than might — it is found in words, oaths, names, and the careful reading of omens.

The true nature of magic is not fully understood, and perhaps never will be. But its effects are undeniable. Cities rise and fall by ancestral curses. Prophecies are made and broken. Guest rights are claimed to stave off death. Runes are etched into contracts, and karmic debts shape the fortunes of entire bloodlines.

Many live their lives without wielding magic directly, but none can escape its shadow. Every person hears tales of those who defied the Laws — those who broke an oath, cast a forbidden spell, or tampered with the cycles of fate — and the punishments that awaited them. To walk the path of Breaking Laws is to unsettle the bones of time.

Magic is not simply a tool here. It is a fact of life. A presence in every agreement, every inheritance, every death, and every sunrise.

## Mechanics of Magic

While the five great Laws govern the metaphysical order of the world, the practical application of magic demands structure, knowledge, and risk. The following mechanics represent the codified means by which mortals attempt to grasp and channel the raw forces of reality. These rules exist not because magic itself is bound by them, but because the minds of men and beasts are too small to comprehend the infinite.

What follows is a framework for weaving spells, binding pacts, and invoking powers — a latticework of rites, formulas, and disciplines devised by generations of scholars, witches, and madmen to survive their dealings with the unseen. This system reflects not only how magic functions within the game, but how it is perceived and ritualized by those who practice it.

No system is perfect. Every invocation courts danger. Every spell invites the attention of powers best left sleeping. And yet, in a world where magic shapes the tides of war, law, and lineage, ignorance is a death sentence.

These mechanics serve to model the pursuit of power within the laws of the world — and the price of transgression.

## The Differences in Magic

Powers in this world are a form of magic, but not all magic manifests as powers. Some individuals have Innate Powers, which are abilities that surface naturally. These powers are marked by visible runes and spell-lines etched into the body. People with innate talent with magic possess the ability to tap into magic without the need for training, though controlling such abilities may require practice. Innate spellcasters can cast spells instinctively but often rely on the strength of their raw talent rather than rigorous study.

Learned Magic, in contrast, is acquired through study and practice. Spellcasters, such as wizards, gain their power by memorizing and channeling specific spells, often using runes and incantations. Unlike innate powers, learned magic requires intellectual mastery of magical theory and rituals, and is often more precise but mentally demanding.

Another path to power is through training, where individuals enhance their abilities by unlocking hidden potential, often through techniques like ritual tattoos or meditative practices. These powers can be transformative, allowing for control over metaphysical forces or elements, but still require the individual to focus on personal development.

Finally, magical crafting imbues objects with magical properties, granting individuals access to powers without the need for inherent talent or extensive training. These items, bound by Runic Law and Proprietary Law, provide access to magical forces but do not necessarily reflect the wielder's innate ability.

To read more about powers and their place in the world, see [Enhancing the Mundane](#).

## Breaking Laws

The laws are vast and binding, woven into the very fabric of existence. They are not gentle guidelines or hollow superstition, but forces as old as the world itself. And yet, there are always those who walk the edge — and those who break them outright, daring to accept the consequences. Why? Because for some, the promise of power, vengeance, survival, or personal gain outweighs the looming cost. It is a dangerous game, but in a world where strength and cunning decide fate, it is one that must be played.

Across history and memory, people and beings alike have been marked, scarred, or forever cursed for their transgressions. Some wear their punishment openly, others bear it in secret, and many learn to twist, bargain, or sidestep the laws to their advantage. It is not a rarity, but a grim necessity in a world where survival often demands defiance. The cunning, the desperate, and the damned alike seek the cracks in ancient orders, exploiting loopholes, old bargains, and forgotten rites to endure what should not be endurable.

# Runic Law

## *The Law of Language, Symbols, and Meaning*

Among the Five Great Laws that shape the metaphysical architecture of reality, Runic Law governs language, symbols, and the binding power of meaning. It is neither older nor greater than the others — Karmic, Cyclical, Proprietary, or Ancestral — but it is indispensable, for it names the world and gives form to intention. Where Cyclical Law turns the wheel of fate, and Karmic Law balances deed and consequence, Runic Law speaks to the written and inscribed word, and the authority those words hold over reality itself.

In this world, spoken magic has faded into legend. The Ancient Tongues have been lost or forbidden, and mortal voices cannot bear their power. Magic now lives in symbols — carved into stone, etched into bone, inked on sacred cloth, or arranged in patterns that echo the cosmos. These symbols are not merely representations; they are reflections of the foundational structures upon which existence itself was written.

## Spellcasting

Spellcasting is the most direct and personal application of Runic Law. It is the act of linking pre-inscribed runes to trained mental pathways, shaping reality by aligning thought, symbol, and intention. To cast spells, a character must possess the Sorcerous Empowerment Advantage, representing their capacity to safely navigate these mental structures and direct the magic bound to them. Unlike traditional fantasy systems, there is no universal “spellcasting skill” — the rune provides the power, not the technique.

Most spells involve a single rune whose meaning and magical resonance are temporarily invoked by the caster. More advanced spells may combine several runes into complex chains of cause and effect, but such workings are fraught with danger. While spellcasting is rooted in Runic Law, its effects often ripple into the other Great Laws — disturbing ancestral ties, carrying karmic weight, or altering fate — yet the enactment of the spell always flows through the authority of the rune.

Spells may require supplementary skills to be used effectively. A rune that grants a powerful attack does not teach the caster how to aim or wield it; an attack spell requires a separate skill like Innate Attack or Thrown Weapon, and spells tied to crafting, healing, or navigation benefit from related proficiencies. The rune unlocks potential — it is up to the caster to wield it wisely. A spell will have any requisite skill in the description of the spell see Spell List.

## Rituals of Magic

Where spells are personal and immediate, rituals are communal, sacred, and deeply intertwined with the rhythms of the world. They draw upon Runic Law, but also entangle themselves with Cyclical, Ancestral, and Karmic Laws. Rituals demand more than symbolic knowledge — they require timing, sacrifice, precision, and alignment with celestial or spiritual forces. They may call for rare ingredients, sacred spaces, and the participation of multiple practitioners, each adding their voice and energy to the whole.

The purpose of a ritual may range from summoning ancestral spirits, blessing a harvest, sealing away an ancient curse, or altering the flow of fate itself. Success is never guaranteed; the Laws test those who seek to wield their power, and a failed or corrupted ritual can have consequences that ripple across generations. The deeper the magic, the greater the burden — but also, the greater the potential for transformation.

## True Names and Names of Power

The world was named into being, and those names still echo in the bones of creation. A True Name, inscribed in the ancient runes of origin, holds immense power over the entity it describes. These names are rare, hidden, or zealously protected, for to possess the written True Name of a person, place, or being is to hold influence over its fate, its nature, and its soul.

Using a True Name is not mere identification; it is invocation. Speaking or inscribing such a name in a ritual or spell can grant control, unravel protections, or awaken deep, ancestral responses. Because of this, many cultures take great care in concealing birth names, altering public titles, or ensuring that their names are never written down. Power, after all, begins with knowing what to call something — and binding it with that knowledge.

# Contracts and Oaths

Oaths, contracts, and covenants gain special weight when written and sealed under Runic Law. While spoken promises may carry cultural or spiritual significance, it is the inscribed word — especially when carved into stone, etched onto oath-stones, or signed in ritual script — that binds the speaker to their word in the eyes of the metaphysical world.

Runic contracts are more than symbolic. When properly enacted, they call upon spirits, ancestors, or unseen forces to enforce their terms. Breaking such an oath may result not just in social or legal consequences, but in curses, karmic retribution, or supernatural enforcement. These agreements are often used in sacred pacts, magical alliances, territorial claims, or divine accords, where trust alone is insufficient. To place one's name in runes is to call upon the world itself as a witness.

# Prophecies, Curses, and Blessings

Runic Law also governs the permanence and resonance of sacred utterances — prophecies, curses, blessings, and destinies. Spoken prophecy may inspire or frighten, but until it is written — until it is rooted in the language of runes — it is not truly fixed in the fabric of the world. Once inscribed, such declarations gain inevitability.

A blessing engraved over a child's cradle may ward off misfortune for life. A curse carved on a stone and hidden beneath a threshold may plague a family for generations. Runes give weight and continuity to these workings, embedding them into the very structure of reality. The future, once written, becomes not just prediction, but architecture.

# Sacred Geometry

Sacred Geometry is the spatial expression of Runic Law — the language of form, number, and proportion that governs how magic flows through the world. While runes name things and define intentions, Sacred Geometry defines conditions, limits, and amplifications. A circle may contain or protect. A triangle may invoke a trinity of forces. A spiral may guide transformation or decay.

These patterns are inscribed into ritual spaces, spell arrays, religious architecture, and even the layouts of cities and graves. Proper alignment with these shapes can amplify magical effects, focus spiritual energy, or establish harmony with larger metaphysical systems. Sacred Geometry is not spellcasting on its own, but it empowers magic — serving as a framework, a lens, or a vessel through which Runic Law can more effectively take hold.

## Nature and the Living World

Runic Law is not confined to human use. It underlies the structure of all things, woven into the fabric of the natural world. Rivers follow unseen patterns; mountains rise according to ancient geometries. The instincts of animals, the rhythms of growth and decay, the dance of stars — all these are expressions of a deeper language that needs no speaker.

This hidden code is not inert. It actively shapes reality, maintaining balance and order without intervention. In living beings, these deeper runes form the basis of healing, adaptation, and survival. Some exceptional individuals, through discipline or trauma, awaken to this deeper nature and manifest abilities beyond the mundane — igniting their own blood into flame, shrugging off poison, or seeing through the veils of illusion. These feats are not “magic” in the traditional sense, but expressions of a natural language long forgotten by civilization.

Even the ruins of ancient places still pulse with this order. Stones lie in long-lost alignments, forests grow along forgotten lines of power, and weather patterns are subtly guided by runic influences few recognize. Runic Law does not require invocation — it is invoked, constantly, by the world itself.

## Runic Law and the Other Great Laws

Runic Law interlaces with the other Great Laws. It is not superior to them, but it is often the mechanism through which their power is expressed. A blood oath may call upon Ancestral Law. A curse spoken beneath an eclipse invokes Cyclical Law. A land claim carved into stone invokes Proprietary Law, while any promise written and broken accrues weight under Karmic Law.

Runes do not replace these Laws — they interpret them. They are the written record, the active invocation, the means by which intention becomes real and memory becomes eternal. In this way, Runic Law acts as the thread that weaves the Great Laws together into a functional whole.

## In This World:

Runes are everywhere — inscribed on doorframes for protection, engraved on blade hilts for courage, etched on gravestones to ensure safe passage. Every town square holds ancient stones whose meanings are long forgotten, yet no one dares move them. Magic is not confined to scholars or wizards — it is built into the world's foundation.

To carve a rune is to stake a claim on reality. To ignore a rune is to invite the unknown. Those who wield the ancient symbols shape their fates with every stroke. Those who forget the power of names and marks may find the world remembers them anyway.



# Karmic Law

## *The Law of Consequence, Balance, and Moral Weight*

Karmic Law governs the spiritual balance of actions, binding them to the natural laws of cause and consequence. Every choice, every word, and every deed reverberates across time and space, creating an invisible web of Karmic Debt and Merit. While Runic Law carves the world with the written word and Cyclical Law defines the rhythms of fate, Karmic Law weighs the consequences of actions at a metaphysical level.

The universe operates under an unwritten moral ledger: good deeds create merit, which may lead to blessings and fortune, while bad deeds accumulate debt, manifesting as misfortune, hauntings, or spiritual repercussions. These are not symbolic or metaphorical effects — they are real, mechanical, and tangible forces in the world. Karmic Law ensures balance, but the scales may tip slowly or violently, and always with consequence. In this world, no action is ever truly without cost.

## Karmic Debt & Merit

Karmic Law works through the accrual of Karmic Score (KS), a numerical value representing a character's spiritual balance. It fluctuates based on meaningful actions — both good and bad — and usually ranges from -10 to +10, though it has no hard limits. This score reflects the character's metaphysical standing with the universe.

Good deeds — such as self-sacrifice, acts of justice, protecting the innocent, or breaking cycles of harm — build Karmic Merit. These may offer blessings, open paths of spiritual insight, or even passively protect the character in times of danger. Characters with a high KS (e.g., KS +5 or greater) are subtly favored by the cosmos. They may recover more quickly, find crucial help just when needed, or draw the attention of benevolent spirits. This can be expressed mechanically through a Blessings Table (rolled on at GM discretion), spontaneous minor miracles, or bonuses to spiritually sensitive actions.

Bad deeds — betrayal, cruelty, murder, selfishness, or violating sacred oaths — accumulate Karmic Debt. As this debt builds, it attracts misfortune: spells may misfire, tools break, allies

suffer, or hostile spirits take notice. A character with KS -5 or lower becomes a magnet for consequence, and may trigger a roll on the Misfortune Table at key moments. This is known as karmic backlash: not merely bad luck, but fate actively correcting an imbalance. It may come immediately or after a delay, but it always comes.

Karmic Score also directly influences spiritual and ritual rolls. In scenarios involving Ritual Magic, Astral Projection, Esoteric Medicine, or communion with spirits, characters apply modifiers based on their KS. A KS of +6 grants a +3 bonus to these checks, while a KS of -6 inflicts a -3 penalty. This reflects how a soul in harmony or disharmony with the metaphysical order shapes the flow of power around them. Even if the player is unaware of their score, the world knows — and acts accordingly.

Beyond mechanical effects, a high or low Karmic Score changes how others perceive the character. Spirits may greet or flee from them. Children might trust or fear them without reason. Shrines respond differently. Animals react instinctively. Karmic Law is a silent undercurrent in every interaction, every moment, waiting to tip the scales.

## Redemption and Burden Rites

Karmic Debt cannot be erased by apology or forgetfulness alone. To alter one's standing in the unseen ledger of the universe, the practitioner must perform a rite — a deliberate act of restoration, sacrifice, or reconciliation known as a Redemption or Burden Rite. These rituals offer a structured means of interacting with Karmic Law, allowing characters to actively engage with the consequences of their past and reshape their spiritual balance.

A Redemption Rite seeks to cleanse Karmic Debt through intentional sacrifice. It may require a significant offering — a treasured item, a painful confession, or a public act of contrition. Others demand acts of service: defending the innocent, repairing what was broken, or fulfilling an oath left incomplete. The power of these rites lies not in their mechanics, but in their sincerity; false redemption only deepens one's Debt.

Conversely, a Burden Rite calls for a deliberate acceptance of Karmic weight — either by taking on another's spiritual burden, shouldering ancestral guilt, or binding oneself to carry the consequences of an unresolved wrong. These rites are rare, and always dangerous, for they intertwine the practitioner's fate with unresolved threads of harm. While noble, they

may also serve darker ends: some use Burden Rites to absorb guilt for others, shielding them from just consequence, or to manipulate the Karmic tides in ways best left untouched.

Neither rite is a guarantee of safety or peace. The Laws respond not to words, but to truth. Redemption must be earned; burdens must be borne. The universe keeps its own counsel — and exacts its own price.

## Karmic Legacy

A character's Karmic Score does not necessarily end with death. Karmic Law weaves across lifetimes, and the actions of a soul may ripple forward through reincarnation, family lines, or even cursed objects. Karmic Legacy tracks the long-term weight of a character's moral imprint on the world.

A soul that dies with great merit may be reborn under auspicious signs or remembered by spirits with honor. One who dies in debt may return as a fractured soul, a haunted child, or draw suffering down upon descendants. Some debts are so profound they anchor spirits to the mortal world — creating ghosts, revenants, or cursed bloodlines. Others are transmuted: a warrior's betrayal might seed a forest with unnatural silence, or a sage's blessing might protect a village for generations.

Even in reincarnation, echoes of previous Karmic Scores may surface. A character might unknowingly inherit someone else's karmic burden or be drawn to fulfill unfinished vows. Across campaigns, GMs may carry forward legacy Karma as a hidden thread binding generations.

## Breaking or Bending Karmic Law

Karmic Law binds action to consequence — not through judgment, but through inevitability. It does not forgive, but it can be misled. While no one can wholly escape the law, many seek to bend it, delay it, or redirect its gaze. These attempts do not erase karmic debt; they only shift the way it manifests — often with unintended consequences.

Proxy Guilt allows a character to commit sins by another's hand. While Karmic Law recognizes the source of intent, the brunt of the consequence falls on the one who

physically performs the act. Hiring an assassin, compelling a summoned spirit to kill, or manipulating an unwitting pawn creates a diluted debt — a lesser weight on the instigator's soul, but a weight nonetheless.

Balancing Crime with Virtue is a dangerous game of spiritual bookkeeping. A character may attempt to perform righteous deeds alongside their misdeeds, hoping to tip the scales. Karmic Merit can soften the blow of forthcoming debt, or buy time before consequences manifest. But the law does not forget — it merely adjusts.

Obscured Intent relies on clouding the clarity of an act. If a character's will is suppressed, confused, or redirected — through magical influence, spiritual possession, or mental manipulation — the law may hesitate. Judgment is clouded when the actor is not fully conscious of their role. Yet this ambiguity makes outcomes erratic and dangerous. Such gambits may backfire, especially against spirits or forces attuned to the deeper threads of truth.

Transference is the most advanced — and dangerous — technique. Through ritual, artifact, or pact, one may shift karmic burden onto another being. Entire bloodlines have been cursed by ancestors avoiding their own debt. Scapegoats, cursed relics, and willing martyrs have borne the karmic weight of another's sin. But the balance must always be paid — and those who twist the law too far may find the debt circling back tenfold.

## Consequences of Breaking Karmic Law

Karmic Law does not strike out of anger, but out of necessity. Every wound inflicted on the balance must be answered. The deeper the violation, the more profound the echo. While the exact nature of karmic backlash varies, all forms of consequence stem from the debt incurred — and the method used to avoid it.

Karmic Debt becomes a constant presence in the debtor's life. Luck unravels. Opportunities decay. Seemingly minor decisions spiral into misfortune. This is not a punishment, but an adjustment — the universe reshaping itself around imbalance.

Spiritual Marks are signs left on the soul, visible only to those attuned to spiritual resonance. These may manifest as shadowy auras, haunted eyes, phantom wounds, or spectral

residue. Spirits, omens, and curses are drawn to these signs, and wise practitioners will avoid those who carry them.

Fate's Inevitable Strike is the final recourse of the law. Great karmic offenses — murder of the innocent, betrayal of sacred trust, desecration of ancestral ties — draw cataclysmic retribution. This may come as a sudden and ironic death, a spiraling series of betrayals, or curses that follow a bloodline across generations. When the Law deems payment overdue, no shield holds.

Manifest Karmic Spirits are rare but feared. These beings emerge when a debt becomes too vast to remain uncollected. They are not demons, but incarnations of imbalance — autonomous entities tasked with restoring order. They may appear as spectral judges, beasts of consequence, or familiar faces twisted by karmic force. Their presence signals that the Law has stopped waiting.

## On Living With Debt

Not everyone seeks redemption. For some, karmic debt is not a chain but a companion — a known cost of doing what must be done. These individuals live with the consequences not because they believe they are innocent, but because they have accepted the price.

Many seek to manage debt through redirection. They spread the burden — implicating others, forging collective responsibility, or embedding debt into rituals and cursed items. Others choose strategic obfuscation, cloaking intent behind complex layers of ritual or morality, trusting that the Law will falter or forget. Some simply die before the debt comes due, hoping their successors will either pay the price or find ways to defer it again.

But there are those who embrace their fate. They become enforcers, assassins, or martyrs — tools of karmic violence who know the cost and choose to pay it willingly. Others walk the path of redemption through quiet acts, healing wounds they once caused, balancing their ledger one choice at a time. These individuals are not saints. They are debtors who choose to stop running.

To live with debt is to live under shadow — but it is also to live with knowledge. The Law cannot be silenced, but it can be understood. And those who understand it may still write the ending of their story.

# The Astral Realm

The Astral Realm is the reflection of the world's spiritual architecture, a liminal space where thought, memory, and fate intertwine. It is not merely a place but a layer of reality where the rules of distance, time, and substance blur. Those who see into the Astral perceive the echoes of Karmic Law directly — every action leaves a mark, every soul has a weight.

Astral Projection is the act of separating one's essence from the body, traveling as spirit through unseen pathways. In this form, one may traverse vast distances, pierce veils of illusion, and communicate with beings beyond the mortal plane. But the journey is dangerous: spirits that dwell between worlds are often drawn to karmic heat. The more debt a soul carries, the more likely they are to attract hostile entities, become lost, or suffer permanent severance.

Karmic Score plays a critical role in the Astral. Positive karma provides clarity, protection, and smoother passage; negative karma twists the journey, distorts perceptions, and invites peril. The Astral remembers every step, and it is sensitive to trespassers. Travelers are advised to anchor their spirits with sacred talismans, mark their return path with signs known to the dead, and avoid destinations that resonate with karmic imbalance.

Wise practitioners know that nothing in the Astral is free. Every projection leaves traces, and every exchange writes a new line in the ledger of the soul.

## In This World:

Karmic Law is the invisible force that guides the universe's sense of justice, retribution, and reward. It is not a myth or belief — it is the underlying gravity of morality. Even those who deny it are subject to it. It binds together lives, choices, and outcomes with threads no blade can sever.

A character's life may seem blessed or cursed, but beneath it all lies the accumulation of everything they've done. Whether navigating the Astral, casting a ritual, or simply walking a road where spirits linger, the weight of Karma shapes reality around them. Sometimes subtly, sometimes catastrophically.

You can ignore the gods. You can break your vows. You can burn the sacred text. But the scales are always watching. Karmic Law doesn't punish — it balances.

No matter how far you run, Karma will find you.

# Proprietary Law

## *The Law of Ownership, Boundaries, and Binding Rights*

Proprietary Law governs the metaphysical rights granted through ownership. In this world, to own something is not merely a legal formality or social convention — it is a spiritual truth. Every home, parcel of land, relic, weapon, and even one's given name carries with it a metaphysical signature of dominion. Ownership binds the object or place to its master's fate, and in doing so, grants profound magical privileges over it.

This cosmic truth is not enforced by mortals but by the very structure of reality itself. The world recognizes and respects ownership in ways both subtle and absolute. To lay claim to a thing is to exert authority over its spirit, to shape its destiny, and to decide what forces may act upon it.

## Claiming Ownership

Ownership may be established through inheritance, either by bloodline or spiritual lineage. When a possession is passed down through generations, the metaphysical bond deepens with each succession, and the object or place begins to recognize the inheritor not only as its master, but as part of its own continuity. This form of ownership is among the most stable, as it is interwoven with ancestry and memory.

Formal ritual offers another path — rites designed to bind an object or place to a new owner. These ceremonies may involve offerings, oaths, or symbolic gestures, often performed in the presence of witnesses, spirits, or cosmic forces. A well-conducted ritual leaves an unmistakable mark upon the fabric of reality, a spiritual seal that proclaims ownership to the unseen world.

Conquest also grants ownership, though its bond is forged in violence and will. When a rival is overcome — through war, duel, or thaumaturgical contest — the victor may claim what was the loser's. But conquest alone is not enough. To secure dominion, the new claimant must follow the defeat with ritual, blood-marking, or symbolic claiming. Only then does the world acknowledge the new master.



Finally, ownership may be established through legal or cultural recognition. This form relies on collective acknowledgment: contracts, public oaths, or declarations before elders or authority figures. When enough eyes witness the act of claiming — especially those of spirits or societal powers — the metaphysical fabric adjusts accordingly. Even in the absence of blood or battle, acknowledgment by community or sovereign can make the bond real.

## Powers of Ownership

Spells cast within or upon one's owned territory find deeper purchase. The resonance between the land and its master amplifies magic woven into walls, floors, or soil. Rituals performed on one's own property gain a natural harmony, reducing magical friction and enhancing effect. Warding spells, in particular, root themselves with greater strength, resisting unraveling with stubborn will.

Unwelcome magic that seeks to act upon a person's property faces inherent resistance. The world favors the master's will, and so foreign enchantments, curses, or manipulations must overcome the ambient dominion of the rightful owner. Even skilled casters find their spells faltering, turned aside by invisible hands or warped by the place's loyalty to its master.

Spiritual command is another hallmark of true ownership. The rightful owner may summon, bind, or bargain with spirits native to the domain — guardians, ancestors, or elemental entities that dwell within the place or object. These spirits acknowledge the master's authority and may protect, advise, or enforce the owner's will, so long as the bond remains intact.

Finally, a deep metaphysical link between owner and property allows for subtle manipulation of fate itself. In domains of great personal significance — ancestral halls, sanctified relics, or blood-bound lands — the owner may draw upon this connection to tilt the odds. Once per session, they may gain a modest boon to a roll governed by luck or chance, as fortune aligns momentarily with their dominion.

# Guest Rights

Independent of the owner's will, there exists an ancient metaphysical principle: Guest Rights. This rite binds host and guest alike, enforced not by courtesy, but by the Law itself. Guest Rights may be claimed in three ways — by invitation into a home or domain, by partaking of food, drink, or fire within, or by formally invoking the right aloud within earshot of a resident. Once invoked, the protections are immediate. The guest becomes partially shielded from the domain's metaphysical influence. Proprietary magic weakens against them, spiritual attacks hesitate, and property-bound spirits are compelled to allow the guest safe passage. The host, in turn, is bound from doing harm — to violate the rite invites a backlash that is often swift and punishing.

Guest Rights, however, are fragile. If the guest draws blood, steals, desecrates, or betrays trust — or even consents to their own harm — the protections dissolve. Spirits once bound to neutrality may turn hostile, and the house itself may awaken in anger. Some hosts, knowing this, engineer conditions that push guests to violate the law by accident or desperation — ensuring that punishment can be delivered without consequence.

# Dimensional Magic and Summoning

Proprietary Law governs Dimensional Magic and Summoning, emphasizing the power of ownership and territorial boundaries. When summoning from one's own domain, the act is seamless, as the magic naturally aligns with the practitioner's claim over the land and the entities within it. The summoner exerts direct control, calling upon creatures, objects, or powers that belong to their territory. This connection allows for easy manipulation and access to what is already under the summoner's influence.

Summoning from another's domain is more difficult, as the entity or object is bound by its owner's authority. The owner of the entity or object can enforce their will, making the summoning process more complicated. To mitigate this, a contract can be woven into the summoning spell, effectively requesting permission from the owner of the entity or object. The contract lays out the terms of the summoning, creating an agreement that both the summoner and the entity's owner must honor. Without such a contract, the summoning is more likely to fail or be hindered by resistance from the entity's true owner. However, even

within their own territory, if a living being is not magically owned by the territory owner, the owner has no influence over the summoning. The creature may resist, and the summoner must engage with the entity directly, regardless of the territory's ownership.

When summoning from unclaimed land, the dynamics change. While there is no external ownership, the summoned being's ability to resist is not bound by territory. Living beings, if not magically owned, can resist the summoning regardless of where they are. This applies to intelligent and instinctual creatures alike. To make summoning easier, a contract can be forged directly with the entity, defining the terms of their relationship and making the process smoother by offering promises or terms of engagement. For non-intelligent creatures, summoning can be easier if the practitioner understands the species' natural inclinations or desires. These creatures are often drawn to specific environments, offerings, or energy signatures, making the summoning process less demanding when these preferences are known.

## Breaking Proprietary Law

To violate Proprietary Law is to breach reality itself. Trespassing, theft, or desecration do not merely offend mortals — they disturb the spiritual order. A place knows its master. A relic remembers its rightful bearer. Spirits notice when lines are crossed.

Uninvited entry may trigger immediate spiritual backlash: omens, nightmares, or disorientation, often resisted with a Will roll. Theft leaves a metaphysical stain — stolen objects resist attunement, turn against the thief, or draw spirits in pursuit. Desecration is worse still, disrupting the soul-thread of the place or object and inviting ancestral wrath or karmic retribution.

The law may be twisted but not ignored. Guest Rights dissolve the moment a guest commits theft, violence, betrayal, or deliberate disrespect. Trickery, cursed gifts, or verbal traps can void these protections. Some lineages or relics carry old claims that override even lawful hospitality.

The law does not consider intent — only the act.

# Consequences for Breaking Proprietary Law

The punishments are swift, automatic, and often terrifying.

The most immediate response is metaphysical expulsion — doors lock, rooms twist, spirits eject the intruder. More serious offenses invoke spiritual injury: a thief's hand withers, a traitor loses their voice, or a desecrator's fate becomes cursed.

Karmic debt scales with the crime. Minor trespass brings misfortune; greater violations curse families, unravel destinies, or attract divine attention. In some cases, retribution takes form: spectral hounds, ancestral judges, or cursed manifestations arrive to pass sentence.

The world does not forget trespass. Those who violate Proprietary Law find themselves marked — if not by blood or shadow, then by fate itself.

## Interacting with Proprietary Magic

Characters can perceive and interact with these metaphysical bonds through practiced study. Occultism and Thaumatology allow one to detect wards, sense proprietary boundaries, or identify whether Guest Rights have been invoked. Spirit Lore reveals which entities are bound by these laws and which may ignore them — not all spirits obey, especially those corrupted or alien in nature. Those well-versed in these skills know how to announce themselves at thresholds, how to request permission from lingering spirits, and how to navigate the complex etiquette of power.

## In This World:

Proprietary Law is not mere superstition or local custom — it is an enduring truth. Every house knows its master. Every relic remembers its last rightful owner. Names have weight because to name a thing is to own part of it. It is not just thieves and invaders who risk cosmic reprisal, but even uninvited guests who overstep ancient, invisible lines.

Land is power. Relics are fate. Names are shackles. To own is to command the world's consent, and to violate ownership is to challenge the natural order of things.



# Cyclical Law

## *The Law of Recurrence, Seasons, and Fated Return*

Where Karmic Law binds cause to consequence, Cyclical Law governs the repeating rhythms of existence itself. It is the great wheel upon which the world turns — a force older than empires, deeper than prophecy, and more constant than the stars. Everything moves in cycles: the waxing and waning of moons, the turning of seasons, the rise and fall of dynasties, and the eternal dance of life, death, and rebirth.

Cyclical Law is not a gentle undercurrent but a relentless tide. It demands that all things follow their appointed pattern, and punishes those who would defy it. Sorcerers, seers, and shamans alike know that great power lies in working with the cycles — and peril waits for those who act against the world's ordained rhythms.

## Life and Death

The ceaseless turning of birth, death, and rebirth is one of the core patterns governed by Cyclical Law. Souls linger, ancestors watch over their descendants, and the cycle of life continues in endless succession. Necromancy, for example, seeks to break or distort this cycle by binding souls to the physical world, which is considered a violation of the natural order. Those who disrupt the natural passage of life and death often suffer from the backlash of the cycle, with spirits rising in anger or their life force withering.

The practice of breaking the cycle of death, whether by raising the dead or preventing rebirth, is seen as tampering with a sacred rhythm. For some, this may offer the power of immortality, but it comes at a great cost. Spirits may grow restless, seeking to restore balance or take vengeance on those who defy the natural order. Those who master these patterns command not only the present, but the echoes of what was and the shape of what will be.

# Time's March

Time's March refers to the flow of days, seasons, and ages. Days become seasons, seasons become years, and ages pass into legend — each carrying echoes of what came before. Events, such as wars, curses, vendettas, and disasters, follow distinct patterns unless disrupted. This cyclical nature of time is tied to Prophecy and Destiny, as many events repeat with uncanny precision. Prophets and oracles peer into these cycles through Divination, seeking to uncover the echoes of what will come again.

Recognizing and breaking these recurring events requires insight, magic, and often a great sacrifice. Prophecies, destinies, and fates are often fated to occur unless acted upon. Trying to stop these events typically involves performing dangerous rites and aligning actions with auspicious moments.

To break a destined recurrence, one must first recognize the cycle's pattern through Occultism or Spirit Lore. This is followed by performing an Esoteric Ritual with a -5 penalty and a symbolic act, such as severing a bloodline, burning a relic, or striking down a fated soul. This act must be aligned with an auspicious time, like a solstice, eclipse, or blood moon. Failure to break the cycle results in Karmic Debt (-2 to -5) and strengthens the recurrence when it inevitably returns.

## Auspicious Moments

Certain days, nights, and celestial alignments hold metaphysical weight. These moments play an essential role in Cycle Magic, as rituals performed during these times carry greater potency and can allow practitioners to manipulate or influence cycles more effectively. For example, a Blood Moon strengthens necromantic and prophetic magic, while a Solar Eclipse weakens the bonds of fate.

Auspicious events are key to breaking cycles, altering destinies, or empowering magic, making them sought after by mortals and spirits alike. These events thin the barriers between worlds, allowing magic to flow more freely and enabling practitioners to influence the world's turning.

# Natural Cycles

The world itself moves in cycles: fertility, harvest, tides, migrations, and storms — each follows its own season and purpose. Those who master these cycles can control the land, enhance crop yields, guide migrations, or even alter the weather. Understanding and working with these natural rhythms allows practitioners to influence everything from mundane agricultural tasks to grand spiritual workings.

The flow of life on Earth is governed by natural cycles that practitioners of Cyclical Law can harness. Whether it's the tide, the movement of animals, or the shift from winter to spring, those who understand these patterns can guide the world according to their needs. Disrupting these natural cycles, however, invites the wrath of nature and the spirits that govern it.

## Working With and Against the Cycle

The wise do not ignore the turning of the world — they read it, align with it, and, when needed, push against it with care. To understand Cyclical Law is to recognize that timing is power. Sorcerers, shamans, and occultists learn to discern which phase of the cycle governs the present moment: whether it is a time for binding spirits, sealing pacts, sowing omens, or severing ties. Those who perceive the cycle clearly through Occultism or Spirit Lore may gain insight into when a moment is ripe — a knowledge that empowers both magic and ritual, granting subtle but potent bonuses to their actions.

Acting in harmony with the cycle — invoking fertility during a waxing moon, or speaking with the dead on nights of ancestral significance — strengthens rites, lending them greater efficacy. The world leans with the practitioner. But when one works against the cycle — calling winter spirits in spring, burying a name before its time, or breaking a vow on a day of union — they invite resistance. Their rites falter, and on a misstep, the cycle strikes back with backlash: ill omens, twisted fates, or the arrival of cycle spirits to enforce the balance.

Yet defiance is not always folly. The powerful and the cunning know that timing a transgression is itself a form of wisdom. They do not shatter the cycle — they rebel within its rhythms. Assassinations are planned to unfold at fate-dulling dusks; profane rites are cast



during eclipses, when cosmic tides pull askew. Crops are harvested on cursed soil not out of ignorance, but with purpose, knowing the cycle's eye is weakest in liminal hours. These acts are gambles — but sometimes the wheel turns just enough to allow them.

Still, many who believe they've outwitted the cycle find, in the end, that they were never beyond it — merely repositioned upon it. What seemed like liberation becomes recurrence. What felt like victory was only delay. The cycle is not cruel, nor is it just. It simply turns. And those who stand too long in its way are ground beneath it.

## Cycle Magic

Some practitioners specialize in Cycle Magic, a path that focuses on manipulating these cycles through Ritual Magic or specific techniques under Runic Law. These advanced rituals allow the practitioner to alter the natural progression of the cycle itself, but they come with significant risks.

For example, Seal the Wheel is a ritual that prevents a soul's rebirth, and it requires an Esoteric Ritual with a -2 penalty. Turn the Tide is another form of magic that reverses a natural cycle, such as delaying a harvest or hastening nightfall. This can be accomplished through either Ritual Magic or Esoteric Ritual with a -3 penalty. Finally, Fate Severance is the severing of a recurring fate, but it carries a great karmic risk, with the ritual requiring Ritual Magic/Esoteric Ritual at a -5 penalty.

## Breaking Cyclical Law

Where Karmic Law binds action to consequence and Proprietary Law governs dominion, Cyclical Law dictates the turning of the world itself. It is the rhythm of seasons, the waxing and waning of fate, the rise and fall of power, and the inevitability of death and return. To break this law is not merely to err — it is to stand against the momentum of time and nature itself.

Cyclical Law offers no fairness and no mercy. The world turns whether mortals thrive or fall, and those who act without reverence for the cycle are not punished out of cruelty, but out of inevitability. To defy the cycle is to halt time's flow, invoke powers in their wrong season, or

reject a destined role. Many have tried — sorcerers who sought to master death, kings who clung to fading glory, heroes who rejected foretold doom — and though some succeeded for a time, all paid the price.

The gravest defiance is the refusal to die. Immortality, undeath, and the theft of lifespans are not only transgressions against natural order — they are metaphysical obstructions, jamming the wheel of life and death. The cycle demands that all things pass when their season ends. Those who linger too long twist the lives and legacies around them, corrupting the land, cursing their bloodlines, and drawing the wrath of the turning world.

Yet even in a world bound by cycles, the cunning seek cracks in the pattern. Many exploit the thresholds — twilight, the moment between rulers, the last breath before dawn — unstable moments when fate wavers. Acting in these liminal spaces can delay retribution or mask the offense. Others use proxies or enchanted objects to distance themselves from the act, tricking the law into hesitation.

More rarely, ancestral spirits or divine powers may intercede, granting dispensation to act outside the cycle's bounds — but these favors are never free. Such intervention demands sacrifice, loyalty, or devotion that reshapes the supplicant's life. A few subtle practitioners spend decades weaving new outcomes from within the cycle's rules, gently nudging fate without ever openly defying it. The most desperate barter away their own future, extending life by binding it to another's — a child, a relic, a bloodline. These bargains are unstable and almost always come due in cruel and unexpected ways.

## Consequences for Breaking Cyclical Law

To defy the cycle is to stand against the most ancient and unyielding rhythm of the world. The severity of the punishment depends on the scale of the disruption, but all consequences serve the same purpose: to restore what was unbalanced, and to remind the transgressor that the cycle does not forget.

Minor disruptions are often answered first by signs — omens that whisper of what's to come. Blood in the water, animals born twisted, frost falling in spring — these are not yet punishments, but warnings. They mark a disturbance in the rhythm and promise retribution should it go unheeded.

Greater acts of defiance — invoking forbidden magic at the wrong phase, refusing death, or severing fate without sanction — provoke immediate backlash. Practitioners may incur Karmic Debt, a metaphysical weight dragging down their future actions and relationships with the unseen world. The burden may range from a subtle -2 to a crippling -5, depending on the offense. In many cases, a Cursed Fate follows: a season of misfortune, madness, failing magic, or twisted luck that clings to the soul like rot.

The world itself may respond. Cycle Spirits, embodiments of seasons, time, and natural forces, manifest as enforcers of balance. They come cloaked in storm and shadow, in frost and drought, bearing no mercy — only correction. Whether born of eclipse nights or harvest's end, these spirits are drawn to violations like blood in water.

Some crimes echo across bloodlines. A single soul's refusal to die or attempt to shatter fate may bind the offense to their descendants. This ancestral debt manifests in future generations repeating the same sin, or suffering from the same consequence, until the balance is paid.

In the gravest cases, the offender becomes trapped in their own undoing. They are marked by the world itself, caught in a cursed recurrence, fated to relive a specific event, fall to the same error, or return at a destined time — not as a new soul, but as the echo of a past one, bound to the wheel by their defiance.

The cycle does not strike immediately, nor always visibly. But it always turns. And when it does, those who broke its rhythm will find themselves at the mercy of its return.

## In This World:

Cyclical Law is inescapable. Empires fall in patterns. Bloodlines repeat their sins. Old prophecies gnaw at the present. Those wise enough to sense the cycle's turning know when to act, when to wait, and when to break the wheel — though doing so carries a terrible price.

No deed is wholly new. No curse lies still forever. The world turns, and turns, and turns again.

# Ancestral Law

## *The Law of Bloodlines, Memory, and Binding Legacy*

Ancestral Law is the metaphysical force that binds the living to their ancestors, shaping destinies and ensuring that the deeds of the past echo in the present. Unlike other laws that govern abstract principles like personal consequence or cyclical fate, Ancestral Law specifically governs the inheritance of power, responsibility, curses, and blessings through familial lines. It is the link between generations, where blood ties are as much a source of strength as they are of burden.

In Ancestral Law, every family's legacy is etched into its bloodline. This law doesn't simply track what happens to individuals but ensures that the actions, promises, and decisions of one's forebears persist in tangible, metaphysical ways. The legacy of each ancestor is not just remembered — it is inherited, for better or worse. Whether a great hero, a traitor, or a forgotten soul, the impact of these figures lingers, shaping the lives of those born after them.

Where Karmic Law concerns individual consequences and Cyclical Law governs fate's eternal patterns, Ancestral Law focuses on the power dynamics within bloodlines, the binding ties of duty, and the ancestral spirits who guide (or judge) their descendants. Families are defined not only by their living members but also by the spirits and legacies of those long dead.

## Bloodline Inheritance

Bloodline inheritance is not limited to the passing of wealth or power, but encompasses the entirety of a family's legacy. Names, enemies, unfulfilled oaths, unfinished quests, and sometimes even the unresolved deeds of the past are inherited as surely as hair color or physical traits. The past flows through the veins of the living, demanding resolution — for good or ill.

A bloodline is not just a connection of living bodies but a living law that shapes destinies. A bloodline stained by betrayal will suffer the consequences for generations, while one of

healers, heroes, or wise rulers may inherit uncanny skill, divine favor, or powerful knowledge. Lineage is fate, reinforced by history.

The legacy of deeds is felt in every action, as the echoes of past lives shape the present. Whether that legacy carries with it blessings or burdens, the power of ancestry weighs heavily on the shoulders of the living, pushing them toward greatness, revenge, or redemption.

## Name Magic

Name Magic marks the honored dead in the names of the living. To bear the name of an ancestor is to walk with them — to share their strength, dreams, or even their unfinished vengeance. The power of a name is far more than a label; it is an embodiment of legacy, a tether between the past and the present.

In addition to the power of given names, surnames carry their own form of enchantment. A surname is not just a family designation, but a marker of a bloodline's history, values, and influence. The magic of surnames binds the individual not only to their ancestors but also to the duties, achievements, and flaws of their lineage. A bearer of a noble or revered surname may be imbued with the strengths and responsibilities that come with it, while a cursed or dishonored surname may bring the weight of the family's sins, enemies, and unresolved conflicts.

To carry such names is to hold the expectations of the ancestors, and to wield the magic they impart, for good or ill.

## Blood Oaths and Vows

Blood oaths and vows are not mere symbols or promises — they are ancient bonds that tie the living to the spirit world. When an oath is sworn on one's ancestors, it calls forth their presence, imbuing the vow with an immense weight of power, duty, and expectation. These vows are sacred and unbreakable; they are a pact with the dead, where the living promise to uphold the honor and legacy of their bloodline.

An oath sworn in the name of the ancestors invokes not only the strength and wisdom of those who have gone before but also their wrath, should the vow be violated. To break such an oath is to fracture the very soul of a lineage, severing the spiritual connection to the ancestors. This rupture does not merely harm the individual who breaks the vow; it threatens to unravel the legacy of the entire bloodline, casting shadows of disgrace and dishonor across generations.

To swear by an ancestor is to enter a sacred pact with the spirit realm, a contract forged between the living and the dead. This bond is unyielding, and its power cannot be denied. Breaking such an oath carries a heavy price: a steep debt of Karmic consequence, usually resulting in -3 Karmic Debt, a weight that the individual must carry as punishment for their transgression. However, the consequences do not stop there. The act of breaking a blood oath opens the soul to ancestral vengeance — a relentless pursuit that may involve nightmares, spiritual torment, or even a curse placed upon the transgressor. The spirits of the ancestors do not forget, and their wrath is patient, for the sins of one may be visited upon the entire lineage.

In this way, blood oaths and vows bind not only the individual but the entire family, keeping the spirits of the past active and vigilant in the lives of the living. To honor one's oath is to honor the bloodline; to break it is to dishonor the very foundation of one's being.

## Ancestral Spirits

Linger to protect, guide, or judge. Revered forebears may act as guardians. Offended ones may haunt and harrow. Ancestral presence is not passive — it shapes fates actively.

Spirit Lore or Occultism can reveal ancestral influence — protective spirits, lingering oaths, or hidden curses. Through Ritual Magic, Occultism, or Spirit Lore, a character may seek ancestral aid. At sacred sites or with heirlooms, these rolls gain +2. Aid may come as insight, protection, or a single boon — but spirits never help for free.

Family tombs and shrines are nexuses of power. Rituals performed here gain +2 for kin, -2 for outsiders. These sites echo with inherited strength.

# Ancestral Relics

Relics are vessels of ancestral power. A sword wielded in five generations of wars, a brooch worn by matriarchs, a child's doll carried through plague and exile — these are not just objects but conduits of legacy. When wielded by rightful kin, they awaken. When defiled, they curse.

Such items test those who bear them. To wield a relic without honor is to draw the ire of the spirit that sleeps within.

Some relics, spells, and rites require proof of descent — a drop of blood, a spoken lineage, or recognition by spirits.

# Whispers of the Blood

The past is never silent. Whispers of the Blood are fragments — sensations, echoes, dream-memories that rise unbidden. The scent of a long-dead parent's pipe, a flash of insight at a crossroads, or the sob of a ghost never met.

These whispers often arise in key moments: standing at a family grave, claiming an heirloom, or confronting an ancestral enemy. GMs may invoke them to hint at forgotten truths, offer guidance, or foreshadow doom. To heed a whisper is risky — for even the dead can be wrong.

# Blood Magic

Blood is more than life — it is memory, identity, and ancestral weight. Blood Magic taps into this essence, using lineage to power rites. The blood of kin empowers ancestral workings; the blood of strangers invites karmic cost.

Every use binds the caster deeper into legacy and consequence. The world watches, and the dead remember.

Family tombs and shrines are spiritual nexuses. Rituals performed here gain +2 for kin, -2 for outsiders. These sites echo with inherited power.

# Loopholes and Workarounds

## Erasure of the Lineage

Through forbidden rites or soul-altering magic, one might sever ancestral ties. But the cost is identity itself — and even severed roots still bleed.

## Bargains with Spirits

Appeasing an offended ancestor may require offerings, sacrifices, or life-altering deeds. These deals are dangerous, but not impossible.

## External Influence

Otherworldly patrons may shield one from immediate consequence. But ancestral law answers to no foreign god for long.

## Disguise of Guilt

Binding one's spiritual debt to a proxy may delay punishment. But the weight returns, with interest.

# Consequences for Breaking Ancestral Law

Offended spirits may manifest physically, bringing dreams, madness, illness, or ruin. Their fury is personal and inescapable.

Transgressors often carry visible or spiritual marks — twisted sigils, permanent wounds, or an aura of disgrace visible to all who see the soul.

The sins of one may curse many. Future generations may suffer stagnation, misfortune, or loss of magical potential.

Ancestral favor can be withdrawn. Magic fades, relics fall silent, and rites fail. Punishment continues until amends are made — and some ancestors never forgive. Those who break oaths or spurn their duties may suffer: -2 to all Luck- and Spirit-based rolls for a lunar cycle;



Nightmares, omens, and spirit harassment; A string of uncanny failures and ill-timed misfortunes.

## Living With and Against Ancestral Law

The powerful know their bloodline — its glories and its sins. Most walk carefully, honoring the dead and shaping their legacy with intent. But some rebel.

Defiance may yield temporary strength, but it never ends quietly. The ambitious who break Ancestral Law often find themselves haunted by forces far older than they imagined, dragged back into the very fate they sought to escape.

## In This World

Ancestral Law persists through every bloodline, whispered at every hearth, and etched in every tomb. While dynasties may rise and fall, their dead never truly leave. Ancestors provide wisdom, curse the unworthy, and demand reparation for ancient sins.

Every family line carries with it a legacy — whether a restless shade, an old prophecy, or a powerful relic none dare claim. Heroes and villains alike must reckon with the legacies behind their names, for no one walks free of their blood.

In this world, the dead remember.