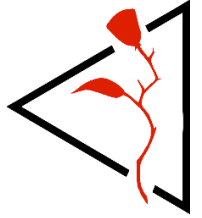


Underworld LARP

Synergy Library (Full)

v1.5



Note: These rituals, blueprints and formula are commonly known in-game. Additional synergies exist but you must discover them in game!

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ELEMENTAL

1	Elemental Circle	Creates a Elemental ritual circle, ID's Elemental magic + offers a different barrier based on element
1	Divest Elemental	Removes one invested member from the circle
1	Elemental Shatter	"Ritual Elemental Shatter" vs weapon or shield, 1/day
2	Elemental Weapon	Summons a non-body or exotic weapon, "5 Magic <element>", 1/day
2	Twist the Elements	Combines 2 attuned elements into elemental spells, eg: "fire-ice"
2	Elemental Breach	Ritual-level attack that instantly breaches any armour, 1/day
2	Elemental Armour	25 AP of armour, refit from elemental battlemagic spells
2	Elemental Trek	Teleports the caster a short distance via the elemental planes, 1/day
2	Elemental Trap	Creates a circular trap with effects based on element chosen, 1/day
3	Elemental Torrent	"5 Magic <type> at will for 10 minutes, 1/day
3	Elemental Enrichment	Doubles all elemental BM damage cast by the target for 10mins, 1/day
3	Elemental Reflect	Reflects any BM or Ritual spell with an Elemental damage suffix, 1/day
3	Augment: Elemental Wave	Each investee gains "PWA 10 Magic <type>" 1/day
3	Extend Elemental	Extends 1 Elemental ritual duration by 3 months
4	Control Greater Elemental	Takes control of any Greater Elemental, 1/day
4	Elemental Howl	PWA Magic Trip, 1/day
4	Channel Element	10x "10 Elemental <type>" packets for 1 hr when activated, 1/day
4	Well of the Elements	Grants +1 Magic <Type> 1hr to 1 st weapon dipped in each day
5	Enhanced Elemental	Adds the word "Ritual" to any Elemental spell Incant, 1/day
5	Elemental Death	Ritual Slow Death + additional effect based on elemental type, /1day
5	Augment: Cogent Attunement	Grants immunity to PC's attunement(s) for all investees while in circle

5	Elemental Conversion	Converts Magic damage to Elemental in BM spells or changes Elemental Damage to Penetrating Elemental Damage, for 10 mins, 1/day
5	Elemental Typhoon	"5 Elemental <type>" at will if stationary for 1 hr, 1/day
6	Elemental Blast	"Ritual Elemental Blast 100 Magic <type>", 1/day
6	Elemental Threshold	50 damage threshold vs 1 elemental type, x2 vuln vs the opposite
6	Call Lesser Elemental	Summons and controls a Lesser Elemental for 1 hr
6	Magic Elemental Aura	Enchants a MC weapon to do "+2 Magic <type>" damage
6	Call Meteor	"50 Magic Massive <type>" to target and "50 massive" to all within 10 ft, 1/day
7	Permanence Elemental	Extends the duration of Elemental rituals by 1 year
7	Call Greater Elemental	Summons a Greater Elemental for 1 hour
7	Augment: Wall of Elements	Adds a barrier to a circle that can be raised/lowered by any investee, also causes 25 Elemental <type> damage to non-investees
7	Elemental Orb	Summons an orb which when held augments elemental BM spells cast for 1 hour, the effect depends on the <type>, 1/day
7	Elemental Rush	50 Elemental <type> damage, pushes target w/ +20 strength, if the target is pushed into an immovable object they take 10 Magic Massive. 1/day.
8	Become Elemental	Transform into Greater Elemental with powerful abilities for 1 hr, 1/ever
8	Elemental Aura	Enchants a MC weapon to gain "+0 Elemental <type>" damage
8	Elemental Asylum	Enchants 50'x50' structure w/ elemental energy - heal from elemental damage, reduction of elemental incants and buffs to elemental creatures
9	Elemental Army	Melds Elemental spirits with up to 10 people, becoming Greater or Lesser elementals
9	Elemental Planewalk	Teleports all willing to an elemental plane of choice, 1/ever
9	Augment: Elemental Hurricane	"5 Elemental <type>" within circle for all investees, at will
10	Elemental Portal	A portal to an elemental plane that lasts as long as the ritual's duration
10	Collapse Circle Elemental	Turns an Elemental ritual circle into a hoop for easy transport
10	Elemental Cataclysm	Ritual 100 Elemental <type>, if the target enters death count the caster may touch them and destroy a catalyst to resets the Ritual, 1/ever

PROTECTIONS

1	Protections Circle	Creates a Protection ritual circle, ID's Protection magic & blocks packet-delivered BM spells from passing through the circle
1	Divest Protections	Removes one invested member from the circle
1	Box of Secrets	Creates an indestructible lockbox with magic key
2	Minor Ritual Shield Magic	"Ritual Shield Magic <Sphere>", advanced defense, 1/day
2	Dueling Ring	Creates an area where skills are reset and death doesn't count
2	Safe House	Enchants a room to give anyone inside a 5 normal threshold
2	Elude	Spell defense that negates the effects of a trap, 1/day
3	Augment: Phalanx Circle	Grants investees the ability to raise a barrier around that circle that blocks physical, penetrating, alchemical, chemistry, magic and ritual effects
3	Minor Ritual Reflect	"Ritual Reflect Magic <sphere>", 1/day
3	Extend: Protections	Extends 1 Protections ritual duration by 3 months
3	Weapon Guard	"Ritual Weapon Guard Shatter" vs physical attack, 1/day
4	Ritual Shield Magic	"Ritual Shield Magic", advanced defense, 1/day
4	Anti-Magic Shell	20' circle that negates all BM and "Magic" effects w/ concentration, 1/day
4	Never Enough	Doubles the AP from all Mage Robe/Leathers/Plate spells and allows them to stack with each other but grants Vuln: Lightning when they're used
4	Wizard Lock	Creates protection around a room and provides a magic lock + key
5	Augment: Testudo	The Phalanx barrier now blocks Gaze and Power Word spells as well
5	Enhanced Protections	Adds the word "Ritual" to any Protections spell Incant, 1/day
5	Negate Magic	"Resists" the effect of any BM spell within line of sight, 1/day
5	Safe of Secrets	Like Box of Secrets, but larger
6	Feedback	Ritual Advanced Shield Magic that hits the caster w/ Ritual Dispel Magic, 1/day
6	Ritual Reflect Magic	"Ritual Reflect Magic", 1/day

6	Silver Lining	Enchants a room to give anyone inside a 5 Silver threshold
6	Dispel Ritual	Destroys a Ritual effect on a person or item within the circle
7	Permanence: Protections	Extends the duration of Protection rituals by 1 year
7	Silver Threshold	Grants 0 Silver Threshold. Stacking adds +1, max 5 Silver Threshold
7	Augment: Chelone	Allows investees to cast through Phalanx augments and Protection circles
7	Stone Body	Covers your body in stone granting immunity to all non-magical damage for 1 hour, 1/day
8	Ward	Creates protection around a room and provides a magic lock + key
8	Magic Sanctum	Enchants a room to give anyone inside a 5 Magic threshold
9	Magic Threshold	Grants a +0 Magic Threshold, stacking adds +1, max 5 Magic Threshold
9	Shield of Anti-Magic	Summons a shield that lasts for 1 hr, grants proficiency and negates any BM or Ritual spell that strikes it, indestructible, 1/day
9	Augment: Foulkon	Spells that strike a Phalanx Circle are now reflected, 1/event per investee
10	Null Magic	Target may not use BM or ritual defenses for 1 hr + this ritual Echos if defended against, 1/ever
10	Adaptation	Memorized Protection spells can be called as defenses
10	Collapse Circle: Protections	Turns a Protections ritual circle into a hoop for easy transport

HEALING

1	Healing Circle	Creates a Healing ritual circle, ID's Healing magic & resurrects spirits
1	Divest Healing	Removes one invested member from the circle
1	Life's False Glimmer	10ft circle which grants immunity to sense life when inside that also attracts and blinds undead
1	Chalice of Sweetwater	Turns liquid into water 5/day, creates Potion of Sweetwater 1/day
2	Haven	Repels all lesser undead for 10 minutes, 1/day
2	Directed Healing	Allows the casting of any Healing BM spell as a PWD effect, 1/day
2	Create Lesser Medico	Summons a creature that casts "2 Magic Healing" every 10 mins
2	Soothing Winds	Enriches a 10-mile area with healing energy, RP effect
3	Augment: Burst of Stability	All investees can cast Recover within the circle, 1/day
3	Extend: Healing	Extends 1 Healing ritual duration by 3 months
3	Death Guard	Ritual-level Death Ward protection that Blinds the attacker, 1/day
4	Alluring Lantern	Creates a magic lantern that baits undead
4	Chain of Healing	Chains the next BM Healing spell into anyone holding hands, 1/day
4	PWA: Cure Serious Wounds	10 Healing to all within earshot, 1/day
5	Enhanced Healing	Adds the word "Ritual" to any Healing spell Incant, 1/day
5	Augment: Cache of Healing	Stores BM Healing spells within the circle which can then be used by any investees, spells cannot be duplicated
5	Pure Body	Cures and restores a target's body to its natural state, does not function vs ritual effects or effects that persist through resurrection
5	Pure Death	Allows the target to pick and choose which effects persist through their next resurrection, minus Greater Curses
5	One for Me, One for You	For 1 hour any Healing BM that is cast is duplicated on the caster, 1/day
6	Apex Blade	Summons a weapon that strikes for 20 healing 3x, 10 min, 1/day
6	Greater Death Ward	Protection against all Death effects and immunity for 1 min after, 1/day

6	Everlasting Essence	Target's spirit becomes immune to being raised as undead
6	Healing Bank	Target can store up to 100 pts of BM Healing spells to be used later in any numeric amount they desire, starts at 25 stored Healing points
6	Power Word Area: Purify	Casts Purify on all willing targets within earshot, 1/day
7	Youth	Reduces age of the target by one age bracket, maximum of young adult
7	Permanence: Healing	Extends the duration of Healing rituals by 1 year
7	Augment: Circle of Regeneration	Investees + those they touch regenerate 2 body per minute in the circle
8	Power Word Area: Heal	Heals all living within earshot to full body, destroys Lesser Undead, does 100 Magic Body damage to Greater Undead, 1/day
8	Evolve Medico	Changes a Lesser Medico into Greater, can now cast 5 Healing every 10 mins and Life 1/day
9	Merciful Saving Grace	Target becomes immaterial for 10 minutes making them immune to all spells (minus Infliction) and weapons, can cast Healing BM spells, 1/ever
9	Second Chance	At the final second of their death count, target receives a Life effect and becomes immune to numeric damage for 10mins or until they use a skill
9	Augment: Flash of Immortality	Targets in Bleed or Death counts will be suspended for 1 hour in circle
10	Destroy Greater Undead	Destroys a Greater Undead, if resisted it can be attempted again in 1 minute for 10 minutes, 1/ever
10	No One Left Behind	For 10 mins, target may touch anyone in their Bleed or Death counts and teleport them to the Healing circle where this ritual was cast, 1/ever
10	Collapse Circle: Healing	Turns a Healing ritual circle into a hoop for easy transport

NATURE

1	Nature Circle	Creates a Nature ritual circle, ID's Nature magic & investees inside the circle may use Repel effect vs targets outside circle 1/10min
1	Divest Nature	Removes one invested member from the circle
1	Thorns	"Magic: Snare" at will while feet remain planted, 1/day
1	Nature's Affinity	Releases nature energy in a 100ft circle that rejuvenates the land and cleans corruption, for 1 hr plants and animals can communicate and are friendly, 1/day
2	Call Wisp	Summons a friendly wisp which acts as a light source, 1/ever
2	Wormwood Mantle	Claws, bite and 3 rd ability based on animal – wolf, cougar or bear, 1/day
2	Crown of Seasons	Creates a crown based on a season w/ matching ability – 1/day use
3	Extend: Nature	Extends 1 Nature ritual duration by 3 months
3	Augment: Wall of Thorns	200ap barrier around circle that stops BM spells + alchemy, 1/event
3	Feral Attributes	1/day Sense Life, 1/day Consume Corpse, 1/day Physical Disarm
3	Wild Abandon	Immunity to magical and natural bindings for 1min, 1/day
3	Nature Calls	Transforms 5 willing targets in circle into common animals
4	Dance of the Seasons	Grants an ability based on season chosen – Magic Frostbite/Burrow/Regeneration Dance/Weakness, 1/day
4	Satyr's Claws	"3 Magic" claws that block, BM spell Claws adds +1 dam per casting, 1/day
4	Transform to Treant	Transforms caster into a Lesser Treant, a powerful plant creature, 1/day
5	Enhanced Nature	Adds the word "Ritual" to any Nature spell Incant, 1/day
5	Augment: Weapons of Nature	Rocks may be thrown from inside the circle for "5 Magic" at will
5	Strength of the Dire Bear	+5 strength for 1hr, 1/day
5	Aspect of the Huntmaster	Hunt a target and your claw attacks become body damage, 5/ever "Spellstrike:web" vs that target
6	Call Fae Commoner	Summons an uncontrolled Lesser Fae for 1 hr

6	Forest Stride	Step into a tree and teleport to another tree within LoS, 1/day
6	Thorny Brambles	Creates a seed that can instantly grow into a 20ft burrow that hides friends and does "5 Magic Body Withering Poison" to foes for 1hr, 1/day
6	Inner Beast	Transforms target into bipedal beast of nature with +50 body, +50 ap, +6 str, "5 magic claws", "3 magic bite", immunity to charm/fear and regeneration.
6	Open Wormwood Portal	Opens a 2-way portal to the Wormwood for 1 hr within LoS of circle
7	Permanence: Nature	Extends the duration of Nature rituals by 1 year
7	Bark Armour	200 AP, refit by Barkskin: BM 10ap per min for 10/mins, vuln: fire
7	Hibernate	Willing target becomes immune to BM spells, skills + abilities, pauses all counts and becomes unconscious, both target and caster may end at will which restores all body, grants a life and removes all effects
7	Augment: Circle of Seasons	Attunes circle to a season – Magic Detoxify 1/day or Strength of the Bear 1/day or 1 Magic Slow Death Poison 1/event or Nature's Restoration 1/day
8	Call of the Wild	Transforms 5 willing targets in circle into dire animals
8	Rod of Arthos	Indestructible staff w/ Strength of the Bear, Barkskin, Moonlight Mantle, Regeneration 1/day + Nature BM incants become "Magic Nature <spell>", stacks add Spirit Link, Magic Damage Aura and +1 use of each ability
8	Widow Vines	Target cannot see, move, speak and all damage to them becomes Acid damage, LoS duration but lasts +10 mins after LoS is broken
9	Call Hunt-Master	Summons a powerful protector from the Wormwood who hunts a target
9	Arthos' Grasp	PWA powerful binding effect for 1 min, 1/ever
9	Augment: Arthos' Shelter	Creates an underground shelter below the ritual circle
10	The Wrath of Arthos	Summons a powerful force of nature to destroy a specific target
10	Collapse Circle : Nature	Turns a Nature ritual circle into a hoop for easy transport
10	Race Change	Permanently transforms a willing target into any core rulebook race
10	Open Fae Portal	Permanently opens a portal to a random Fae realm within LoS of circle

PSIONICS

1.31	Psionics Circle	Creates a Psionics ritual circle, ID's Psionic magic & investees can identify mind-altering effects on a target
1	Divest Psionics	Removes one invested member from the circle
1	Mind Palace	Replaces memorized Mind Meld spells which allow the caster to build entire worlds within the connection, RP effect, 1/day
1	Whispers of Doubt	Target gains a Fear Effect vs another target
2	Hypnotic Gaze	PWD Ritual Gaze Paralysis, LoS + concentration required, 1/day
2	Twilight Zone	Creates a 10' circle which angels + demons cannot see into and are hit with Arcane Blind if crossed until they leave
2	Psionic Weapon	A summoned simple or med weapon that swings for 5 magic and lasts 1 hr, may also Spellstrike memorized spells, 1/day
2	Memento Mori	Target has a 50% chance of remembering their next death
3	Extend: Psionics	Extends 1 Psionic ritual duration by 3 months
3	Telekinesis	Manipulate OR push OR pull one object within LoS, 1/day
3	Augment: Moment of Clarity	All within the circle become ethereal for 10 mins, 1/day
3	Summon Lesser Angel/Demon Blade	Summons a simple or med weapon for 1 hour that functions vs either angels OR demons, 10 magic, Spellstrike Psi spells from memory, Spellstrike Exorcism 1/ever, 1/day
4	Augment: Psionic Weapon Strike	Augments Psionic Weapon to spellstrike any core BM not just Psi, if stacked also adds Frag BM
4	Charming Personality	PWD Ritual-level Charm effect that lasts 1 hour that cannot be overwritten and allows the caster to attack them without breaking
4	Alter Memory	Removes the memory of any person, place, item or event from the target's memory and can replace it with a false one
4	Task	Ritual-level charm effect that implants an idea in the target's mind that they must try to accomplish
5	Call Psionic Assassin	Creates psionic create that hunts a specific target, each stack adds +6 levels to the creature's abilities
5	Augment: Moment of Distraction	Investees each gain PWA Magic Confusion, 1/event
5	Enhanced Psionics	Adds the word "Ritual" to any Psionic spell Incant, 1/day
5	Augment Psionic Weapon: Many Forms	Psionic Weapons can now be large and +1 dam, 2 nd stack allows exotic, 3 rd stack allows 2 simple/med weapons

6	Enslave	Ritual charm in which the target in circle must blindly follow 3 sentences to the letter given to them by the caster
6	Restore Memory	Restores all memories lost from any sources minus death
6	Shadow in the Mind	Ritual level charm that causes 1 skill on target to cause 10 body and 10mins of unconsciousness when used, 1 new skill added per event
6	Augment Psionic Weapon: Mind Over Matter	Psionic Weapon may now block BM spells causing 3 penetrating arcane body to user instead, additional stacks add +1 hour to Psionic Weapon duration
7	Permanence: Psionics	Extends the duration of Psionic rituals by 1 year
7	Augment: Moment of Fear	Each Investee gains PWA Magic Fear, 1/event
7	Augment Psionic Weapon: Empathic Weapon	Psionic Weapon gains 1 of 5 abilities for 10 minutes
7	Telekinetic Crush	Ritual PWD Paralyze that also causes 1 magic massive every 3 seconds for as long as concentration is maintained
8	Summon Greater Angel/Demon Blade	A more powerful version of the Lesser Angel/Demon Blade
8	Psionic Warrior	Target is transformed into a powerful psionic creature
8	Augment Psionic Weapon: Otherworldly Touch	Changes Psionic Weapon to purple (Far Realm) or white (Astral Realm) and grants abilities based on each, 2 nd stack allows Psi weapons to be dropped and spirit links them
9	Moment of Truth	Ritual charm which makes target unable to lie for 3 questions but may remain silent, 1/ever
9	Exorcist's Finale	PWA Ritual Exorcism + 3 packet Ritual Exorcisms, 1/ever
9	Augment: Iron Will	Investees gain immunity to BM charm + mind effects 1hr, 1/event
9	Summon Psionic Bow/Crossbow	Summons psionic ranged weapon for 1 hour, includes 3 ammo which have BM spells inside that "pulse" every minute inside struck target for 1 hour or until removed with Psionic healing or ritual dispel
10	Astral Projection	Become incorporeal for 10 minutes but can cast Psionic BM spells that do 5 Penetrating Magic Body instead of spell effects, 1/ever
10	Spell-Thief	When hit by BM or ritual spell, target may defend or take the effect but may also use the spell themselves for 1hr after, 1/ever
10	Collapse Circle: Psionics	Turns a Psionics ritual circle into a hoop for easy transport

NECROMANCY

1	Necromancy Circle	Creates a Necromancy ritual circle, ID's Necromantic magic + negates Sense Life calls
1	Divest Necromancy	Removes one invested member from the circle
1	Dying Breath	Allows a 10-word pre-determined phrase to be spoken during death count, RP only
1	Greater Leech	Memorized Leech spells are now "20 Magic Body Drain" and affect both living and dead, 1/day
1	Eyes of the Dead	Grants the ability to see and speak to ghosts and spirits for 1hr, 1/day
2	Bone Armour	10AP of armour that automatically refits on reset, stackable
2	Death's Edge	Enchants a weapon to gain an Infliction Aura for the next swing, 1/day
2	Decaying Winds	Taints a 10-mile area with corruption, RP only. Counters Soothing Winds.
2	Fortify Undead	+30 body & 1/day Innate Lesser Resist Magic to 1 Greater Undead, 1/day
3	Augment: Ruinaton	Undead within the circle regenerate 25 body every 10 minutes
3	Create Greater Ghoul	Turns a corpse without a spirit into a Greater Ghoul under command of the caster
3	Extend: Necromancy	Extends 1 Necromantic ritual duration by 3 months
3	Necromancer's Hand	Target's hand becomes undead: Skeleton (proficiency w/ any weapon held), Ghoul (Claw "2 normal paralyze") or Zombie ("Minimize" to any strike on that arm)
3	The Black Potion	Creates a potion that grants healing from infliction for 5 days
3	Undead Possession	Caster possesses an undead and controls them remotely for 1 hr, 1/day
4	Charity in Death	Grant control over 1 of your undead to another, 1/ever
4	Infliction Bank	Target can store up to 100 pts of BM infliction damage to be used later in any numeric amount they desire, starts at 50 stored infliction points
4	PWD: Control Lesser Undead	Converts memorized Control Lesser Undead to a PWD version, 1/day
4	Reanimation Automatica	Enchants an undead to reanimate with 50% body upon destruction, 1/day
5	Augment: Deathlock	Death counts of targets are suspended in the circle during ritual casting, and any corpse will function as a "corpse without a spirit" for those rituals & attackers from outside the circle are automatically hit with "Magic Carnivorous Worms"

5	Revenant	Creates a lvl 6 undead rogue and gives it a target it can sense, +3 lvls per stack
5	Enhanced Necromancy	Adds the word "Ritual" to any Necromancy spell Incant, 1/day
6	Grave Travel	Teleports caster and 2 willing creatures to a prepared grave within 100miles which they must crawl out of upon arrival, 1/day
6	Spinal Cudgel	Summons an exotic mace or club that swings for "5 Magic" and allows any memorized Necromancy BM spells to be spellstrikes, 1/ever "10 Magic Drain" strike, 1hr, 1/day
6	Create Greater Skeleton	Turns a corpse without a spirit into a Greater Skeleton under command of the caster
7	Augment: Damned Embrace	Grants investees 2 undead of any type instead of 1 if created within the circle, also can now "Control Lesser Undead" from within the circle at will
7	Permanence: Necromancy	Extends the duration of Necromancy rituals by 1 year
7	Create Greater Spectre	Turns a corpse without a spirit into a Greater Spectre under command of the caster
7	Sacrificial Pit	Creates a pit that will raise Lesser Ghouls or Spectres 1/day from within
8	Twilight's Edge	Enchants a dagger or 1H sword to "+body drain" from swings for 10 mins, 1/day
8	Scythe of the Black Harvest	Enchants a polearm to grant proficiency to the wielder, swing "4 Magic", shortens BM Necromancy incants to "Magic Necromancy <spell>", killing blows add "10 Ritual Infliction" packets for 1 hour (3 max)
9	Augment: Ouroboros	Each investee gains "Magic Death" 1/day while within circle
9	Black Spirit Mirror	Target gains "Ritual Advanced Reflect Magic" vs any magical healing and reflects that converts the healing into Infliction on the source, 1/day
9	Create Barrow Lord	Creates a Barrow Lord from 20 corpses which can spawn zombies/skeletons
9	Veil of Undeath	Transforms target into Greater Wraith upon death then resurrects like normal when destroyed or dawn, unless they reach the circle this ritual was cast in, in which they will revert to mortal form without penalty, 1/ever
10	Collapse Circle: Necromancy	Turns a Necromancy ritual circle into a hoop for easy transport
10	Death Beyond Death	Upon final death, target becomes either a Greater Wraith which lasts until destruction, or a Ghost which permanently haunts a location (camp) but cannot leave it.
10	Emanation of Corruption	Target gains "PWA: Ritual 15 Infliction" once a minute upon activation, 1/ever
11	Embrace the Lich's Path	Prepares the target for Lichdom, gains healing from infliction, Sense as Undead and becomes a questline to become a Lich.
12	Become Lich	Kills the target and raises them as a Lich permanently if their quest was successful

WYTCHCRAFT

1	Wytch Circle	Creates a Wytchcraft ritual circle, ID's Wytchcraft magic + each investee may preserve 1 liter of blood indefinitely +1 liter per augment
1	Divest Wytchcraft	Removes one invested member from the circle
1	Blood Message	Delivers a message of 10 words or less to a target, appearing on a nearby surface
1	Forgettable	Target will only have a 1/20 chance of remembering their death, packet delivered, 1/ever
1	Create Cauldron	Creates a cauldron which 1/day enchants food with a memorized Wytchcraft spell, additionally the wytch may petition their demonic patron for a 10 min meeting
1	Magic Mirror	Enchants a reflective surface to grant answers about the future, 1 question per day
2	Unforgettable	Target will gain 3 in 4 chance of remembering their death, 1/ever
2	Create Demon Contract	Forces a written contract upon a summoned demon for the length of the ritual
2	Summon Lesser Imp: Bloodhound	Imp that adds 1 yellow stone to a ritual 1/day and can "Sense <name>" 1/hour of target whose blood the wytch possesses which gains Arcane prefix if truename is known
3	Augment: Circle of Blood	Circle gains a barrier which can be raised/lowered, those investees who drip blood into circle may pass freely
3	Baba Yaga's Hut	Creates a duplicate of the ritual circle inside a movable hut that lasts 24hrs
3	Conduit Link	Allows the casting of 1 BM spell from memory upon a target via their blood, +1 spell per additional liter of blood used, if truename is known spells gain Ritual prefix
3	Extend: Wytchcraft	Extends 1 Wytchcraft ritual duration by 3 months
3	Cauldron of Chaos	Augments an existing cauldron to be able to infuse any sphere of magic and adds an echo effect vs race if blood from that race is added to the mixture
3	Spell Replacement: Debilitating Pus	Replaces Weakness spells with Debilitating Pus spells, which function like Confusion Gas alchemy.
4	Poppet	Uses the target's blood to create a doll which can then be used as a target for wytch rituals. If a truename is added, any ritual sphere may be cast on them.
4	Lesser Curse of Compulsion	Curses the target to preform a 5-word command which causes 1 body damage each time it's violated, if truename is used becomes Greater Curse
4	Demonic Skin	30 AP + 1/hr "Magic Resist Fire" that can be refit by pouring 1 liter of blood on the skin
4	Enhanced Bloodhound Imp	Empowers an existing Bloodhound Imp to gain "Magic Requit" 1/day and "Magic Bind" 1/day, "Sense <name>" becomes 1/10minutes.
4	Demonic Visage	PWA Magic Horror once per minute for 1/hour, 1/day

5	Spell Replacement: Blood Thief	Replaces Blood Curse with Blood Thief, which absorbs blood from the target into the caster to be drained at a later time
5	Enhanced Wytchcraft	Adds the word "Ritual" to any Wytchcraft spell Incant, 1/day
5	Hellfire	"50 Elemental Fire" + 50 elemental fire 1/minute for 10 minutes, + horror effect
5	Augment: Trivial Pursuits	Augments circle to cause uninvested to forget where it's located when LoS is broken
5	Cauldron of Thirst	Augments an existing cauldron to create potions from BM spells and adds the ability to reset the cauldron abilities by adding blood up to 3 times a day
5	Lesser Curse of Blood's Passion	Target chooses a curse based on a passion (Consumption/Desecration/Indulgence/Destruction) and gains powers based on it
5	Wytch's Hat	Creates a toad and a hat, the toad can 1/day drink alchemy then spread the alchemy to anyone who touches it for 24hrs, can be thrown as a packet and teleports back to the hat
6	The Black Heart	Caster gains a 2 nd heart which stores blood as a resource which is consumed to gain 25 temporary body and gain Contingency Recover effects, truenames add capacity
6	Lock Foil	Target can use 1 liter of their blood to open any magical or mundane lock, can open Vaults if owner's truenname is known, 1/day
6	Bug in the Poppet	Enhances an existing Poppet to be able to covert a memorized BM spell into PWD against a specific target for 1 hr, 1/day
6	Summon Lesser Demon	Summons a random lesser demon unless a demon's truenname is used, then that specific lesser demon is summoned
7	Adrenaline Fix	For 1 hr target gains 5 magic threshold, +2 str, +50 temp body but falls into death count when duration expires and becomes addicted to the ritual
7	Dreams of Nightshade	Causes creatures inside a building to fall asleep via ritual charm effect for 1 hour, 1/ever
7	Augment: Hovel	Circle gains demonic altar: if a sacrifice is made all present gain +1 min to death counts for 24 hours & their bodies become movable worms, also creates an immobile artifact which replace Wytch incants with "Ritual" and can add a lesser curse to items 1/day
7	Permanence: Wytchcraft	Extends the duration of Wytchcraft rituals by 1 year
7	Cauldron of Compulsion	Augments an existing cauldron to create food that forces a specific target to eat it
8	Bloody Spirit Hourglass	Creates an hourglass from a target's blood that will cast Ritual Death that bypasses death count on them in 24hrs, however the target knows the general area the hourglass is in
8	The Tangled Heart	Target's heart becomes a spider that runs to the caster's location, if killed target will immediately die/resurrect, if it reaches the wytch it becomes mundane object that grants Ritual Charm effect on the target, if target dies while missing heart they gain 2 deaths
8	Summon Greater Demon	Summons a random greater demon unless a demon's truenname is used, then that specific greater demon is summoned
8	Theft of Youth	Causes the target to age 1 racial bracket, and lowers the caster's age by 1 bracket, 1/ever

9	Lesser Curse of Spirit Destruction	Target takes 2 deaths upon next resurrection, may be cast on blood within circle, 1/ever
9	Augment: Cursed Woods	Area around circle gains: Magic Swampwalk, Magic Weakness, Magic Curse of Pain & 10 Magic Body Damage to all non-investees or non-escorted, once per 10 min
9	Death Foil	When target enters bleed count, they explode into a cloud of blood and reform in any circle they are invested in unharmed, 1/ever
9	Infernal Gateway	Opens a 2-way gate to hell, if demon's truename is used it will open near them
10	Queen of Ravens	Summons powerful creature that gains power based on the mount of blood used and BM spells cast during ritual, will follow 3 sentence task given to her
10	Collapse Circle: Wytchcraft	Turns a Wytchcraft ritual circle into a hoop for easy transport
10	Shapeshift: Wyvern	Transforms the target into a powerful dragon-like creature, 1/ever
10	Wicked Bargain	Empowers the caster's Demonic Pact by draining the life of a willing target and binding them to their Patron gaining many powerful abilities and more if truenames are offered

SIGIL

1	Sigil Circle	Creates a Sigil ritual circle, ID's Sigil magic, does not count against circle cap and investees may deactivate sigil triggers within the circle
1	Divest Sigil	Removes one invested member from the circle
1	Sigil Ink: Silver	Ink for BM sigils which may: x2 numerical amounts OR x2 duration OR converts Sigil of Bravery into Advanced OR 2 max Sigil of Pocket OR Sigil of Dispel may target 1 effect, 1/day
1	A Message in Ink	Sends 10-word message to another person that appears as ink on their skin, 1/day
2	Augment: Triggers	1/day trigger, may be "speaks", "crosses", "does", "attacks" or "has X spell on spirit" within circle
2	Tattoo Ink	Creates ink for Sigil BM that removes the need to redraw the sigil
2	Sigil of Glyph Creation	Creates a magic symbol that acts as a trap with specific conditions, stores BM spells, 1/day
2	Tattoo: Eyes	1/ever contingency <spell> when the target sees an object or thing
3	Extend: Sigil	Extends 1 Sigil ritual duration by 3 months
3	Augment: Glow	Causes the target to glow blue for 24hrs after triggering a sigil circle
3	Augment: Reprime	Allows triggers to be rearmed 1/day per stack
3	Glyph: Vindictive	Augments an existing Glyph that causes a trigger to activate on specific people, races or anyone but a specific name
4	Augment: Myriad	Allows 1 trigger to cast up to 5 BM spells instead of 1
4	Tattoo: Hands	Target gains 1/day "Contingency <spell 1> and <spell 2>" that trigger when they are struck or when they strike another, stacks add higher level BM spells or rituals and more spells
4	Ink: Gem Dust	Ink for BM sigils which add an effect based on gem used: Amber (adds Elemental fire), Diamond (Prefix: Ritual), Emerald (Sigil of Rest becomes 1/day) or Amethyst (damage reduction becomes minimum 0)
4	Chamber Within	A magic pocket that persists through resurrection and the items within cannot be detected
5	Glyph: Impact	Augments an existing Glyph to gain a 5-foot AoE effect
5	Augment: Defilement	Replaces a BM trigger with 50 elemental, 50 acid, 25 infliction, 25 healing or 100 magic
5	Augment: Double Up	Empowers a trigger result to trigger twice
5	Enhanced Sigil	Adds the word "Ritual" to any Sigil spell Incant, 1/day

5	Mightier than the Sword	Creates a weapon from a small tattoo, 1/day
6	Augment: Entrapment	Substitutes BM trigger for trapping the target in the circle for 1 hr
6	In Between Door	Enchants chalk that becomes spirit-linked to caster and can draw a door on a wall or barrier (mundane or magic) which becomes a working doorway for 1 hour, usable by anyone, 1/day
6	Tattoo: Forehead	Target gains 1/day "Contingency <spell>" that triggers upon bleed/death counts or unconsciousness, stacks add higher level spells and rituals
6	Sigil Master's Implement	Enchants a brush that spirit links, allows sigils to be drawn under clothing and 3/day may draw sigils on clothing or items
7	Permanence: Sigil	Extends the duration of Sigil rituals by 1 year
7	Augment: Overwhelming	Triggers now allow ritual spells that function as if the target was in the circle during casting
7	Augment: Unseen	All glyphs within the circle no longer need to be repped with drawings, only tags
7	Glyph: Re-Arm	Augments an existing Glyph to allow their owner to 1/day reset them
8	Augment: Advanced Triggers	Allows any trigger you can think of, with marshal's approval
8	Doorway Home	Enchants a piece of chalk which can draw a 10-minute portal to the ritual circle, 1/day
8	Tattoo: Whisper	Grants target a 1/day "Contingency <Spell 1, Spell 2, Spell 3>" that activate when the target speaks a phrase or touches their chin, stacks add higher level spells and rituals
9	Augment: Devastation	Replaces a BM trigger with an effect that destroys all non-indestructible items on the target, casts "Ritual Shatter" on weapons and shields and "Ritual Death" on the target
9	Augment: Automatic	All triggers that are augments on the circle are automatically rearmed when set off 1/day
9	Glyph: Ascended	Augments an existing Glyph so that all BM spells gain Ritual prefix instead of Magic
9	Ink: Blood	Ink for BM sigils that gives an effect based on the blood used: Demon (consume active sigil for 100 ritual elemental fire), Fae (sigils cause Ritual Charm on wearer), Wormwood (sigils gain Animal Kinship) or Spirit (ghosts seek sigil bearers as beacons and be less aggressive).
10	Collapse Circle: Sigil	Turns a Sigil ritual circle into a hoop for easy transport
10	Augment: Personal Domain	Substitutes a trigger for a Ritual Dispel magic on all within circle, 1 hour of null-magic within the circle and all who took effect cannot cast spells for 12 hours
10	Ink: Gold	If this ink is used on sigil BM it will increase duration from 1 hr to 5 days, grants x5 damage/healing/reduction, and many other powers dependant on the sigil drawn
10	Sigil of Magic Creature	1/ever contingency that grants multiple powers based on the creature chosen: Basilisk, Diamond Golem, Kamataichi or Bukavac
10	Picture Perfect	A painting that can store 10 items and can trap a person if you know their true name.

DRACONIC

1	Draconic Circle	Creates a Draconic ritual circle, ID's Draconic magic and acts as a resurrection circle for draconic followers.
1	Divest Draconic	Removes one invested member from the circle
1	Advanced Scales	Advanced ritual-level defense that protects vs body damage, 1/day
1	Smite Divine	1/day "Ritual Smite Divine" physical strike for 10 minutes (25 Magic Massive to those that respond "Yes" to Sense Bless) and 1/day "Sense Bless".
1	Wing Buffet	+15 strength push effect to all within 10ft of the packet, 1/day
2	Harden Skin	-1 damage vs all physical attacks per stack for 1 hour, 1/day
2	Advanced Divine Shield	Advanced Shield Magic vs Light/Dark BM & ritual, 1/day
2	Greater Mark of the Firstborn	Replaces Mark of the Firstborn with a Greater version that become Advanced versions, auto cast "Mark of the Firstborn" when used as a defense and can be expended to enter Ritual Divine Wards.
2	Shrine Augment: Draconic Orb	Allows the shrine owner to ID divine BM + Rituals, those with Marks may throw objects for 1 Magic in the Shrine and it becomes immovable to all but the creator. Extends Draconic ink vials to 3hrs.
3	Mass of Heresy	After a 10min speech, those with a mark from the caster's dragon gain Ritual Advanced Divine Shield, 1/day
3	Augment: The Dragon's Hoard	Creates a 3x2x2ft invisible dimensional pocket within the circle that only investees may access
3	Wake the Dragon	Grants immunity to non-arcane sleep effects for 1hr, 1/day
3	Extend Draconic	Extends 1 Draconic ritual duration by 3 months
4	Scales of the Firstborn	100AP that can be refit via Dragon Hide spells for 10AP max 3x/day, also grants +0 silver threshold
4	Blood of the Firstborn	PWA that grants those with a Mark +2 Magic Damage Aura for 1hr and half damage from Dark/Light, stackable to gain +1 damage, 1/day
4	Claws of the Dragon	Summoned claws that swing for 5 magic, indestructible, 1/day
4	Temple Augment: Draconic Icon	Adds an icon to a temple that allows coloured lights, extends boundaries by 10ft, creates a brazier that allows "1 elemental <type> packets 1/min and grants those resting within 15 Mending after 3 hrs once a day
4	Wingshadow	Wraps the caster and up to 5 targets within 5ft in draconic wings, which fades them away on a 3-count, making them incorporeal to all but arcane senses for 10mins. Each gains "Sense Life" 1/day while inside. 1/day
5	Draconic Communion	Allows the caster to send a message of 3 questions to their patron Firstborn. Answers, if any, depend on the questions, Firstborn and their relationship with the caster, 1/ever

5	Oath Scale	Enchants a scale which the caster bestows to an Acolyte who gains the ability to duplicate a Draconic BM spell their patron casts on themselves 1/day and they can cast 1 Draconic BM spell donated by the PC
5	Augment: Defend the Hoard	All investees gain +0 Magic Threshold and +3 str within 10ft of circle
5	Enhanced Draconic	Adds the word "Ritual" to any Draconic spell Incant, 1/day
6	Will of the Firstborn	A defense that causes non-Arcane mind-altering effects against the caster to cause a Ritual Penetrating Dominate to the attacker for 10 mins, 1/day
6	Dragon Roar	PWA Magic Fear effect, those with similar marks are immune, 1/day
6	Enduring Spirit of the Firstborn	Replaces Spirit of the First which now grants: +150 body, +50 AP, 2 claws that swing for 5 Magic, 1/ever "50 Elemental <type> Dragon Fear"
6	Soul Egg	Egg that bonds with 1 st person wearing PC's mark who touches it then must be buried in the circle and has a 50mile range, when bonded person completes their death count, they are teleported to the egg and Liferd
6	Temple Augment: Reflecting Pool	Pool which grants Marks 1/day per target, extends Covenant Banners by +1hr, Ritual Dispel Divine 1/day, if drank while wearing Bless causes "10 elemental body" and detects Divine Favoured/Paragons within 1 mile
6	Draconic Rage	For 10 mins after activation all Draconic BM spells cast by the target gain "penetrating" prefix against any who answer "Yes" to sense bless 1/day, ritual target also gains Ritual Sense Bless 1/day
7	Counsel of the Firstborn	Creates a magical portal which allows 2-way communication with an important Patron of the caster's Firstborn
7	Fly Home	Caster and up to 2 other willing targets can fly to the ritual circle this ritual was cast in within a 100-mile range, 1/day
7	Create Drakeling	Summons a creature with 10 body, spirit-linked to caster and shares their threshold that can act as a secondary caster for draconic rituals and contains 1 BM spell per day
7	Stomp of the Firstborn	4 packets of "30 Magic Massive Stun", each requires different target, 1/day
7	Augment: Access the Hoard	3 investees can remotely access and use pre-selected items within the circle for 10 seconds, 1/day each
7	Permanence: Draconic	Extends the duration of Draconic rituals by 1 year
8	Quicken the Dragon's Tongue	Target's Draconic BM incants become "magic"
8	Judgment of the Firstborn	Target gains "Arcane Sense Angelic" 1/day and the ability to target Angels to gain -12 str, cannot heal body points, Swampwalk effect and cannot leave material plane plus lose any threshold they may have, 1/day
8	Treasure Consumption	Target gains up to x2 their level in temp body points, this new maximum continues for the length of ritual duration
8	Temple Augment: Draconic Mural	PWD Fear 1/day, PWD Weakness / Suppress Defenses 1/day, touch-cast 20 Mending via Breath of the Firstborn spells, all DKs reset in 5mins and +duplicate highest BM memorized, Absorb/Twist vs Divine BM/Ritual 1/day

9	Summon Wyrmling	Summons a Wyrmling for 1 hour, a powerful and intelligent drake
9	Draconic Colossus	Caster can walk through divine magical barriers for 1hr, can absorb Divine BM spells within 10ft to gain +15 temp body/+2 strength, if a church/altar is destroyed all mark bearers gain +30 body/+2 str for 24hrs, 1/ever
9	Augment: Rest upon the Hoard	Expands Draconic Hoard to fill entire circle, up to 3 people with dragon marks may now enter it at will
10	Channel Dragon	"Ritual PWA: 50 Elemental <type> Dragon Fear" at will if stationary, 1/ever
10	Sever Divine	1/ever "Sense Bless" & "Penetrating 50 Magic Body" on target with Bless (if Paragon/Champion/Demagogue then "Arcane Death"), target cannot cast Divine spells for 1hr, -2str for 12 hours, persists through resurrection, 1/day
10	Draconic Relic	Creates a relic which is spirit bound to 1 st person with caster's mark to touch it, indestructible, shapers decide its powers
10	Collapse Circle: Draconic	Turns a Draconic ritual circle into a hoop for easy transport

LIGHT

1	Light Circle	Creates a Light ritual circle, ID's Light magic and acts as a resurrection circle for Light followers.
1	Divest Divine	Removes one invested member from the circle
1	Divine Strike	Spellstrike 20 Light, 1/day
1	Declaration of Faith	Target gains "Magic: Bless" as a self-cast only, 1/day
1	Prayer	Sends a short prayer directly to your deity
2	Spell Replacement: Greater Bless	Converts a memorized Bless into an Advanced Shield Magic vs Divine/Draconic BM spells if self-cast, can be expended to pass ritual-tier Divine Ward / Sign of the Firstborn and auto-casts Bless if expended
2	Church Augment: Lectern of Light	Church gains these benefits: Favoured & Paragons mass requirement lowers to 5 mins, those with a bless may throw small objects for "1 magic", makes Alters immovable and extends holy water to 3 hrs
2	Shining Presence	Repels undead and demons 10 ft and provides light for 10 mins, 1/day
2	Celestial Servant	Summons a divine creature who will perform a 10-word task for 1 hour, equal in level to the PC and class determined by task
2	Consecrate	Purifies 30ft area to prevents ghosts, possession and raising of undead OR purifies up to 5 people preventing natural diseases and preventing possession & undeath OR "20 alchemical acid" vs undead & demons
3	Oath Shield	Enchants a shield for use vs individual target and gains indestructability and "Ritual: Tooth for a Tooth" vs named target for 1 hour, 1/day
3	Extend: Light	Extends 1 Light ritual duration by 3 months
3	Augment: Soul Mend	Investees gain "10 light" packet which also provides 10 healing to the caster, 1/day each
3	Self Sacrifice	Grants an hour buff to all involved in a mass with 1 of 3 sets of abilities based on whether a sacrifice of goal, favoured enemy or body pts was made
4	Healing Tides	Converts all numeric healing done by the target from the Light sphere into Mending for 1 hr and doubles the amount if the recipient wears a Bless of the caster's deity, may also be used with Light Bolt spells, 1/day
4	Spell Replacement: Saving Grace	Adds Contingency effect to memorized Cleansing Light spells, 1 spell per day per stack
4	Power Word Area: Illumination	Afflicts Illumination on all within hearing range except those with Bless from PC's deity, 10 seconds, 1/day
4	Church Augment: Idol	Allows coloured lights, creates a brazier which allows those with a bless from the church's deity to throw 1 Light/minute, grants 15 mending to those who rest for 3 hrs and expands church effects by 10ft
5	Zone of Prayer	While caster prays, no BM, ritual or damage may occur within 10 feet except for healing/mending, max 30mins, 1/day

5	Power Word Directed: Inquisition Flame	"Ritual 10 Light" + "10 Light" every time the target attempts to cast or activate BM/Ritual from Draconic/Dark/Necromancy/Wytchcraft spheres for 1 hour, 1/day
5	Enhanced: Light	Adds the word "Ritual" to any Light spell Incant, 1/day
5	Beseech	Sends 3 questions to your deity or ask them for assistance via a miracle
5	Augment: Labarum of Light	Investees may perform a mass that enchants up to 5 flags to be given to those present, which grant 0-magic threshold for 1 hour, 1/day
5	Acolyte	Creates a bond with an apprentice, may duplicate 1 Light BM spell between them 1/day, may grant 1 memorized Light BM spell to them and if they are a Paragon may grant them an additional Light BM spell to memorize
6	PWA: Destroy Lesser Undead & Demons	"50 Magic" damage to all Greater Undead and Demons within earshot, destroys lesser versions outright, 1/day
6	Holy Relic	Creates a relic for 24hrs which grants a +2 magic damage aura, +5 temp body for each undead/demon/dark angel destroys for 1 hour (max 30body) and 1/day "Spellstrike Light Bolt", 1/day
6	Light Aura	Grants +1 Light aura on spirit for 1 hour, +1 per stack, 1/day
6	Lustrate Artifact	Cleanses an artifact or magic item that was created via Dark or Draconic magic, shapers decide on new powers and abilities
6	Church Augment: Holy Fountain	Creates a fountain which: 1/day "Mass: Bless", "10 alchemical acid" vs demons & undead 1/min, "Dispel Ritual" vs Dark or Draconic 1/day, "Magic Cleanse" 3/day
7	Light Storm	"10 Light" at will while stationary, 1/day
7	Augment: Holy Sanctum	"Ritual: Divine Ward", 1/day
7	Celestial Walk	Teleports caster +1 other to a Light circle they are invested in, 1/day
7	Permanence: Light	Extends the duration of Light rituals by 1 year
8	Brilliant Robes	1 hr: +80 AP, expending bless refits 25 AP, 0 Magic Threshold, 1/day "Magic Advanced Reflect", 2/day "Tooth for a Tooth", 2/day "Ritual Absorb Dark/Draconic", x2 damage from Dark but goes to AP before Body, 1/day
8	Brilliant Plate	1 hr: +120 AP, expending bless refits 25 AP, 0 Magic Threshold, 1/day "Lionheart's Stand", 1/day Light carrier for 1 strike, 1/day "Ritual Absorb Dark/Draconic", x2 damage from Dark but goes to AP before Body, 1/day
8	Brilliant Hide	1 hr: +100 AP, expending bless refits 25 AP, 0 Magic Threshold, 3/day Light carrier for 1 strike, 1/day "Magic Paralyze", 1/day "Ritual Absorb Dark/Draconic", x2 damage from Dark but goes to AP before Body, 1/day
8	Church Augment: Podium of Justice	1/hr "PWD Ritual: Paralyze" & "PWD Ritual: Weakness, Suppress Defenses", may convert damaging Light BMs into healing, favoured/paragons gain instant reset and +1 highest Light BM, 1/hr "Ritual Absorb Dark/Draconic"
8	Summon Angel	Summons an angel of your deity for 1 hour

9	Divine Intervention	Prevents any strike, touch or packet delivered effect, only functions for divine favoured or paragons, 1/ever
9	Evil Laid Bare	Undead/demons/dark angels struck lose thresholds, unable to recover body points, Swampwalk, cannot planar travel, -12 str for 10 mins, 1/day
9	Augment: Hearth Defender	Enchants a medium or large weapon to: grant proficiency, +1 Magic aura per investee, "Tooth for a Tooth" 1/hr, "Ritual Spell Strike Illuminate" 1/hr, returns to mount instead of destruction, can only be used by investees
9	Power Word Area: Ultimate Sacrifice	100 magic body to all within hearing range minus those wearing blessing of the PC's deity, those with PC's bless gain "Magic Recover", caster takes 1 unavoidable death and must resurrect (or final), 1/ever
10	True Relic	Creates a relic which is spirit bound to 1 st person with caster's bless to touch it, indestructible, shapers decide its powers
10	Summon Greater Angel	Summons a greater angel of your deity for 1 hour
10	Collapse Circle: Light	Turns a Light ritual circle into a hoop for easy transport
10	Illuminate Passage	Creates a 10ft radius which negates magic wards, barriers and walls, causes 10 Light per second on any without PC's blessing, 1 hr, 1/ever
10	Purge the Wicked	PWA: Magic Dispel Dark & Magic Destroy Lesser Undead/Demons & Burn Dark Blessing (15 Light/min) & Ritual Light Bolt & Magic Cleansing Light, once per 10 seconds while stationary, max 6 total, 1/ever

DARK

1	Dark Circle	Creates a Dark ritual circle, ID's Dark magic and acts as a resurrection circle for Dark followers.
1	Divest Divine	Removes one invested member from the circle
1	Divine Strike	Spellstrike 20 Dark, 1/day
1	Declaration of Faith	Target gains "Magic: Bless" as a self-cast only, 1/day
1	Prayer	Sends a short prayer directly to your deity
2	Spell Replacement: Greater Bless	Converts a memorized Bless into an Advanced Shield Magic vs Divine/Draconic BM spells if self-cast, can be expended to pass ritual-tier Divine Ward / Sign of the Firstborn and auto-casts Bless if expended
2	Church Augment: Dark Lectern	Church gains these benefits: Favoured & Paragons mass requirement lowers to 5 mins, those with a bless may throw small objects for "1 magic", makes Alters immovable and extends unholy blood to 3 hrs
2	Dark Hallowing	Hallows 30ft area to attract spirits, prevents possession & encourages dark emotions OR marks 5 people preventing possession & grants 1/ever "Magic Siphon" OR "Alchemical Blindness" that adds vuln to possession
2	Phantom Arm	Replaces an arm with dark energy when dismembered which grants 5/ever "5 Dark Drain" for 1hr, 1/day
2	Celestial Servant	Summons a divine creature who will perform a 10-word task for 1 hour, equal in level to the PC and class determined by task
3	Oath Blade	Enchants a MC weapon for use vs individual target and gains indestructability and "Spellstrike Ritual: Corruption" 2/ever vs named target, 1/day
3	Extend: Dark	Extends 1 Dark ritual duration by 3 months
3	Augment: Soul Rend	Investees gain "10 Dark Drain" 1/day each
3	Dark Sacrifice	Grants an hour buff to all involved in a sacrificial mass with 1 of 3 sets of abilities based on whether the sacrifice was hostile, blessed & willing or an enemy favoured
4	Drown in Darkness	Ritual-level attack that silences the target for 1 minute then drops them into their death count, 1/day
4	Desecrate	Corrupts an area with dark magic which summons 3 angry spirits for 1hr, 1/day
4	Power Word Area: Blindness	"PWA: Magic Blindness <deity>", 10 second duration, blesses of the named deity grant immunity, 1/day
4	Church Augment: Dark Idol	Allows coloured lights, creates a brazier which allows those with a bless from the church's deity to throw 1 Dark/minute, grants 15 mending to those who rest for 3 hrs and expands church effects by 10ft
5	Dark Fire	"Ritual Dark Fire: 20 Dark", +10 dark/min for 1 hour, nullifies the use of self-mutilate, 1/day

5	Enhanced Dark	Adds the word "Ritual" to any Light spell Incant, 1/day
5	Beseech	Sends 3 questions to your deity or ask them for assistance via a miracle
5	Augment: Dark Pennant	Investees may perform a mass that enchants up to 5 flags to be given to those present, which grant 0-magic threshold for 1 hour, 1/day
5	Circle of Obscuration	10' circle, those within cannot be sensed by non-arcane sense, counts as darkness, those without proper bless are blinded & silenced and provides "physical pull 4 str" 3/ever to pull targets inside, 1hr duration, 1/day
5	Dark Acolyte	Creates a bond with an apprentice, may duplicate 1 Dark BM spell between them 1/day, may grant 1 memorized Dark BM spell to them and if they are a Paragon may grant them an additional Dark BM spell to memorize
6	Dark Relic	Creates a relic for 24hrs which grants a +2 magic damage aura, +1 str for each killing blow performed for 1 hour (max +2) and 1/day "Spellstrike Dark Bolt", 1/day
6	Dark Aura	Grants +1 Dark aura on spirit for 1 hour, +1 per stack, 1/day
6	Twist Artifact	Corrupts a Light or Draconic artifact or magic item into a Dark artifact, shapers decide on new powers and abilities
6	Shadow Stride	Teleports from one shadow to another within LoS, 1/day
6	Church Augment: Dark Fountain	Creates a fountain which: 1/day "Mass: Bless", "10 alchemical blindness" 1/min, "Dispel Ritual" vs Light or Draconic 1/day, "Magic Slow Death" + "Alchemical Blindness" to any who drink from it without a proper bless
7	Permanence: Dark	Extends the duration of Dark rituals by 1 year
7	Rain of Agony	"10 Dark" at will while stationary, 1/day
7	Augment: Dark Sanctum	"Ritual: Divine Ward", 1/day
7	Life Guard	Packet or touch-cast ritual effect which makes the target immune to BM Life effects for 1 hr and reduces their death count to 1 minute, 1/day
7	Celestial Walk	Teleports caster +1 other to a Dark circle they are invested in, 1/day
8	Summon Angel	Summons an angel of your deity for 1 hour
8	Dark Robes	1 hr: +80 AP, expending bless refits 25 AP, 0 Magic Threshold, 1/day "Magic Advanced Reflect", 2/day "Magic Corruption", 2/day "Ritual Absorb Light/Draconic", x2 damage from Light but goes to AP before Body, 1/day
8	Dark Plate	1 hr: +120 AP, expending bless refits 25 AP, 0 Magic Threshold, 1/day "Advanced Shield Magic" & "Advanced Magic Armour", 1/day Dark carrier for 1 strike, 1/day "Ritual Absorb Light/Draconic", x2 damage from Light but goes to AP before Body, 1/day
8	Dark Hide	1 hr: +100 AP, expending bless refits 25 AP, 0 Magic Threshold, 3/day Dark carrier for 1 strike, 1/day "Shadow Dodge", 1/day "Ritual Absorb Light/Draconic", x2 damage from Light but goes to AP before Body, 1/day

8	Church Augment: Dark Throne	1/hr "PWD Ritual: Chains and Bonds" & "PWD Ritual: Weakness, Suppress Defenses", may convert damaging Dark BMs into healing, favoured/paragons gain instant reset and +1 highest Dark BM, 1/hr "Ritual Absorb Light/Draconic"
9	Divine Intervention	Prevents any strike, touch or packet delivered effect, only functions for divine favoured or paragons, 1/ever
9	Power Word Area: Death	"PWA <deity> Magic Death", those with proper bless are immune, 1/ever
9	Augment: Hearth Harbinger	Enchants a medium or large weapon to grant proficiency, +1 Magic aura per investee, "Spellstrike Death" 1/hr, returns to mount instead of destruction, can only be used by investees
10	True Relic	Creates a relic which is spirit bound to 1st person with caster's bless to touch it, indestructible, shapers decide its powers
10	Summon Greater Angel	Summons a greater angel of your deity for 1 hour
10	Collapse Circle: Dark	Turns a Dark ritual circle into a hoop for easy transport
10	Power Word Directed: Tragic Death	"Ritual Death" effect, if target final they return as a dark spirit for 24hrs with their old abilities and many new ones, seeking destruction of deity's enemies, caster may choose to become a dark spirit if they final too, 1/ever
10	Corrupt Passage	Creates a 10ft radius which negates magic wards, barriers and walls, causes 10 Dark per second on any without PC's blessing, 1 hr, 1/ever

ENCHANTMENT

1	Enchantment Circle	Creates an Enchantment ritual circle, ID's Enchantment magic + allows the owner to add +1/ever charge to an x/ever magic item 1/day
1	Divest Enchantment	Removes one invested member from the circle
1	Minor Glamour	Enchants a minor roleplay effect such as a broom that sweeps or music in a box
1	Enchant	Creates a 1/ever activatable item from a caster's memorized BM spells, additional spells may be added at a cost of 1 Transmutation catalyst per spell, 5 max
2	Spatial Window	Enchants up to 2 mirrors which can be used to send written or verbal messages between them, each stack adds +1 mirror
2	Spellcaster's Wand	Enchants a magical wand that stores a single BM spell, recharged by expending spell slots up to 5 charges max, added stacks allow higher level spells
2	Minor Ring of Protection	Enchants a ring to grant 1/day "Minimize" vs specific damage type, can be combined with the necklace and bracer of the same type to create an advanced defense
2	Catalyst Infusion	Infuses a catalyst into an item, causing it to radiate the emotion of the chosen catalyst
2	Power Word Directed: Identification	Identifies all rituals and active BM effects of the named sphere present on a person or item, 1/day
2	Bow of the Shooting Star	Enchants a MC (cross)bow to gain +0 magic aura and any arrows/bolts fired from it will have the magic prefix damage type
3	Circle Lock	Locks a ritual circle, preventing it from being used in any way and pausing its duration. The circle may be opened again with the created key, 1/day
3	Ritual Bulwark	Cast on an existing ritual, adds 1/day defense which prevents any non-arcane attempt to dispel or destroy the ritual
3	Augment: Harness Flux	If a flux event is successfully resolved by the casters in this circle, they may either add another white stone to their ritual resolution or re-roll on the discord chart if a discord was used
3	Extend: Enchantment	Extends any ritual duration by 3 months, regardless of sphere
4	Damage Aura	Enchants a master-crafted weapon with a magic damage aura, damage increases by +1 per stack to maximum of +5
4	Advanced Enchantment	Creates a 1/day activatable item from a caster's memorized BM spells, additional spells may be added at a cost of 3 Transmutation catalysts per spell, 5 max
4	Necklace of Absorption	Enchants a necklace to grant 1/day "Absorb" vs specific damage type, can be combined with the necklace and bracer of the same type to allow use of both perks of absorption
4	Spirit Lock/Link	Locks an item to a creature with a spirit, preventing it from moving more than 5ft away and re-appearing in a resurrection circle after death
5	Power Word Directed <Battle Magic>	Enchants an item with a 1/day Power Word Directed BM spell
5	Lesser Ritual Mask	Conceals one ritual on an item or spirit, preventing it from being detected and dispelled until the ritual mask is destroyed

5	Augment: Mana Gem Converter	Sacrifices ritual scrolls to create mana gems (1 gem per ritual level charge) which can be stored and spent to boost ritual casting: 3 gems remove black stone, 5 gems add yellow, 8 gems add white, 10 gems allow re-pull at ritual resolution, 1/day
5	Mage Guardian Shield	Enchants a MC shield to spirit-link to the first person who touches it and can 1/day cast a spell from memory into the shield which gets released when the shield is struck
6	Destroy Magic	Destroys a single named ritual on a target, 1/ever
6	Enchant Item: Contingency	Enchants an item to automatically cast a BM magic spell stored within when a specific contingency condition is met, 1/day
6	Catalytic Converter	Converts up to 25 catalysts of one type into another with the exception of Discord
6	Conversion Wand	Enchants a wand that allows a caster to 1/day convert a memorized spell into up to 3 lower-level spells of equal total levels then cast them through the wand
7	Enchant Item: Ritual	Enchants an item with a 1/ever Ritual spell, additional spells may be added up to 5 at a cost of 10 Transmutation catalysts per ritual
7	Augment: Harness Enchantment	Circle can destroy 1 magic item per day, adding a charge to the circle that lasts for 24 hrs and can be expended to add +3 months to a ritual cast within the next 24 hrs
7	Permanence	Adds +1 year to an existing ritual's duration
7	Bracelet of Harm	Enchants a bracelet to grant 1/day "<damage type>" to a single attack, can be combined with the necklace and bracer of the same type to allow a 2 nd attack if the 1st is defended against
8	Spirit Aura	Enchants target's spirit to gain +0 Magic damage for any weapons (including fists) that the target is proficient in, gains +1 per stack up to 5 max
8	Ritual Mask	Conceals all rituals on an item or spirit, preventing them from being detected until the ritual mask is destroyed
8	Sphere Conversion Wand	Enchants a wand that allows a caster to 1/day convert a memorized spell into up to 3 lower-level spells of equal total levels then cast them through the wand, the user does not need to know the sphere of the spells but they must be from the core rulebook
9	Weapon Infusion	Enchants a MC weapon with a BM spell that may be spell-struck 1/day, additional spells may be added at a cost of 1 Transmutation catalyst per spell
9	Augment: Flux Resonance Crystal	Enchants the circle to increase the odds of a flux event and/or adds 4 new beneficial events to the flux table
9	Master Spellcaster's Wand	Enchants a wand via catalyst charges that can exchange all memorized spells from one sphere to another known and 1/day adds ritual prefix to a BM spell
9	Destroy Curses	Destroys both lesser and greater curses
9	Destroy All Magic	Destroys all ritual magic on the target
10	Arcane Resist	Grants 1/ever advanced arcane resist magic
10	Spirit Bottle	Magical bottle which will take up to 10 deaths on behalf of the target (target resurrects at the bottle with no deaths applied), if bottle is destroyed all deaths are applied

10	Mana Burn Affliction	Packet delivered attack which causes target 1 Arcane damage for each BM & Ritual spell they have on their spirit plus 1 Arcane damage per BM level spell they cast and 10 Arcane damage for every ritual cast or used, Echo effect, 3-month duration, 1/ever
10	Arcane Strike	Grants 1/ever Arcane prefix to a single tagged skill
10	Collapse Circle: Enchantment	Turns an Enchantment ritual circle into a hoop for easy transport

COVENANT

1	Covenant Circle	A 20ft ritual circle that can contain 2 other ritual circles, creates a named organization with registered members and a hierarchy within it
1	Divest Covenant	Removes one invested member from the circle
1	Establish Sanctum	Enchants an area centered around a Covenant Circle to provide numerous benefits to registered Covenant members
1	Refresh the Covenant Mind	Refreshes 1 used BM spell within the minds of Covenant members present
1	Sense Covenant Status	1/day Sense <Covenant> which allows members to respond OOG with 1 of 5 pre-set responses describing their health status such as their current body points, if they are in bleed count or if they're affected by a BM spell
2	Move Sanctum	Allows a Chief Officer to move the Sanctum to another Covenant circle anywhere, including other guilds
2	Sanctum Augment: The Grand Grimoire	Enchants an indestructible spellbook, spirit-bound to the Sanctum, that any member can telepathically memorize from while within close proximity
2	Bond Apprentice	Binds an Apprentice to a Master, the master may magically determine their wellbeing, feel their deaths and use them as an assistant in a ritual 1/day
2	Hail of Bolts	AoE that instantly grants all members of the named Covenant 1/ever 10 magic damage packet to throw within 10 seconds, 1/day
3	Circle of the Covenant	All members of the named Covenant may link hands and stand in a circle, gaining a progressively stronger magic threshold and lesser resist magics for each member involved, eg: 5 members gain +5 magic threshold & 5/ever Resist Magics for 10 seconds, 1/day
3	Extend Covenant	Extends 1 Covenant ritual duration by 3 months
3	Augment: Cache	Stores weapons, armour and BM spells within the circle for use by investees
3	Binding: Battle-Magic	The target cannot use BM spells for 5 days without consciously choosing to end this ritual, which immediately alerts the primary caster
4	Sanctum Augment: Bonded Patron	Forges a pact between the Covenant and a powerful creature (Elemental/Undead/Fae/Demon/Nature/Archmage/Shadow/Astral/Celestial/Draconic/Ghost) and grants all members a 1/day ability based on Patron chosen
4	Mark of the Betrayer	When used on a former Covenant member, this ritual places a greater curse upon them, marking them as a betrayer and preventing their entry into Covenant spaces, persists through resurrection
4	Divert Disaster	Allows the casters to roll twice on the flaw/backlash charts and chose their result, but only if the ritual is cast within the larger Covenant circle, 1/day
4	Power Word Area: Magic Health of the Covenant	Grants +2 temp body per registered Covenant member within earshot, 1/ever
4	Goblet of Never-Ending Magic	Enchants a goblet to store 5 BM spells which can only be used during ritual tasks, adds +5 BM spells per stack

5	Leyline Tap	For each stack the PC may add 1 re-pull to the next ritual cast within 5 days, but also adds 1 red stone to the bag per stack
5	Power Word Area: The Will of the Many	All members within earshot of the Covenant mentioned gain a ritual-level immunity to Charm, Dominate and Fear effects for 1 hour, 1/day
5	Mind Gift	The primary caster grants the target the ability to cast one of their spells, losing access to this spell themselves for the duration of the ritual
5	Augment: Expansion	Expands Covenant circle by 5ft, allows 4 ritual circles within it and prevents backlash effects from exiting circle boundaries
6	Archmage's Reach	Grants the target a 1/day ability to add the Power Word Directed prefix to any non-hostile battle magic spell targeting a member of their Covenant for 1 hour
6	Guildmaster's Staff	Enchants a staff with 5 powerful abilities which are based on the catalysts you consume while holding it
6	Ritual Desk	Enchants a ritual scroll writing desk powered by catalysts with abilities that manipulate scroll charges and discord results, combines scrolls and grants benefits during ritual casting
6	Sanctum Augment: Guild Orb	Enchants an orb that facilitates live audio/visual communication with other orbs and provide a means by which the owners of separate orbs can trade items
7	Permanence: Covenant	Extends the duration of Covenant rituals by 1 year
7	Guard Duty	Enchants multiple Covenant members to become guards of an Officer and gain defensive abilities to protect them while within 30 feet such as magic thresholds, magic damage auras, 50 natural armour, Advanced Shield Magic/Magic Armour and immunity to push effects
7	Augment: Panic Button	Enchants a circle with a 1/event ability to instantly cast Ritual Dispel on everyone in the circle, teleport others away and cast Life on invested members. It can also be used to end a ritual in progress with no negative effects
7	Power Word Area: Magic <Covenant>	AoE that casts a BM spell from memory on all members of the Covenant, 1/day
8	Power Word Area: Wrath of the Covenant	AoE that allows all Covenant members within earshot to gain "20 Magic" packets at will while they remain stationary for 1 hour, 1/day
8	Binding: Mutually Assured Destruction	Enchants 2 targets, if one target dies and goes to a resurrection circle the second will take Arcane Death effects once every 10 seconds until they also die and resurrect
8	Backlash/Flaw Magnet	Enchants a target to individually take all the negative effects from a flaw or backlash, however it magnifies the power of the effect, 1/day
8	Sanctum Augment: Guild Bank	Creates an extra-dimensional bank that resists attempts to dispel it, can only be accessed by Covenant members and records all deposits/withdrawals
9	Binding: Ritual Magic Lock	Enchants a target to be unable to participate in ritual casting for 5 days
9	Call of the Covenant	Teleports the caster and Covenant members holding hands with them to the Covenant circle in which this ritual was cast, 1/day

9	Power Word Area: The Grand Army	AoE that grants defenses to all Covenant members within earshot: 100 temp body, 100 AP, +6 str, +0 magic threshold, +0 Magic aura for 1 hour, 1/ever
9	Augment: Unfettered	Augments a Covenant circle to expand by 5ft, allow any number of circles to be inside it / overlap, allows other circles to have their augments activated and used for 6 hrs once per day
10	Relic of the Covenant	Enchants a powerful unique relic themed around the caster's Covenant
10	Sanctum Augment: Ex Nihilo	Creates a pocket dimension which may be accessed spiritually by Covenant members to communicate and cast BM + Ritual spells from any distance
10	Collapse Circle: Covenant	Turns a Covenant ritual circle into a hoop for easy transport
10	Might of the Conclave / Manavore	Enchants a target to absorb BM spells for 10 minutes, then can release the power later with effects depending on the total spell levels contained

ARTIFICE

1	Mask of Fresh Air	1/day Resist Gas Globe
1	Refurbishment	Extends duration of Legendary equipment by 1 year
1	Mithril Armour	Allows use of micromail & aluminum without penalty
1	Weapon Chain	Immunity to disarm effects
1	Rugged Greaves	2/day Resist hamstring
1	Dense Bindings	Physical push, 6 ft, +3 strength, 1/day
2	Murder Weapon	x4 damage & racial vulnerability (or) magic vs 1target
2	Troll Hide Armour	Completely repairs itself if not damaged for 10 mins
2	Swordsman's Broken Will	Reflects Spellstrikes, 1/day
2	Leaden Boots	Resist Push effect up to +6 str & Resist Trip, 1/day
2	Abrasive Gorget	Destroys garrotes and inflicts blindness on their user
3	Avian Physician Armour	Injects one ingested alchemy when horizontal
3	Reaver Weapon	+1 damage vs a specific race
3	Shield of Repercussion	Reflect Magic 1/day vs packets that strike the shield
3	Stormlord Spear	Absorbs 3 lightning attacks within 10 ft, then grants either +0 Magic Lightning aura for 10mins or 1x "10 elemental lighting" spellstrike
3	Goggles of Undead Sight	Sense Undead at will for 10 minutes, 1/day
4	Kintsugi	Restores 1 master-craft resist on shields and weapons
4	Bracers of Strength	Grants +1 strength per bracer worn
4	Spider Weave Armour	Escape from +8 strength or less binding, 1/day
4	Hurricane Halberd	AoE immunity to thrown alchemy & weapons
4	Armour Smasher	Destroy 50 armour (only), blunt weapons, 1/day

4	Drake Scale Armour	+1 normal threshold
4	Rugged Pauldrons	Resist Dismember & Cripple, 1/day
4	Skull Crusher	Physical Stun effect, blunt only, 1/day
5	Headman's Bane	Resist Decapitate, 1/day
5	Chest of the Radiant Sun	20 ft AoE light that causes blindness & sunlight effect vs undead
5	Chest of the Endless Night	20 ft AoE darkness that causes death to the living after 1 minute & 1 elemental ice per second
5	Patina of Anti-Magic	Grants +1 magic to weapon but isn't magical in nature
5	Chirurgeon's Kit	Physician's Tools that grant 1 of 5 different effects
5	Giant's Bow	Allows your strength to increase bow damage
6	Mirror of the Deadlands	Magic Fear vs spirits, Magic Terror vs Mystics, all living within 5 ft become invisible to all spirits
6	Dimensional Anchor	Anchors extra-dimensional travellers to this plane
6	Arcane Reservoir	Increases the number of ritual effects an item can hold by 3 on the 1st stack & 4 on the 2nd for 10 max.
6	Twin Blades	Enchants 2 weapons to copy any benefit on one to both if used simultaneously, but prevents battlemagic casting
6	Stake of the Rising Dawn	Penetrating Magic Sunlight vs undead which causes 1 arcane damage per second until removed
6	Miser's Last Laugh	A box that destroys its contents if tampered with
6	Mask of the Wolf	"Sense Life", 1x10 minutes
7	Fire Tempering	Weapon enhancement that adds a Elemental Fire Aura that also cripples or shatters incoming ice attacks
7	Boots of Bug Squashing	Physical Decapitate vs insects, 3/day
7	Elemental Resistant Armour	Resist Elemental <type>, 3/day
7	Gnomish Armour Gears	Gears that will walk you in your previous direction for 1 minute if you become incapacitated
7	Preservation Wax	Adds 1 year duration to an existing blueprint
7	Seeker Arrow	Arrow enhancement that causes it to never miss

8	Mage Bane Helmet	Resist Magic 3/day, Magic Dispel Magic 1/month, prevents casting
8	The Star of Thirst	Drains all blood from a target then preserves it
8	The Gauntlet of Retribution	Immunity to death effects, can throw them back if physically caught
9	Greenblight Weapon	x4 damage + magic vs plant creatures, Contact Festering Pox vs plant creatures 3/day, Resist Binding effects from Plants 3/day
9	Horn of Winter	Fear Immunity for 10 mins, Einher gain +1 damage
10	Acid Resistant Armour	Acid damage is taken from armour before body
10	The Mortal Blade	X4 damage + magic vs angels & demons, destroys them permanently if killed
10	Create Golem	Allows the creation of Stone, Iron or War golems

CHEMISTRY

1	Gnomish Coffee	Strong drink that grants resistance to sleep
1	Vorpal 20	Adds +20 damage to your next swing
1	Wiggles Potent Tobacco	Intoxicant with 10 charges
1	Resist Acid	Protects against all types of acidic damage.
1	Smelling Salts	Cures sleep, confusion, unconsciousness
2	Dazzle	AOE blindness for 10 seconds
2	Seigfriend's Succulent Sour Syrup	Prevents spellcasting for 10 minutes if ingested
2	Mummification Oils	Preserves bodies and parts for 1 year
2	Silver Dust	Adds silver damage to a weapon for 24hr
2	3 Strike Vorpal 15	+15 damage for a weapon's next 3 swings
3	Acid (Extreme)	20 acid damage
3	Universal Poultice	Single use bandage that does 20 mending
3	Frenzy	+4 str for 10 mins, -4 str for 10 mins
3	Iron Dust	10 feet of dust that True Fae will not cross
3	Salt of the Dead	10 feet of salt that undead will not cross
3	Warding Bottle	AoE chemistry-level nausea effect
4	Asphodel's Armament Eater	Shatter effect vs shields and weapons
4	Elixir of Fake Death	Mimics death, preventing sense life etc.
4	Elixir of Life	Life effect
4	Astringent Tomato	Allows you to heal from acid damage
4	Acid Tank	"10 acid" packets x5
4	Elixir of Troll's Blood	+4 strength and 5 body / min. regeneration
5	Brackwater Renewal	100 infliction to undead
5	Elixir of Dragon's Breath	50 elemental fire breath, divided as desired

5	Instant Web Dissolver	15 minutes of immunity to spider webs
5	Triple The Strikes	3x swings to existing contact alchemy
5	Postponement Serum	Delays ingested chemistry/alchemy
5	Hobling Pie	Food that holds 3 ingested alchemy
6	Zemi Juice	See/speak to spirits, ghosts will ignore you
6	Seasonal Fruits	Heal from elemental damage for 1 hour
6	Resist Chemistry	1/ever Resist Chemistry defense
6	Pickled Pickle	Stamina damage functions as healing
7	Acid Splash	20 acid damage AOE
7	Enchantment Oil	10 doses, grants +0 magic aura, 10 mins
7	Conservation Oil	Extends duration of chemistry, 1 year
7	Miscreation Serum	Flesh golem created from death count
8	Dipping Bucket	1 contact alchemy applied to 7 weapons
8	Elixir of Bloodmeld	2 sources of blood into one 2 litre source
8	Oil of Free Action	Immunity to binding effects for 10 minutes
9	Potion of Spore Growth	Gives you 4 plant-based abilities
9	The Philosopher's Stone	Converts any RM into alchemical RM
10	Candor Concoction	Charm that forces the truth or silence
10	Youthful Glow	Drops you down 1 racial age category
10	Libation of the Inner Beast	Grants you 8 powerful combat abilities