

Magic

Books

Characters may learn any of the Books as described in Thaumatology (121-162). The advantages described therein are available to anyone with Magery (Books). Only those with Magery (Books) may use them in Low or Normal Mana, however. Here is the basic rundown of how this system works.

1. Your character will need at least 2 skills. The first is Ritual Magic (IQ/VH). Your character will also need a Book skill (IQ/VH). Each Book skill defaults to Ritual Magic -6. The Book skill cannot exceed Ritual Magic. Your character may have multiple Book skills. Each Book has several rituals in it, each of which default to the Book skill at a penalty. A ritual may be learned as a technique (Hard) if desired.
2. When casting a ritual, there are three main components: time, ritual space, and material and symbolic components.
 - a. Time required is usually 10 – 60 minutes. It can be reduced to create a penalty, or it may be extended to give a bonus. This will be discussed as it comes up.
 - b. Ritual space is an area prepared for the ritual. Without an area prepared, there is a -5 penalty. Some spaces, like ancient temples, can give big bonuses to the skill. Also, places associated with the kind of spell help. For example, casting at a library or university could help with a ritual associated with knowledge.
 - c. Material and symbolic components are items that represent the target of the spell and the magical effect of the spell. For example, having a piece of hair or a favorite brand of candy of the target gives a bonus—or at least eliminates the penalty. Names are fairly necessary, too, and the better the name (the birth certificate name is better than a nick name) the less the penalty to cast. Symbols of the working are important, too. When casting a ritual having to do with technology, items like technological parts and artificial dye will help.
3. If applicable, things like damage amount, duration of effect, multiple targets, and so on can yield penalties to casting. Note that range has no effect on the spell.

Book magic is powerful but subtle. It is not flashy magic, and often it can be used for good effect without anyone ever knowing, except for the caster. Book magic is slow, as most rituals require at least fifteen minutes to perform. However, it has unlimited range. It is location-restricted, as the caster needs a sanctified space to work his or her magic. It is enhanced by using props, as determined by the nature of the ritual's effect. Book magic works

well over long distances on targets that are well out of sight. Much time may be spent gathering materials, information about the spells' targets, personal belongings of the targets, etc.

Books Available

A Primer on Everyday Magic, 6th Edition by Cecil Williamson

This book details various basic spells that everyday people can put to good use. It is also the most widely used introductory magical textbook in colleges. The spells are generally very simple but effective.

United States Army Manual MR-554-33981: Tactical Rituals

The US Army Tactical Rituals manual is used by all of the United States armed forces for magical defense and offense. The rituals described are generally very direct and violent. The book itself is a fairly well-kept secret, but occasional copies have made their way onto the black market. The military maintains an effective computer virus that removes electronic copies. Characters will need to have a 5 *point* Unusual Background advantage to have any training in this book. That Unusual Background covers either military training or the acquisition of an illegal copy of this classified manual.

The American Medical Association Presents: Rituals for Magical Care 8th Edition

Healing rituals are in high demand, so the AMA maintains an important book for magical healers. While copies are common amongst the public, all major medical authorities strongly recommend against non-professionals using the rituals in the book, since failure can cause a situation to worsen.

The Book of Dreams by Eliah Smarf

This commonly banned book of dream magic is considered a great classic amongst mystics, but the use of the book can be extremely dangerous, since the author made no attempt to soften the aggressive nature of some of the spells. Having a copy of the book is a 1 *point* Unusual Background Perk.

Wicca and the Art of Magical Repair by Agnes Harnsven

The half-elf motorcycle enthusiast Agnes Harnsven wrote this classic 20 years ago, and it has been the most popular book of mechanical and technological rituals. Half-novel, half-essay, and all mysticism, Theodism and the Art of Magical Repair teaches oneness with both magic and technology.

The Book of Inner Magick by Cherryblossom Spyritwalker

While most consider the style extraordinarily pretentious and mystically dense, no one else has managed to create a work that so touches on the powers of magic to affect magic than Miss Spyritwalker. The spells within are exceptionally useful for managing what scholars refer to as metamagic: the effect of magic on other magic.

Reflections on the Nature of the Beast by Thorvald Heinsgard

This book describes the ways that ritual magic can interact with animals and the base nature of animals. It has become popular among nature enthusiasts and zoologists.

The Ultimate Guide to the Spirit World 4th Edition by James Baker and Illinea Toadstool

This is the most popular book for the rituals relating to spirits, and it is commonly used for upperclassmen and graduate students studying ritual books. Many consider it to be a dangerous book, since a great many spirits are very dangerous to summon.

The Spells of Queen Trianin Edited by Claire Thornedyke

Queen Trianin was a powerful fairy queen known for her magical aptitude. She compiled a book of powerful rituals that she felt her daughters should know if they were to effectively rule in Arcadia. Recently, Claire Thornedyke managed to translate the book (it is very difficult to translate spells from one language to another) into English. Given the often ruthless nature of the spells, this book is banned in many jurisdictions.

The Wicked Little Book of Troublesome Rituals by Anonymous

This popular book of spells is banned almost everywhere, but it is hard to eliminate from the public. Often found on the seedier ends of internet bulletin boards or printed off in binders, the spells in this book are intended to be used for revenge, pranks, or other mischief. Having this book requires a 1-point Unusual Background Perk.

On Knowing the World 3rd Edition by Ramish Radh

This book is a collection of powerful knowledge-based rituals. While privacy advocates often speak of the dangers of the book, most colleges offer a series of courses for it, because the spells are so useful in academia.

The Meaning of the Twinkling Stars by Anonymous

No books are more reviled than The Meaning of the Twinkling Stars. Every world government has banned this book. Every major arcane organization has publically repudiated

this book. Still, it has been translated into two dozen languages by some dark power, and copies of it appear almost randomly in public libraries, in trunks in old attics, in abandoned houses, and even atop the desks of prominent politicians. In general, it is accepted that this dark tome can be magically planted in unfortunate locations. Still, people who want copies can rarely find them. To have this book, a *10-point* Unusual Background Advantage is required. The description of the contents of the book is widely suppressed information, as well.

Arcane Beauty by Meagan Farr

This book of spells is known to be powerful in the right hands, despite the fact that it was written for the purpose of cosmetic modifications. This book is a popular tool for magical spas that cater to the wealthy, though hedge witches use this book more and more frequently.

Odin's Tome edited by Hurlgaard Ettersen

The light elves brought their own set of common ritual spells from Alfheim, and it has been translated several times. The spells inside are of varied utility, and they are widely appreciated by modern scholars. Some colleges offer a series of courses on the magic.

The Magic of Business by Terrance Rolf

This is the first book of magic for use in the management of business, and it remains the most popular. The spells therein generally focus on improving the chances of success and knowing what path to take.

The Making of Magical Artifacts 2nd Edition by Patricia Logan

While several important traditions from other worlds maintain systems for the creation of magical items, the preferred book among humans is The Making of Magical Artifacts 2nd Edition. It includes only a few rituals, but they are highly flexible.

Agatha Treacle's Guide to Safe Hex

In the early 1980s, moral panic concerning the danger and supposed corrupting nature of magic led the self-named witch Agatha Treacle to pen a new book of relatively safe and friendly magic spells. Her rules were: 1) no spells intending to harm; 2) no spells that put the caster at unusual risk; 3) no spells that could be seen as morally corrupt; and 4) no spells that deal with spirits. Her book has had varying degrees of popularity since then, but academics and popular magicians alike express that the magic in the book is potent, even if it is a bit kitschy.

Alchemy

Alchemy is used as written in Magic. Magery gives a bonus to Alchemy, and characters must have at least Magery 0 to perform Alchemy. The costs of the ingredients and the elixirs are tripled.

Alchemy is useful for a player who wants to rely on potions to make an impact. The effects are straight-forward, but alchemists must prepare each concoction well in advance, a process that usually takes weeks. Having a low skill will allow a wizard to occasionally brew something useful. Having a high skill means that the Alchemist can brew many potions at a time, and it will probably be his or her profession.