



Crystal Enlightenment of the Mind

Ritual of the Realm of Day

Codified Summer 379YE at the Halls of Knowledge, under
supervision by Provost Octavius of the
Spire of the Auric Horizon



Developing the Ritual

The ritual is based on work done by the Freeborn Ahraz I Guerra during the Summer Solstice. It draws on some of the principles involved in rituals such as *Illuminate the Higher Mind*, *Ascendance of the Highest Mind*, and of course *Transcendent Mastery*.

The first two rituals work by “imprinting” a pattern of knowledge into the target, allowing a magician to perform an incantation by “rote”, greatly increasing their stock of magical knowledge. *Transcendent Mastery*, by contrast, seems to draw arcane knowledge from nowhere and pour it into the mind of the target. *Crystal Enlightenment of the Mind* falls somewhere between these two rituals in it's effect.

The basic “pattern of knowledge”- the ability to perform incantations – is modelled after the abilities possessed by the ritualists who create the enchantment. The more potent power – the power to form and maintain a personal reservoir of magical power – is drawn from the cosmos itself,

The magical reservoir of personal mana is first created by the ritual, then as the ritual comes to a close is “filled” with energy. A little of the energy comes from the crystal mana used to perform the ritual; a barely noticeable fraction comes from the ritualists; and the remainder is drawn from somewhere else. Theoreticians disagree as to whether the additional magic comes from the world, or is drawn in some way from the Day realm.

Some targets of the experimental magic reported feeling as if they were being filled with a surge of power that seemed to well up inside them as much as pour in from outside. There was one incident during the formulation in which the subject – a Sentinel volunteer – suffered crippling migraine headaches and experienced bleeding from the eyes, nose, and ears after being subject to the enchantment. The effects were temporary, and quick action by the magicians of the Halls of Knowledge removed the enchantment before it could do any further harm. During the period that the enchantment was in place, however, the Sentinel babbled incoherently about “circles”, “time”, and “eyes”.

Physicians from the Spire of Twisting Shadows who examined the sentinel in question reported him fit and with no lingering effects. Still, live trials of the enchantment were delayed for a week while the researchers placed additional safeguards on the way the magic was evoked to prevent a repeat occurrence.

Following this incident, an unsanctioned attempt was made to perform the ritual on a pig. The ritual simply did not work – no mana was used, and everyone involved was left feeling a little foolish.

Regarding Magical Knowledge

The ritual provides the target with the ability to perform the incantations that are “essential knowledge” for every magician. These versatile tools allow the enchanted individual to create and dissolve bonds; open the portals at the heart of regio; and perhaps more usefully employ the full suite of divinations that so many actual magicians take for granted.

One target of the ritual expressed a feeling of “loss” when the ritual ended. This young woman has since sought training in the art of magic.

Using the ritual

The ritual allows a purely mundane individual to act as if they were a magician. This has a number of interesting applications. For example, the enchanted person could travel to the Hall of Worlds using the appropriate incantation, or create their own bonds.

The ritual also serves as a powerful foundation for further magic. For example, while the enchantment is in place the subject can be bonded to a wand, rod, a ritual staff, a set of mage robes, or even a ritual focus. An item such as an Acolyte's Mercy wand would allow the enchanted individual to use their newfound prowess to heal their allies, for example.

Experiments have shown that if the enchantment fades or is removed while the target is bonded to a magic item that requires them to be a magician, they remain bonded but are incapable of using any of the powers or benefitting from the bonuses provided by that ritual.

Performing the Ritual

The ritual often involves a symbolic transfer of knowledge between the magicians who perform the ritual, and the recipient of the enchantment. Often this mimics the master/apprentice or student/teacher relationship, and may include castings of the three spells create bond, detect magic, and operate portal.

Sometimes it will include a short lecture about magical theory, or a rational declaration of the power and significance of magical knowledge.

The researchers of the Halls of Knowledge recommend using mirrors and crystals to focus beams of light onto the target while invoking their own magic, while a coven of Freeborn or Imperial orc magicians may engage in a frenzied spinning dance with pounding music to try and elevate the target to a higher state of consciousness.

Invocations to legendary magicians and scholars, especially those who are exemplars or paragons would be especially resonant with this ritual. Highborn magisters are likely to try and encourage the target to access their previous lives in which they may have been magicians, while orcs will similarly call on the ancestors to fill a shaman with their power.

Obviously, invocations of powerful Day Eternals are also common, as are the rune of Thought and Dominion.



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Day Magnitude 10

Performing the Ritual

Performing this ritual takes at least 2 minutes of roleplaying. This ritual targets a character who must be present throughout.

This spell is an enchantment. A target may only be under one enchantment effect at a time.

Effects

The target gains the *magician* skill. This automatically gives them four personal mana and the ability to cast the spells create bond, detect magic, and operate portal.

The target is also under a *roleplaying effect*: they feel full buoyed up, as if full of exotic power. They feel a strong urge to use their new magical knowledge to solve all problems.

The effect lasts until the end of the next battle, skirmish or quest the character participates in; or until the end of the current event, whichever is sooner.

Additional Targets

This ritual can affect additional characters from the same *band* (banner, coven, or sect). Each additional character increases the magnitude by 7. Additional characters must be present throughout.

OOOC note

This item is a ritual text.

Any character with the Day Ritual Lore skill can master this ritual. You must have a free slot or experience point to master a new ritual. After an appropriate period of roleplaying spent studying these pages, it should then be brought to a referee who will add the ritual to those you have mastered. Doing this does not 'use up' the ritual text.

This ritual cannot be learned by other means; it cannot be taught by a character who knows it unless the ritual is added to the body of Imperial Lore by the Conclave.

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