

# Principle of Motion

## Day Magnitude 7

### Performing the Ritual

Performing this ritual takes at least 2 minutes of roleplaying. This ritual targets a character who must be present throughout. The character must have the Battle Mage skill

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

### Effects

The target gains the ability to call STRIKEDOWN when they cast the repel spell. The ritual does not provide the ability to cast the repel spell.

The target is also under a *roleplaying effect*: you have a strong sense of everything moving in their immediate environment. When in a chaotic situation full of physical activity, it is easy to get distracted and simply observe the movement of objects through space.

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

### Additional Targets

This ritual can affect additional characters from the same *coven*. Each additional character increases the magnitude by 5. Additional characters must be present throughout.

### OOO 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.

**Ribbon ID: 13119**

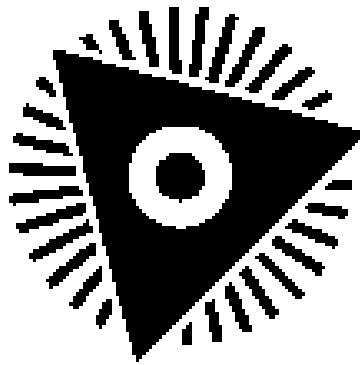
---

# **Principle of Motion**

---

Ritual of the Realm of Day

From the library of the Radz  
Property of the Family Radz of Rigia



---

## Provenance of the Ritual

---

This ritual comes from the library of the Radz, the Magician-Princes of Rigia. It is not to be entered into Imperial Lore. It is intended that only Eriktho Radz and her coven master this ritual, but she may share it with others who she feels understand the importance of securing close links between Imperial citizens and the Principalities of Eastern Jarm. If this text has been stolen, a reward is offered for its return.

---

## Motion

---

Things move through space. At any given moment, they embody knowledge of where they are, which direction they are travelling, and how fast they are moving. Every mortal instinctively understands this information – this is how a human with no training may catch a ball that is thrown to them. They know where it will be, and they put their hand out to intercept it. The one who throws the ball understands how to move their arm to impart motion to the ball in the first place, and how to ensure it moves in the chosen direction.

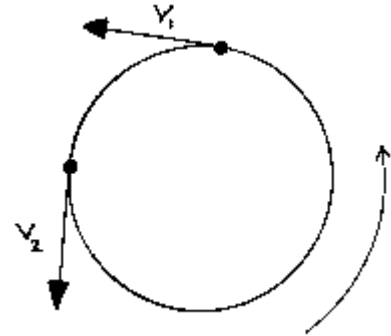
Without conscious will, movement slows. Left uninterrupted, an object continues to move in one direction. If it strikes something material, the direction of movement may change.

Magical force may cause something to move away from the source of the force, imparting motion. It may constrict something, applying equal and opposite counter force whenever that thing seeks to move. It may also strike from an angle, forcing something to the ground. This is more difficult to achieve for a magician – while the basest warrior understands how to hook a leg, or apply force to an enemy to make them tumble to the ground, without truly understanding *how* they do it.

With the power of this enchantment, the magician who has mastered the power to *drive away* can alter the direction of the magical force they employ to *drive down* instead.

The magician performs dozens of unconscious calculations before unleashing the power of this enchantment, in a split second between the intent and the outcome. They may shift the force so that it strikes from above and behind, pushing the foe forward and down; they may alter it so that instead of thrusting away it sweeps from side to side cutting the foe's legs out from under them; they might cause it to spin and twist around, lifting and turning the foe and sending them sprawling on their arse.

Regardless, the outcome is the same – the arrogant opponent is thrown off their feet. Unlike the power to *drive away*, the power to *drive down* leaves the opponent close at hand, prone, reeling and confused. The safety of being *distant* is replaced with the vulnerability of being *disadvantaged*.



---

## Using the ritual

---

The ritual is of most use to battle magicians who have mastered the incantation *repel*, or *impel force* as it is sometimes known. The enchantment does not care, however, whether the target has the power to enact *repel* due to their understanding or the possession of a tool such as Pugilist's Shillelagh, a Staff of Command, or a Tumultous Gyre.

The more times the wamage can perform *impel force* the more powerful this enchantment will prove. Talismans that provide additional mana are useful, as are any tools that allow the magician to perform the *repel* effect more often.

One advantage of the enchantment is that the magician *gains* the ability to redirect the force of the *repel* incantation – it does not *replace* that ability. A group of wamagi may strike one or two opponents down and drive their fellows away, quickly dispatch their fallen enemies, then be ready to strike down the returning allies of those they have already defeated – assuming they do not flee when they see the destruction of their companions.

---

## Performing the Ritual

---

The ritual is an enchantment that targets warmagi. The magi should be arrayed in their battle panoply – their mage armour and their implements of war. The coven encircles them, and symbolises the enchantment by touching, anointing, or reverencing the warmagi.

The performance should be always in motion. This is a ritual whose enchantment changes the direction of force from *drive away* to *drive down*. Transforming thrusting motions into circling, twisting motions. One method of performance is for the ritual magicians to throw balls marked with symbols of magic and force from one to another around the warmagi, weaving an intricate web of motion and force around them.

The eternal Kimus of the Eyes is a name to evoke with this ritual. Her power is not directly invoked, but the All-Seeing Eye may be attracted by the movement of the ritual and choose to watch the warmagi to observe their actions under the influence of this enchantment.

