

Requirements

All members taking part in the ritual must be of the same tradition and must know the spell. In order to cast ritual sorcery, you must have a magical lodge appropriate to the tradition of those involved. The Force of the lodge limits both the number of spellcasters who can successfully contribute to the ritual and the Force of the spell cast. A group cannot ritually cast a spell of a higher Force than that of the magical lodge used.

The maximum size of a group casting a ritual is equal to either the Force of the lodge or the lowest Ritual Spellcasting skill among the members of the group, whichever is less. For example, Harry, Al, and Rowan have Ritual Spellcasting skills of 3, 5, and 4 respectively. They're trying to cast a spell using the hermetic lodge Harry built at a Force of 4. The lodge would accommodate one additional person, but Harry's skill rating of 3 precludes anyone else helping out. A ritual involving 3 people is the largest in which he can be involved.

Ritual Targeting

Ritual spells can be used on any target, whether within visual range or not. If the target is not in sight, the spellcaster or group needs someone who can see the target for them, generally referred to as a *spotter*. The individual acting as the spotter must be a member of the group casting the ritual—or a spirit bound to a member of that group—and must be able to astrally perceive the target. The spotter must be present in the lodge when the ritual begins, and then must travel physically or astrally to where she can assense the target of the spell. The target does not have to be astrally active (and it's often safer for the spotter if she isn't); the spotter must just be able to assense him. For the duration of the ritual, a link is present between the spotter's astral form and the ritual group. If the spotter is noticed by the target, it is possible to use the link to track her back to the ritual team's physical location. See *Astral Tracking*, p. 185.

Note that magicians have a limit on the length of time they can astrally project (see p. 183). Any ritual that cannot be completed before an astrally projecting spotter has to return to her body must be aborted at that time. When a Ritual Spellcasting attempt must be aborted, the spell fails with no effect and all members must immediately resist Drain. Because of this limitation, bound spirits are often used as spotters for ritual teams—spirits that are not bound to a member of the ritual team cannot be used as spotters.

Team Leader

Each ritual spellcasting team must have a leader. This is often the most powerful or skilled magician, but it doesn't have to be. The leader's Magic + Ritual Spellcasting forms the basic dice pool used to determine the spell's success. The spell's Force is limited by the leader's Magic attribute—if the Force is higher than the leader's Magic, then the entire team is assumed to be overcasting (p. 172) and will be subject to Physical Drain.

Casting a Ritual Spell

Ritual Spellcasting is carried out in the same manner as Spellcasting, except that the ritual requires twelve hours, minus the leader's Magic (minimum 1 hour). Ritual Spellcasting

SPELLCASTING BY THE NUMBERS

Step 1: Choose a Spell.

Step 2: Choose the Force up to the caster's Magic attribute (unless overcasting—see p. 172).

Step 3: Choose a Target within the caster's line of sight.

Step 4: Roll Magic + Spellcasting.

Step 5: Determine Effect (see spell description).

Step 6: Roll Willpower + attribute to resist Drain.

Step 7: Determine Ongoing Effects (–2 sustaining modifier).

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can be either a Success Test or an Opposed Test, depending on the spell and on whether the target can resist the spell in question (see *Spells*, p. 171).

When casting begins, the dice pool is equal to the leader's Magic + Ritual Spellcasting. Each additional member of the team makes a Magic + Ritual Spellcasting test as if they were casting the spell; their net hits are added as dice pool bonus to the leader's Ritual Spellcasting dice pool (see *Teamwork Tests*, p. 59). Individuals may use foci to supplement their own tests.

Noticing Ritual Spellcasting

There is a chance that the target of a ritual spell may notice the mana building up around him. The gamemaster makes an Intuition + Assensing (20 – spell Force, 1 hour) Extended Test for the target beginning an hour after the ritual spellcasting starts to determine if she notices anything unusual.

Ritual Drain

At the end of the ritual, each member of the ritual team—including the spotter—must resist the Drain of the spell. Individual magicians with foci or bound spirits not otherwise occupied may use them to help with Drain.

COUNTERSPELLING

Counterspelling is used to interrupt other spells, either as they are being cast (spell defense) or while they are sustained (dispelling).

Spell Defense

A magician can use Counterspelling to defend herself and others against a spell being cast. To do this, the magician must spend a Free Action and declare who she is protecting. If Counterspelling was not declared in advance, it may not be used to defend others, unless the magician has delayed her action (see *Delayed Actions*, p. 134). A protected character must also stay within the magician's line of sight in order for Counterspelling to be used. Note that a magician can always use Counterspelling to defend herself, unless surprised.

When a protected character is targeted with a spell, she rolls Counterspelling dice in addition to the appropriate attri-