

# Formal Magic (PLAYTEST)

## Key Terms

1. **Formal Levels:** A Formal Level is a skill purchased with build and showing on your character card. When it is spent it is gone for the logistics period and refreshes at the start of the next logistics period.
2. **Mystic Points:** At the start of a ritual after initial power to start the ritual is spent, a player gets one Mystic Point for each unspent Formal Level that they have for the logistics period. These points can be spend during the course of the ritual. Once the ritual is fully adjudicated, any remaining points are lost.
3. **Archwizard:** A character who has purchased 15 levels of Formal Magic in a single school. A character is still an Archwizard even if they have used all of their power.

## Scrolls

Scrolls will indicate School of Magic, Level of Scroll ( Levels 1 – 4), Name, Description, Type, Duration, Max Duration, Casting Time, Minimum Casting Time and Required Components. Additional modifiers may be listed on the scroll such as specific flaws/backlashes, ability to enhance scroll, restrictions etc. A player must have 1 level of formal of either school to read a scroll. The scroll is consumed upon success or failure of the ritual.

## Ritual Types

There are 4 types of rituals and each one acts differently:

**Physical:** These rituals can be cast on a person, place or thing. If cast on a person, the ritual expires if the target resurrects or revives. These effects can be removed by a Destroy or Obliterate Formal Magic

**Spirit:** These rituals can be cast on a person and are tied to the spirit and survive resurrection or revive. These effects are removed by a Cleanse or Purify Spirit

**Immediate:** These rituals have an immediate effect

**Summon/Control:** These rituals allow a wizard to summon or control a monster or creature. The effect of these rituals cannot be affected by a Destroy/Obliterate Magic or Cleanse/Purify Spirit

## Components

- Components come in 10 varieties, the 4 Celestial Elements, the 4 Earth Elements, Power and Primal
- A Component of the same element but higher magnitude can be substituted for any component (example: A level 3 Flame component can be used instead of a Level 1 or 2 Flame Component)

- A Power component can be used to replace any Celestial Component required on a Scroll provided it is of same or higher level
- A Primal component can be used to replace any Earth Component required on a Scroll provided it is of same or higher level
- Any number of additional Power components can be added to a Celestial ritual to provide additional formal power
- Any number of additional Primal components can be added to an Earth ritual to provide additional formal power
- Components are consumed upon success or failure of the ritual

## Casting the Ritual

- To start a ritual the casters, scroll and components must be inside a Circle of Power or Ritual Platform
- A valid component set is required (Minimum of the base components listed on the scroll potentially with substitutions)
- A Formal Caster gets 1 level of power for each level of Formal Magic they have per logistics period
- The Primary caster must have at least 1 Level of Formal in the same school as the scroll
- Secondary casters may be of any school
- To start the ritual, the primary caster must expend one power of the corresponding school of the scroll for each level of scroll (Level 1 – 4)
- Secondary casters must expend 1 power to participate (2 if the power is from a different school than the scroll type)
- Unless otherwise specified on the scroll the standard casting time for a ritual is 5 minutes with the minimum casting time being 2 minutes

## Adjudicating the Ritual

1. Once all casters are present and the ritual is ready to begin, a formal marshal will be obtained. Please note that there may be a negative impact on the success of the ritual should the players not be ready to start the ritual when the marshal arrives.
2. Each caster will be asked to write their expenditure on a card and give it to the Formal Marshal – cards are private and it is against the rules to show your card to another player or ask another player to see their card.
3. The ritual can be started once each caster has completed their card and provided to the ritual, the expectation is that the ritual will be roleplayed in a manner that is obvious to outside observers and in keeping with a Medieval/Fantasy theme (Not anachronistic or clearly reflective of out-of-game themes)
4. While the casting is occurring the formal marshal will complete the form on a preprinted envelope calculating both chance of success and chance of flaw/backlash – this will not be shown to the casters

but the primary caster will be provided their modified end chance of success vs. failure and their modified chance of flaw/backlash.

5. When the ritual is complete the formal marshal will call a ritual hold. The primary caster will roll a 20 sided die to determine success or failure with the marshal – secondary casters will not witness the roll. (A 1 is always a failure/20 is always a success)
6. Should the ritual be a success the primary caster will roll a 20 sided die to determine if the ritual flaws. (A 1 is always a flaw/20 is always no flaw unless)
7. Should the ritual fail, the primary caster will roll a 20 sided die to determine if the ritual backlashes. (A 1 is always a backlash/20 is always no backlash)
8. Should a ritual flaw or backlash the primary caster will draw from the Fate Deck and determine what the flaw or backlash is.
9. If a caster has a Tempt Fate, they may opt to discard the card they drew and draw a new one for each time Tempt Fate was purchased for the ritual.
10. The ritual marshal will call a lay on and the flaw/backlash will take effect.
11. Prior to the lay on anyone who has a visible effect from the flaw/backlash should do their best to rep it. Should reps not be available, they should immediately seek to represent it and the magic will have a “delayed” effect. This delay can never be past the end of the current log period and the duration of the effect will start when it is properly represented. (Three kits to rep such things should be kept on site – one in the Earth Guild, one in the Celestial Guild and one in NPC camp)
12. The formal marshal will put the expended scroll and components in an envelope and then turn them in at NPC camp.

## The Fate Deck

The fate deck will be a single deck of cards used by all of the formal marshals. On an ongoing basis any cards that get drawn and used are put into a discard pile. The discards are not added back in until there are less than 10 cards left in the deck, until the season ends or until some other IG event causes it.

Should multiple formal marshals be adjudicating rituals they will split the fate deck and discard piles equally to allow both to have a section of the cards

Should the card be drawn for a backlash, the card will be colour coded for a specific backlash to which the marshal has a table. There will be a name for the backlash but the specifics will be only available after that card has been finalized.

Should the card be drawn for a flaw, the full details of the flaw for each possible level of scroll will be on the card.

Some cards may not be applicable to all rituals – the marshal’s will have a predefined way to determine when this occurs.

There may be some additional numbered cards in the deck – these cards will reference a list of flaws provided to the formal marshal to be related to the plotlines currently in-game.

## Modifying the Ritual

There is a large degree of ambiguity around what contributes to the success or failure of a ritual. Casters can choose to modify the ritual:

- Once the ritual starts each casters Total Remaining Power is calculated and they get one Mystic point for each remaining point of power that they can use to modify the ritual
  - *Calculation: TOTAL REMAINING POWER = Level of Formal on Card - Power used as Spells – Power used to Start the Ritual – Power used to Start other rituals in the same logistics period – Power used for plot purposes*
- Additional Mystic Points can be gained by adding components to the ritual
  - Primary caster gets one additional Mystic point to spend on the ritual for each 3 levels of Power components added to a Celestial ritual
  - Primary caster gets one additional Mystic point to spend on the ritual for each 3 levels of Primal components added to a Earth ritual
- Mystic Points can be spent as follows:
  - 2 points to increase or decrease the success of the ritual by 10% (4 for alternate school casters)
  - 2 points to increase or decrease the risk of flaw/backlash by 10% (4 for alternate school casters)
  - 3 points to Tempt fate - see ritual adjudication – no more than 3 per casting
- Upon completion of the ritual but before casters are provided their end chance of success the casters can choose to spend 5 total Formal Power for the logistics period to reallocate the Mystic points of all casters. This would be most frequently used if something occurs during the ritual that they believe will change the outcome of the ritual

## Automatic Failure

- Under certain circumstances a ritual will automatically fail:
  - Scroll or Components leave the circle
  - Circle is destroyed or goes down
  - Primary caster of the ritual leaves the circle or, is dying, dead. without the ability to use game skills or without the ability to move freely ( An Archwizard of the correct school can step in and recover the ritual by spending 5 levels of power provided they declare their attempt within 10 seconds)
  - Environmental modifiers cause an automatic failure
- All power spent is lost when automatic failure occurs
- A ritual that automatically fails still has a chance of Backlashing

## Automatic Success

- At the start of a logistics period a player may choose to "auto success" a ritual of level 1 or 2 by providing the scroll and a matching component set to a Marshall (no substitutions or additions)
- Only one caster can contribute power and they must have formal power of the same school as the scroll
- A player must spend 5 times the level of the ritual in power to "auto success"  
"Auto Success" is not available as an option for rituals that target another player
- A plot marshal must approve an "auto success" ritual and requests may be declined at any time

## Stopping a Ritual

- An Archwizard can ground a ritual 95% chance prior to the 5 minute mark - all power is still expended but there are no ill effects and the scroll and components are unused. If the 5% comes up the ritual continues normally and must be continued to completion.
- Stopping a ritual requires that all of the conditions of the ritual are still good.