

Magick Use

Using a Magickal ability is like any other General ability use: roll a die, add any points you spend, and compare the result to the Difficulty.

However, Magick can be used in 3 ways, variations upon the spell and how it is defined and exercised:

1. **Inscribed spell** - casting ritual that is fully detailed, from scroll, grimoire or other reliable source, that describes precisely the how, what and when of that particular ritual.

Performing exactly as required may make the casting less difficult.

2. **Ad-hoc Ritual** of a desired spell created from a few notes and the exemplary knowledge of the Heptarchic Magickian over as little as a hurried few hours, or many more leisurely days.
3. **Evocation** of the Heptarch of the related **Angelic Host** directly to our World through the Magickian. Direct evocation is quicker, but significantly more risky to undertake than using Inscribed spells or Rituals. Evocation absolutely requires a named **Angelic Host**.

Note: **Evocation** brings the power of the **Angelic Host** to Earth as it is in Heaven. It is not a request for help or guidance, such as a ritual invocation, but is a direct manifestation of an aspect of the **Angelic Host**. Thus the Magickian must Manage the Stress of Angelic Regard for the Duration.

Using a Magickal ability is like any other General ability use: roll a die, add any points you spend, and compare the result to the Difficulty.

However, you must spend at least 1 point from your specific Heptarch ability pool being used. Other points may come from other pools if needed. See below.



Effects:

Different Magickal Effects have different minimum spends from their utilised Heptarchic Ability, and base difficulty to perform. See *Appendix 1 - Definitions* for guidance in their meaning.

<i>Effect</i>	<i>Difficulty</i>	<i>Minimum Spend</i>
<i>Invocation, abjuration</i>	3	1
<i>Divination, obfuscation</i>	5	2
<i>Alteration, restoration</i>	7	3
<i>Domination, liberation</i>	11	6
<i>Creation, destruction</i>	13	9

If you have insufficient points in the relevant Magickal pool, you must spend points from other pools instead, at the following ratios of spent pool points to effective points added to the die:

- **Secondary Magickal ability:** 1 pool point spent equals 1 effective point. Each Magickal ability has a “secondary” ability listed on the table, as the Heptarchs share responsibilities over their planetary spheres.
- **Other Magickal abilities:** 3 pool points spent equals 2 effective points.
- **Alchemy, Astrology, Language (Enochian), Mathematics, Occult Studies, Theology:** 2 pool points spent equals 1 effective point.
- **Architecture, Art-Making, Craft, Performance:** 3 pool points spent equals 1 effective point.
 - *Describe how you involved your artistic ability in preparing or casting the ritual.*
- **Health, Stability:** 4 pool points spent equals 1 effective point.
 - *Describe the specific debility, madness, or injury you court or cause yourself to prepare or cast the ritual.*
 - These points do not refresh until the end of the adventure.

Requirements and

Artefacts

All **Inscribed** spells and **ad-hoc conjuration** rituals absolutely **require**:

- The caster to be within an inscribed circle or pentacle
- Drawing or writing the specific sign of the spell or its patron entity, often as part of the circle
- Forthright speech in Latin, Greek, Hebrew, or Enochian
- The use of one of: **fire**, **water** or **blood**, **incense** (or other odour such as **burning meat** or **blood**), or a **magickal scrying surface** such as a shewstone or mirror
- At least three hours of time

Evocations require:

- Name of an **Angelic Host** appropriate to the Heptarch from which the effect will be drawn
- Enochian language to shape the aspects of the Angelic Host manifested.



Multiple Casters

Multiple casters may participate in a spell or ritual by

- Spending 2 Magickal ability points, which do not add to the die.
 - Note At least 1 point thus spent must be of the **primary** or **secondary** Magickal ability being cast.
- They may then add Additional points to the ritual at **half** of all the primary Magician rates (rounded down)
- With or with out Additional points the other casters are inherent in the spell success or failure there after.

If any of the other casters do not have the needed Language ability, increase the Difficulty by +1.

Correspondences

Symbols, emblems, etc. that reflect or exemplify the Heptarch's influence.

<i>Correspondences</i>									
<i>Heptarch</i>	<i>Day</i>	<i>Colour</i>	<i>Metal</i>	<i>Stone</i>	<i>Plant</i>	<i>Creature</i>	<i>Scent</i>	<i>Tool</i>	<i>Opposed</i>
<i>Sun</i>	Sunday	Gold, Bright yellow	Gold	Diamond, topaz	Acacia, Saffron, Birch, Ash	Eagle, Lion	Laurel	Orb	Moon
<i>Moon</i>	Monday	White	Silver	Pearl, Moonstone, Quartz	Mushroom, Poppy, Willow	Cat	Jasmine, Opium	Mirror	Sun
<i>Mercury</i>	Wednesday	Orange	Mercury (Quicksilver)	Opal, Agate,	Lavender, Mandrake	Jackal, Snake	Sandalwood	Pentacle	None
<i>Venus</i>	Friday	Green	Copper	Emerald	Apple, Rose, Lotus, Cherry, Alder	Swan, Lynx, Dove	Rose	Chalice	Mars
<i>Mars</i>	Tuesday	Red	Iron	Ruby, Bloodstone,	Garlic, Gentian, Ironwood	Wolf, Dragon	Blood, tobacco, gunpowder, Corn cherry	Sword, Athame	VenJade, Sapphire
<i>Jupiter</i>	Thursday	Blue	Tin	Jade, Sapphire	Oak, Mint, Lapis, Cedar	Eagle, Unicorn	Cedar, Nutmeg, Anise	Wand, Sceptre	Saturn
<i>Saturn</i>	Saturday	Black	Lead	Onyx, Pearl	Cypress, Ebony, Hemlock, Yew	Crow, Raven	Myrrh, Wolf's Bane	Sickle	Jupiter



Difficulty modifiers:

<i>All Conditions</i>	<i>Difficulty Modifier</i>
All: In Physical peril or otherwise distracted	+3
All: Spell seems like a reach to the GM vs naturally fitting the domain or effect	+2 to +4
All: Other Environment, Heptarch, or Angelic Host factors	-3 to +3
All: Spell effect duration: permanent (+5), one month (+2), until sunrise (+1), one scene (+0)	
All: Effect on outside world: history-making (+7), major (+5), affects others (+2), noticeable to others (+1), entirely personal to caster (+0)	

<i>Inscribed Conditions</i>	<i>Difficulty Modifier</i>
Inscribed: Spell cast away from individual's Place of Art, or other magical space	+3
Inscribed: Spell's effect or ritual really meshes harmoniously (in judgment of GM and other players) with artistic masterpiece used	-1 to -3
Inscribed spell: Caster reads spell by rote (no relevant Language ability)	+1
Inscribed spell, using the <u>specified</u> correspondences, or not	+1 to -3
Inscribed: Spell casting time: 3 hours (+3), one night (+2), three nights (+1), one month (+0).	

<i>Ad-hoc Ritual Conditions</i>	<i>Difficulty Modifier</i>
Invoke: Spell cast away from individual's Place of Art, or other magical space	+3
Invoke: Spell's effect or ritual really meshes harmoniously (in judgment of GM and other players) with artistic masterpiece used	-1 to -3
Invoke Spell: Using specific Magickal foci e.g. Aztec Temple Shewstone.	-1 to -3
Invoke: Casting spell with or without appropriate Correspondences, etc	-2 to +2
Invoke: Spell casting time: 3 hours (+3), one night (+2), three nights (+1), one month (+0).	

<i>Evolve Conditions Only</i>	<i>Difficulty Modifier</i>
Evolve spell: Using <u>appropriate</u> Magickal channel, focus, artefact as a control through which the Regard of the Angelic Host may pass.	-2 to +2