

Chapter 11: Ritual Magic

Most of these rules will be deleted at player request. All ritual magic must be submitted on the form attached between events, at least 2 months before the next event or one week after the previous whichever comes later. Staff may provide feedback..

"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.
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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.

Experience has shown writing things down help make things work better and helps limit the possible undesired side effects of the Flux of magic.

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.

As part of preparing to cast a ritual you should fill out the Ritual Casting Form and attach it to your ritual writeup and submit it (for example drop it into the mailbox for the plot 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. A scapegoat Charm can be sacrificed first but that just buys you one more 15 second count..

An unplanned action is anything done by a party to the ritual or another that was not part of the planned steps of the ritual you are performing and which prevents the intended actions from happening. Should the intended ritual step not be able to happen then the lead ritualist must promptly act to bring it back on track, for example by taking over and performing the next action themselves. Whereas if the unplanned actions does not actually interrupt the ritual action it has no effect. So if the Ritualist acting at the moment is performing a chant, and they are attacked that should break their concentration (**unless they have been granted focus**, perhaps by a preparation ritual) and the chant would need to be restarted by them or another ritualist. On the other hand if the ritualist acting can ignore the effect then no additional steps are needed.

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 sacrifice a ScapeGoat or call "By My Voice Death to Ritual Caster 1". If the ritual caster can not restart the casting then 15 seconds later we repeat the process and so on until the ritual restarts or the lead ritualist 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.

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Different Style of Rituals

There are **well known rituals** which function almost like standard spells.

We list the well known rituals below. As players perform the same ritual more than once it is likely to become standardized. While Sorcerers enjoy twisting the raw stuff of magic as needed for the thing in front of them, once you repeat the same ritual at least **three times** it begins to be eligible to become a standard ritual and appear in future versions of the rule book.

Casting the ritual repeatedly or teaching others increases the speed with which it moves towards its perfected form and becomes well known. As a rule of thumb, teaching three people or using it for a year may mean that non-player sorcerers will have learned enough to help standardize it.

During this intermediate period the player will often receive a Card representing the unique ritual skill they developed at check in. Speak with Logistics at least two weeks before an event or a week after one if you think you have something ready to add.

After about a year, if other mages find this ritual interesting, they will start working to learn it, simplify it as much as possible, and when done it will Enchant A Magic Item or Keyla's Object Assessment ritual in the rules, representing that it is widely included in magical tomes.

(Indeed some of our scholars like Marvin the Sorcerer are convinced that the Mage spells started as rituals that just got smoothed off and became standard and were used so much that they got faster and faster and ended up needing only one ritualist and using only personal energy. That is what they think our spells are.)

Paths of Ritual Magic

Several approaches to ritual which have been developed over the last few years. These are referred to as Paths and are ways to speed and simplify your interaction with the magical flux. They range from the Path of Ceremony using well defined rituals to the Path of Sacrifice where you are putting parts of yourself into the ritual or offering a greater power anything it asks in return.

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Below you will find the well known rituals listed along with all the notes we have so far.

Well Known Rituals

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.

Bless Water

Collected water in a pure vessel.

Invoke the name and aspects of the power you wish to bless the water. (& **Trait**)

Name the specific aspect you are seeking to imbue into the water.

This is more effective using a Shrine to that Power or dedicated follower or Priest.

This will create one, two, or three units of Blessed Water over the 5 minute casting time.

They last for the rest of this event but at least 48 hours of play

(If prepared on Sunday they last through Friday of the next event)

The water counts as a basic ritual ingredient for the aspect (**Trait**) invoked during the preparation.

It also interferes with any opposing aspect, increasing the difficulty of that ritual more than its value to its aligned aspect.

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 helps each ritual in the batch. If you spend an extra Clarity it adds significantly more. 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 durable Ingredient.

You must show off the ingredient publicly and act out its interesting property in some way as part of the cast.

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 absorbs some of any extra power you generate that might overload the structure of the Ritual. A talisman prepared with a suitable crafting blueprint 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. The ritual should act at the Grounding Talisman receiving the excess power and diverting it.

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 ritual. This can be combined with adding power 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. Sacrifices can range from emptying a pool through draining skills and memories and losing full headers and memories. Part of the ritual should be narrating acting out the elements being offered for sacrifice.

Empower a Crafted Ritual Ingredient

If someone has used a blueprint designed for the sort of ritual you are planning to perform later then when crafting is properly completed this ritual imbues it with power which will support the later ritual. The maximum value of such a crafted ingredient is normally indicated on the blueprint and based on the execution of this ritual it will be suitably annotated or contributed if used as part of a batch with eventually intended ritual.

Empower a Ritual by Sacrifice

The power of a ritual can be increased by making a sacrifice. This is 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, Skill, Emotion, Personality Trait, or an entire Header. 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.

Empower Ritual Focus

You can turn a crafted focus into an appropriate focus for spellcasting or 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 attuned 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 attuned 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 attuned 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 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 Threat to cast.

Focused Protection

The ritual lead may prepare a small pool 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 involved should be involved in the ritual from one of the participants or due to an object involved. 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 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 given person may only be the target of this ritual once per long rest.

This ritual costs Clarity to cast.

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 to 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 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 the presence and energy of someone with the Ritual magic skill. But as part of this or these rituals you can

enchant any effect into an item. A more powerful effect may require more of a ritual to empower and direct it.

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 you would expand the ritual proportionately to each adding increments of power desired.

This effect is instantaneous.

The Elemental Assessment

This recently developed ritual focuses on a place or an object and determines which of the 16 major elements it is aligned with and four of the minor aspects as well. The object or person being assessed is the target and must be in the ritual circle.

When assessing a place the circle should be fully inside the place or fully around it. If the place is both large and dangerous it may be needed to make a very large ritual circle which can require some planning so that each person can see two others and properly time their actions and additional ritual support suitable to the situation in ways a simple safe place would not.

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.

The Elemental Messenger

This recently developed ritual targets a note and sends it along a leyline to a named being you know well. It conjures a minor elemental sprite who moves rapidly along the line. [OOG note: supply the name of the recipient with the ritual description for assessment. Turn in the note with the ritual elements and expended compliments to the Plot Mailbox when cast and when picked up plot will implement it.] The nature of the ritual only allows sending information, not objects of value. The Sprite carrying it may modify or replace anything involved except the actual message. While the target of the ritual is the note, if you do not know the named recipient well it can help to have an object associated with them to help.

Beings in different worlds, universes , or states of existence may not be found by the Sprite and can cause the ritual to fail or to partially succeed with some indication of a problem. One might envelope a stronger version using larger elementals and providing them more protection if that turns out to be an issue.

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. (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 Lifetime

Upon completion of the ritual, a magic item with a life in events is extended by one extra event. Expending more Clarity can further extend this item up to double its original lifetime..

This effect is instantaneous.

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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 takes damage or some other non-helpful effect, or 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 many 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 can not call any defense against that damage and the Talisman survives that damage.

This ritual costs additional 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 creates a Durable Magic Item. An item may only have 3 unique effects on it at any time, which does not count effects with multiple uses per unit time. Each use in the batch requires an Expert ritualist to lead but you can enchant any effect into an item.

This ritual does not allow enchanting an object to affect more than one target. Therefore you cannot use a community name or town in the call. Similarly it can not affect a Pool or attribute other than healing and numerical damage.

To increase the power of an effect cast with this ritual requires more skill in ritual magic and a proportionally larger ritual.

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.

Keyla’s Object Assessment

Attunement alone can tell you a lot about a magical item. It might be enough for simple cases. But based on the elemental assessment work this ritual targets a magical item and reveals most of its aspects. If the ritual is being used on an item while the item is also being attuned it should reveal any active aspect of it, although in that case any inherent curses might bite on the attuned as well. But the nature of those curses is likely to be revealed as well.

Sustain Magic Item Attunement Ritual

Upon completion of the ritual, the targeted item is immediately attuned and does not count against that tuner’s attunement limit. Additional Clarity can be spent to affect additional attunable items similarly.

This effect is instantaneous and lasts until the item is unattuned.

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.

Form to Propose a Ritual

To receive the Scribe bonus, you should present a clear in-game written description of the ritual as described in the rules.

Regardless, we ask you to fill out this worksheet to assist staff in ensuring we count all the Ritual Elements being performed so we can ensure they take place and so that we can determine all Ritual magic effects, including Side Effects and side bonuses such as the Overshadowed bonuses are awarded.

IF YOU DO NOT FILL THIS OUT AND SUBMIT IT, THE RITUAL FAILS, AND ALL RESOURCES ARE WASTED

If this ritual depends on some Preparation Rituals or even Standard Well-Known Rituals, please supply the ritual sheets for those, along with this one, in a bundle. Even though those are much simpler, we want to be sure we properly handle each option in the list.

Name of the Ritual to be performed:
(if the ritual is in rules include the standard name, if it is a new one carefully pick a names as names have power)

For each Ritualist list their names, in the order of succession in case of backlash, the number of Ritual Points (RP) they are supplying, and the number of points of Clarity (C) they are investing:

Name of Lead Ritualist: _____ | # RP _____ # C _____

Supporting ritualist's names (recomment 2) and then other participants with their RP and C contributions or other skills used (per the ritual description), continue overleaf if needed.

1. | # RP _____ # C _____

2. | # RP _____ # C _____

3. | # RP _____ # C _____

4. | # RP _____ # C _____

5. | # RP _____ # C _____

6. | # RP _____ # C _____

7. | # RP _____ # C _____

8. | # RP _____ # C _____

9. | # RP _____ # C _____

10. | # RP _____ # C _____

11. | # RP _____ # C _____

12. | # RP _____ # C _____

Ritual Goal:

Description of ritual steps (recommended minimum 3), including Crafting skills, Overshadowing, Empowerment from draining non-participants, etc.

1.

2.

3.

4.

5.

6.

7.

If needed, continue at the end?

Other tangible Ritual elements, including objects adding RP or Traits, Overshadowing, Power gathering from nonparticipants, etc. (attach cards if relevant, add additional on back)

| -- for staff tracking --

| # of points ____

| # of points ____

| # of points ____

| # of points ____

| # of points ____

| # of points ____

| # of points ____

| # of points ____

| # of points ____

Other Notes :

Any supporting Preparation Rituals in the batch which dont use a full form.

Name of the Preparation Ritual	Ritualist(s in order)	Steps taken to demonstrate the purpose of this ritual (and how the object is focused)
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Also list and additional notes after the preparation rituals are mentioned.

ChangeLog

Gnome Heritage ability set to once per event.
First draft or Erumani Vampires added.

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