

Voice of Smoke and Memory

Night Magnitude 16

Performing the Ritual

Performing this ritual takes at least 2 minutes of roleplaying. This ritual targets a character who must be present throughout.

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

Effects

During the ritual, an event, location, person, or story is described for the target to gain a memory of. This is usually spoken, but could be presented as a song, a play, a series of pictures, a poem, or similar.

The target will experience the narrative and any sensations and emotions described as actually happening to them, but will take no physical effects or damage.

At the conclusion of the ritual, the target character remembers what was described as having really occurred to them either during the ritual if the narrative was set in the present, or as memories that were returned by the ritual if the narrative was set in the past (or future!).

The enchantment lasts for one season, and at the end of that season the memory will begin to slowly fade and fragment, becoming more vague, just as if it were a real memory.

OOO note

This item is a ritual text.

Any character with the Night 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: 20057



Voice of Smoke and Memory

Ritual of the Realm of Night

Codified Winter 382YE at the Lyceum,
under supervision by Dean Simargl