

# Hook of the Hoarfrost Guardian

## Summer Magnitude 40

### Performing the Ritual

Performing this ritual takes at least 2 minutes of roleplaying. This ritual targets a character, who must be present throughout. The target character must possess the weapon master skill.

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

### Effects

This ritual reaches into the Summer realm and aligns the target with a powerful herald of Cathan Canea. The target of the ritual may call STRIKEDOWN four times each day while wielding a pole-arm with which they are proficient.

In addition, the target experiences a roleplaying effect: whenever they feel they are thwarted, belittled or insulted they feel an urge to batter the source of their irritation until it stops moving.

As long as the enchantment lasts they may respond to any effect that would make them calm or placid by becoming incredibly angry instead.

The effect lasts until the start of the next Profound Decisions Empire event.

### Additional Targets

This ritual can affect additional characters from the same banner. Each additional character increases the magnitude by 25. Additional characters must be present throughout.

### Option

Any caster who has mastered the ritual may choose to substitute tempest jade for crystal mana when contributing to it. Every 2 ingots of tempest jade spent counts as 1 crystal mana when contributing to the ritual.

### OOOC note

This item is a ritual text.

Any character with the Summer 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.

**Ribbon ID: 11810**

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## **Hook of the Hoarfrost Guardian**

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Ritual of the Realm of Summer

Copied by Haftan Haftannson

Winter 278YE

## On Callus and Cathan Canea

Dean of the Lyceum in the time of Emperor Guntherm and Empress Brannan, Callus Tacitus was a notoriously garrulous and strong-willed magician who had little tolerance for fools or timewasters. He collected many of his most powerful rituals in a personal grimoire, which he hid following his death. During his life, however, he occasionally allows copies of the rituals to be made – in this case, the eternal Cathan Canea has asked that she be given a copy of the Hook and in return offered a potent boon. That is why this copy is being made.

Callus reportedly enjoyed the rare times he attended an audience with Cathan Canea. Such audiences were contentious - she spent a number of years during the reign of both the Emperor Guntherm under the enmity of the Conclave due to her open support of the Jotun.

The Dean was much more pragmatic – for all that he was Dean of the Lyceum he refuted all claims that he was committing treason by meeting with enemies of the Empire. “How are we supposed to stop them being our enemies if we can't talk to them?” he scoffed when the matter was raised in Conclave. “Unless you think the opportunity to discuss politics with the Dean of the Lyceum counts as aiding the Empire's foes?”

The enmity against Cathan Canea was eventually removed. The declaration of balance followed a declaration of sorcery against the Summer archmage of the time over allegations that his allegiance to Meraud had compromised his service to the Empire and exacerbated the problems with Cathan Canea.

Hook of the Hoarfrost guardian was crafted during the peace with the Jotun, after the enmity had been removed. Sadly, it saw very little use before the Declaration was replaced after the death of the doomed Emperor Guntherm. For political reasons it was difficult for the supporters of Cathan Canea to even suggest letting the enmity lapse, let alone adding the Hook ritual to Imperial lore.

The ritual draws on the strength and viciousness of the “ice giants” that accompany Cathan Canea, and that often appear as garrisons when her frozen citadels are conjured. It evokes the image of their hooked pole-arms, and of her own weapon Ironwind.

The Queen of Ice and Darkness herself is not directly involved, but (perhaps following from lessons learned) whenever a magistrate has asked after the provenance of this ritual they have agreed that the magic draws on heralds of the Mistress of Blizzards and thus was illegal under the terms of enmity.

Callus was philosophical. He never suggested that anyone break the law (at least not openly), by performing a ritual associated with an enemy of the Empire – but he never denied that he expected the ritual would prove useful once the enmity had lapsed once again.

The Marchers in particular appreciated the ritual during the time it was legal to perform, despite opposition from many of their friars. They were the most vociferous of the priests who expressed concern over the feelings of anger and wrath the ritual brings with it.

## **On the heralds**

This ritual invokes heralds of Cathan Canea. While they do not appear, the ritual forms a magical connection between the ice giants and the targets, who experience a fraction of their rage and anger. Some targets claimed that they could “sense” that the ritual was aligning them with the same giant on multiple occasions, and there is a report that one of the Marchers who favoured receiving the ritual eventually abandoned her home and her nation to enter the Summer realm and join their number. Indeed, her dereliction was one of the reasons the ritual fell out of favour.

## **Notes on performance**

The constellation of the Mountain resonates powerfully with this ritual. The original text references the idea of smashing pieces of tempest jade, especially crushing the material underfoot as the ritual is enacted. There are stories of one magician of the Brass Coast who favoured crushing the mineral up with an iron pestle and mortar and then feeding it to the target (and the rest of her coven) in brandy.

The runes Tykonus and Verys, especially marked on the hafts of the weapons the targets will wield, are especially potent when combined with this magic – especially if they are painted in blood shed by the ritual recipients as part of an oath to achieve victory or to endure the threat posed by their foes.

The Captain and the Battlefield are both obvious dramaturgical elements to incorporate into this ritual; for a practitioner of blood magic anointing with the blood of a hard-bitten warrior, especially one who has survived life-threatening injuries in battle, empowers the magic.