

The Mark of Ownership

A ritual of the realm of Autumn of the second magnitude.

Performing the ritual

It takes at least two minutes to perform the ritual to place the mark of ownership on a crafted object. The power of the ritual targets an object which must be bonded to someone. Both the object and the person to which it is bonded must be present throughout.

What the ritual does

This ritual places an enduring magical mark on the object containing the the name and face of the person that the item is bonded to. A detect magic spell cast on the item reveals that it is the 'property' of that person in addition to any other information it reveals.

Rituals like *Reading the Weave* and *Bright Lantern of Ophis* that are used on the object will also provide this information. An object may be under multiple *mark of ownership* effects, in which case they are revealed in the order in which they were created.

The *mark of ownership* lasts as long as the object retains its magical qualities and is capable of being bonded to a person.

If the object is bonded to more than one person, the mark can identify it as belonging to a banner, coven, or sect, or to one person who is part of that band at the discretion of the ritualist.

Notes on the ritual

This ritual is effective when performed on an item that might be stolen. It makes it difficult for thieves to fence their stolen goods, and more likely that a stolen item will be returned to them if it is recovered by Imperial Law.

While the mark can be obscured, it is virtually impossible to remove.

Some ritualists offer the use of *Mark of Ownership* to anyone for whom they perform the create bond spell. This offers extra insurance that the object will be returned if it is stolen.

Some artisans have the ritual performed on their behalf when they complete a masterwork item of which they are especially proud. It is also common for someone who has gained the use of a powerful item through an Imperial position (such as the staff of an archmage to have this ritual cast on the object during their tenure.

It should go without saying that it is very common to have this ritual performed on an artefact, and a particularly old item may accrue a number of these marks as it passes from hand to hand.

Common Symbols

During the ritual the item and its owner are usually marked in some identical way to help reinforce the idea of ownership. A drop of blood from the owner might be smeared on the item. identical runes or symbols (especially the rune of wealth and symbols of Prosperity or Loyalty) might be painted on both owner and item. In the Marches, the target of the ritual is often encouraged to deliver a loud statement of ownership and a challenge to thieves, reinforcing the idea of 'what's mine is mine.'

Hand of the Maker

A ritual of the realm of Autumn of the second magnitude.

Performing the ritual

It takes at least two minutes to perform this ritual. The magic targets a crafted object, which must be present throughout.

What the ritual does

This simple divination determines who made a crafted item. It generally provides the common name of the artisan, and may include an image of that person. It will even work if the person is not a person in the traditional sense – if it is an eternal for example.

In the case of an object that has been empowered multiple times, or if the object's magic has expired, the ritual only shows the image of the last person to empower that item.

Notes on the ritual

This simple divination ritual both recognises the prowess and skill of an artisan and serves as another tool in the investigator's arsenal with which to uncover thieves.

The ritual is low enough in magnitude that it can be spontaneously woven in cases where discovering who made an item may help uncover greater crimes or prove that an item has been acquired illicitly.

Common Elements

As a divination this ritual often involves the use of runestones, cards or similar devices. A League ritualist may study a card spread, or carefully handle the item using magical senses to uncover the handiwork of a specific artisan. A Marcher militiaman might scry the face of the crafter in a metal water-bowl or glass sphere.

The Ties that Bind

A ritual of the realm of Autumn of the fourth magnitude.

Performing the Ritual

It takes at least two minutes to perform this ritual. The magic targets a person, who must be present throughout.

What the ritual does

This ritual divines information about a specific object that the target has personally bonded to someone with either the create bond spell or the artisan ability.

The ritual discovers who is bound to that object currently, often gaining a shadowy image of their face and possibly other information (such as their name perhaps, the identity of the person who bonded them to that object, or when the bond was created). If the object has been destroyed, the ritual may reveal information about its final fate, especially if ritual magic was involved.

If the object or the character it is bonded to is protected by an enchantment such as masque of the *Blinded Weaver*, the ritual merely reveals that the item is protected, and what realm or magnitude it has, unless the magnitude of *Ties that Bind* equals or exceeds that of the concealing enchantment.

The ritualist can increase the magnitude of the ritual to penetrate powerful shrouds or masks.

If the object has been re-enchanted since the person targeted by the ritual created the bond, the ritual treats the object as if it has been destroyed.

Notes on the ritual

This simple divination allows a ritualist to use a fleeting connection to a crafted item to find out who, if anyone, is bonded to it when the ritual is performed. While the ritual does not prevent items being stolen, it may at least give some idea of who is now in possession of the item.

Magic that misleads divination can confuse this ritual – in some rare cases, both the item itself and the person it is now bonded to will be protected, and only partial information will be gained as a consequence. An item whose enchantment has worn out, or that has been re-enchanted since the subject bonded it, the ritual it reveals the information that the item has been destroyed. If the object was destroyed with an effect such as [Words of Ending](#) or [Tribute to the Thrice-Cursed Court](#), however, it may still provide limited information about fate of the item.

Some magicians use this ritual for espionage. By bonding an item, they gain the ability to reliably check who is bonded to it at any given time. In this way unexpected connections between apparently disparate individuals are uncovered. It can be useful when rounding up fences and dealers in stolen goods. This has led to the ritual being dubbed *Thief-taker's Questing Gaze* in some quarters.

Common Symbols

As a divination, runestones and cards may be employed. The subject may be reflected in a mirror or other reflective surface, or the magical auras around them studied with lenses or crystals. Stare into a bowl of water, with a golden coin at the bottom. Spatter blood or ink onto a surface and study the shapes the ink makes when it falls. Invoke Queros, Solar or Diras.

Call Wingéd Messenger

A ritual of the realm of Autumn of the sixth magnitude.

Performing the Ritual

It takes at least two minutes to perform this ritual. It targets a letter which must be present throughout; the letter should be addressed as clearly as possible.

What the ritual Does

At the completion of the ritual the letter vanishes, as if grabbed by a fast-moving unseen presence.

The letter is conveyed to a single character who the ritualist clearly identified by name, location and (if appropriate) title, who lives in the mortal Realm. It can take anywhere from several hours, to several days, for the letter to be delivered. There seems to be no relationship between the physical distance to the target and the time the letter takes to arrive.

Notes of the Ritual

This ritual conjures an invisible messenger that will carry a letter almost anywhere in the mortal realm. The letter targeted by the ritual must be in the open – if it is in a box or a pocket the ritual fails. It is usually placed on a table between the ritualists, or held up in one hand for the spirit to 'grab' as it flies past. There are reports of sudden winds, whipping breezes, the sound of fast-beating wings and the 'awareness of an invisible presence' at the completion of the ritual, and recipients have reported similar sensations on occasions where they have been aware of the letter arriving.

There is some disagreement as to whether the spell literally conjures a spirit or just transfers the letter directly. Attempts to catch or spot the spirit have proved universally unsuccessful.

The ritual does not create any special ability for the recipient to reply. If the letter is important enough, the recipient may arrange for this spell or a variant to be used to deliver a message of their own, or they may (depending on how far away they are) ask a merchant, or dispatch a messenger or courier to deliver a letter on their behalf.

Using the ritual to send a message to an eternal has proved ineffective; the letter appears to just vanish. There is a theory that the letter is simply dropped somewhere random, possibly at an appropriate regio; regardless that are no verifiable reports of someone discovering that their letter has reached the target Eternal.

Attempts to transport goods with this ritual have mixed results. Anything heavier than a pamphlet or a dozen sheets of paper may cause the ritual to fail. Anything that is clearly not a written message, such as a box or pouch, tends to cause the ritual to fail. Some minor success has been achieved at sending a few items around the size of rings, coins or a handful of ingots, provided they are wrapped inside a well-addressed package, but anything heavier or larger tends to cause the ritual to fail.

Common Symbols

A letter, pamphlet, folded or rolled scroll or stack of documents is the focus of this ritual. The letter should be held together firmly. It should be clearly addressed, and the address recited loudly and clearly during the ritual. Queros or Sular are evoked, as are totemic spirits of fast or winged creatures such as ravens or hawks, or legendary beasts such as gryphon.