

CASUALMAGIC

The Task:

- You must be in ka vision (Ka x3 to get there)
- Focus an element, that Ka x3, modified by daily modifier and raised by various situational modifiers
OR
Spend a point of cha'we to 'focus a particular ka'
- Lower Magic Skill to cast any spell with focused ka.

Spells With Names

For Example...

Spell	Ka	Effect
Pyretic Fortitude	Fire	+Fire Ka modifier to STR
Pyretic Lassitude	Fire	-Fire Ka modifier to STR
Lesser Arm of Sekhmet	Fire	Fire Ka modifier x3% to a fire skill (combat)
Tcheteb	Fire	A bolt of cha'we damaging energy
Tumo	Fire	Increased resistance to temperature
Counterblow of Hekenu	Fire	Momentary protection from spells
Pyretic Palm	Fire	Finger flame
Pyromantic Temper	Fire	Heats a cup to boiling
Ka-Shout	Fire	A shout that fears and paralyzes for a round
Lasser Mind of Seshet	Air	Air Ka modifier x3% to an air skill (knowledge, commo)
Winds of Reason	Air	+Air Ka modifier to INT
Mercuriality	Air	+Air Ka modifier to INT
Winds of Confusion	Air	-Air Ka modifier to INT
Testimonia Materia	Air	Momentary vision of an object's past
Airial Whispers	Air	Carries voices on the breeze
Translucent Veil	Air	Makes things see through for a round
Purify Air	Air	Makes the air around you good for a round
Puff	Air	A little breeze

Durability of Stone	Earth	+Earth Ka modifier to CON
Vita Robusta	Earth	+Earth Ka modifier to CON
Durability of Sand	Earth	-Earth Ka modifier to CON
Lesser Sinews of Tatunen	Earth	Earth Ka modifier x3% to an earth skill (physical)
Lesser touch of Khensu	Earth	Doubles effectiveness of healing
Caduceus Press	Earth	Doubles effectiveness of healing
Caress of Lilith	Earth	Pleasure for non-nephilim
Lesser Sa Ward of Tauret	Earth	Turns away the unconcerned
Grounding the Fool	Earth	Calming emotions
Shield of Khnum	Earth	Armor against magic attacks
Terra Mobile	Earth	Solidifies gas or liquid for a round
Dirty Handprints	Earth	Hands become grimy with loamy earth.
Lesser Eyes of Aker	Water	Water Ka modifier x3% to an water skill (perception)
Waters of Agility	Water	+Water Ka modifier to DEX
Dexterous Liquidity	Water	+Water Ka modifier to DEX
Rigidity of Ice	Water	-Water Ka modifier to DEX
Obscuring Wave of Naunet	Water	Appear unremarkable
Disguise Aura	Water	Hides and confuses your aura
Waters of Marah	Water	Target feels relaxed or uneasy
Pelagic Survival	Water	Stay underwater longer
Seething Aqua	Water	Boils a cup of water
Liquifaction	Water	Liquid like for one round
Mobile Aqua	Water	Makes liquid flow uphill (or whatever)
Drip	Water	Drip,drip, drip. Damp.
Incantissimo	Moon	+Moon Ka modifier to CHR
Tenebrissimo	Moon	-Moon Ka modifier to CHR
Glimpse of Khenti-Kheti	Moon	Momentary distraction
Spleen	Moon	Ponders for a minute.
Deception of the Moon's Cold Light	Moon	Momentary attention
Lesser Lunar Veil	Moon	Limited little illusion
Lunar Crecent	Moon	Luminous crecent on target's body
Visage of Terror	Moon	Momentary terror

Higher MAGIC Rituals

Notes on the second circle.

The Task:

- Get a link and draw a magic circle OR (if inscribed) Go into Ka Vision.
 - Do a half hour or more long ritual
 - Make a higher magic roll
 - Make a Kax2 modified by day and modifying items.

OR

(if inscribed)

- Be in Ka vision
- Make a Kax2 modified by day and modifying items.
 - Make a higher magic roll

Modifiers

Complex magic is hard to do at the drop of the hat, but with some preparation it is easily accomplished. There are many ways to raise the power and effectiveness of sorcery spells. With preparation and planning a single sorcerer can usually cast at +5 to +10 Ka, in addition to a +20% for the ritual. With a full circle of assistants on a good day this is not a problem to cast a ritual at 100%. Some of these modifiers also apply to Summoning and Alchemy.

Real Gains: These increase the ka power of a spell, as well as the ka roll chance of casting it.

Daily Modifiers: +/-1-10 points. Average is about 3 on a good day. (N 130)

Exhalations of the Arcana: Raises one element all the time or all magic at a given time. +1-3 for most nephilim (MA 9)

Voices and signs: Augmenting spells give a bonus of +5 ka gain. (N 157 CoC 72)

Stasis Ritual: Points from the stasis boost the ka for the purposes of spell power and chance to cast. It takes an action per point of ka transferred to power a spell. (N 140)

Group Ritual: +ka element modifier of helpers to leader's ka. (LK 57)

Magical tools: +1d3 or more for using good gear in rituals. (LK 53)

Magician's Correspondence Skill: Bonus to ka for the roll, chance. 1-10 or more ka gain. (MA 27)

Effective Gains: These raise the percentage chance of casting a spell, but not its effective power.

Ritual Preparation: +5% to ka roll per hour of preparation (max +20%) (LK 57)

The sorcery sacrifice ritual: If you drop the blood, ka roll success becomes automatic. (N 140)

Voices and signs: Augmenting spells give a bonus of +5-15% to technique roll to cast. (N 157 CoC 72)

Plexus: In the fields of a plexus, ka roll success becomes automatic. (N 133)

Ritual Components: +2-30% to the ka roll chance. (LK 55)

Finely made tools and paraphernalia: +1-5% to ka roll chance. (LK 55)

Excellent Grimoire: potentially an easier base ka modifier.

The New Places of Various Spells

SECOND CIRCLE SPELLS WHICH BECOME FIRST CIRCLE SPELLS

Ka Shout
Caress of Lilith
Visage of terror

SECOND CIRCLE SPELLS WHICH REMAIN THE SAME (But are performed as rituals)

Scrye of the wise
Hermetic Satori
Voice of the Earth
Grouding of the Fool
Watery Deluge
Mirror of Thoth
Deception of the Cold Moon Light

FIRST CIRCLE SPELLS WHICH BECOME SECOND CIRCLE SPELLS

Balance of the humors
Choking Vapor
(Blows a tiny bit of smoke way out of proportion)
Monotonic Tintinitis
(Amplifies a sound or affects and object or area for a while)
Pyretic Temper
(Amplifies an already burning fire)
Babel Unbound
Purify Matter

SECOND CIRCLE VARIATIONS (long term as rituals, short term as instant spells)

The Elemental Weapons
Can be cast as weapon enchancing spells: augmenting the performance of a sword, spear, bludgeon or axe.
Shoals
These are just the same, but they are normally rituals.
Hidden Flow
Ritual, like shoal, its can be long term if its cast that way.
Blind Orb of Artemis
The glowing ball of luminous light may strike at a range, or be thrown repeatedly from up close?

SPELLS WHICH BECOME THIRD CIRCLE EASY SPELLS

Pyromancy
Pyritic body.
Winds of Lifting
Companion Winds
Mole Bore
Spring of Lamneth
Chameleon Skin
Evasion of the Earth's Seduction
All the pure elemental weapons.