

WAR Accelerant – Shattered Lands High Magic Companion Rulebook

Version 5.5 – 2022 (Play Test)

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High Mage

CP Cost - 3

This Header gives you access to the High Mage Header, and spells in the Unbound and Bound High Magic Spheres.

Prerequisite: In order to purchase the High Magic Header you must have at least three abilities from any one of the following Headers: Beastmaster, Blood Mage, Cryomancer, Enchanter, Force Mage, Healer, Hexer, Necromancer, Pyromancer, Storm Mage, or Nature Mage.

High Magic 3	CP	Abilities
High Magic Knowledge	4	Allows the character to pursue High Magic Research
Deposit Essence: Autumn	2	Allows the character to craft Autumn Essences
Deposit Essence: Neverwas	2	Allows the character to craft Neverwas Essences
Deposit Essence: Spring	2	Allows the character to craft Spring Essences
Deposit Essence: Summer	2	Allows the character to craft Summer Essences
Deposit Essence: Winter	2	Allows the character to craft Winter Essences

High Magic Knowledge

CP Cost - 4

This ability allows you to engage in High Magic research and experimentation. You may investigate High Magic spells of stories and lore, or attempt to create a new High Magic spell. This is a plot-controlled skill, and often requires a fair amount of work between games and during game. Due to the amount of time involved in the development of new High Magic spells, this skill will also function as though you possessed the skill Knowledge: Sage <High Magic>. Production is the skill and process of producing use limited, non- or basic magical items. These items are fairly unstable and only keep their potency up to 48 hours. They are easy to make in a short amount of time and may be crafted at a guild hall or crafting area at any time during an event.

Deposit Essence: <Type>

CP: Cost - 2 (Per Type)

Essences are ephemeral magical energies which are normally unable to be seen. These Essences in their natural state do very little but when harnessed by a High Mage within a special magical circle, can be gathered, temporarily stored, and used in High Magic spells.

To use Essences, a character must have the High Mage Header. He must go to the crafting area and pay the cost of the created item into a Guild Repository Box. The guild master will verify the payment and issue a blank production tag for each item created. The player must roleplay his character creating items at the crafting area and filling out the card for the item being created. The card will be similar to Illustration A-1 below and must have all the lines completed to be considered a valid item. The guild master will verify the item tag is filled out properly, dated, and has an appropriate phys-rep. He will then initial/stamp the tag as complete.

All items created must be attached to or contained within a Depository Phys Rep at the time of creation and must stay with a phys-rep at all times until used. A Depository must have a volume of 1 cubic inch per essence contained within. A "container" may be nearly anything but should appear as some type mystical or magical object. The essences must be attached to or contained within the Depository. Characters may have more than one Depository.

Larger and more powerful essences may be gathered. These more powerful essences are correspondingly more difficult to gather and require more cost to do so. For each single increase of power requires another amount of silver. For example, gathering a Neverwas that would supply the power of 2 Neverwas essences would require 10 silver but would still only take 10 seconds to gather. It would be recorded on a single tag as 2 Neverwas. Once it is gathered in this manner, an Essence cannot be split. Essences as large as desired can be Deposited for the price of 5 sp/essence but they cannot be split once placed into a Depository.

Guild Masters

Guild Masters are player-characters who can volunteer to perform the duties listed above. There can be several at each event but all must be approved by the local plot team. They must check in with the plot team to have their initials/stamp on file to be compared if there are any questions regarding an item. Guilds can be arranged however the player-characters see fit but a separate lab/workshop phys-rep must be available for each of the separate Production Headers or items from that Header cannot be crafted there. It is possible to have multiple guilds at a given location but each must have appropriate phys-reps and Guild Masters.

On occasion, plot may limit the number/type of items being created due to in-game shortages of materials etc. This may take the form of a hard limit on number of items created (in total) or an increase in cost to create some or all types of production.

High Magic Guild Master and Production Guild Masters are separately approved by plot. A player may be approved for either or both. Players must be experienced in High Magic rules/play to be a High Magic Guild Master.

Autumn

CP Cost – 2
Coin Cost: 5s/Essence

Neverwas

CP Cost – 2
Coin Cost: 5s/Essence

Spring

CP Cost – 2
Coin Cost: 5s/Essence

Summer

CP Cost – 2
Coin Cost: 5s/Essence

Winter

CP Cost – 2
Coin Cost: 5s/Essence

<p>WAR Production Item</p> <p>Item Name: _____</p> <p>Created by: _____</p> <p>Cost in Silver Pieces: _____</p> <p>Date Created: _____</p> <p>Guild Master Sig/Stamp: _____</p>
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The Basics

The High Magic System represents the mastery of certain magic and progression of the character in the study of the arcane arts. High Magic Spells are only available to characters that meet the prerequisites and have purchased the High Magic Header.

The Three Spheres of High Magic

There are three Spheres of High Magic: Unbound, Bound, and Specialty. All Unbound and Bound High Magic spells have a small CP cost associated with them.

Unbound Sphere

The Unbound Sphere represents the knowledge all High Magic casters gain when they purchase the High Magic Header. All Unbound High Magic spells are available to any High Magic caster. These spells are generalist spells that are useful to all High Magic casters. Unbound spells are available to any High Magic caster, but access to Bound spells is limited to specific Headers.

Bound Sphere

The Bound Sphere represents the High Magic Spells that are available to casters who meet the prerequisite of a specific Header for that particular High Magic Spell. These spells are considered more rare, since they are not available to all magic users.

Specialty Sphere

The Specialty Sphere simply represents the High Magic Spells that are considered unique. Just because they exist it does not guarantee access to them or the ability to learn them, even if studied. This may include High Magic Spells that are PC driven, created by Plot to complete a plotline, or require unique Essences to cast.

Plot teams that devise Specialty High Magic Spells should keep in mind duration, Essences required, roleplay requirements to complete, who is able to cast it, and if a Watcher must be present. Plot teams are permitted to create spells from the Specialty High Magic Sphere to complete a plot line or create an item to complete a plot line, but should not create Specialty High Magic that results in any sort of permanency (such the creation of Elven High Magic, Banner Magic, or Artifact), without first obtaining the permission of Campaign Plot.

Depositories, Conduits, and Essences

In dealing with High Magic there are Depositories, Conduits, and Essences. Depositories are where Essences are stored until used during High Magic; Conduits are the means to channel Essences from Depositories; and Essences are what fuels the High Magic.

Depository

A Depository is a container that holds Essences of all types and where you will keep all your Essence tags. You may store as many Essences as the size of the Depository will contain. Multiple types of essences may be stored in a single depository. All Depositories are considered untagged items and must be marked with a yellow ribbon or sticker per the core Accelerant rules. This indicates that something about it has an in-game value and can be taken, but the phys. rep. must be turned in by the end of the event. For example, you may use a bottle, pouch, chest or other decorated item.

Rule of Etiquette:

*If you steal someone's Depository or have a Depository given out by Plot, please be kind and turn in the rep as soon as possible to a Watcher.

*If you wish the Depository rep to be allowed to be kept by another, a green sticker or ribbon may be used

Conduits

A Conduit is used as a focal point during High Magic rituals. There are five primary Conduits, each representing a different type of Essence. A High Magic caster must have at least one proper rep for each type of Conduit. A Conduit is an untagged item, chosen by the caster, which is used to channel Essences from a Depository while performing High Magic. During a High Magic ritual, the caster must use the Conduits that correspond to each type of Essence required.

Conduits are only limited by the imagination of the caster. Anything can be used – it is up to the caster what they represent. Sample Conduits of the Essences include:

- Spring (new life, rebirth, dream, promises, etc.): flowers, container of seeds, a piece of paper with promises/hopes written upon it, etc.
- Summer (growth, height of power, life, fire, etc.): pouch of green sand, candle, coal, talon of a fire elemental, etc.
- Autumn (reason, harvest, maturation, etc.): bundle of dried hay, small gourd, a book containing knowledge, etc.
- Winter (death, darkness, solitude): piece of bone from an Undead, a list of fallen friends, a branch with no leaves, a small vial with the tear of a fallen hero, etc.
- Neverwas (nothingness, destruction, hunger, emptiness): a jawbone, an empty vial, vial of black liquid, a candle with no wick

Essences

There are five primary types of Essences that correspond to the five primary types of Conduits. Each individual Essence is a tagged item which is stored within a Depository. Every High Magic spell requires some combination of Essences. Essences must be stored in a Depository at all times, until they are used or transferred to another Depository. During High Magic, casters channel the power of the Essences that are contained in their Depository through their Conduits. When you perform a High Magic Spell you do not need to have the Essence tags out, only on your person. You instead use the Conduits to focus the magic of the Essences through

you. Certain types of Specialty Sphere High Magic's may require unique Essences only available through in-game questing.

Finding Essences

Unstable essence can be gathered by characters in a special magical circle. Some stable essences created by natural means can occasionally be found during adventuring.

Transferring Essences

Essences may be transferred between Depositories. This requires a High Mage to touch both Depositories in question and concentrate for 10 seconds then state "Imbue Depository with <Power> <Type>" (IE. 1 Autumn or 3 Summer) corresponding to a single tag. Each essence tag moved requires 10 seconds of concentration. The tags must be physically moved to the new repository.

Reliquary of the Arcane

Whenever a High Magic Caster completes a High Magic Spell, they must complete a High Magic Record that is then taken and deposited into a Reliquary of the Arcane. Consumed Essences should be marked with a "U" for used and placed with the record in the Reliquary. This is a box or chest of some sort that will be located within town and announced at the PC Speech. Several times during the event, a member of The Watchers will collect the Records from the box/chest. In Game, this represents The Watchers gathering knowledge on the arcane magic being cast in the area. Every High Magic Spell must have a completed High Magic Record that is deposited in a Reliquary of the Arcane as soon as possible. A Reliquary of the Arcane cannot be stolen, moved, or tampered with in any way – High Magic Record cannot be changed, stolen, or looked through to see who has cast what.

The Role of the Watchers

Almost no High Magic Spells require a Watcher to perform. If it does, it will be specified in the description of the spell. If a High Magic Spell does require a Watcher, such as in the case of PVP or for certain High Magic Spells, it is the player's responsibility to go to Summoner's Rock (the NPC Shack) to get a Watcher. Those High Magic Spells that require a Watcher cannot begin until a Watcher is present.

Interrupting/Backlashing a High Magic Spell

If a High Magic Spell is interrupted, no Essences are consumed. A High Magic Caster will simply have to start over. A High Magic Spell counts as interrupted if the caster is struck with any melee, missile, or packet attack, become unconscious (Stable or Unstable), uses any skill other than the HM currently being cast or if the caster or target leaves the High Magic circle before the completion of the High Magic Spell. Some Specialty High Magic spells may have additional negative effects that occur when the spell is interrupted.

Duration

The duration of High Magic Spells varies. Lasting items will be rated in number of events used, typically 12. Each event you would like to use an item, it must be presented at check in. It will be dated and initialed by the check in staff. Only items presented at check in may be used during an event. At any time during the game, you may be approached by the Watchers to verify your items. If items are found being carried which are not checked in, they will be confiscated and destroyed. Further action may also be taken.

Amelioration Effects

There are a number of High Magic spells that are used to improve or ameliorate items. Ameliorations on items are cast one at a time, and each individual Amelioration effect has its own expiration. Due to this, no Amelioration may be cast on an item with 5 Amelioration effects already on it. A character may only possess items with a total of 5 Amelioration effects combined.

An item may only have one of each type of Amelioration effect cast on it. IE, you may have one casting of Enchant Ability, one of Enhance Weapon, etc. You may also only have one item attuned to you with each of those effects unless otherwise noted in the description. IE, you cannot have three items active with Enchant Ability on it.

Any item that receives an Amelioration effect must be tagged and must have a yellow or green sticker or ribbon on it. A yellow sticker or ribbon indicates that it is more than a mundane item, but the item representation will be returned to the owner. A green sticker or ribbon indicates that an item is more than a mundane item, and the representation will stay with the owner of the item.

Rule of Etiquette:

Please be sure to turn in your tags as requested. We will be rectifying the High Magic Records at the end of every event. This is to avoid multiple trips to the NPC Shack/Summoner's Rock so that players may remain in-game.

“Destroyed” Magic Items

When a magic item is targeted by a “Destroy,” if it is affected it becomes unusable until repaired by a Runesmith or via some other means. If a magic item is Destroyed, do not tear the tag. After it is repaired it will function as normal. Production items, such as Wands, are not repairable if targeted by a Destroy.

Casting High Magic

Spell Scroll Physical Representation

The physical representation of a spell scroll must be decorated in some way to look arcane and must have the name of the spell and the Essences required to be cast somewhere on the rep. It is not a tagged item.

The High Magic Circle

A High Magic caster may cast High Magic nearly anywhere/anytime, as long as they have a High Magic Circle to cast from. A High Magic Circle can be anything as long as it is circular and drawn by the caster. It can be a rope, drawn in the dirt, etc. A High Magic Circle offers no protection or defense and people may walk in and out of the circle at will. It may be no larger than 10 ft. in diameter. It can be as small as the caster wishes, as long as they are able to perform the necessary roleplay required to cast High Magic.

The Target

In order to cast a High Magic Spell the High Magic caster must have a target. The target of the High Magic varies according to the High Magic Spell that is being cast – sometimes the target is the caster, another person, an item, or a building. The caster must always be within arm's reach of the target. For example, if a caster wishes to *Unravel Magic* upon a *Ring of Defense* the High Magic Circle must be drawn so that the High Magic Circle is touching the *Ring of Defense* and the caster must be within arm's reach of the *Ring of Defense*. At no time may the target or caster of the High Magic Spell leave the High Magic Circle or the High Magic Spell will be interrupted.

Unwilling Targets

In rare cases, a target may be considered an unwilling target. Any time High Magic is being performed on a person that does not want the High Magic spell cast upon them, they are considered to be an Unwilling Target. If a target is unwilling the casting of High Magic upon them will require the unwilling target to be somehow immobilized for the duration of the High Magic spell. Acceptable ways to immobilize an unwilling target include: using Shackles upon Hands and Feet (Shackles as defined by Chapter 1); remain Unconscious (Stable or Unstable), or be under an immobilizing game effect. Should the unwilling target leave the circle, it will interrupt the casting. If at any time the unwilling target enters their death count, the casting will be interrupted.

Depositories, Conduits, and Essences

To cast a High Magic spell you must have a Depository upon you that contains the necessary Essences for the spell, as well as the Conduits to focus the magic of the Essences.

Light

There must be enough light present to be able to read the Spell Scroll. For example, if a room is pitch black the caster must have some sort of light source, but if casting in a field a full moon may be adequate.

Time

High Magic spells require five minutes to cast unless otherwise noted in the spell description.

Starting/Completing a High Magic Ritual:

To begin a High Magic Spell the caster must state, “By High Magic, it is begun.” A High Magic Spell is completed when the caster states, “By High Magic, it is finished.” Each spell description will contain details as to how the caster should proceed after the ritual is complete. This may include writing on a character sheet or tag,

visiting Summoner's Rock, or speaking to a Watcher. Unless otherwise specified, it always includes placing a High Magic Casting Record in the Reliquary of the Arcane.

Failure of a High Magic Spell:

Sometimes, a High Magic Spell may fail. This possibility will be noted in the description of the High Magic Spell, such as in cases that require plot oversight/permission. If a High Magic spell fails, no Essences are consumed.

Creation of Tags

For the creation of a magic item, a Magic Item tag should be filled out and given to a Guild Master for verification. He will double check the essences & the completed High Magic Sheet for accuracy and initial/stamp the completed Item Tag. This is the permanent tag for the item but the High Magic Record still needs to be placed into the Reliquary of the Arcane.

The Rules

To cast High Magic the caster must have a copy of the High Magic Rules and the required phys. Repts and essences.

Roleplaying Casting a High Magic Spell

A caster may roleplay the casting of High Magic in any way he/she chooses, so long as it incorporates the necessary Depository(s), Conduit(s), and High Magic Spell scroll. A character may sing, dance, hum, make gestures, etc. It is totally up to the caster; the only requirement is that it includes some sort of active roleplay that distinguishes their actions from mundane activities.

Record Sheets

Every High Magic Spell is required to be documented on a printed High Magic Sheet as seen below. The Essences must be attached to the High Magic Sheet and the whole must be placed in the Reliquary of the Arcane for review by the Watchers.

High Magic Record Sheet

Caster Name: _____
High Magic Spell: _____
Target: _____
Essence Required: _____
Date: _____
Duration: _____
Effect/Item Created _____
Name of Item _____

*Include used Essence tags by folding them into this log.

High Magic Record Sheet

Caster Name: _____
High Magic Spell: _____
Target: _____
Essence Required: _____
Date: _____
Duration: _____
Effect/Item Created _____
Name of Item _____

*Include used Essence tags by folding them into this log.

High Magic Record Sheet

Caster Name: _____
High Magic Spell: _____
Target: _____
Essence Required: _____
Date: _____
Duration: _____
Effect/Item Created _____
Name of Item _____

*Include used Essence tags by folding them into this log.

High Magic Record Sheet

Caster Name: _____
High Magic Spell: _____
Target: _____
Essence Required: _____
Date: _____
Duration: _____
Effect/Item Created _____
Name of Item _____

*Include used Essence tags by folding them into this log.

High Magic Record Sheet

Caster Name: _____
High Magic Spell: _____
Target: _____
Essence Required: _____
Date: _____
Duration: _____
Effect/Item Created _____
Name of Item _____

*Include used Essence tags by folding them into this log.

High Magic Spell Tables

Below are the High Magic spells available for purchase at this time, divided into Unbound and Bound Spells. In order to purchase these spells you must have the High Magic Header. Amelioration spells are marked with a *.

High Magic Table by Spell

Spell Name	Bound or Unbound	CP Cost	Prerequisite Header
<i>Allegiance</i>	<i>Unbound</i>	3	100 CP
<i>Clarity</i>	<i>Unbound</i>	0	None
<i>Ethereal Stride</i>	<i>Unbound</i>	1	None
<i>Ghaian Ethereal Voice</i>	<i>Unbound</i>	1	None
<i>Home Again</i>	<i>Unbound</i>	1	None
<i>Imbue Weapon*</i>	<i>Unbound</i>	1	None
<i>Limited Attunement*</i>	<i>Unbound</i>	1	None
<i>Medallion</i>	<i>Unbound</i>	1	None
<i>Protective Amulet*</i>	<i>Unbound</i>	2	None
<i>Retraining</i>	<i>Unbound</i>	1	None
<i>Reveal Door</i>	<i>Unbound</i>	1	None
<i>Reveal Way</i>	<i>Unbound</i>	1	None
<i>Ring of Defense</i>	<i>Unbound</i>	2	None
<i>Ring of Defense – Membership Connection</i>	<i>Unbound</i>	1	None
<i>Ring of Defense – Membership Severing</i>	<i>Unbound</i>	1	None
<i>Unbreakable*</i>	<i>Unbound</i>	1	None
<i>Unravel Magic</i>	<i>Unbound</i>	1	None
<i>Unveil</i>	<i>Unbound</i>	1	None
<i>Vision of the Seasons</i>	<i>Unbound</i>	2	None
<i>A Mark Upon You</i>	<i>Bound</i>	1	Hexer
<i>Call Forth Spirit</i>	<i>Bound</i>	2	Necromancer, Healer
<i>Corrupted Haven</i>	<i>Bound</i>	1	Necromancer
<i>Create Haven</i>	<i>Bound</i>	1	Beastmaster, Healer, Warden
<i>Create Water</i>	<i>Bound</i>	1	Cryomancer, Storm Mage
<i>Curse of Sight</i>	<i>Bound</i>	1	Hexer, Blood Mage
<i>Enchant Ability*</i>	<i>Bound</i>	3	Enchanter
<i>Enhance Weapon*</i>	<i>Bound</i>	2	Force Mage, Enchanter
<i>Ethereal Bond</i>	<i>Bound</i>	2	Blood Mage, Force Mage, Enchanter
<i>Exile</i>	<i>Bound</i>	2	Warden, Force Mage
<i>Extra-Planar Ethereal Voice</i>	<i>Bound</i>	1	Cryomancer, Pyromancer, Force Mage, Storm Mage
<i>Familiar</i>	<i>Bound</i>	1	Beastmaster, Hexer, Necromancer
<i>Ghaian Revival</i>	<i>Bound</i>	3	Healer, Beastmaster, Necromancer
<i>Haven's Gift of Planar Protection</i>	<i>Bound</i>	1	Pyromancer, Cryomancer, Storm Mage, Warden
<i>New Lineage</i>	<i>Bound</i>	3	Healer, Blood Mage
<i>Speed Travel</i>	<i>Bound</i>	1	Storm Mage, Beastmaster
<i>To The Marches and Beyond</i>	<i>Bound</i>	2	Pyromancer, Cryomancer, Storm Mage, Warden
<i>Unfinished Business</i>	<i>Bound</i>	2	Necromancer, Blood Mage, Healer
<i>Vampire's Bane</i>	<i>Bound</i>	2	Necromancer, Blood Mage, Hexer, Healer
<i>Visions of Ghaia</i>	<i>Bound</i>	1	Beastmaster, Warden
<i>Water Ability</i>	<i>Bound</i>	1	Cryomancer, Enchanter, Beastmaster

High Magic Table By Header

Spell Name	Beast.	Cryo	Pyro	Storm	Warden	Blood Mage	Healer	Force	Enchant.	Hexer	Necro.
Unbound Spells											
<i>Allegiance</i>	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
<i>Clarity</i>	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
<i>Ethereal Stride</i>	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
<i>Ghaian Ethereal Voice</i>	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
<i>Home Again</i>	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
<i>Limited Attunement</i>	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
<i>Imbue Weapon</i>	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
<i>Medallion</i>	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
<i>Protective Amulet</i>	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
<i>Retraining</i>	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
<i>Reveal Door</i>	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
<i>Reveal Way</i>	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
<i>Ring of Defense</i>	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
<i>Ring of Defense – Membership Connection</i>	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
<i>Ring of Defense – Membership Severing</i>	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
<i>Unbreakable</i>	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
<i>Unravel Magic</i>	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
<i>Unveil</i>	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
<i>Vision of the Seasons</i>	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
Spell Name	Beast.	Cryo	Pyro	Storm	Warden	Blood Mage	Healer	Force	Enchant.	Hexer	Necro.
Bound Spells											
<i>A Mark Upon You</i>										Y	
<i>Call Forth Spirit</i>							Y				Y
<i>Corrupted Haven</i>											Y
<i>Create Haven</i>	Y				Y		Y				
<i>Create Water</i>		Y		Y							
<i>Curse of Sight</i>						Y				Y	
<i>Enchant Ability</i>									Y		
<i>Enhance Weapon</i>								Y	Y		
<i>Ethereal Bond</i>						Y		Y	Y		
<i>Exile</i>					Y			Y			
<i>Extra-Planar Ethereal Voice</i>		Y	Y	Y				Y			
<i>Familiar</i>	Y									Y	Y
<i>Ghaian Revival</i>	Y						Y				Y
<i>Haven's Gift</i>		Y	Y	Y	Y						
<i>New Lineage</i>						Y	Y				
<i>Speed Travel</i>	Y			Y							
<i>To The Marches</i>		Y	Y	Y	Y						
<i>Unfinished Business</i>						Y	Y				Y
<i>Vampire's Bane</i>						Y	Y			Y	Y
<i>Visions of Ghaia</i>	Y				Y						

<i>Water Ability</i>	Y	Y							Y		
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Spell Descriptions

A Mark Upon You

Sphere: Bound

Essence: 2 Winter, 1 Autumn, 1 Neverwas

Prerequisite: Hexer

CP Cost: 1

Duration: 12 Events

Target: Person

This High Magic Spell allows a Hexer to place a mark upon a target. The Hexer chooses the mark, to indicate a friend or foe. Sometimes, other Hexers will be able to recognize these symbols. As such anyone with the High Magic Spell *A Mark Upon You* is able to cast, after 10 seconds of examining an individual, “Expose Marked” by packet. You may not Expose an individual more than once per event. This magical symbol will be no larger than 2in. x 2in. and no smaller than 1in. x 1 in., can be composed of a number of colors, and will last for 12 Events. The magical symbol must look arcane in some way and may not use words. It must be placed upon the cheek or the back of the hand. The make-up for the ritual should be placed on the target before the ritual. At the completion of the ritual, the mark becomes permanent. The target will record the date, *A Mark Upon You*, and the “Marked” Trait the target’s character sheet at first convenience.

Allegiance

Sphere: Unbound

Essence: 5 Spring, 5 Summer, 5 Autumn, 5 Winter, 5 Neverwas

Prerequisite: 100 CP

CP Cost: 3

Duration: Permanent

Target: Person

This High Magic spell allows a person to begin the path of focusing their character’s allegiances. Upon the completion of this ritual, the target must state “Imbue <Trait> by High Magic.” This represents a group that they are giving their allegiance to.

Possible Traits Include: Animal, Lycan, Faerie, Race, Undead, Defender, Construct, or you may choose one of the races (Greater) or planes as a Trait. You may never have more than one Allegiance at a time.

The character will now seek out a quest to become a beacon of that Trait. While this skill will most likely improve the disposition of those you speak to, it does not prevent the type from attacking. As your Allegiance continues you will receive an individualized hidden Header for no CP and skills that are available for purchase with CP. New skills added to the Header will be decided upon by campaign plot in conjunction with the rules committee as you pursue your Allegiance in-game. You may end the Allegiance at any time by speaking with your master and stating to him/her/it “By High Magic, my Allegiance to you is broken” or by having an Unravel Magic cast upon you. When an Allegiance is ended the CP from the Allegiance Header will be freed and you will no longer have access to that Header. If you decide to pursue a different Allegiance, a new Allegiance must be cast and the quest begins again. (See Appendix A on Allegiances at the end of this document for more information).

Call Forth Spirit

Sphere: Bound

Essence: 3 Winter, 3 Neverwas + 1 additional Winter per year dead (past 1 year)

Prerequisite: Necromancer, Healer

CP Cost: 2

Duration: 1 hour

Target: Permanently Dead Spirit

This High Magic Spell will allow the caster to summon the spirit of a person that has received their final death. This spell can call forth a spirit that has been dead for up to 1 year plus 1 additional year per additional Winter Essence expended. A Watcher must be notified at least 1 hour prior to casting in order to for them to locate

the spirit being contacted. A spirit may refuse to answer the call, in which case the ritual fails and no Essences are expended.

The spirit will remain within the High Magic Circle for a period of up to 1 hour. The caster may choose to leave the High Magic circle once the casting is complete. The spirit may choose to leave at any time, and if Circle is broken, the calling is severed and the spirit leaves immediately. This ritual is considered taboo by several cultures of The Shattered Lands.

Clarity

Sphere: Unbound

Essence: 1 Winter, 1 Autumn, 1 Spring, 1 Summer, 1 Neverwas

Prerequisite: None

CP Cost: 0

Duration: Instant

Target: Self

This High Magic spell allows the target to question a Watcher at Summoner's Rock. Sometimes, something just is not clear. Perhaps that farmer gave you some fantastic information, but once he/she was gone you realized it just was not quite as clear as you thought it was. Maybe in your eagerness you forgot to ask where the cave is where the evil Trolls have imprisoned the young children of a village. Or perhaps you participate in a battle and help slay the evil foe you have been working to kill for months, but can not quite remember or never got the chance to find out why.

Clarity is simply a way for you to gain knowledge on a particular plotline or to fill in the gaps when crucial information is forgotten. It will never release new information on a plotline, or reveal information about a PC (i.e. who stole that sword the Death Knight dropped?). Only general information that was widely dispersed will be revealed. If it is something specifically pertaining to you or something you are working on and just forgot something or need something clarified, this is for you. This is not a way to further plotlines and should not be abused to avoid writing information down – keep in mind that how much of what is revealed is up to the Watcher you question, so it is always best to write down everything you can!

Corrupted Haven

Sphere: Bound

Essence: 2 Winter, 2 Autumn, 1 Spring, 1 Neverwas + X additional Winter expended per 5 additional feet

Prerequisite: Necromancer

CP Cost: 1

Duration: 12 Events

Target: Area

This High Magic Spell allows the caster to create a Corrupted Haven. A Corrupted Haven is typically a cave or grove, but could be any definable area in a natural setting (e.g. a cave, body of water, swamp, desert, etc.). The area must be clearly defined with no part of it being farther away from the point of casting than a 30-foot radius plus 5 feet per additional Winter Essence expended (limit 15 additional feet). The area cannot contain any man-made structures except those made by the caster himself and these must always be made out of unrefined, natural materials gathered by hand. Most typically these materials will be bones, webs, carcasses, etc. The area inside a Corrupted Haven will bring the area outside of the natural flow Ghaian energy. The area will become corrupted, dead/dying, and will be an attractive place to Undead. Just prior to the casting of this High Magic Spell, the caster must walk the Boundary of the proposed Corrupted Haven and successfully deal with any threats found there in such a way that the caster is not forced to resurrect, retreat, or significantly alter course. If the walking of the Boundary in this way is interrupted the caster must start again from the beginning.

Upon completion of this casting, the caster will form a bond with the Corrupted Haven in such a way that he or she will immediately know of any Undead influence within it.

Create Haven

Sphere: Bound

Essence: 2 Summer, 2 Spring, 1 Winter, 1 Neverwas + X Summer Expended per additional 5 feet

Prerequisite: Beastmaster, Healer, Warden

CP Cost: 1

Duration: 12 Events

Target: Area

This High Magic Spell allows the caster to create a Haven. A Haven is typically a vale or grove, but could be any definable area in a natural setting (e.g. a cave, body of water, swamp, desert, etc.). The area must be clearly defined with no part of it being farther away from the point of casting than a 30-foot radius plus 5 feet per additional Summer Essence expended (limit 15 additional feet). The area cannot contain any man-made structures except those made by the caster himself and these must always be made out of unrefined, natural materials gathered by hand. The area inside a Haven will be brought into line with the natural flow of Ghaian energy. This will undo the effects of corruption and Outsider influences that blight the land and its denizens. Just prior to the casting of this High Magic Spell, the caster must walk the Boundary of the proposed Haven and successfully deal with any threats found there in such a way that the caster is not forced to resurrect, retreat, or significantly alter course. If the walking of the Boundary in this way is interrupted the caster must start again from the beginning. Upon completion of this casting, the caster will form a bond with the Haven in such a way that he or she will immediately know of any Outsider activity within it.

Create Water

Sphere: Bound

Essence: 1 Summer, 1 Spring

Prerequisite: Cryomancer, Storm Mage

CP Cost: 1

Duration: Instant

Target: Pre-existing Object able that holds Water (Natural/Container)

This High Magic Spell creates an amount of clean, pure, Ghaian water that can be used to fill a small lake or reservoir, container, well, or even to water crops or plants. There must be water already present to build from. The volume of water created is up to 10 cubic feet of water per Essence of Spring expended. If the caster chooses, the water can be distributed among distinct containers, but all must be within reach and accessible to the caster via normal means (i.e. the removal of a lid). When created, this water will not drop or otherwise flow in such a way as to cause damage. This water can be added to existing water in order to cause an increase in the level of a pond, lake, or stream. At a Watcher's discretion, created water can be packet delivered to fight natural fires.

Rule of Etiquette

With Accelerant, we try to remain in-game as much as possible; this is why it mentioned there must be water to "build from." You cannot create a lake in the middle of town. This is to help further plotlines and encourage roleplay.

Curse of Sight

Sphere: Bound

Essence: 2 Spring, 4 Autumn, 1 Neverwas

Prerequisite: Hexer, Blood Mage

CP Cost: 1

Duration: Instant

Target: Person

This High Magic Spell will allow the target to receive information regarding something that has yet to come to pass. Due to the nature of the magic being invoked the visions will always be of events that are dark, full of despair, pain, or anguish. The caster may write down a directed question before beginning the ritual or do a generalized Curse. The question may focus on a person, a place, object, event, possibilities of the future, or shades of the past. At the end of the ritual, the target and caster of the Curse of Sight both gain the Cursed Trait until the end of the event. Despite the dark nature of the information received by Curse of Sight, they can reveal useful information about something that is going to occur. Sometimes the target may have the opportunity to prevent what is to come, it may allow them to prepare themselves, or they may receive information of a distant event they are unable to stop. Receiving a vision from Curse of Sight can be a taxing experience for the target, the effects of which should be roleplayed accordingly by the target. A Watcher should be informed at some point before or after the casting so they have time to confer with one another. A Watcher will deliver the information the target receives from Curse of Sight, in written form or verbally. Sometimes the information will be in riddle, song, poem, or short paragraph. It will rarely be straightforward and could be interpreted in a number of ways. Once the casting is completed, the caster does not have to wait in the High Magic Circle for an answer; the Watcher will find them. The Watchers have sealed information concerning other adventurers and they refuse to divulge it. It may

take time for the Watchers to confer and provide an answer; a delay in response does not necessarily mean a failure of the ritual.

Enchant Ability

Sphere: Bound

Essence: Varies

Prerequisite: Enchanter

CP Cost: 3

Duration: 12 Events

Target: Item (Enchantment)

An Enchanter may improve an item with a spell or skill. The Enchanter may pick any Attribute Ability that they know and place it in an item. Passive Abilities cannot be stored in items with this High Magic spell. At the end of the High Magic ritual, the Enchanter must exhaust the Attributes for the Attribute Ability being placed in the item. You may only use Enchant Ability on a standard Ability found in the core rulebook. Hidden Abilities for existing Headers or from Hidden Headers cannot be placed on an item with this spell.

This High Magic spell acts as an Amelioration and counts toward the 5 Amelioration limit on an item. Multiple castings of Enchant Ability are possible as long as each casting has a unique effect. IE: You may possess an item or combination of items which have Enchant Ability: Move Like Blood, Ice Shards, and Backstab. You may not have any combination which has the same skill/effect.

If the user has the ability stored in the item, it Refreshes with a standard Rest. If the user does not normally have the ability stored in the item, it refreshes when the user has a standard Spirit refresh. IE: A character that is a Rogue and has the Evade skill may have an item with Enchant Ability: Evade. That casting would again be useable with a normal Rest. If he also had an item with Enchant Ability: Aura of Protection (from Enchanter) but he does not have that skill, the item would again be useable

The cost of this ritual changes based on the ability enchanted into the item. The cost of the skill is as follows:

Fire Attribute Ability: 3 summer and 2 Neverwas per 1 Fire Attribute cost

Water Attribute Ability: 3 Winter and 2 Neverwas per 1 Water Attribute cost

Earth Attribute Ability: 3 Autumn and 2 Neverwas per 1 Earth Attribute cost

Air Attribute Ability: 3 Spring and 2 Neverwas per 1 Air Attribute cost

Enhance Weapon

Sphere: Bound

Essence: 4 Summer, 4 Autumn

Prerequisite: Force Mage, Enchanter

CP Cost: 2

Duration: 12 Events

Target: Item (Enchantment)

This High Magic Spell allows the caster to Imbue a weapon with magical power, making it more effective in combat. The weapon, bow or thrown weapon Ameliorated with this magic allows the user to attack with “5 Damage by Weapon” once per rest.

This spell counts toward the 5 Amelioration limit on an item.

Ethereal Bond

Sphere: Bound

Essence Cost: 2 Summer, 2 Autumn, 2 Neverwas, 1 Spring

Prerequisite: Blood Mage, Force Mage, Enchanter

CP Cost: 2

Duration: 12 Events

Target: Item and Person

This High Magic spell allows the caster to create a magical bond between an item and a person. For the High Magic ritual to be successful the item must be in contact with the target person to receive the Ethereal Bond for the duration of the casting. Acceptable items must be able to be carried comfortably by the person as a possession. Therefore, you cannot create an Ethereal Bond between a person and a bed or a building. Upon

completion of the High Magic, the Ethereal Bond is recorded on the target's character sheet and on the item tag, along with the expiration of the Ethereal Bond. If an item is not tagged, a temporary tag will be created.

Once an Ethereal Bond is created the item will not leave the immediate area around the person it is bonded to. On rare occasion, the item may be left behind, but the item always returns to its owner, usually from a Watcher. If the Item with the Ethereal Bond is affected by a Disarm effect, the player may call "Reduced" to make the item unusable for 3 seconds instead of dropping the item. The Ethereal Bond creates such an intense magical connection between the target and the item that upon the target's Final Death the item will go with the Spirit. To remove Ethereal Bond Unravel Magic may be performed. If the target of the Unravel Magic is the person, the item and any other effects upon the item will remain intact. However, if the item itself is the target of the Unravel Magic, any effects upon the item will also be removed.

This spell counts toward the 5 Amelioration limit on an item.

Ethereal Stride

Sphere: Unbound

Essence: 2 Summer, 2 Autumn, 2 Winter, 1 Neverwas + X Neverwas Essence per each additional target

Prerequisite: None

CP Cost: 1

Duration: Instant

Target: Person(s)

This High Magic Spell permits the target(s) to travel from a High Magic Circle to a Ring of Defense. Upon completion of Ethereal Stride, the target(s) of this High Magic spell immediately call "By High Magic, go to Spirit." This grants the target the "Spirit" Trait, and must abide by all rules that normally apply to a Spirit. They must walk directly from the High Magic Circle to the Ring of Defense. This High Magic spell may not be used for inter-planar travel.

This spell may be cast on 1 additional person per Essence of Neverwas expended. You do not have to have entered a Ring of Defense previously to travel to it using Ethereal Stride, but the caster must have seen it. Once you arrive at your destination and enter the Ring, you will remain as a spirit until someone with a Membership Connection to that Ring says, "By my voice, Purge Ethereal Stride." Targets of this ritual that have a Membership Connection may use this skill as a Spirit. Once purged, the targets of the spell lose the "Spirit" Trait. If there is nobody in the circle who has a Membership Connection, the spirit(s) may choose to wait immediately inside the Ring for a Member or return to the location of the original High Magic Circle. If the Ring of Defense does not exist when the spirits arrive, they must immediately return to their starting location.

Spirits from this ritual must follow all rules regarding Portal Runes. If the spirits cannot pass through a portal to get to the Ring of Defense, they may choose to wait for someone to deactivate the Portal Rune or turn back to where they came from.

Exile

Sphere: Bound

Essence: 3 Summer, 2 Spring, 2 Autumn, 2 Winter, 1 Neverwas

Prerequisite: Warden, Force Mage

CP Cost: 2

Duration: Instant

Target: Outsider (piece)

This High Magic spell will allow the caster to Exile an extra-planar creature from the plane of Ghaia. In order to do so, the High Magic caster will need to collect a physical piece of the being to be Exiled, such as hair, skin, a finger, etc.

When used as a target for the casting of the Exile spell in this way, the physical piece of the extra-planar being will be consumed along with the Essences used in casting. At the conclusion of this High Magic, the specific being that the physical piece was collected from will be banished from Ghaia for a period of 1 year and 1 day, and will be unable to travel to Ghaia by any means. This spell may not be cast upon PC's.

Extra-Planar Ethereal Voice

Sphere: Bound

Essence: 2 Spring, 2 Neverwas

Prerequisite: Cryomancer, Pyromancer, Force Mage, Storm Mage

CP Cost: 1

Duration: Instant

Target: Message to <X>

This High Magic Spell will allow a written message to be delivered from the High Magic Caster to a specified recipient that is on any plane, other than Ghaia. The message to be delivered and the name of the recipient must be written down before the ritual ends. The name used must be one that the recipient would respond to. For example, “Deverak the Fire elemental” is acceptable, but “the evil guy that attacked town” is not. The message may be as long as you wish, as long as it is fully written out. Upon completion of the ritual may hand the message to the Watcher for delivery to the recipient.

Familiar

Sphere: Bound

Essence: 2 Winter, 2 Summer, 2 Spring, 2 Autumn, 1 Neverwas

Prerequisite: Beastmaster, Hexer, Necromancer

CP Cost: 1

Duration: 12 Events

Target: Person

This High Magic Spell allows the caster to summon a mundane Animal Familiar that will bond with the target of the ritual. They will not possess any magical abilities or Traits. A Familiar is found upon Ghaia and its purpose is to serve as a companion to the target. Familiar’s are typically for roleplay purposes only. Usually these creatures are living, but the Necromancer may summon dead or Undead animals as well. Some common examples of Familiars would be a bird, cat, weasel, wolf, bat, etc.

Familiars do not need to be present at all times, but a small stuffed animal can represent them. If you do not have the representation at the time of casting, then the bond will take time to form. The personalities of Familiars vary significantly. Some will choose to accompany their bonded person, while others may spend most their time away from their bond. Either way, Familiars only communicate through Ethereal Voice. A Watcher will deliver any messages from a Familiar.

Once the High Magic is complete the caster of the spell will write in the Spirit Effects section of the target’s character sheet “Familiar,” the date, and caster’s name at first convenience. Usually, the new Familiar will send a message to its bond shortly after the ritual, but may not be immediate. This bond lasts for 12 Events, but may be ended at any time by the target stating “With Magic, End Bond.” A person may only have a single Familiar at any time, and any Familiar spell cast while the target is bonded will fail and no Essences will be consumed.

Ghaian Ethereal Voice

Sphere: Unbound

Essence: 3 Spring, 2 Neverwas

Prerequisite: None

CP Cost: 1

Duration: Instant

Target: Message

This High Magic Spell will allow a written message to be delivered from the High Magic Caster to a specified person that is upon Ghaia. The message to be delivered and the name of the recipient must be written down before the ritual ends. The name of the recipient must be a name that is recognized by the recipient as belonging to them. For example, “The Great Old Guy” is acceptable, but “the evil guy that attacked town” is not. The message may be as long as you wish, as long as it is fully written out. Upon completion you may hand the message to the Watcher for delivery to the recipient.

Ghaian Revival

Sphere: Bound

Essence: 3 Spring, 3 Summer, 3 Autumn, 3 Winter

Prerequisite: Healer, Beastmaster, Necromancer

CP Cost: 3

Duration: 12 Events

Target: Person

This High Magic Spell allows the target to come back to life from the brink of death. It is a single use per casting. If a character would become a Dead Spirit after being dead for 5 minutes, they may instead call “Purge Death and Heal 5 by Ghaian Revival.”

Fate is picky, and High Magic cannot fight it forever. A person may never have more than one Ghaian Revival at any time.

Haven's Gift of Planar Protection

Sphere: Bound

Essence Cost: 2 Summer, 1 Neverwas, 2 Spring, 1 Autumn, + Autumn equivalent to the number of targets

Prerequisite: Pyromancer, Cryomancer, Storm Mage, Warden

CP Cost: 1

Duration: 24 Hours

Target: Person(s)

This High Magic Spell grants the targets of Haven's Gift a limited ability to survive on one of the Planes. The targets of this spell may call "Resist" to negate any "<Delivery> Ambient <Effect> to Ghaian" effects that they experience when on the specified plane. As a note, this will not protect someone in the Pure, as effects there are harmful to everything and not just Ghaians.

At the end of the ritual, states "With Magic, Imbue <Plane> Planar Protection" choosing one of the following Planes: Earth, Air, Water, Fire, Shadow, Light, Summer, Spring, Autumn, Winter, Moon, Sun.

Home Again

Sphere: Unbound

Essence: 2 Winter, 2 Autumn, 1 Neverwas

Prerequisite: None

CP Cost: 1

Duration: 24 Hours

Target: Person

This High Magic spell will allow the target of the spell create a magical mark upon the ground within the High Magic circle the spell is cast from. Even if the mark becomes scuffed or scratched out, the target will always be able to find their way back to that location. The target of the Home Again will always know what direction the mark is. Often, the person will know the fastest path back to the magical mark, but some effects may slow the path. Home Again lasts for 24 hours from the time of the casting and will be marked upon the target's character sheet at first convenience. A target may only have one Home Again cast upon them at a time.

Due to the unique magic present upon Faerie, Home Again will not function properly when the caster is there. Even if the Home Again is cast upon Ghaia before the target steps upon Faerie, the Home Again may lead them astray.

Imbue Weapon

Sphere: Unbound

Essence: 2 Winter, 4 Neverwas

Prerequisite: None

CP Cost: 1

Duration: 12 Events

Target: Weapon

This High Magic Spell allows the caster to Imbue a weapon with a magical Trait from the list below. When making any "By Weapon" attacks with this weapon, you may replace the attack Trait with the Trait of the Imbue. This may be cast multiple times, each time picking a different Trait. If you have multiple Imbues on one weapon, you may choose which Imbued Trait to use. Each Magic Header capable of creating a different Trait to Imbue, as noted below. A weapon may have multiple Imbue's upon it but only one may be active at a time.

Pyromancer: Fire

Cryomancer: Ice

Storm Mage: Lightning

Necromancer: Despair, Disease

Healer: Awe

Warden: Thorns

Hexer: Gloom

Beastmaster: Thorns

Blood Mage: Madness

Force Mage: Force, Earth
Enchanter: Inspiration

Limited Attunement

Sphere: Unbound
Essence: 3 Winter, 2 Neverwas
Prerequisite: None
CP Cost: 1
Duration: 12 Events

This High Magic Spell Attunes an item based on a single Trait. For example, it may be Attuned only to those with the Elf, Archer, or Undead Trait. Only those who match the limitations upon the Attuned item may use it.

An item may have more than 1 Limited Attunement cast upon it. In this case, it may only be used by someone possessing all Traits. Any casting of Limited Attunement that would make an item unusable fails and consumes no Essence. For example, an item with Limited Attunement: Initiate cannot also be given Limited Attunement: Accomplished.

Medallion

Sphere: Unbound
Essence: 1 Autumn, 1 Spring, 1 Summer, and 1 Winter
Prerequisite:
CP Cost: 1
Duration: 12 Events
Target: Item (Created)

This High Magic spell creates a medallion that stores energy from the various magical Headers. Medallions may be used 10 times before the magic fades. You must be holding a Medallion in your hand to use it. Upon the tag, along with the effect stored, will be listed “Limited Attunement: <Magic Header>,” where the Magic Header is the one required to make the item (see list below).

This spell does NOT counts toward the 5 Amelioration limit on an item.

Pyromancer: “2 Damage by Fire” by Packet
Cryomancer: “2 Damage by Ice” by Packet
Storm Mage: “2 Damage by Lightning” by Packet
Beastmaster: “2 Damage by Thorns” by Packet
Healer: “Heal 2 by Light” by Touch or “2 Damage to Undead” by Packet
Necromancer: “Heal 2 to Undead” by Packet or “2 Damage by Despair” by Packet
Hexer: “2 Damage by Gloom” by Packet
Warden: “2 Damage to Outsider” by Packet
Blood Mage: “2 Damage by Madness” by Packet
Force Mage: “2 Damage by Force” by Packet
Enchanter: “Grant 2 Protection” by Packet

New Lineage

Sphere: Bound
Essence Cost: 6 Winter, 3 Autumn, 3 Spring, 2 Neverwas
Prerequisite: Healer, Blood Mage
CP Cost: 3
Duration: Instant

This High Magic Spell allows a character to magically change from one race to another. At the completion of the ritual, the target must choose a character race listed in the WAR Accelerant rulebook. Once the Spell is complete, the character begins to take on the characteristics and physical appearance of their new race. They immediately lose their Racial Trait and any Abilities that require that Racial Trait (refunding CP). Once they have applied proper make-up/prosthetics (which should be done as soon as possible), they gain the new Racial Trait and may purchase Racial Abilities with free CP. Even though they appear physically different, they are still recognizable as the same character.

Protective Amulet

Sphere: Unbound

Essence: 2 Autumn, 2 Spring, 2 Summer, 2 Winter, 4 Neverwas

Prerequisite: None

CP Cost: 2

Duration: 12 Events

Target: Item

This High Magic Spell allows the caster to improve an item to grant the wearer protection from a Specific Trait. This item will allow the wielder to call “Resist <Trait>” to negate any attack with that Trait once a day. The Trait is chosen at the time of casting, and different Magic Headers have access to different Trait Groups. Example: The Force Mage is able to create an item that will Resist a Physical Trait (such as Thorns or Force), but a Pyromancer can create an item that will Resist an Elemental Trait (such as Fire or Ice). This spell counts toward the 5 Amelioration limit on an item. Whenever you Refresh Attributes with Spirit, this Effect is also Refreshed.

Pyromancer: An Elemental Trait
Storm Mage: An Elemental Trait
Healer: A Mental Trait
Beastmaster: A Metabolic Trait
Blood Mage: A Metabolic Trait
Enchanter: A Physical Trait

Cryomancer: An Elemental Trait
Necromancer: A Mental Trait
Hexer: A Mental Trait
Warden: An Elemental Trait
Force Mage: A Physical Trait

Retraining

Sphere: Unbound

Essence: 3 Summer, 3 Spring, 3 Winter, 3 Neverwas

Prerequisite: None

CP Cost: 1

Duration: Instant

Target: Person

This High Magic spell enables the target to clear his mind of all previous training and fill it with fresh knowledge by re-spending all CP. This does not Refresh Attribute points already expended or change the race of the character. You may Retrain no more than once per event. If Production or Gather skills are purchased, they may not be used to make new production items or Essences until the next event.

This is an extraordinary effect and draws the attention of the Watchers. The target’s Abilities do not change until the target has spoken to a Watcher and helps guide the Retraining process, so as to protect the integrity of the Weave. Usually, a Watcher will turn the target of this Ritual to a Spirit so they can focus on their training. The speed of this process normally depends on how quickly the target can adjust to the changes.

Some cultures and races frown on the overuse of Retraining due to fears that it may damage the mind or spirit.

Reveal Door

Sphere: Unbound

Essence: 4 Autumn, 2 Spring, 1 Winter, 1 Neverwas

Prerequisite: None

CP Cost: 1

Duration: 24 hours

Target: Area

This High Magic Spell, once completed, will reveal the location of a Faerie Door (entryway to Faerie) within relatively close proximity to the circle (approximately ¼ mile). If successful, the caster will know the location of any Faerie Doors revealed. The effect of this ritual (successful or not) is not always immediate, but informing the Watchers of your intention prior to casting tends to speed up the process.

The caster may attempt to open any Revealed Faerie Door to a specific location on Faerie by including the name or description of the place on the High Magic Spell Scroll. There is no way to identify whether or not the caster was successful without stepping through the Faerie Door. Even if they were not able to open it to that location, the door will always lead to some location upon Faerie.

The Faerie Door will remain revealed to the caster for 24 hours from the time of casting. Most Faerie doors are found near places where Watchers gather (such as Summoner’s Rock), but this is not always the case. The Faerie Door is actually a portal, and once you break the threshold of the portal you must read the instructions for the portal and follow them. You may not turn around until you come out on the other side of the portal. If a person becomes a Dead Spirit while in Faerie, they will walk back through the Faerie Door to return to Ghaia and would continue on as they normally would as a Dead Spirit. If the Faerie Door is closed, their spirit will seek Death upon Faerie, who will then return them to Ghaia. Faerie Doors rarely stay in the same place, especially once revealed.

Reveal Way

Sphere: Unbound

Essence: 2 Spring, 1 Autumn, 1 Winter, 1 Neverwas + 1 Spring per additional target

Prerequisite: None

CP Cost: 1

Duration: 24 Hours

Target: Person(s)

This High Magic spell will allow the target(s) of the spell to always be able to find their way back to The Winding Way when upon Faerie. This spell may be cast on 1 additional person per Essence of Spring expended. Reveal Way lasts for 24 hours from the time of the casting and will be marked upon the target’s character sheet at first convenience.

Ring of Defense

Sphere: Unbound

Essence: 5 Autumn, 4 Winter, 3 Spring, 4 Neverwas

Prerequisite: None

CP Cost: 2

Duration: 12 Events

This High Magic Spell allows the caster to create a magically defended circle. This circle must be illuminated, and are normally represented with rope lights. Commonly used Ring of Defense representations include rope lights or rope. The Ring may be up to a 20ft. radius. The physical representation of the Ring must be in place before the casting begins.

Once the caster has completed the Ring of Defense spell, the magic takes effect immediately. Anyone within the Ring representation at the time the Ring of Defense Spell is completed gains a Membership Connection. Those that gain a Membership Connection will record the name and expiration date of the Ring at first convenience. The caster determines the name for a Ring of Defense at the time of casting.

The Ring of Defense prevents people from entering the Ring, unless invited by someone with a Membership connection. You must call “With Magic, Resist” against any melee, missile, or packet attacks that cross the border of a Ring of Defense.

A Membership Connection attunes the magic of the Ring of Defense to the character, allowing that character to move in to the Ring of Defense. Additionally, you may allow others to enter or Ring of Defense by calling “By your Name, Name, Enter.” There is no limit to the number of people that may have a Membership Connection with a Ring of Defense and a person may have a Membership Connection to more than one Ring. You do not have to have a Membership Connection to exit the circle, but must still follow the rules of moving in and out of the circle described below.

When moving in or out of a Ring of Defense (Membership Connection or invited), player must spend three seconds roleplaying the act of pushing through the magic of the Ring. During this time, they are still affected from attacks from the side they are leaving. A player must be conscious or carried to pass through the Ring of Defense. If you are physically blocked from passing through the Ring, either by another person or by an object, you cannot push them out of your way to enter.

Ring of Defense - Membership Connection

Sphere: Unbound

Essence: 2 Summer, 1 Spring, 1 Neverwas

Prerequisite: None

CP Cost: 1

Duration: Instant

Target: Person

This High Magic Spell will allow the caster to create a Membership Connection between the target and a Ring of Defense. This spell must be cast in the Ring for which the Membership Connection is being created, and the caster must have a Membership connection for that Ring.

Once complete, the target of the spell will immediately gain Membership Connection to the Ring and must add the Ring's name and expiration date to their character sheet at first convenience.

Ring of Defense – Membership Severing

Sphere: Unbound

Essence: 2 Winter, 1 Autumn, 1 Neverwas

Prerequisite: None

CP Cost: 1

Duration: 12 Events

Target: Person

This High Magic Spell will allow the caster to remove a target's Membership Connection. This spell must be cast in the Ring for which the Membership Connection is being removed, and the caster must have a Membership connection for that Ring.

Once complete, the target of the spell will immediately lose their Membership Connection to the Ring and must remove the Ring's name and expiration date from their character sheet at first convenience.

Speed Travel

Sphere: Bound

Essence: 2 Summer, 2 Autumn, 2 Winter, 1 Neverwas + 1 Summer Essence per addition Person

Prerequisite: Storm Mage, Beastmaster

CP Cost: 1

Duration: 2 Hour

This High Magic spell will allow the target(s) to travel at an extraordinary speed without tiring from one set destination to another. The effect of this ritual (successful or not) is not always immediate, but informing the Watchers of your intention prior to casting tends to speed up the process or let you know if it will be successful. Due to some extenuating circumstances, this spell is not always successful, and in cases where it fails no Essences are consumed. This effect will Grant the target the "Spirit" Trait and allow them to travel to their destination quickly, via Summoner's Rock. Upon completion of the ritual the target(s) of Speed Travel states "With Magic, Imbue Speed Travel" by Touch and then "Go To Spirit." This is to be done for each individual traveling. When arriving at the location of the Speed Travel, all individuals state "Purge Spirit." The caster or first person that was Imbued with the Speed Travel must place a High Magic Circle on the ground where they stated Purge Spirit. At the end of the 2 hours the target(s) must state "With Magic, Imbue Speed Travel to Self" and then "Go to Spirit" and return to their point of origin. Each individual wishes to end the Speed Travel early may return and enter the High Magic circle placed at the time you "Purged Spirit" and state "With Magic, Imbue Speed Travel to Self" and then "Go to Spirit."

Rule of Etiquette:

This High Magic spell is intended to be used to better utilize maps of the area. This spell will fail if used in any way to support PvP.

To The Marches and Beyond

Sphere: Bound

Essence Cost: 2 Summer, 1 Neverwas, 1 Spring, 1 Winter, 1 Autumn + 1 Additional Essence of Choice per additional 15 minutes

Prerequisite: Pyromancer, Cryomancer, Storm Mage, Warden

CP Cost: 2

Duration: 1 Hour + 15 minutes per additional Essence of Choice Expended (Max 3 Hours)

Target: Area

This High Magic Spell, once completed, will reveal the location of a Portal to The Marches of one of the Planes. Watchers connect the magic of a Portal to its destination; therefore, informing a Watcher of your intent to cast To The Marches is highly suggested. A Watcher will be able to tell you if the ritual will be successful and where/when the Portal will appear – if the High Magic is not successful and does not reveal a Portal, no Essences

are expended. At that time, the Watcher will hang a Yellow Information sign explaining what is to be done when someone enters the Portal (Please see Core Rulebook for Description on how Portals work/ reps needed). Please note that a Portal may require additional actions to utilize, as will be explained upon the information sign.

The caster may attempt to open/find a Portal to a specific location on one of The Marches by including the name or description of the place on the High Magic Spell Scroll. There is no way to identify whether or not the caster was successful without stepping through the stepping through the Portal. If the caster was not successful in connecting to a specific location, the Portal will simply lead to a random location in The Marches of the designated Plane. The Portal will remain open for an hour plus an additional 15 minutes per additional Essence of choice spent (to a maximum of 3 hours). To The Marches does not grant any protection from the plane, but protection is not normally required on the Marches. If a person becomes a Dead Spirit while upon a Plane, they will walk back through the Portal to return to Ghaia and would continue on as they normally would as a Dead Spirit. If the Portal is closed, their spirit will seek Death upon that Plane, who will then return them to Ghaia. The Portal created will connect Ghaia to one of the following planes: Earth, Air, Water, Fire, Shadow, Light, Summer, Spring, Autumn, Winter, Moon, Sun. If this ritual is not cast on Ghaia, the Portal will automatically lead to Ghaia.

Unbreakable

Sphere: Unbound

Essence: 4 Autumn, 4 Winter, 2 Neverwas

Prerequisite: None

CP Cost: 1

Duration: 12 Events

Target: Item (Enchantment)

This High Magic spell allows the caster to make a tagged or mundane item resistant to destruction. You may call “Resist Destroy” to negate a Destroy effect against that item once per rest.

Unfinished Business

Sphere: Bound

Essence: 4 Autumn, 3 Winter, 3 Neverwas

Prerequisite: Healer, Necromancer, Blood Mage

CP Cost: 2

Duration: 3 Hours

Target: Person

This High Magic spell acts in a similar way to Call Forth Spirit, but is considered much more taboo by most cultures. Unfinished Business allows the caster to bring forth the Spirit of an adventurer that has received their Final Death for a period of three hours. The Spell must be cast within one year of the adventurer receiving their Final Death. The adventurer’s Spirit will return with whatever possession were upon them when they took their Final Walk with Death and will have any abilities they had while alive. This is meant to facilitate the adventurer overseeing any unfinished business they had - be it speaking with their friends, making their wishes known, or attempting a final assault on a life-long enemy. The adventurer called forth using Unfinished Business will have no memory of what occurred after they took their Final Death. During the three hours they will be fully alive, able to leave the High Magic Circle, and function as they did in life. It is completely up to the Spirit of the adventurer whether or not they heed the call of the caster, and Unfinished Business may only be used to summon the spirit of a particular adventurer once. At the end of the three hours they will immediately walk to Summoner’s Rock to travel with Death once again.

Unravel Magic

Sphere: Unbound

Essence: 3 Autumn, 2 Winter, 2 Neverwas

Prerequisite: None

CP Cost: 1

Duration: Instant

Target: Person, Area, Item

This High Magic spell will allow the caster to unravel the magic of a Ring of Defense or any object/item possessing magical properties unless otherwise specified. As always, the High Magic caster must be able to touch the target that is to be affected by the Unravel Magic and abide by the rules of casting High Magic.

If a person is the target of the Unravel Magic then it will remove all Membership Connections and remove any Ethereal Bonds. Additionally, it may remove various Imbue or Inflict effects, as stated on the Imbue or Inflict cards associated with those effects.

An Item affected by an Unravel Magic spell will lose all High Magic effects. Special effects from other sources will state whether they're removed by an Unravel Magic spell or not.

Casting Unravel Magic on an area takes slightly longer. When attempting to unravel a Ring of Defense, Portal Rune, or Haven, the ritual takes 30 minutes as opposed to the typical 5 minutes.

Unveil

Sphere: Unbound

Essence: 2 Spring, 2 Summer, 2 Autumn

Prerequisite: None

CP Cost: 1

Duration: Instant

This High Magic spell will allow the caster to discover secret information about a specific item or artifact they possess. Sometimes, a plot-introduced item, artifact, or relic will contain hidden powers or information. Casting Unveil upon an object will reveal that information. The effect of this ritual (successful or not) is not always immediate, but informing the Watchers of your intention prior to casting tends to speed up the process.

Sometimes there is nothing new to be learned about an item or the secrets cannot be Unveiled. In these cases, the ritual fails and no Essences are consumed.

Vampire's Bane

Sphere: Bound

Essence: 2 Summer, 2 Spring, 2 Winter

Prerequisite: Necromancer, Blood Mage, Hexer, Healer

CP Cost: 2

Duration: 24 Hours

Target: Weapon

This High Magic Spell will turn a Weapon into a Weapon of Light. A Weapon of Light is capable of killing vampires. A Weapon of Light may be a tagged item and does not count against the item effect limit. To use a Weapon of Light to deliver a Deathstrike to a Vampire, call "Affliction 1, Affliction 2, Affliction 3, Death by Light." Death by Light is normally sufficient to kill a Vampire.

The wielder of a Vampire's Bane weapon may also use it to throw a packet for "2 Damage by Light to Spirit." This ability is Refreshed with 5 minutes of Rest. Vampires struck by this attack normally lose the "Spirit" Trait.

Vision of the Seasons

Sphere: Unbound

Essence: 2 Winter, 2 Spring, 2 Summer, 2 Autumn

Prerequisite: None

CP Cost: 2

Duration: Instant

Target: Message

This High Magic Spell allows the caster to query the Watchers, who may choose to reply in person or in writing. The caster must write down their question before beginning the ritual. The question may focus on a person, a place, an object, an event, possibilities of the future, or shades of the past. It takes time for the Watchers to confer about a subject, and so immediate response is extremely rare.

Upon completion of the Ritual, the caster may hand their question to the Watcher, who will gather the information and respond verbally or via written message/document.

Visions of Ghaia

Sphere: Bound

Essence: 3 Spring, 3 Summer, 2 Neverwas

Prerequisite: Beastmaster, Warden

CP Cost: 1

Duration: Instant

This High Magic Spell will allow the caster to ask a Watcher a single question pertaining to the natural environment within the general area. This question could involve anything that pertains to local flora and fauna, including but not limited to areas of increased predator activity, the last occurrence of frost, regions of heavy pollution, extremely unusual phenomena (such as magical portals and/or extra-planar activity), etc. This will also reveal unnatural changes in the fabric of The Weave. The Watcher will not usually reveal specific information, and Visions of Ghaia is generally only useful to find approximate locations and/or times of occurrences. It takes time for the Watchers to confer about a subject, and so immediate response is extremely rare. Upon completion of the Ritual may hand their question to the Watcher.

Water Ability

Sphere: Bound

Essence: 1 Winter, 2 Spring, + X Spring Essence per each additional target

Prerequisite: Cryomancer, Enchanter, Beastmaster

CP Cost: 1

Duration: 24 Hours

Target: Person(s)

This High Magic spell will allow the target to breathe and function normally under water without restriction. In fact, they may not realize they are even under water at all. Without this spell, characters cannot function underwater in any significant capacity.

At the end of the ritual, the caster may call “Imbue Water Ability” and touch a packet to themselves and one extra person per additional Spring Essence spent.