

## Chapter 11: Ritual Magic

“We are in a new world. We have not yet mastered the ebb and flow of magic here but with time and effort we will. The Guilds as well as other skilled magic wielders who found themselves here have been working hard to discover which of the well known magics still work well. But it is an ongoing process and one that every ritualist can help with. Their efforts will help shape the magic of this world to your will. It may take time but things will steadily get better.

The notes that follow identify the things we have found out and the directions of current research.

- We have mastered some basic rituals but there is work to go.
- Rapid Travel and Long Distance Communication have proven hard despite almost everyone making at least one try.
  - A major challenge seems to be the ebb and flow of magic warps these spells.
  - We have discovered some simple spells that let you assume the form of a spirit for a time but we have not been able to walk faster in that form, in fact we often walk slower.
  - Some who had training with mental powers have managed to reactivate some of their telepathic abilities, but the range seems severely limited.
- We have the basics of Forging Magical Items but there is probably room to improve.
- We have developed dozens of rituals and practiced them until they are stable enough to be cast ceremonially by anyone who can learn. Just take the extra time and follow the patterns and they are cast safely and repeatedly.
- You can cast an Ad-Hoc ritual but it will require extra time, assistants, special items, special knowledge, or some mix to do so safely.
- Or you can take a risk and cast any of this significantly faster.
- Some of us are looking into ways to limit the risks that come with powerful magic here or with speeding up the rituals we have found to be stable. Some particular Sacrifices have proven useful but we are working on other options.”

## Things we know for sure

To keep things simple we divide all Rituals into 5 categories:

- Preparation Rituals** (R0) - Safe and easy preparation steps
- Apprentice Rituals** (R1)
- Veteran Rituals** (R2)
- Expert Rituals** (R3)
- Sorcerous Rituals** (R+) - This tier surpasses all the rest, they are very challenging

Rituals are sometimes performed as a **batch** (a term borrowed from brewers). All the rituals in the batch must have the same lead ritualist and must be related (for example, a series of preparation rituals creating talismen, ritual ingredients, and Scapegoats for a later casting; or a series of rituals imbuing a single Magic Weapon with various powers; or even that series of preparation rituals immediately followed by the series of rituals imbuing a Magic Weapon with various powers using those preparations. )

Things that can help you successfully complete a ritual casting:

- Following a well known ritual pattern exactly
- Spending extra time or effort performing the ritual
- Performing the preparation rituals to prepare Special Ritual Ingredients and an Empowered Focus.
- Performing a preparation ritual to prepare a Scapegoat Charm to divert the side effects.
- Engaging in research to learn one or more Secrets of Magic which may assist the ritual.
- Gain the assistance of an extremely powerful Mage with power or Secrets to contribute.
- Offering a Sacrifice of part of yourself
- A good performance

## Types of Ritual Castings

The key discovery about wielding magic outside the bounds of refined spells is that the random flux of magical energies creates special challenges. Several different approaches to ritual casting have been discovered so far and others are clearly close. As individual ritualists hold relatively strong opinions on “How Things SHOULD work” we expect this trend to continue for some time. Thus the would-be ritualist is advised to check with the Guilds regularly as we are still new at mapping the ebb and flow of flux and what seems settled patterns may, over time, represent a brief calm before greater turbulence arises. All we can say for sure is these are approaches which will likely be working for the medium term and if things change we should discern that before it actually happens.

## Scribes

Because of the structure of ritual casting it has proven very useful to have a scroll describing the ritual to perform or to have a scribe to record the process of the ritual for future reference.

When things do not go as planned or when you plan to cast the ritual again, making notes on the record and sending it off into the universe through the mailbox seems to focus and reduce the problems created and increase your ability to cast the ritual again.

*When Sam completes casting her batch of rituals she puts away the scrolls for the Preparation Rituals as all worked but since one main ritual is a new one she hopes to refine it and make it into a ceremony. She carefully inscribes the name "Enchant Magic Item with Per Event Power" onto the parchment that Alex, her scribe, created and places it into the mailbox. When she prints her character card for the next event she finds she has attained one level of Mastery of that ritual reducing its complexity one step. Only a few more castings and she will be prepared to create the Banner Pole of Greater Healing for her team.*

## Interruptions

If a Ritual is interrupted by an unplanned action then there is a surge of magical flux which can have bad effects. As lead ritualist you have 15 seconds to get things back on track. At the end of that time the power summoned will ground out through one of the casters and the failure will cascade every 15 seconds until the ritual is resumed or all casters are unable to act, probably due to death.

When starting any ritual with more than one caster the lead caster will touch each caster in turn and ‘Imbue with Ritual Caster 1’, ‘Imbue with Ritual Caster 2’ on the next one and so on. This sets up each caster in the ritual with a trait which can either be used to move the ritual lead, or can be used to extend the ritual time by killing casters until there is no one left for the ritual magic flux to lash out at.

If interrupted for 15 seconds then the lead ritualist must call “By My Voice Death to Ritual Caster 1”. If the ritual caster can not restart the casting then 15 seconds later the lead ritualist must call “By My Voice Death to Ritual Caster 2” and so on until all additional caster have been named. If the caster is restored to life then can try and resume casting but if they do and the ritual is interrupted they are again subject to this effect in case of failures, restarting at the next ritual caster in sequence, until there are none left. Fifteen seconds more and the lead ritualist must call “Death to Self”. When all ritualists are dead then the ritual fails without other side effects.

Any person with the “Ritual Caster #” trait may call “Resist” to this call, followed immediately by “By my voice, Imbue Ritual Lead to Ritual Caster [#] and death to self” where [#] is the next caster in sequence. This allows the ritual group to keep the ritual from breaking down by shifting the target the opposition will be going after, which can reduce the risk of failure if planned properly. At this point, the original Ritual Lead is no longer the ritual lead and cannot benefit from the success of the ritual, but the new Ritual Lead can.

## The Paths in Summary

Path of Ceremony - I like doing well known rituals in complete safety and don't mind putting in extra time or performing them.

Path of Sacrifice - I want to know the downside up front and I am putting in a part of my very self into the ritual. It's faster than a ceremony but it hurts me more for longer but in ways I plan on. A Sacrifice must be something significantly noticeable to others.

The Path of the Planner - Tell staff ahead of time what you plan to do and we'll let you know how to avoid the risk and give you an Artisanal Flux envelope if you decide to chance it.

The Path of the Powers - Tell plot ahead of time. If it's possible you get a go ahead but you know there will be a medium to huge cost you will need to pay later.

The Path of the Magician - If you are willing to do the math and use the preparation rituals you can cast stuff and face the flux and deal with it.

The Path of the Magister - For doing new things and the math and calling on all the wizards secrets and the sorcerer's dirty tricks and maybe a little Natural Philosophy while you are at it.

The Paths to be discovered -- more stuff will come,. If interested talk to the people researching it or suggest some ideas to staff.

## Path of Ceremony

**Casting well known prepared rituals.** Through mastery of the well known rituals you can minimize the effects of random flux. A well known ritual has well known steps and casting requirements. You must define the elements of your performance for each ritual you know, maintaining some common themes and use elements which you feel are appropriate for each ritual. However if you meet all the requirements and supply all the elements you can expect it to work unless something interrupts you and lets the random flux of magic shift unexpectedly.

Some well known rituals require specific elements. For these you must supply or use those elements as specified to avoid the risk of flux. For the vast majority discovered so far however the only requirement is the necessary mastery of ritual magic (number of ritual points spent) and completing the performance you have planned out.

If you complete the preparations and casting as planned there is no risk of random flux affecting things. Hostile powers and failure to follow the plan however subjects you to the effects of flux. (Draw and follow the instructions of a flux envelope for non-Preparation rituals. A failed Preparation ritual will have no flux effect and may simply be retried at the usual cost.)

Casting in this manner means you need to spend longer casting the ritual. There is a basic pattern of an action repeated three times as a core element of a ritual casting.

The technique which the Guilds developed and are teaching makes clever use of the power of patterns of 3s and 2s. Execute the elements of your rituals in groups of three identical or related actions (rising, falling, rising; or rising, transforming, grounding) and repeating the sets at least the number of times needed for that complexity of ritual in the **Ritual Casting Chart**.

Following this path Ceremonial casting uses repetition to build power and to damp the magical flux ensuring safe and repeatable if somewhat slower castings than other approaches. You must still have enough unspent ritual points to initiate the spell or batch and you must not be interrupted for more than 15 seconds during the casting.

If you are interrupted and unable to continue casting, follow the instructions under **Interruptions** above.

Many ceremonial casters gather larger groups to spread the load of the many repetitions required by performing in a round or a building and fall pattern. As one scholar of magic said "Perfection is Eternal, but a chorus can sing as many notes as a soloist in much less time."

Results of casting are one of:

- You did everything required and the ritual succeeds
- You fell short but it was a preparation ritual. It fails safely. You may try again.

- You fell short and it was a more complex ritual. It fails. Either
  - open a flux envelope and follow the instructions or
  - turn in your ritual write-up noting the failure and ask Staff to handle the failure effects. (In the latter case means that the effects may arrive later and may be drawn from a different pool of results which make sense if not applied promptly).

<b>Cerimonial Casting Requirements</b>		
<b>Ritual Type</b>	<b>Ritual Points</b>	<b>Ritual Actions</b>
Preparation Ritual	0	4
Apprentice Ritual	1	8
Veteran Ritual	2	12
Expert Ritual	3	16
Sorcerous	4+	20

*Sam, Phyl, and Robin agree to enchant a weapon with three enchantments of Paralyze by Lightning with one use ever. Checking the Difficult Chart this is difficulty 2 (Paralyze is a 3 and by Trait is -1) so this ritual will require two casting of Enchant for each charge.  $2 \text{ (difficulty)} * 3 \text{ (charges)} = 6 \text{ (castings)}$ . So their batch will require 6 castings of this Ceremony and Sam takes the role of lead ritualist. Since Phyl did not have a ritual focus yet and likes the idea of making it light up they add those two preparation rituals to the batch and sketch out the plan. So 6 Ritual Points for the 6 apprentice castings and none for two preparation rituals.*

*Sam will move the physical props around the table and do a basic rising and falling chant to mark the cycles. Phyl will echo in on the second round of the chant and overlap into the next cycle. And Robin will dance slowly around the perimeter of the ritual space swords out with high and low sweeps to echo the rising and falling chant.*

*To cast an Apprentice Ritual with full safety takes 8 ritual elements and since our batch needs 6 castings we get 48 elements to complete the Apprentice Enchant Item casting. Dividing that by 3 ritualists gives us 16 elements for each caster to do. At about twenty seconds for each cycle the whole ceremony will take just under 6 minutes -- not too bad since there is no risk of failure but if each caster brought a friend that would cut the total time to under 3 minutes. And with practice the team can probably manage each ritual action even faster and speed it up more. Which would make the Expert version of Enchant an Item reasonable.*



## Path of Sacrifice

A caster may choose to speed through the ceremonial structure by making a sacrifice of part of their spirit to drive the casting home safely. Some have argued this is actually simply overpowering the ritual and controlling the backlash so it affects a chosen target. Either a solo caster or a group may follow this path but in a group there is the choice of everyone sacrificing a little or one sacrificing all. A single large sacrifice balances more smaller ones. We rely on the players to ensure that the sacrifice chosen is noticeable to those interacting with the character.

There is a minimum number of ritual actions needed for that tier of ritual but beyond that you must sacrifice something of yourself into the casting as indicated on the chart below. An appropriate inflict card should be prepared if you expect any disputes or attempts to remove an effect.

If you complete the casting the lead ritualist calls “By my voice Inflict Sacrifice to all Ritualists” and if that succeeds then making this sacrifice will power the ritual and prevent any overcharge or other flux effects. The scribe for the ritual should record the sacrifice(s) before depositing it. This sacrifice lasts until the next event.

If the ritual is interrupted the lead ritualist follows the process listed above for Interruptions but instead of calling the first Death they may instead resolve all the problems by calling “By my Voice Inflict Permanent Sacrifice to all Ritualists” This includes the lead ritualist. If this succeeds no other bad effects occur. Otherwise all Ritualists die (“By my Voice Death to all Ritualists”) The chart below summarizes the results.

Ritual Casting Chart				
Ritual Type	Ritual Points Needed	Ritual Actions	Sacrifice Required	
			Solo	Group of 3+
Preparation Ritual	0	2	Drain any skill	All Aegis or Threat (min 1, can refresh)
Apprentice Ritual	1	4	Drain any skill you use regularly	Drain any skill
Veteran Ritual	2	6	Lose a significant Memory	Drain any skill you use regularly
Expert Ritual	3	8	Lose an important personality trait	Lose a significant Memory
Sorcerous Ritual	4+	10+	Drain A Skill Header	Lose an important personality trait

*Bo the Enchanter, Sam the Pure Mage, and Robin the Warcaster decide they wish to create a Lightning Rod. They ask their friend Phyl to craft a pure metal blade as a stylish target for their enchantment and prepare to enchant Agony by Lightning into it three times. Agony by Lightning is Difficulty one (Agony is 2, by a trait is -1, so 1.) Difficulty one effect is one Enchant each and three of them a total of three castings. They would like it to be sustainable rather than once ever so that means they need three castings of the Expert Ritual version of Enchant an Item. That divides out nicely. It will be three 3 RP castings so each kicks in 3 points to make up the total of 9. It will be 8 ritual actions for each charge, but divided three ways, not too bad. Bo has runes stones and plans to juggle them for a minute each time around and drop them out forming a specific pattern. At worst it will require a couple of tries. Sam has prepared a pair of chants that call on the power of the sky and storms to gather, then make nerves twitch and bones char and then dissipate safely. Sam will use a Necromancer's bone focus to mark the rise, peak, and fall, then the reverse direction rise, peak, and fall. Each chant is short but doing three twice -- once each way it feels like a solid ritual element. Finally Robin will be playing the Lute and measure out a suitable passage of 8 measures for their part. Since there is some time pressure they agree to follow the path of sacrifice and each put up a memory for each casting. Robin gives up knowledge of learning to play the Lute for the rest of the event to power the batch, Sam decides to give up their first kiss and all the trauma and love that came from it, and Bo contributes their love of Ale despite the drinking contest later. They cast the batch of three rituals quickly and things go well. The sacrifices are accepted and the power flows into the sword, charging it. Their friends notice the changes in their behavior however.*

*Charlie, Toreth, and Void hear about this and try to do the same. They anted up their wedding, why they were sent to the Wall, and their first great adventure together. However the ritual is interrupted by a passing group of Orcs and when it fails Charlie decides not to take the death and instead just runs. The Sacrifices each ritualist offers become Permanent and they will need to find good in-game methods to recover them or simply live without those memories.*

## The Path of the Planner

When you need to do something that is not yet a well practiced and prepared ritual you must determine what you want to accomplish and design the ritual to do that. If role playing out the scholarly work of carefully planning your ritual to balance the performance of the ritual against the requirements of the magic is not interesting this is one of the paths you can take.

For those who wish to cast using performance and multiple elements but may be willing to accept some risk follow this process:

1. Write out what you are seeking to accomplish and as much of the ritual you plan to perform and the elements available as you know in advance.
2. Submit that to staff before an event (as with the use of an infoskill) or during an event through the mailbox.

Our staff will review the requirements to cast and the ritual elements provided (both tangible and performance) in your write-up and let you know how many more elements are needed to cast in complete safety (if there are not enough listed already) and provide the flux envelope for the ritual if cast as described if needed.

Either: (a) You acquire the extra elements, perform the ritual, if interrupted follow the rules under Interruptions above, otherwise it succeeds and produces the effect described in the staff response, or

- (b) you perform the ritual without the extra elements,  
If it is interrupted see Interruptions above,  
If completed, open the flux envelope and follow the instructions.

*Joey prepared to Enchant an item with three Paralysis by Madness (ever). They have a Mask of Terror which was crafted specially as the focus of the ritual, a special ritual Ingredient of Madness they found last year, a prepared focus, two friends to help who are also willing to help cast and True Name of the Mad Guardian of Nightmares. They just got all this organized at the last minute and their friend Alex is willing to scribe and write it all up and drop it in the box just after dinner labeled "Ritual Plan: The Mask of Madness". In the morning they get the results of the preparation work:*

*“Six Apprentice Rituals which cost 6 Ritual points total, the Name of power used all six times, and the special Target plus the special Ingredient, and the focus and the total of three casters, the scribe and 12 ritual actions minimum to perform it as described. This is guaranteed to succeed but there is a small chance of side effects. For complete safety you want to add an extra point of Clarity.” They get a flux envelope to use if they can not add that or something equivalent.*

*The outside of the sealed Flux envelope reads*

*The Mask of Madness: Succeeds if cast as described*

*Inside the sealed envelope it says:*

*If you added the point of Clarity or anything worth 3 points of success then  
the ritual Succeeds without side effects.*

*If not then it Succeeds but also*

*“Each Ritualist is Healed of 3 Damage immediately and the Lead ritualist will  
suffer “1 Damage by Piercing to Self” each time they take a Mental effect from  
now for the rest of the Day (until 6pm) “*

## The Path of the Powers

When you need to do something that may be beyond the resources you have available you can cast it by Going into the Depths. This immerses you in the essence of Magic and draws up the powers you need. But those powers come with a price.

You need to pass the ritual by staff, in advance or through the mailbox, and get approval for any effects outside the listed results, or if you just don't want to consult the difficulty table.

Given that, perform the ritual and submit the scribes notes of what was done for what effect through the mailbox. The ritual will succeed but there will be a price exacted by whatever Power chooses to supply the missing elements or by the world itself.

*Pat wants to Curse Lord Oldandmoldy to become vulnerable to Storm magic so the group would have a chance to kill the villain with the Lighting Rod's Triple 5 by Storm attack. Lord Oldandmoldy is powerful and Pat lacks the power to punch a curse through. But perhaps with help from below. They propose a plan and drop it in the box. They get a "Go!" So they go dance on the bridge and drop the scroll of notes back in the box saying no interruptions. At the field fight later it turns out that Storm attacks do bypass Lord Oldandmoldy's Reflective Armor. Victory is assured. Pat gets an Inflict card from a Watchful Spirit reading: "Inflict until the end of the Day after this at an event: You can not wear armor until the end of your next event. All other Healing and Curative effects do the damage that they are trying to remove. You heal one point every hour by eating or drinking."*

*Next event, Pat wishes to raise the continent of Shrineland from the ocean. Its too big to manage any other way so they submit a request mid-game. Sadly the answer comes back: "That is too big an effect to try without at least 12 Casters all of whom are ready to sign a blank check to the powers. Even then it's risky. "*

*Pat recruits 10 somewhat suicidal friends, a mad bard, and a scribe to record it all for Posterity, if there is any. Then submit that to staff. They get back a "Go make it amazing and it works." They cast it and drop the record into the box with all their names and the scribe's record of what was done. At Dinner they learn that the continent has risen from the sea. Each of those involved also gets handed an Inflict Card:*

*"When you hear the words "Invoke the Kraken" you must Frenzy and attack the nearest player character. After the first time it is invoked you may also choose to do this at will. Once you send a player to spirit the curse passes, hand them this card and you are*

*freed from the effect. This effect may be cured as a Possession once it has first passed to another person.”*

## The Path of the Magician

For those willing to face the flux head on some preparations are in order but the result can be elegant and simple. If a group is performing a ritual it is both a social good by involving more players in the plot and a practical one as each participating ritualist adds some power to the result and even the audience has a role. *A solo caster can use this path, it simply requires more preparations most of the time.*

The technique which the Guilds developed and are teaching makes clever use of the power of patterns of 3s and 2s. Execute the elements of your rituals in groups of three identical or related actions (rising, falling, rising; or rising, transforming, grounding) and repeat the sets at least the number of times needed for that complexity of ritual in the **Ritual Casting Chart**.

Another technique is good preparation since you can not borrow extra power from others. A single caster may spend extra ritual points, personal points of Clarity, and use multiple Prepared Ritual Ingredients and Specially Labeled Ritual Ingredients to cast a given ritual. In this way they complete the ritual (achieve the totals to cast) and can have enough power left over to control the flux.

Finally as one masters secrets of how magic works in this world you can apply those rules to gain specific bonuses. For example, if you study how Similarity works here and then cast using an empowered prop similar to the effect you seek you can gain a bonus towards success. If you research the mathematical logic you may be able to replace the  $3 \times 2 = 6$  pattern with a stronger one for the effect you seek.

Cast the ritual and if you complete it uninterrupted you either succeed automatically without risk (you supplied enough points) or you must open the flux envelope and it will tell you what happens as you wrestle with the ebb and flow of magic itself.

If the ritual is interrupted see the section on **Interruptions**.

If the ritual fails the lead gains a +2 bonus to future castings of this ritual until the start of the next event.

*Bo the Ritualist prepares and casts a solo Veteran Ritual. It is not well known yet so they face some risk. As a Solo caster they must draw a Flux envelope unless they are able to cast it perfectly with maximum power. It will take two Ritual Points to start casting and up to 4 more to overcome the effects of Flux and six beyond that to ensure the extra power is well grounded. So as long as Bo has 2 personal ritual points and an additional +10 from the details of the casting and/or various preparation rituals, success is certain. Baring a sudden incoming arrow that stops the casting for more than 15 seconds. Bo has a prepared ritual focus (+1), and tries*

*and fails twice before (+4), puts on a (great) performance (+1). That adds up to 6 and leaves 4 to go. Bo will add 6 more cycles of the basic ritual chanting and passes with a dramatic rising, peak, and falling flavor, and 6 of falling, bottoming, and rising actions. That is 12 ritual actions, which is worth 4 more points. Casting is now guaranteed to be successful and safe.*

There are a number of preparation rituals that could be cast to get to complete safety or divert bad side effects. Or one can just gamble knowing that if things go wrong one will get a cumulative bonus towards the next casting.

Results of casting are:

- The ritual fails with side effects. (If you are short on power) But you do gain a bonus on the next casting. Consult a Flux envelope or make a note on your ritual writeup when you place it into the box. Lead ritualist gains +1 bonus on this ritual until the start of the next event.
- The ritual succeeds as desired
- The ritual succeeds with side effects (if your ritual rating is not high enough to ground the power invested. As above for the side effect but you do succeed.)

*Joey prepared to Enchant an item with three Paralysis by Madness They have a Mask of Terror which was crafted specially as the focus of the ritual, a special ritual Ingredient of Madness they found last year, a prepared focus, two friends to help who are also willing to help cast and True Name of the Mad Guardian of Nightmares. They just got all this organized at the last minute and their friend Alex is willing to scribe and write it all up and drop it in the box just after dinner. In the morning they get the results of the preparation work. (The effect is a 2 so two Enchants will be needed for each effect times three slots is 6 Enchants. To make it once per Day (so net of three times per Day) it is an Expert Ritual. So flux says 3-9 base plus +6 to control flux each so at least 9 to ensure you succeed and 17 to get 100% safe. Three times that is 27 and 51 to be 100% safe. We have 3 casters each paying an extra clarity plus other ritual elements which is 9 Ritual Points + 9 participation points +6 Scribe +9 Special target+6 for the Name of Power used three times. Which is 30 points . So this is guaranteed to succeed but for complete safety you want to add 21 points by having each ritualist to use a prepared and empowered focus, and adds a performance element to their actions and finally for one of them to spend one extra Clarity (or three Clarity and one performance)*



## The Path of the Magister

When you need to do something that is not a prepared ritual you need to design the ritual, accomplish what you want, and then evaluate the difficulty as listed under “**Determining Difficulty**”. Those who are not comfortable with the ritual crafting work involved in determining the exact power needed to cast a new ritual can submit the plan to the staff with Info skills before an event for an answer by the start of play. Submissions during an event can be made through the mailbox but the answers may come during play or may be delayed until after the event depending on circumstances. And if you include the available resources and assistance staff can factor that all in as well to focus your experience on the actual casting. Finally, always note the ability to Cast into the Deeps, drawing in the power you need from the depths of magic accepting that there will be a price to pay though it may not come soon.

Initiating such a batch containing a new ritual will cost one Clarity. Once you achieve a level of mastery, the ritual is no longer “new” for you and does not have this extra cost, just the normal Ritual Points. Casters often take steps to gain additional ritual power to cover that cost, be it through sacrifice, additional ritualists, or other prepared tools and ingredients.

As with the Path of the Magician you must handle the flux or risk side effects.

Results include

1. The ritual fails with side effects. (If you are short on power) But you do gain a bonus on the next casting
2. The ritual succeeds as desired. You may gain a level of Initiation into the Ritual
3. The ritual succeeds with side effects (if your ritual rating is not high enough to ground the power invested.) You may gain a level of initiation into the Ritual.

You take a Flux envelope from the well of flux at any time from the start of play on and use it unless staff provides you with a tailored envelope for a specific casting situation. The envelope will indicate the points needed to succeed and if a side effect occurs what it is.

For example and envelope might read:

Preparation always succeeds - no side effects.

R1, <2, Fail, all Ritualists take 1 Damage by Storm

R1, 3, Succeed, lead caster must tell two lies immediately

R1, >3, Succeed.

R2, <6, Fail, all Ritualists take Frenzy by Fire

R2, 6-11, Succeed, lead caster must drink every waking hour on the hour until dinner.

R2, >12, Succeed.

R3, <6, Fail, Lead Ritualist takes Agony

R3, 6-13, Succeed, All ritualists "Grant Elude to Self"

R3, >13, Succeed.

R+ <10, Fail, All die.

R+ 11-20 Succeed, Grant 1 Determination.

R+ >20 Succeed

## **The Paths of the Matrix**

The Keskaurani elves brought word that they had developed a different method of channeling the flux safely. It involves creation of a matrix connecting different types of energy from sources to sinks to prevent wild magic flares from causing side effects. The matrices appear to be grids with pairs of color coded source and sink points. The level of ritual seems to dictate the size of the grid but a more powerful ritual does seem to use more colors as well. One needs to fill in the grid orthogonally from source to sink with gemstones of the appropriate color without leaving gaps for flux to enter or creating whirlpools of power by cross connecting a path.

The details of how one develops the grids is not a secret which the Keskaurani made very clear to people. But it appears to be something that changes with time, possible with the shifting of the skies. This is now a topic of research.

## **The Paths of the Deck**

Several researchers are working to bind the powers of flux and backlash into Cards infused with the various energies to limit or divert the random flu and perhaps even tap it to help power rituals. Active research is ongoing there but more details are not known.

## **The Paths to be discovered**

Researchers believe they have other ways to master the Flux and bind it to our will. They are researching tools for that purpose. One such project apparently requires the assistance of artists to prepare representations of both good and bad results and bind the flow of flux into those images. You may hear about this during your travels. Other projects will undoubtedly use different approaches, and you may develop your own. Research is its own reward after all. And can probably be sold to others.

## **Gaining Initiation**

Each time you successfully cast a newly created ritual (not listed here) you are eligible to gain a level of initiation in casting it. The well known rituals listed below count as fully initiated.

At the end of the event you may submit up the three new rituals which you have cast during that event as part of your post event letter. Put the names in order, the most important one first. Staff will go down the list and add a level of initiation to each of those rituals. You can only have

one ritual at level three or above and it will drop one level unless it appears in the list again. If a new ritual reaches level three any previous ritual at or above three drops to level two.

A ritual in which you have a level of initiation counts as one tier less difficult to cast (one row up on the tables here) but never less than Apprentice (R1).

(Staff reserves the right to set the floor for a given ritual higher depending on what it can do.)

A ritual in which you have at least three levels of initiation counts as if it were two steps easier (two rows up the tables, subject to the same notes as above.)

Since different casters might have different levels of Initiation into a given ritual the level of the lead ritualist applies.

We will discuss this at greater length once people start creating new rituals and casting them.

This is one path for a ritual to become suitable for ceremonial casting and for it to become well known and be added here.

## Special Bonuses

As mentioned all casters can use prepared Ritual Ingredients and secrets about how magic works gained from research to improve their chances of success and divert or reduce the effects of any side effects. Those studying magic have already identified and mastered some of these elements and created preparation rituals to help with this and over time more will be discovered.

## Determining Difficulty

Before we can cast a ritual we need to know the difficulty of what you plan to accomplish. There are several equally good options available to support many different styles of player.

- a) You are casting a well known ritual. The difficulty is well known.  
If you can't fulfill the requirements be it number of casters, a bottle of Olive Oil, or whatever then the ritual fails unless the writeup gives an alternate difficulty for that case.
- b) You score it yourself based on the scoring rubric, the **Ritual Difficult Chart** below, by combining the costs for the effect desired and who it affects. You use the Flux envelope and your preparations to quickly determine success
- c) You have submitted your ritual to the staff in advance, they will tell you the expected difficulty and any notes you should know based on your skills. They can provide a Flux envelope or address this in another way.
- d) You need someone else to evaluate a ritual on the fly. While this should be rare some cases may come up. You must get a suitable staff member (Watchful Spirit or NPC) to watch the casting and score it on the fly (using the rubric for ritual magic), handle the effects of Flux (using a Flux envelope as needed), and do their best to expedite the experience.
- e) You need to do something big on the fly without a chance to properly prepare. The characters go deep into the Depths to draw up enough Magic to power through any problems to success. Staff or NPCs present will respond to your expressed desires as best they can given the flow of story and other player's actions and agency. You/your scribe should put detailed notes on what was done, why, and the effect desired into the mailbox. There will be consequences.

## Difficulty Chart

The table below shows the difficulty of a ritual based on its effect. Starting with the Ritual's Basic R#, which for a new ritual is often R4 or higher. Add difficulties if you are doing more than one effect, then adjust by modifiers. Some effects are not currently possible with an Ad Hoc ritual.

### Apprentice 1

Slow	1
Root	1
Disarm	1
Frenzy	1
Remove ***	1
1 Damage	1
Speak	1
Expose	1
Disengage	1
Heal 2	1
Stabilize	1

### Veteran 2

Destroy	2
Drain *	2
Weakness	2
Agony	2
Maim	2
Slam	2
Silence	2
2 Damage	2
Elude	2
Guard	2
Repair	2
Shield	2
Heal 3	2

### Expert 3

Stun	3
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Paralyze	3
Repel	3
Waste	3
3 Damage	3
Avoid	3
Parry	3
Resist	3
Absorb **	3
Heal 4	3

### Cannot be Ritual Cast

Stricken	Cannot Ritual
Death	Cannot Ritual
Reflect	Cannot Ritual
Refresh	Cannot Ritual

### Modifies Difficulty

Bane	-1
Behind	-1
Gaze	-1
Short	-1
Trait	-1
Gesture	0
Group	0
Self	0
Double	1
Voice	1
Town	2
Triple	2

- Base drain/remove is to a Single Skill. To a header is +1 to the cost, to the character completely is +3 to the cost
- Absorb must declare where and pay the appropriate cost for the thing absorbed to
- Things affecting clarity are at least +1
- Remove must be specific

### Variable Difficulty

Cure	Same as Effect Cured
Grant	1 + Effect Granted
Permanent	Requires Game Staff to Evaluate Ritual
Purge	Same as Effect Purged
Reduce	4 - Negative Effect Reduced To

### Other Effects

For all other effects	Propose a ritual as an info skill between games or through the mailbox and staff will work out the difficulty if this is currently feasible or something within the realm of feasibility that is related.
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The Lowest possible rating is a Zero (R0).

## Naming A Ritual

If you plan to cast this ritual again you should give it a name and may report that plan to Staff in your PEL. Given that, we can record and classify it and if you keep using it then you can gain levels of initiation in that ritual and the ritual itself will become more stable and move towards becoming a well known ritual castable as Ceremonial Magic.

## The Power Chart

This is the list of things that give up the Points added to power up a ritual.

Each Ritual Points spent on the ritual	+1
Using a Ritual Focus	+1
Each previous failed casting by the lead ritualist	+2
First level of initiation	Shift UP one row
Third level of initiation	Shift Up two rows
Each Ritualist spends an extra Clarity	+3
Every performance used as part of the ritual	+1
Every IG craft skill with props being used	+1
Every actual OOG craft skill being actually used	+3
Every ritualist participating in some way	+1
Scribe records Ritual	+2
Every third Ritual Action	+1
Designing and Crafting a special ritual target suiting the ritual	+3
Each <u>Ritual Ingredient</u> and prepared object	+2 or as Labeled
If Ritualists are <u>Overshadowed</u>	Per the Inflict card
Weaving the use of a <u>Secret of Magic</u> into ritual	Varies
Using a special preparation ritual	Varies
Participants are bored or killed unintentionally during the ritual	-1 Power each

Before starting a ritual with any risk make sure that either you or the person observing it (if there is a watchful spirit or a Scribe watching) have taken a flux envelope from the Well of Flux (or one prepared in advance for your ritual by staff if you gave them enough notice.)

**Pro-Tip: pick one up at the start of play if you might need it and return it later if not used.**

This will handle the results once we know how good a job you did. If you are using a Lesser Scapegoat Talisman you may take two envelopes. If you are casting Beyond the Depths, don't bother, the ritual will succeed but consequences will come.



## Casting Sequence

1. Complete any Preparation Rituals needed to prepare Ingredients, Charms, or Recipes.
2. Spend one Clarity if this is an Ad-Hoc Ritual not a well known one.
3. Spend the base number of ritual points for the rating of the ritual.
4. Add the bonuses from the chart above
5. Apply any special bonuses from Ingredients, Recipes, Secrets, or preparation rituals
6. If there is a Watchful Spirit or a Scribe present they may award an additional point if they find the ritual or the performances compelling.
7. If the ritual manifests a physical challenge which must be defeated then either the power challenging the ritual may appear or power may manifest and one of the celebrants must take up the mantle of power, be overshadowed by it, and be defeated in combat for the ritual to succeed as planned. Victory adds to the chances of success.
  - a. If the player taking up that mantle wins then the ritual is diminished and may fail but the player is immune to death during the ritual and its side effects and may retain some of their abilities from the overshadowing until the start of the next event. (this is indicated on the inflict card.)
  - b. If the being taking up the mantle is defeated the ritual may receive a bonus instead but they may be Taxed by the experience. (also on the inflict card).
  - c. If no one takes up the mantle the ritual always produces a side effect and suffers a penalty, often enough to cause failure.
8. Each ritual participant can spend a point of Clarity to adjust the results by one point.

Then you, or the Scribe or Watchful Spirit or staff who evaluated the ritual plan work out what all the effort is worth, and fold that into the numbers used to read the ritual flux envelope.

## Resolution Sequence

Because some players have strong opinions about resolving rituals we want to give players some options:

- A. Take the total from this Rubric and compare it against the ranges in the envelope. The one it fits gives the result.
  - a. Success: The ritual does what it is expected to do.
  - b. Failure: The lead caster gains one cumulative bonus for future castings. Go to step d.
  - c. Overload: The ritual does what it is expected to do but was not strong enough to ground out the flux (see card) go to step d.
  - d. If you have a Lesser Scapegoat Talisman in use then open the second envelope and choose the side effect you want (promptly - dithering means both happen.) If a Greater Scapegoat Talisman is in use, divert the effect to the Talisman which destroys it permanently or to the person wearing it, again decide promptly.
  - e. If a sacrifice is being used the Lead Ritualist reminds the others by call "by My Voice Inflict Sacrifice to Ritualists"
  
- B. If the ritual was given to staff in advance they can provide the exact result factoring everything in, including an extra envelope in case of the use of a Scapegoat.

Ritual Casting Chart				
Ritual Type	Ritual Points Needed	Power Needed	Ritual Actions	Additional RP to control Flux
Preparation Ritual	0	0	2	+0
Apprentice Ritual	1	1-3	4	+2
Veteran Ritual	2	2-6	6	+4
Expert Ritual	3	3-9	8	+6
Sorcerous Ritual	4+	4 and up	10	Add double RP cost

The Difficulty Rating of a Ritual determines the row

Lead Ritualist must spend at least the Ritual points needed themselves

## Preparation Rituals

Note what preparations you are applying to your ritual in your ritual plan prior to casting the ritual in case there is ever a need to review the ritual for success.

## Create Ritual Ingredients

Starting with a suitable physical object (labeled Ritual Ingredient) you can empower it for use by a ritualist while casting a batch. It adds one point towards the success of each ritual in the batch. If you spend an extra Clarity it adds 3 instead of 1. This Ritual Ingredient expires at the start of the next Event or if successfully used during a batch of rituals. There is undoubtedly a more complex variation to make a sustainable Ingredient.

## Create a Grounding Talisman

The target is a suitable object to ground out any excess power summoned as part of a ritual. Using a grounding talisman in a ritual can help damp the power flux. It supplies additional points once you have supplied 3 times the level of the Ritual in points using one path or another. A talisman prepared with a suitable crafting recipe may be able to supply more than one point when needed. If a talisman is used at all it is expended and must be recrafted (if appropriate) and re-enchanted with this ritual. Some ceremonial scrolls may explicitly require the presence of a grounding talisman.

<b>Ritual Type</b>	<b>Points needed Before using Grounding</b>
Preparation Ritual	0
Apprentice Ritual	3
Veteran Ritual	6
Expert Ritual	9
Sorcerous Ritual	12

## Diverting Side Effects by Personal Sacrifice

Rituals can have side effects from the flux. You can eliminate them by sacrificing something of value yourself directly. For a group casting the list indicates how many of the ritualists need to perform this preparation ritual as the target to absorb any side-effects of that level Ritual. If a single caster is making the sacrifice then they need to make a somewhat larger sacrifice for a given level of ritual. This can be combined with Adding ritual points through Sacrifice if needed but they are separate sacrifices. One can see why some might be tempted to sacrifice other thinking creatures rather than themselves. All losses due to Sacrifice last until the start of the next event. The benefit applies to the entire batch which it is a part of.

<b>Sacrifice to Damp Side Effects</b>	Single Caster	Group Casting
All Aegis or Threat (min 1, can refresh)	-	6x R1
Drain any skill	-	3x R1
Drain any skill you use regularly	R1	3x R2
Lose a significant Memory	R2	3x R3
Lose an important personality trait	R3	3x R4
Drain a Skill Header and associate knowledge	R4	3x R5
Base Header and Memory	R5+	3xR6

## Empower a Crafted Ritual Ingredient

If someone has used a recipe designed for the sort of ritual you are planning to perform later then when it is properly crafted the result can be used during the ritual to add additional points to the success of the casting. By default such a Recipe adds one to the success and can count as the second ritual point you spend on a ritual. Some Recipes let you make objects which can hold more than one ritual point. This well known ritual tailors the object for the use you have in mind and if the recipe permits lets the caster spend an additional ritual point now so the object can supply one later.

## Empower a Ritual by Sacrifice

The power of a ritual can be increased by making a sacrifice. This ritual gains extra ritual points useful in performing larger ad hoc rituals. One of the ritualists is the target of this ritual and offers something of themselves, say a single memory for R0, a Skill for

R1, an Emotion for R2, a Personality Trait for R3, and an entire Header for anything greater. In each case the sacrifice needs to be large enough to be noticed by others to work. All Sacrifices last until the start of the next event. More traditional sacrifices are of course also possible with a willing death being suitable for most rituals but less willing ones are less so -- speak with a skill theoretical Ritualist for more details if you are planning such a thing.

<b>Sacrifice</b>	<b>Ritual Points</b>
Drain any skill	1
Drain any skill you use regularly	2
Lose a significant Memory	3
Lose an important personality trait	4
Drain any Skill Header and associate knowledge	5
Drain one Prestige Header if any else an Advanced header if any else two Base Headers	6

## Empower Ritual Focus

You can turn a crafted focus into an appropriate focus for rituals. The person the focus is being tuned to must be part of the ritual, but need not cast the ritual themselves. This is done when a caster feels a need for a different kind of connection to cast their spells or rituals. A ritual and spell focus can be re-tuned through this ritual to be used by another person.

This ritual can empower shields, swords, books, and other objects to serve as a focus just like a spell focus but the focus item must have some connection to the type of magic the item will be used to cast.

Augmenter focuses must be associated by the person ed to them with augmenting magic and is usually a visceral metabolic item like flesh or vials of blood, though these items can be mounted to swords and shields as well.

Invoker focuses must be associated by the person ed to them with invocation magic and is usually a stylized or actual representation of a primal elemental force and is usually

items like images of flames or ice, or empowered icicles that never melt, or flames that never go out, or stones. These items can be mounted to swords and shields as well.

Necromancy focuses must be associated by the person ed to them with necromancy magic and is usually some form of representation of the mind or spirit, though they are often representations of death like cleaned skulls or headstones, but they could also be mementos of a person that has died. These may be mounted to swords and shields as well.

Multiple focuses can be mounted to swords, shields, or a single object.

Some ritual and spell casters find they need multiple focuses to connect with their magic and may carry small arsenals of tchotchkes or focuses to represent each type of connection they feel most connects them. This connection is different for every person where some feel the need for so many, and some feel no need for more than one focus tuned to all their schools of magic.

After this empowerment, once per long rest, you may use your focus as a light source. Silence effects will cancel this light effect if they hit the person holding the focus.

If a focus is damaged or exhausted at worst it will be fully repaired, renewed, and ready for use at the start of the next event ( if you wish it to be. )

During a ritual in which you use this focus you gain one point of power which can be applied to your rituals.

This ritual effect does not expire and this ritual focus, when used will not need to be recrafted, just re-prepared. It also can serve as a spell focus for the same caster or indeed this ritual may be cast on your existing spell focus.

## Focused Damage

The ritual lead may prepare a small pool (5 uses) of damage that they can deliver to a target. This damage will be delivered as “My focus empowered, 1 Damage by Presence”. They may call this damage and throw a packet attack 5 times. Once all five charges are used, this ritual is complete.

Only 1 Focused ritual may be active on a target at a time. This ritual lasts until the end of the day or until used, whichever comes first.

This ritual costs a 1 Threat to cast.

## Focused Protection

The ritual lead may prepare a small pool (3 uses) of protection that they deliver to themselves ahead of being attacked. This protection will be delivered as “My focus empowered, Triple Imbue Resist [Trait] to Self”. The trait to be protected from must be chosen at the time the ritual is completed, the same time as the protection is called by the ritual leader. Once all three resists are used, this ritual is complete.

Only 1 Focused ritual may be active on a target at a time. This ritual lasts until the end of the day or until used, whichever comes first.

This ritual costs a 1 Aegis to cast.

## Rapid Item Attunement

This ritual may be used to force the swapping of an attuned item for a willing target. They may immediately take one attuned item on their person and swap it for another, even if all of its uses are fully consumed. The newly attuned item may be used immediately as if it had been attuned during a long rest. Any uses already consumed from the attuned item remain consumed.

A target may only be targeted by this ritual once per long rest.

This ritual costs an additional 1 Clarity.

## Transfer Experience

You can transfer base attributes from one willing target to another willing target. This ritual can only apply to one attribute at a time, and one target can only participate in one such transfer at a time. Before transferring attributes, the target giving the attribute away must have the points unspent to be transferred. The recipient will immediately have these points to spend when the ritual completes.

When the targets transfer attributes, the target giving away the attributes will receive a touchcast effect of “Permanent Waste [X] [Attribute]”. The target receiving the attributes will receive a touchcast effect of “Permanent Imbue [X] [Attribute]”. Both of these will be delivered promptly after the ritual is completed by the ritual lead, who does not need to be the target of either part of the Transfer Experience ritual. Both targets will adjust their point maximums until they end the transfer, or the end of the day.

[X] is a value modified by how many batches of this ritual are prepared. The ritual leader may prepare multiple batches of this ritual before initiating the transfer, but once the

transfer is done, both targets may not be targeted by this ritual again until it is ended. Attributes cannot be reduced below 0 with this ritual.

This transferred attribute will remain transferred until both targets shake hands and call out "End Transference" together. At that point, both targets are restored to their normal maximum attributes, though the attributes targeted by this ritual are under a waste effect until the targets rest. In essence, you can't end the transfer, and immediately use the restored attribute points.

A target may only be under the benefit of a single "Transfer" ritual at a time.

This ritual effect ends at the end of the day.



## Apprentice Rituals

### Blood of the Magi

You can absorb 1 additional damage when under the influence of this ritual. This additional damage can be healed as a part of your vitality. This ritual can only target the ritual lead and cannot be used on others.

This ritual effect lasts until the end of the day. A target may only gain this benefit once per day.

### Create a Lesser Scapegoat Talisman

The target is a durable object and will become able to absorb negative side effects that may come from problems completing a ritual. If you use the Talisman during a ritual it may be used to absorb the first negative effect of flux from ritual side effects. If the incoming effect seems undesirable the lead ritualist may interpose the talisman and it will reflect the wave of flux back out. That Talisman is destroyed, diverting this effect and the waves will return in a new surge of flux which will strike with, hopefully, a different effect. As part of preparing this talisman you must acquire a flux envelope to represent the alternative effect. If this is used to absorb the death from an interrupted ritual it is treated as a "spare" ritualist which will die due to the interruption without other effect. Once it does this then further failure to continue the ritual will bite as normal starting with Ritualist 1.

This ritual costs 2 Aegis.

### Delivery Enhancement

Ritual lead may grant any of the starting spell traits to someone else so long as they or another ritual caster have knowledge of that spell school. This can be Augmentation: Aging, Blood, Disease, Thorns; Invocation: Earth, Fire, Ice, Storm; or Necromancy: Awe, Fear, Inspiration, Madness. Applies to all called skills for that target.

Lasts until the next long rest for the recipient.

### Enchant Item, Apprentice

Enchants an item with a one time use effect. This may be done as a batch for more uses up to three uses of a single effect. Each use in the batch requires expending 1 ritual

point but you can enchant any effect into an item. Ex: 2 uses of paralyze would cost 2 ritual points, 3, would cost 3, etc.

This ritual does not allow enchanting an object to affect more than one target. Therefore you cannot use a community name or town as the trait with which the effect is delivered.

To increase the power of an effect cast with this ritual beyond difficulty 1 you must cast it multiple times. Ex: One casting of this ritual will allow you to deliver a "Heal 2" effect, but "Heal 3" would require two castings of this ritual and so on. You can do the same with "Damage" but for example to cast Paralyze, a 3 difficulty effect, would take a batch of three castings and to have two charges of it would require the same again twice more, for six full castings.

This effect is instantaneous.

## Traumatic Death

This ritual requires a spirit as a target. When the spirit is targeted they are prevented from resurrecting until the ritual is complete. During this time the ritual lead should explain to the target that they are casting a ritual that will cause the spirit to have a significantly traumatic experience related to their most recent death. This allows the target to come up with the roleplay they wish to use to support this effect. When they do resurrect after the ritual completes, they should act as if traumatized by the events that occurred between their death and resurrection. Perhaps they saw a large mouth in the darkness opening to consume them as they lay adrift in the space between life and death. Perhaps they saw an old memory they wished to never relive again. Perhaps, their greatest fears overtook their entire passage from death to life. In either case, the sound of the lead ritualists voice will remind them of this trauma for two minutes after resurrecting. After that point it is up to the target to decide how much longer they wish the ritual leads to remind them of the experience. The target is encouraged to give those with mental healing skills a chance to assist.

This effect is instantaneous.

## Vision

The ritual lead, and any they wish to include in the vision will cast their senses out and seek the answer to a single question. The vision can seek out a particular source or can specify none.

The risk of targeting a source for the answer, is that the source has no information, or could not know what you seek. The risk of not targeting a source is that any perspective

could be applied to the answer. You may also specify sources to exclude in your vision, which will at least ensure that you do not get answers from sources you don't want.

The question may be as specific, or vague as you wish. The more specific your question, the more specific your answer. You will never receive a one word response styled answer to a vision. Even a poorly worded question will grant some response that may or may not answer the question depending on how well game staff understands the question.

If multiple people want to see the vision, they must all be included on the question, and source inclusion/exclusion write up, from the ritual lead. If multiple names are written to see the vision, one copy of the vision response will be provided for all to share. Each person listed will see this vision, so you must pass this response around, even if you'd rather keep the information from others in the vision group. Violating this is considered cheating.

When submitting a vision, place the write up, written as "vision targets:", "Sources targeted:", "Sources excluded:", "Question:" in the drop box for rituals requiring responses.

Any vision received before midnight has a chance of being answered the next day. Any vision not answered by the end of the event will be answered between events and does not consume an info skill use. Any vision received after midnight may have the answer delayed by a day.

This effect is instantaneous.

This ritual costs an additional 1 Clarity.

## Veteran Rituals

### Disenchant, Veteran

Remove two enchantments from an item.

This effect is instantaneous.

### Researched Delivery Enhancement

Ritual lead must know the delivery trait to grant this to someone else. Applies to all called skills for that target.

Lasts until the next long rest for the recipient.

### Spell Cry Ritual, Veteran

Allows the ritual leader to cast a single spell they know as “By My Voice, [Spell]” so long as the spell has an effect that could be done as an Apprentice ritual. (The Difficulty should be one. If you are unsure you can always speak to a theoretical ritualist or send a message to one via the mailbox but as with all mailbox answers there may well be a delay.)

This effect is instantaneous.

### Sustain Magic

Upon completion of the ritual, you may sustain 1 effect on 1 item + 1 effect on a different item per clarity that the casters in the ritual expend.

This effect is instantaneous.

# Expert Rituals

## Chained Spell

Ritual lead will be the source of the chained spell. Once the ritual is complete, the ritual lead may repeat the effect of the ritual again after repeating their 3 part ritual action 9 times. After they deliver the effect, they may repeat the process again. This can be continued until the ritual lead is hit by any source for a negative effect, damage, or an inflict.

This effect is instantaneous and lasts until the ritual lead is hit for a negative effect, damage, or by an inflict.

## Create a Greater Scapegoat Talisman (*Element*)

The target is a suitable object to redirect any negative side effects that may come from problems with a ritual. There should be a physical representation suitable to the spell and one of the elements, Fire, Earth, Storm, Ice, Light, Shadow.

If the Talisman is improvised it will expire at the end of the batch of rituals it is part of but if it is created by a Crafter then it lasts until the end of the next event or until it is destroyed absorbing a negative effect.

If you use the Talisman during a ritual it will absorb any negative effects from failed or underpowered rituals.

- a) If the Talisman absorbs the negative effect itself then it is destroyed. The energy involved causes manaburns. The Lead Ritualist will call out "By My Voice 3 Damage by *Element* to Ritualists" where *Element* is the element chosen when the Talisman was created.
- b) Instead, if someone is wearing the Talisman then they and they alone take the negative effect and the Talisman survives that damage.

This ritual costs an additional 1 Clarity.

## Dim Magic

At completion of ritual, call "By My Gesture, Drain Mage Header and Drain Pure Mage Header". This removes all magic abilities cast at will until the target rests for 5 minutes.

This effect is instantaneous.

## Enchant, Expert

Enchant an item with a per day effect. This may be done as a batch for more uses per day up to three uses. This is a sustainable effect. An item may only have 3 unique effects on it at any time, which does not count repeated effects. Each use in the batch requires expending 3 ritual points but you can enchant any effect into an item. Ex: 2 uses of paralyze per day would cost 6 ritual points, 3, would cost 9, etc.

May not be Attributes. Does not require sustaining the event it is created.

This ritual does not allow enchanting an object to affect more than one target. Therefore you cannot use a community name or town as the trait with which the effect is delivered.

To increase the power of an effect cast with this ritual beyond difficulty 1 you must cast it multiple times. Ex: One casting of this ritual will allow you to deliver a "Heal 2" effect, but "Heal 3" would require two castings of this ritual and so on. You can do the same with "Damage" but for example to cast Paralyze a 3 difficult effect would take a batch of three castings and to have two charges of it would require the same again twice more, for nine full castings.

This effect is instantaneous.

## Retribution

The target of this ritual is filled with aggressive energy. This energy slightly weakens their spirit to resurrection, but this weakness fuels the magic. The target of this ritual will be hit with "Inflict Permanent Taxed 1 Trait and Inflict Permanent Retribution Trait". This should be carried as an inflict card by the target with 20 open boxes on it. This permanent inflict cannot be removed by psychopomps or any other ritual without sacrificing the effects of this ritual. While the target can be further taxed by death and resurrection, this initial loss is always in effect. This ritual allows the target to retaliate against anyone that would strike them through. After they are struck through, and the person inflicting death upon them has completed any benefits they receive from that, the target of this ritual may call "I'll take you with me, By My Voice 20 Damage by Piercing" the voice effect should be whispered so only the target can hear, but the incantation should be loud enough to draw the attention of the person delivering the killing blow. This ritual allows this action to take place 20 times. Even if the person empowered by this ritual does not resurrect from the death strike, or has been targeted by a death strike already, the effect will trigger. Each time the effect triggers, one check box on the inflict card should be checked off. Once all the checkboxes are filled in, the target of this ritual must call "Cure Permanent Taxed and Cure Permanent Retribution". Casting of this ritual should be reported in post

event letters with the name of who cast the ritual, and who the target was. The target of this ritual benefits from it until all charges are consumed or the target has attended 5 events including the event the ritual was cast at, whichever comes first.

This ritual lasts until 20 charges of retribution are used, or 5 events have been attended, including the one the ritual was cast at, whichever comes first.

# Sorcerous Rituals

## Create Lacuna

Must provide the person who will become this Lacuna at the time of the casting. This Lacuna will be imprinted with some part of the personality of at least 1 of the casters in the ritual, but may take parts of all the casters. They will have a single purpose defined by the ritual lead in a single sentence. In all other ways they will act like any other Lacuna and bear all the normal marks for that heritage. This Lacuna, once created, is its own living being, though it will strive to complete whatever purpose it was created for.

This effect is instantaneous.

## Eviction

A target of this ritual must either be willing or incapacitated at the end of the ritual. This ritual banishes the target from Erümir and sends them to a plane most beneficial to them. This does not mean the trip will benefit them in all cases, but it has the potential to be beneficial. The target, once their incapacitation wears off, may explore that plane and interact with the entities or beings that reside there. This may result in the target coming back better off than they left, or worse off as generally the benefits must be negotiated. The target does not often benefit from this eviction, but instead usually returns frustrated that negotiations never completed. The planes beings are banished to by this ritual seem to enjoy frustrating the targets.

At the end of the third day from the moment the target was banished has passed, the target appears exactly where it was banished. Even if that target made a deal to return from their banishment ahead of the end of the 3 days, they will be pulled back to the point they were banished at the end of the 3 days. Current research shows this can be used to hide troop movements if the negotiations go well.

The plane the target is banished to does not always operate the same way as the plane the being is banished from. Delay your enemies at your own risk.

This effect lasts for 3 days.

## Experimental Delivery Enhancement

Ritual lead must target someone who can use the delivery trait for spells. Any new trait should be discussed with game staff so they can prepare monsters to respond to the trait



appropriately, and so they can categorize it correctly as Elemental, Mental, or Physical. Applies to all called skills for that target.

Lasts until next long rest for the recipient.

## Spell Cry Ritual, Sorcerous

Allows the ritual leader to cast a single spell they know as “By My Voice, [Spell]” so long as the spell has an effect that could be done as an Expert ritual.

This effect is instantaneous.

## Greater Rituals

Greater Ritual magic applies when one has a long period of time multiple days or weeks to perform a casting. All the normal effects apply but the advantage of taking the extra time is that one can make use of many more crafting and performance bonuses. If one is performing a Sorcerous ritual to grant protection against all Fire Damage for example one might have each ritualist prepare the costume for a different elemental being and for the power of Healing and War then they each enact a part of the ritual performance of the other elements restraining Fire in its attempts to attack the target and then war acts out slaying fire while Healing uses medicinal techniques.

An added bonus is that the celebrants need not be in the same place. As long as there is a suitable linking element such as music or at least a drum beat as a through line and then each ritualist says or does something to interlock the actions such as partial versus of poem with interlocking rhyme scheme or each one miming passing an identical or symbolically similar object from one side of their performance space to another the elements can be locked together even if happening one after another in time and space.

These are simple examples as there are undoubtedly much more evocative ways to use actual crafting and performance skills given the extra time and participants.

## Appendix: Change Log (version 2.1)

Added section to Chapter Zero on Core rules concepts and in player elements of the rules.

Added specific notes on In between Game actions

Adjusted Disrupt and the skills Wasting various attributes slightly. To see the effect. Added from Behind ot to Hunted to more Rogue family skills..

Reviewed the pure attacks which cost Clarity and added By Piercing in a few cases and converted others to multiple damage effects. We expect more work here to ensure we can add offensive attacks and flag them in a way that new NPCs recognize and handle properly. Key offensive skills are: **Abjure Magic; Final strike; Halt!; Inflict Possession; Shred Mind; Shred Ghost; Riposte.**

Changed **Predator** to be By My Voice and give a free use per full refresh. Added **Tag, Your It!** To handle the missile or melee tagging and the first "Max Clarity" uses after a full refresh are free.

Added a 10 second Short Performance option to Warchanter.

Shift Warchanter avoid to Voice effects short repels.

Significant changes to Rogue including replacing call out observant predator and Slight of hand with And Tag your it, and repricing some abilities accordingly

Added Short Performance and Frenzied as status Traits.

Converted Bane effects from 7 to X for TT to 6 for T.

Removed Quickened Refit from Berserkers and instead modified other skills.

Global magic rules: Silence stops almost all spells including warchanting and all uncalled attacks including Boltstorms can be blocked by shields. Adjusting school of magic modifications to Boltstorm and the Bane attacks to balance this simplification.