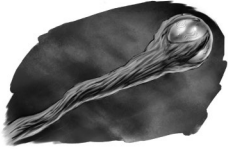


# INDEX

- 10+Magery (attribute), 29.  
Abilities, *reasons for*, 15-18, 219-220.  
Academic terminology, 9.  
Accessibility limitation, 26, 199.  
Addiction disadvantage, 63, 94.  
Addiction to magic, 63, 94.  
Advantages, *dispelling magical*, 204; *in GURPS Powers*, 198; *magical*, 197-201; *new*, 60-62, 72, 78-79, 123-124, 179, 188, 228.  
Adventure ideas, 216-217.  
Affects Insubstantial enhancement, 199.  
Affects Substantial enhancement, 199.  
Alchemy, 100-107; *as spiritual discipline*, 102; *example*, 234, 238; *inventions*, 103; *modifiers*, 101; *schools of*, 102.  
Alchemy skill, 102.  
Allies advantage, 55, 118, 209-210, 236; *with Summonable*, 113, 198, 202, 203.  
Alternate Form advantage, 197, 211, 213; *limitations*, 213.  
Alternate rituals, 36-37.  
Ambient energy (source), 12.  
Amulets, 139.  
Analyze Raw Magic spell, 228.  
Animals, *definition*, 155.  
Apprenticeships, 220-221.  
Architecture, *sacred*, 89.  
Area effect modifiers, 242.  
Aristocracy, 218.  
Art-style magic, 10.  
"As Above, So Below" law, 14.  
Ashes (material), 244.  
Aspected energy, 135, 136-137.  
Aspected limitation, 200.  
Aspected ritual space, 126.  
Astral Projection ritual, 159.  
Astrological limitation, 23.  
Astrology, *Hermetic*, 83, 85, 101, 248-253; *modifiers*, 83-86; *symbols*, 171; *table*, 85; *time*, 85, 87.  
Attributes, *alternative bases*, 29-31, 169; *as energy sources*, 51; *as prerequisites for spells*, 31.  
Aura Reading ritual, 151.  
Auras, *emanating*, 22, 25, 29, 57, 61-62, 76; *energy and*, 55, 58; *natural medicine and*, 98; *see also Spiritual Distortion*.  
Avatars, *temporary*, 211-214.  
Awaken Craft Spirit spell, 117.  
Awakening magic, 239.  
Ayurvedic metaphysics, 48.  
Backlash, 15, 139.  
Bagua, 86, 255.  
Banish ritual, 160, 163.  
Bardic Arts power, 204.  
Bardic Talent, 204.  
Barriers (magical defense), 225.  
Base Essence, 51.  
Based on (Different Attribute) enhancement, 199.  
Basic concepts, 7-9.  
Bezoar, 99.  
Binary elixirs, 106.  
Bind ritual, 160, 163.  
Black magic, 13, 90, 93.  
Blood (material), 244.  
Bloodlines and ability, 16.  
Book Adept advantage, 123-124.  
Book-learning and ability, 18.  
Book magic, *example*, 236; *example books*, 163-165; *hidden books*, 122; *path magic compared with*, 121-122; *titles*, 163; *writing new books*, 165; *see also Path Magic and Path Magic Rituals*.  
*Book of the Names of the Dead*, 163.  
Bread (material), 244.  
Buffer objects, 80.  
Buying off limitations, 27.  
Cabal, 84, 239-241; *alchemy and*, 101.  
Calamities, *table*, 77-78; *thresholds and*, 77-78.  
Calculated bases for spellcasting, 30.  
Calm the Winds ritual, 143.  
Campaigns, 216-219.  
Can Be Wielded enhancement, 119.  
Can't Maintain Spells limitation, 23.  
Can't Use External Energy limitation, 23.  
Canceling ritual effects, 138.  
Cannot Learn Spells limitation, 22.  
Casting time changes, 33-34.  
Celtic tree talismans, 97.  
Ceremonial Magery limitation, 23.  
Ceremonial magic, 23, 35, 67-68, 73, 80, 195; *mass magic*, 51; *see also Collaborative Efforts*.  
Ceremonial-only casting, 82.  
Changing character attributes, *spellcasting and*, 31.  
Changing-magic campaigns, 239.  
Chaperone ritual, 152, 157.  
Charm Against Dark Beasts ritual, 157.  
Charms, 139.  
Chi control powers, 207.  
Chinese, *astrology*, 86; *mystical modifiers*, 255-256; *elements*, 47, 238, 255; *symbolism*, 86.  
Classes of flexible magic effects, 167.  
Cleansing ritual, 157.  
Clerics, 27, 28; *critical failure table*, 257; *enchantments*, 54, 113; *Magery 0 and*, 65; *powers and*, 205-206; *requirements*, 66-67; *spell-based magic*, 49, 51, 53, 65-71; *spell lists*, 69-70; *threshold-limited magic and*, 81; *see also Priests, Religion, Shamans, and Spirits*.  
Cloud Memory ritual, 140.  
Collaborative efforts, 129, 132-133; *in rituals*, 51, 137; *syntactic magic*, 195; *see also Ceremonial Magic*.  
College Incompetence quirk, 22.  
Colleges for training, 220-221.  
Colleges (spell), *changing*, 41-48; *mana varying by*, 59; *new*, 47-48; *pantheons and*, 75; *reorganization example*, 42-47; *spells in*, 261-267; *used only ritually*, 72; *wildcard*, 75; *see also Spells*.  
Colors of magic, 13.  
Combining efforts; *see Ceremonial Magic and Collaborative Efforts*.  
Command Beast ritual, 155.  
Command the Bodies of the Dead ritual, 163.  
Command the Waves ritual, 143.  
Conceptions of magic, 9-11.  
Conditional negation, 36.  
Conditional termination, 36, 138, 201, 242.  
Conjure Flame ritual, 143.  
Conjuring creatures to assist, 198.  
Consecration, 68-69.  
Constituents (in effect), 132, 183, 243.
- 
- Contacts advantage, 197, 198, 210, 226, 236.  
Contagions, 14, 87, 129; *modifiers*, 245-246.  
Contests (magic system interaction), 226.  
Cookbook-style magic, 9-10.  
Corruption, 230.  
Cosmic enhancement with Luck advantage, 30.  
Costs Fatigue disadvantage, 26-27.  
Critical failures, 30; *alternatives*, 256-260; *Celtic table*, 256; *clerical spells and*, 69; *clerical table*, 257; *comedy table*, 257; *diabolic table*, 258; *effects of mana on*, 59-60; *horrific table*, 258; *illusory magic table*, 258; *luck and*, 30; *Oriental table*, 259; *reality-warping table*, 259; *skills to salvage*, 41; *spirit-oriented magic table*, 260.  
Critical successes, 30; *effects of mana on*, 59-60.  
Curse Mirror ritual, 157.  
Curse Sanctum ritual, 157.  
Curses, *announcing*, 226.  
Cyclical Magery limitation, 23-24.  
Damage, *magically based*, 22, 63; *modifiers*, 242-243.  
Damage Resistance advantage, 63, 118.  
Dampers (magical defense), 225.  
Dark side of evil, 230.  
Dates, *significant*, 87, 246-248.  
Decanic correspondences, 129, 248, 253.  
Decanic natures, 248-253.  
Declining magic, 239.  
Deconsecration, 69.  
*Deeper Principia* book, 164-165.  
Defenses, 224-226; *undermining with fear*, 227.  
Defensive knots, 178.  
Delay enhancement, 199.  
Demons, 93, 105, 203, 226; *see also Religion and Spirits*.  
Destroying the world plot, 216-217.  
Detect Raw Magic spell, 228.  
Devils, 93, 105, 203, 226; *see also Religion and Spirits*.  
Disadvantages, *new*, 25-27, 61-62, 119.  
Dispel Ritual ritual, 157-158.  
Dispelling ritual effects, 138.  
Distance, *see Range*.  
Distortion Crisis, 194, 230.  
Distortion Points, 193-194; 230.  
Divine favor, 10, 13; *see also Clerics, Priests, Religion, and Shamans*.  
Divine ritual magic, 75; *see also Clerics, Priests, Religion, and Shamans*.  
Djinn lamp, 115.  
Doctrine of Signatures, 14-15.  
Doom ritual, 152-153.  
Dose ritual, 148-149.  
DP, 193-194.  
Dragon lines, 12.  
Dragon's blood, 100.  
Drains (magical defense), 225.

- Dream Sanctum ritual, 142, 158, 163.
- Dream Shackles ritual, 142.
- Dream Visitor ritual, 142.
- Dreaming trails, 12.
- Dreamwalk ritual, 142.
- Durations, *changes for spells*, 36; *effect modifiers*, 243; *variant*, 242.
- Dust and symbols, 174.
- DX-based magic, 29.
- Easily Resisted Magery limitation, 24.
- Easy Casting enhancement, 28, 38.
- Education, 17-18, 220-221; by *spirits*, 18.
- Effectiveness Roll, 137.
- Effects, *changes for spells*, 34-35; *constituents of*, 132, 183, 243.
- Effect Shaping magic, 122, 123, 133-134, 138, 159; *example*, 133-134.
- Elemental Command power, 204-205.
- Elemental Command Talent, 205.
- Elemental spirits, *new*, 48.
- Elements, *alternative*, 47-48, 238; *medicine and*, 48; *modifiers*, 255.
- Elimination of rituals, 37.
- Elixirs, *delivery methods*, 107; *multiple*, 106; *see also Alchemy*.
- Embody ritual, 160.
- Empower magic, 239.
- Empower ritual, 160-161.
- Enchantment-Only Magery limitation, 24.
- Enchantments, 107-113; *devotional*, 54, 113; *one-off symbol*, 175; *Realm-based syntactic magic and*, 192; *skill limits and*, 41; *spending traits for*, 109-110; *symbol-based*, 174-177; *through age*, 110-112, 117; *through deeds*, 112-113, 117; *through Talents*, 198-199; *through traumatic incidents*, 112-113; *verb-noun syntactic magic and*, 187; *see also Magic Items*.
- Encumbrance, 28.
- Endure Elements ritual, 143, 156, 158.
- Energy Accumulating magic, 123, 135-139.
- Energy costs, *Alternate Form and*, 213; *changes*, 33-34, 83; *drawing symbols and*, 169; *increasing to gain enhancements*, 39; *materials and*, 96; *modifying*, 110; *Realm-based syntactic magic and*, 191; *reduced by spirits*, 92; *symbol-workings and*, 175; *syntactic magic and*, 180-181, 194-195; *see also Energy Sources*.
- Energy Reserve, 50.
- Energy sources, 50-58; *converting to character points*, 54; *static*, 53.
- Engineering-style magic, 10.
- Enhancements, *new*, 28-29, 39, 114, 119, 200.
- Enmities between magical societies, 221.
- Esoteric Medicine skill, 40, 98, 106.
- Essence, 51.
- Ethical forces, 13-14, 49-50.
- Evil eye affliction, 201.
- Evil Eye ritual, 149, 163.
- Exclude (Ethical Category) spell, 50.
- Exorcise ritual, 158, 161, 163.
- External Energy Only limitation, 24.
- External Sources Only limitation, 24.
- Extravagant Rituals limitation, 24, 38.
- Facets of gemstones, 99.
- Fading Spell Effects limitation, 24.
- Familiars, *as buffers*, 81; *as energy source*, 50.
- Fatigue points, *as energy source*, 50, 80; *recovery rates*, 50.
- Fertility ritual, 149, 156.
- Fetish ritual, 161.
- Fetishes, 139, 161.
- Fickle limitation, 200-202, 213.
- Fiction-based magic, 7-9, 234.
- Field experience as training, 220.
- Finger-tracing, 174.
- Firecalm ritual, 143.
- Fix Glitch ritual, 145.
- Flagrant Aura disadvantage, 25.
- Flavors of magic, 13.
- Flexible magic, 166-195; *effect classes*, 167; *resisting effects*, 167; *simple*, 167.
- Foci for magic, 124, 139.
- Folkloric magic, 208.
- Fright Checks, 258, *learning new spells and*, 32.
- Fuel ritual, 145.
- Futhark runes, 170.
- Gadgeteer advantage, 103.
- Gadgeteering, *alchemical*, 103-104.
- Gambler's Token ritual, 153.
- Gem Injection Problem setting, 239-241.
- Gem injection rules, 240-241.
- Gemstones, 99, 240-241.
- Genetics and ability, 15-16.
- Gentle Art of the Floating World* book, 163-164.
- Gentle Beast ritual, 144, 156.
- Ghost Shirt ritual, 158.
- Ghost Sword ritual, 145, 161-162.
- Gizmos, *alchemical*, 104.
- Glamour limitation, 201.
- God-masks, 211-214.
- Gods, 10, 13, 16, 17, 203, 226; *see also Clerics, Priests, Religion, Shamans, Spirit-Assisted Magic, Spirit Vessels, and Spirits*.
- "Good vs. evil" ethical forces, 13.
- Grain (material), 244.
- Great Gas Mileage ritual, 146.
- Gremlins ritual, 146, 153.
- Grimoires, 38, 56, 229; *see also Book Magic*.
- Groups (targets), *defenses*, 130, *resistance*, 130.
- Guards (magical defense), 224.
- Guise ritual, 140.
- GURPS**, 4, 5, 8, 9, 12, 15, 56, 58, 65, 172; **Banestorm**, 20, 71; **Basic Set**, 4, 19, 107, 190, 197, 239; **Best of Pyramid Volume 2**, 5; **Cabal**, 5; **Celtic Myth**, 4; **Dragons**, 100, 238; **Fantasy II**, 240; **Fantasy**, 5, 24, 23, 69, 213, 226; **Ice Age**, 4; **Infinite Worlds**, 84, 239; **Magic**, 5, 19, 22, 23, 47-49, 51, 52, 58, 63, 65, 68, 72, 75, 79, 84, 100, 103, 105-107, 116, 143, 155, 167, 171, 177, 192, 209, 234, 238; **Martial Arts**, 207, 238; **Powers**, 5, 26, 39, 117, 124, 190, 198-200, 202, 203, 207, 208, 213, 224, 238; **Religion**, 4; **Spirits**, 5; **Voodoo**, 5.
- Hallucination ritual, 140.
- Hand of Glory ritual, 141, 163.
- Hasten Mount ritual, 149, 156.
- Hawthorn (material), 244.
- Hebrew alphabet, 172, 254.
- Herb Lore skill, 15, 98, 104-105; *critical failures*, 105.
- Herbs, 105.
- Hermetic astrology, 83, 85, 101, 248-253.
- Hermetic decans, 83, 85.
- Hierarchies in magic societies, 221.
- High Craft powers, 205.
- High Craft Talent, 205.
- Higher favors, *asking for*, 226.
- History ritual, 151.
- Hit Points, *as energy source*, 50.
- Holiness Talent, 205-206.
- Holiness, *as energy source*, 53-54.
- Horses (for spirits), 211-214.
- HT-based magic, 29.
- Humors, 48.
- Hunter's Blessing ritual, 153, 156.
- Identification of students, 220.
- Ideogram symbols, 172, 177.
- Ill-Omened Dates limitation, 23.
- Imagery, 219.
- Impotence ritual, 164.
- Incompetence quirk, 22.
- Increased Threshold advantage, 78.
- Inexorable Breeze ritual, 143-144.
- Infinity Unlimited, 239-240.
- Injurious Magic limitation, 25.
- Insubstantial beings, *material world and*, 228.
- Insubstantial Only limitation, 201.
- Interactions between systems, 222-226; *example*, 234, 237, 238.
- Interdimensional casting, 86, 131, 182.
- Inventing new spells, 10.
- Invention skills, 10.
- Inventions, *alchemy*, 103.
- Iron (material), 244.
- Item IQ, 116; *see also Magic Items*.
- Item magery, 24.
- Journeyman's Blessing ritual, 146, 153.
- Journeyman's Curse ritual, 146, 153.
- "Karmic" magic, 13.
- Knot-symbol magic, 177-178.
- Know Fault ritual, 146, 151.
- Lab-loving PC problem, 222.
- Laboratories, 102-104, 108.



- Languages, *magical*, 87-88; *see also Symbolic Lexicons*.
- Laws of magic, 14-15, 86-87.
- Laws of nature, 12-13.
- Lay to Rest ritual, 162.
- Lend Energy spell, 78.
- Lend Skill spell, 109.
- Ley lines, 12, 53.
- Liar's Charm ritual, 141.
- Limitations, *new*, 22-25, 79, 200-201.
- Limited Colleges limitation, 25.
- Locate ritual, 151.
- Locate Spare ritual, 146, 151.
- Love Charm ritual, 154, 163.
- Lower of two bases for spellcasting, 30-31.
- Loyal Item ritual, 154.
- Loyalty of (Ethical Category) spell, 50.
- Luck advantage, *critical failures and*, 30.
- Luck and ability, 16.
- Lunar Magery limitation, 23.
- Lust ritual, 141, 149, 163.
- Machines Hate You ritual, 147.
- Mageocracy, 218.
- Magery (Path/Book) advantage, 123.
- Magery 0 advantage, 21, 65, 168.
- Magery advantage, *as limit for spell skills*, 41; *buying off limitations*, 27; *enhancements*, 28-29; *level cap*, 20; *limitations*, 23-27; *limited*, 20-29; *mixed limitations*, 21; *modified*, 20-29; *One College Only*, 21, 22, 26, 27, 42; *partially limited*, 20; *replacement for Power Investiture*, 67; *symbol magic and*, 168; *varieties*, 65.
- Mages, *as rulers*, 218; *persecuted*, 217, 222.

- Magic, *associated with evil*, 230; *based on other attributes*, 29-31.
- Magic addiction, 63, 94.
- Magic items, *activating*, 111, 176; *as advantages*, 54, 113-115; *as characters*, 118-119; *common abilities of*, 117-118; *cursed*, 116; *disadvantages and*, 114-115; *enchanted*, 107-113; *example*, 97, 115; *interactions of*, 115; *modifiers and*, 89-90; *Path/Book-related*, 139; *power Talents and*, 115; *psionics and*, 229; *restricted*, 116; *sapient*, 116-119; *standard*, 9-10; *threshold-limited magic and*, 79-80; *willful*, 116-119; *see also Enchantments*.
- "Magic Only" Fatigue, 50.
- Magic Resistance advantage, 22, 62-63, 131.
- Magic staffs, 52.
- Magic Susceptibility disadvantage, 22.
- Magic sword, 115.
- Magical societies, 220-222.
- Magically based damage, 22, 63.
- Malaise ritual, 149-150.
- Malediction enhancement, 199.
- Malefices, 139.
- Mana, 58-62, 81, 111, 202; *aspected*, 59, 60; *continuous*, 58, 59; *eliminating*, 62; *non-mages and*, 58, 81; *ritual space and*, 126; *symbol magic and*, 173; *twisted*, 59, 60; *variable*, 58-59; *very low*, 58, 59; *wild*, 59, 61, 117, 173.
- Mana Damper advantage, 59-60, 81.
- Mana Enhancer advantage, 26, 59-60, 81.
- Mana organs, 99-100.
- Mana Sensitive limitation, 114, 198.
- Manastone, 52.
- Mass destruction magic, 218.
- Mass magic, 51.
- Material components, 87, 90, 96-99, 105, 128, 244.
- Material magic, *inherent*, 96-100.
- Measurement ritual, 164-165.
- Medicine, 15, 32, 105; *alchemy and*, 101, 106-107; *elements and*, 48; *natural*, 98.
- Meditation, *as energy source*, 53-54.
- Medium advantage, 159.
- Melee Attack (ST-Based) enhancement, 114, 119.
- Mentors and ability, 17-18.
- Meritocracy, 218.
- Metal, *problems with*, 28.
- Metal College, 47.
- Meteoric iron (material), 244.
- Minerals, *magic-rich*, 98-99.
- Minion enhancement, 198.
- Mist ritual, 141, 144, 156.
- Modifier-enhanced magic, 82-90; *example*, 90.
- Modular Abilities advantage, 56, 100, 167, 203, 231.
- Morph advantage, 197.
- Multiple constituent modifiers, 243.
- Multiple target modifiers, 243.
- Mundanes, *views of*, 221-222.
- Must Be Welded limitation, 119.
- Mystic Chinoiserie setting, 238-239.
- Mysticism, 11; *see also Clerics, Priests, Divine Favor, and Religion*.
- "Mystic Symbol" advantages, 124, 139.
- Names, 14, 87, 92, 128-129; *modifiers*, 245; *objects and*, 112.
- Natural ability, 15-17.
- Negotiation magic, 10-11; *see also Spirit-Assisted Magic and Spirits*.
- Night Terrors ritual, 142, 163.
- No Legs (Portable) disadvantage, 119.
- No-justification plots, 217.
- No-Mana Shutdown disadvantage, 119.
- Non-mage casters, 15, 58, 81, 91, 123.
- Obscurity ritual, 141.
- Occultist casters, 91.
- Ogham alphabet, 42, 43-46, 170-171, 185.
- One College Only limitation, 21, 22, 26, 27, 42.
- One-off symbol enchantments, 175.
- One-Spell Magery limitation, 21, 25.
- Oral traditions and ability, 17-18.
- Otherworldly entanglements, 226.
- Otz Chaim, 253.
- Pact limitation, 17, 27, 198, 199.
- Parchment symbol casting, 173-174.
- Path Adept advantage, 123-124.
- Path magic, 121-162, 172, 173; *as religious ritual*, 133; *book magic compared with*, 121-122; *example*, 236; *example paths*, 140-162; *learning*, 125, 127, 136; *spirits and*, 159; *terminology*, 122.
- Path magic rituals, *area of*, 130-131; *canceling and dispelling effects*, 138; *combined ceremonies*, 138; *complexity of effect*, 132; *components and*, 128-129; *conditional*, 138; *damage of*, 132, 135; *duration of*, 131; *group defenses and resistance*, 130; *items*, 139; *multiple effects*, 132; *range*, 131, 135; *sensing*, 138; *targets of*, 130, 131, 135; *time selected*, 128; *time taken*, 127-128; *triggering effects of*, 131.
- Path of Cunning, 140-141.
- Path of Dreams, 141-143.
- Path of Form, 144-145.
- Path of Gadgets, 145-148.
- Path of Health, 139, 148-151.
- Path of Knowledge, 151-152.
- Path of Luck, 152-155.
- Path of Nature, 155-157.
- Path of Protection, 157-159.
- Path of Spirit, 159-162.
- Path of the Elements, 143-144.
- Path of the People, 155.
- Patina, 88-89.
- Patrons advantage, 17, 198, 209-210.
- Paut, 52.
- People of the Ocean setting, 231-235.
- Per-based magic, 29.
- Perfect Appearance ritual, 164.
- Perfect Control ritual, 147.
- Perfection of the Soul ritual, 165.
- Perk, *new*, 39.
- Personal Cycle limitation, 24.
- Personal force (source), 13.
- Personal Holiness power, 205-206.
- Pharmacy skill, 15.
- Physical initiation, 18.
- Places of power, 12.
- Planetary correspondences, 85, 247, 248.
- Plane-Walking power, 206.
- Plane-Walking Talent, 206.
- Poetry, 88.
- Polarized colleges or forms, 22.
- Politics, 219.
- Poppet magic, 89.
- Power Investiture advantage, 17, 65-67, 206; *Shamanic*, 66; *spells and*, 206.
- Power items, 139.
- Power modifier, *calculating*, 202.
- Powers, *magic as*, 202-208; *new*, 190, 204-208.
- Power staffs, 52.
- Powerstones, 51, 52, 90.
- Power supplies, *see Energy Sources*.
- Power Talents, 124, 203; *see also Talents*.
- Power tallies, 76-77; *calamities and*, 77-78; *recovery*, 77.
- Predict Weather ritual, 156.
- Preparation Required limitation, 27, 198, 199.
- Prerequisites, *attribute*, 31; *calculating counts*, 72-73; *change example*, 42-47; *changing*, 26, 32-33, 41; *changing counts*, 73; *counts*, 33, 261-267; *unusable*, 26.
- Priests, 7, 8, 11, 17, 40, 49; *see also Clerics, Religion, Shamans, and Spirits*.
- Priest-wizards, 71.
- Process Raw Magic spell, 229.
- Protection from (Ethical Category) spell, 49.
- Psionics and magic, 229.
- Purity, 57, 88-89.
- Qabala, 11, 54, 168, 172, 253, 254.
- Quests, 216.
- Quick Gadgeteer advantage, 103.
- Quirks, *new*, 22, 65.
- Races and ability, 16.
- Radically Unstable Magery limitation, 26.
- Raise Cone of Power spell, 52.
- Range, *changes for spells*, 35-36; *interdimensional casting*, 86, 131, 182; *meaningless*, 86; *overcoming*, 87.
- Rapid Magical Recovery advantage, 79.
- Raw Magic Store advantage, 228.
- Raw Magic, 227-229.
- Reactive reality, 193-194.
- Read Memories ritual, 151.
- Read the Manual ritual, 147, 151.
- Read Thoughts ritual, 152.
- Reality shaping, 11.
- Real magic, 7.
- Realm advantages, 188-190.
- Realm-based syntactic magic, 181, 183, 188-192; *example*, 191, 232-233, 253; *see also Syntactic Magic*.
- Realm powers, 190.
- Realms, *defining*, 188-189.
- Realm skills, 188.
- Reasons for abilities, 15-18.
- Recover Energy spell, 78.
- Recruitment of students, 220.
- Reduced Threshold limitation, 79.
- Regeneration advantage, 50.
- Reincarnate Talent, 207.
- Reincarnation power, 206-207.
- Religion, *magic and*, 7, 11, 205-206, 221, 222; *rituals*, 40, 125, 129, 133; *see also Clerics, Priests, and Shamans*.
- Religious Ritual skill, 51, 54, 68, 96, 128, 133, 207.
- Repair ritual, 148.
- Repel (Ethical Category) spell, 49.
- Requires Reaction Roll limitation, 201.
- Research plots, 216.
- Resistible limitation, 199.
- Restricted Casting Style quirk, 65.
- Results, *see Effects*.
- Returning magic, 239.
- Reversion of Form ritual, 144-145.
- Rituals, *alternate*, 36-37; *elements of*, 127-129; *elimination of*, 37; *encumbrance and*, 28; *flexible*, 37; *penalties for omitting*, 37-38; *sensing attacks*, 138; *space*, 126, 128; *steps*, 125; *styles of*, 37; *see also Ceremonial Magic, Religion, and Ritual Magic*.
- Ritual Magery advantage, 72.
- Ritual Magic skill, 51, 54, 75, 96, 125, 128.
- Ritual magic, 72-76; *divine*, 75; *example*, 240; *threshold-limited magic and*, 82.
- Rivalries between mages, 221.
- Rockfall ritual, 144.
- Routine magic paths, 155.
- Rule of 20, *extended*, 73, 125.
- Sacrifice spell, 54-55.
- Sacrifice technique, 54.
- Sacrifices, 54-58, 88, 129; *character points from*, 55;



energy value of living, 55-57;  
energy from, 58; inanimate,  
55-56; living, 56-57;  
modifiers, 246.

Safer Magical Excess  
advantage, 79.

Salt (material), 244.

Sanctity, 68-69; *ritual space*  
and, 126.

Saving the world plot, 216-217.

Schools for training, 18,  
220-221.

Screens (magical defense), 225.

Scry ritual, 152, 164.

See the True Face ritual, 145,  
152.

Seek (Ethical Category) spell, 49.

Seek Beast ritual, 156.

Self-sacrifices, 246.

Sense (Ethical Category) spell,  
49.



Sensing ritual attacks, 138.

Sephiroth, 172, 248, 253-254.

Seriously Calamity Prone  
limitation, 79.

Shake the Earth ritual, 144.

Shamanic Talent, 159, 207.

Shamanism power, 159,  
207-208.

Shamans, 8, 18, 125, 207-208,  
222, 224; *example*, 210;  
*Power Investiture* and, 66;  
*shape-changing* and, 144,  
197; *spells*, 66; *spirits* and, 7,  
10-11, 13, 90, 193; *see also*  
*Religion, Spirit-Assisted*  
*Magic, Spirit Vessels, and*  
*Spirits*.

Shapeshifting advantage,  
197-198.

Shapeshifting spell, 34.

Shapeshift Others spell, 34.

Share Energy spell, 78.

Side Effect enhancement, 199.

Silk (material), 244.

Silver Harp, 120.

Skill-based spell limits, 40-41.

Skills, *alternative core*, 74-74,  
140; *new*, 169, 188.

Skinchange ritual, 145.

Slower Magical Recover  
limitation, 79.

Slumber ritual, 141, 143,  
150, 163.

Smooth Ride ritual, 148.

Society and magic, 57, 98,  
217-219, 220-222, 230.

Solitary Ceremonial  
enhancement, 28.

Songlines, 12.

Soothe ritual, 150, 163

Soothsaying power, 208.

Soothsaying Talent, 208.

Soul-cleansing, 94.

Sources, 12-14.

Spectators, 51.

Speak With Beasts ritual,  
145, 156.

Speed changes for spells, 35.

Spell Enhancement  
enhancement, 39.

Spells, *adjustable*, 39-40, *as*  
*techniques*, 39; *banning*, 31;  
*capping skill levels*, 40-41;  
*changing*, 31-40; *clerical*  
*magic* and, 65-71; *defaulting*  
*to other spells*, 38-39; *ethical*  
*forces* and, 49-50; *fixed list*  
*of*, 9-10; *inventing*, 10; *magic*  
*system* *example*, 238; *new*,  
49-50, 52, 54-55, 228-229;  
*ritual magic* and, 76; *secret*  
*and lost*, 31-32; *signatures*,  
25; *skills to salvage critical*  
*failures*, 41; *slots*, 56; *special*  
*costs* of, 34-35; *spirits* and,  
91-94; *threshold-limited*  
*magic* and, 81; *see also*  
*Colleges (Spell) and*  
*Prerequisites*.

Spell Variation perk, 39.

Spirit-assisted magic, 90-94;  
*example*, 236; *rituals*, 125;  
*starting with*, 94; *see also*  
*Shamans*.

Spirit Empathy advantage, 159.

Spirits, 18, 159-162; *binding*,  
209; *contacting*, 92, 226;  
*contracts with*, 92; *critical*  
*failure* *table*, 260; *example*,  
210; *magic granted by*, 10-11,  
13, 210; *summoning*, 91-92,  
209; *see also* *Shamans*.

Spirit Slave ritual, 162.

Spirit Trap ritual, 162.

Spiritual distortion, 93-94.

Spirit vessels, 211-214; *example*,  
234; *nonhuman*, 213; *sample*  
*packages*, 214; *see also*  
*Shamans*.

Spirit warriors, 211-214.

Stable Casting enhancement,  
28-29.

Star-iron (material), 244.

Star-sign modifier, 85-86.

"Statis vs. change" ethical  
forces, 13.

Sterility ritual, 150.

Stroke of Luck ritual, 154-155.

Study, *as energy source*, 53-54;  
*as training*, 220.

Subjective reality, 14.

Subtle Aura enhancement, 29.

Succor ritual, 150.

Suggestion ritual, 141.

Summonable enhancement,  
198; *see also* *Allies advantage*  
*and* *Patrons advantage*.

Summon Beast ritual, 156.

Summon ritual, 162.

Summon the Unspeakable  
ritual, 163.

Super Luck advantage,  
*see* *Luck advantage*.

Supercharge ritual, 148.

Superhero mages, 230-231.

Supernatural beings, *magic*  
*granted by*, 210; *see also*  
*Spirits*.

Supernatural creature  
abilities, 203.

Supernatural favor, 10, 13;  
*ability* and, 17; *secret ability*,  
16; *see also* *Spirits*.

Supernatural Features  
disadvantage, 25.

Supernatural servants, 209-210.

Switchable enhancement, 29,  
62-63, 200.

Symbol Drawing skill, 168,  
172-174.

Symbolic lexicons, *examples*,  
171-173; *selecting*, 169-171.

Symbolism, 14, 86.

Symbol magic, 168-179;  
*example*, 177; *workings*,  
172-173.

Symbols, 110, 128-129, 139;  
*understanding inscriptions*,  
174.

Symbol skills, 169.

Symbol tokens, 174; *enchanted*,  
176-177.

Sympathy, 14, 87, 110, 139;  
*modifiers*, 243-245.

Syntactic magic, 172, 179-195;  
*caps*, 184; *countermagic* and,  
194; *disregarding energy*  
*costs*, 194-195; *errors and*  
*side effects*, 193-194;  
*example*, 232-233; *Gming*,  
195; *practices*, 192-193;  
*techniques*, 193.

Syntactic workings, *linked*,  
195; *overview*, 180-183;  
*Realm-based*, 190-192;  
*verb-noun*, 186.

Tainted energy, 55, 58; *objects*,  
88-89.

Takes Recharge disadvantage,  
27.

Talents, 124, 203; *as magic*,  
198-199; *enchantments* and,  
198-199; *new*, 204-208;  
*spirits* and, 159.

Targets, *multiple*, 243.

Tattoos, *symbol*, 176.

Tech level and magic, 59.

Techniques, *developing new*  
*ritual magic*, 74; *spells as*,  
39; *syntactic magic*, 194.

Technology, *disrupting magic*,  
59.

Temple of Hephæstus,  
70-71, 75.

Temporary Disadvantage  
limitation, 27, 114, 199.

Temptation of power, 56, 230.

Terminal Condition limitation,  
201.

Terminology, 8-9.

Thicken the Walls of the  
World ritual, 165.

Threefold Law, 15.

Threshold-limited magic, 76-82.

Thresholds, *calamities* and,  
77-78; *energy spells* and,  
78; *score*, 77.

Thunderbolt ritual, 144, 156.

Tirelessness ritual, 150.

Total darkness (spiritual  
distortion), 94.

Total spell incompetence, 22.

Trademark disadvantage, 25.

Training options, 219-222.

Traits, *pending for*  
*enchantments*, 109-110.

Transformations, 223.

Transmutation of Metals  
ritual, 165.

Trigrams, 86, 255.

Treachery, 133.

Tree magic, 42-47, 97.

Trigger disadvantage, 27.

True Name, 87, 92, 245;  
*see also* *Names*.

Twisted Mana Generator  
advantage/disadvantage,  
61-62.

Unarmored wizard, 28.

Unbearable Pleasure ritual, 164.

Uncontrollable limitation, 114,  
199.

Unlimited Ammo ritual, 148.

"Unlimited mana" system,  
76-82.

Unmistakable Power  
disadvantage, 25.

Unnatural Features  
disadvantage, 25.

Unreliable disadvantage, 27.

Untrainable limitation, 199.

Unusual Background  
advantage, 20, 31-32, 38, 39,  
80, 88, 136, 169, 223;  
*Supernatural Ancestry*, 197.

Upbringing and ability, 16-17.

"Vancean" magic, 56.

Variable Energy Access  
advantage, 79.

Varying bases for spellcasting,  
31.

Veil ritual, 141, 152, 158.

Verb-noun syntactic magic, 181,  
183, 184-187; *example*,  
186-187, 253; *see also*  
*Syntactic Magic*.

Virginity, 57, 88.

Virility ritual, 164.

Visible magical gifts, 25.

Vision of Luck ritual, 152, 155.

Vitality ritual, 150, 158, 163.

Void College, 47.

Voodoo dolls, 89, 139.

Vulnerability disadvantage, 22.

Ward ritual, 158-159.

Warrior's Blessing ritual,  
150-151.

Water (material), 244.

Weakness disadvantage, 22.

Weaknesses to attacks, 22.

Weapon Blessing ritual, 155.

Weapon-form modifiers, 119.

Weapon Spirit spell, 116-117.

Weatherworking ritual, 144,  
156-157.

Weight affected modifiers, 243.

Whole-language symbol  
magic, 177.

Wild Mana Generator  
advantage, 61.

Wild Talent, 56.

Will-based magic, 29.

Willpower and ability, 16-17.

Windfall ritual, 155.

Wisdom of the Ancient Seers  
setting, 235-238.

Wood College, 47.

Word of Power advantage, 179.

Words as power, 14, 178-179;  
*see also* *Languages, Names,*  
*Symbolic Lexicons, and*  
*Syntactic Magic*.

Words for magic, 8-9.

Work Raw Magic ritual, 229.

Working magic, *reasons for*  
*ability in*, 15-18, 219-220.

World-Spanning enhancement,  
200.

Zodiacal correspondences,  
85, 247.