

## Appendix 2 – Ritual Magic

Ritual Magic is how several powerful artefacts and abilities can be created. In the mainland, where sources of magic are limited, it takes great numbers of people and rare resources to be able to perform such rituals, and none to the same degree as what can be achieved at the Vale.

During play, rituals are performed at the Ritual Circles in the Vale; places of power that can be used to great effect by those who know how to use them.

### Ritual Circles

The main Ritual Circle is not fixed and may move location between expeditions. It seems to appear where the flow of magic is most effluent. As such, it is also the most powerful of the Ritual Circles where the most complex and powerful rituals can take place.

An unusual creature stands vigil at the ritual circle and it is with this creature that those who use the ritual circle must deal with. Disrespecting this creature could lead to dire consequences.

The Ritual Circle is only active during certain parts of the day, and will be attuned to a specific Sphere of magic, which may benefit some rituals, but also be detrimental to others. It is possible, using a ritual, to change the sphere of magic the ritual circle is attuned to.

### Artificial Circles

Unlike the main Ritual Circle, these circles are artificially created, and are therefore significantly less powerful. They can be used by anyone as a means of practicing rituals and can be used to perform low level rituals (or at the discretion of a REF)

These circles are synchronised with the main Ritual Circle so will always be attuned to the same sphere of magic and cannot be switched to another.

They require construction and maintenance costs in mana crystals and essence at each expedition. The costs are dependent on the amount the circle is used. One such circle is allowed to be built by ritualists just outside the boundaries of their camps, and should be clearly marked for what they are.

A well-built and decorated ritual circle will have better results than a raggedly placed piece of rope.

### Planning a Ritual

A ritual always has the cost of mana crystals, resources, and coinage, and is affected by the Sphere of Magic it is attuned to.

There are four Tiers of Ritual, each with their own minimum costs as follows

- Tier 1 = Minimum 10 points of Mana, 10 Hares / 5 Shards
- Tier 2 = Minimum 25 points of Mana, 50 Hares / 25 Shards
- Tier 3 = Minimum 50 points of Mana, 150 Hares / 75 Shards
- Tier 4 = Minimum 100 points of Mana, 440 Hares / 220 Shards

### Mana Crystals

Mana Crystals have a specific value depending on the colour. Clear Mana is always worth 1 point, regardless of the Sphere the Ritual Circle is attuned to.

The value of Coloured Mana is dependent on the Sphere of Magic the ritual belongs to:

- The primary colour is worth 2 points/crystal
- All other colours are worth 1 point/crystal
  - Except:
- The opposite colour is worth -1 points/crystal
- Black Mana is worth?? (affects are not currently understood)

For example, in an spirit/necromancy based ritual:

- Green is worth 2 points / crystal
- Purple is worth -1 point / crystal
- All others are worth 1 point / crystal

### Spheres of Magic

The Sphere of Magic that the Ritual Circle is attuned to will also affect the costs and difficulty of a ritual. If the Ritual is attuned to the Sphere of Magic you wish to use, it will add +1 points to each crystal of the same Sphere of Magic and an additional -1 to each crystal of the opposite Sphere.

Using the example above, if this Spirit/Necromancy Ritual was performed when the Ritual Circle is attuned to the Necromancy/Spirit Sphere, the Values would be as follows:

- Green (Spirit/Necromancy Sphere) = 3 Points/Crystal
- Purple (Fire Sphere) = -2 Point/Crystal
- Any other = 1 Point/Crystal

However, if the Sphere of Magic the Ritual Circle is attuned to is opposite to the Sphere of Magic you wish to use (e.g. if the Ritual Circle is attuned to the Fire Sphere when performing a Necromancy / Spirit Ritual), the Ritual will automatically fail, with potentially disastrous consequences.

### Resources & Coins

As standard, Resources/Souls do not add any value to the power of a ritual, but may be required as supplementary costs to a ritual. This is somewhat subjective and depends on what you hope to achieve with your ritual.

### Performing a Ritual

Every Ritualist will know a few ritual runes. Each individual Rune has a specific meaning which can be interpreted in several ways. How the Runes are used and interpreted by the Ritualist is subjective, but should have relevance to the ritual being performed.

Over time, it is possible to learn more Runes for use in Rituals. The Ritual runes you can use are included on your character card. Remember, you automatically know the inverse of every Rune you can use.

Make sure when drawing Runes, that they are drawn correctly, clearly and in the right orientation.

### Mana Control

To power a ritual the Ritualist must control the mana. The amount of mana you can use is determined by your Ritualist Tier. It is important to note that this relates to the amount of **crystals** you can use, not the associated **points value**.

For example, the safe limit for a Tier 1 Ritualist is 10 mana crystals. In the best-case scenario, that Mana could be worth 15 points.

Through additional training and with the aid of up to seven Ritual Assistants, it is possible to control higher numbers of Mana Crystals. The limits are as follows:

TIER	SAFE	PERSONAL LIMIT	UPPER LIMIT
<b>1 – RITUALIST</b>	10 mana crystals	15 mana crystals	22 mana crystals
<b>2 – ADVANCED RITUALIST</b>	12 mana crystals	19 mana crystals	33 mana crystals
<b>3 – MASTER RITUALIST</b>	15 mana crystals	25 mana crystals	60 mana crystals

### Ritual Assistants

Ritual Assistants can be used to provide stability and control in a Ritual. Anyone who has Magic 1 or higher can participate in a ritual and aid in the amount of Mana the Lead Ritualist can control.

RITUAL ASSISTANT	ADDITIONAL CONTROL
<b>MAGIC 1, NO RITUAL MAGIC</b>	+0.5 mana crystal
<b>MAGIC 2+, RITUAL MAGIC</b>	+1 mana crystal
<b>ADVANCED MANA CONTROL</b>	+2 mana crystals
<b>MASTER MANA CONTROL</b>	+3 mana crystals

### Performance

Costs aside, the most important aspect of a ritual is the performance and roleplay. The use of props, music, etc. is encouraged, but the key to a good ritual is preparation. Rehearse your rituals beforehand, making sure everyone knows what to say, what to do and when to do it.

You will be given a form to fill in, before you start the ritual, including what resources, mana, and coinage you are going to use, and what you are attempting to do. These forms can be picked up from your camp ref, and are handed in to the ritual ref.

A well prepared and well performed ritual will yield better results and a higher success rate. If you need help with planning and performing rituals, talk to your camp NPCs and they will be able to advise you.

### Ritual Results

Rituals which occur in the Vale ritual circle will normally not produce instant results; though there are exceptions to this rule as with the ritual to change to colour of the ritual circle.

Artificial circles are more likely to use produce instant results, but can be just as debilitating when they go wrong.

### Determining the Result

At the end of the ritual, the magic culminates and a bead draw is made by the lead ritualist to determine what has occurred. The draw will select one of three colours: White, Red, or Black:

- A ritualist starts with ten white
- Further white is added for additional participants, and the ritual skills of advanced ritualist, and master ritualist

- Red is added based on the amount of mana put into the ritual. Safe control of mana limits can be increased with the skills of advanced mana control, and master mana control.
- There are no black initially, but the ref will add black based on the following criteria:
  - Incorrectly drawn runes
  - Failure of an assistant to actively participate
  - Disturbances by external forces
  - Injury of participants
  - Too quick a ritual
  - Performing a ritual beyond skill capacity

Once the ritual is complete the lead ritualist draws from the completed bag:

- White – SUCCESS!
- Black – failure 😞
- Red – the ritual team is having difficulty controlling the mana, take another chit:
  - White – err... success I suppose, but something went wrong.
  - Black – failure 😞, with added negativity as determined by the ritual ref.
  - Red – control has been lost. The Lead Ritualist takes DIMISS RACE pg. 24 and other participants take a WOUND.

### This thing I am trying to achieve?

When casting a ritual to cover a tier 1 effect, you can generally use a tier 1 ritual, and so forth.

If a caster is very learned in their sphere they will find it easier to perform those effects within a ritual circle, compared to others that do not have access to higher techniques within a sphere of magic.

Whilst almost anything is possible in the ritual circle, there are further tricks to help those that are looking at learning more, including advanced ritual forms which help in targeting, and clever ways of hedging out magic you don't want.

### Example Ritual – Change the Sphere of the Ritual Circle

To change the sphere of the ritual circle is a tier 1 ritual. It is a good practise ritual for low rank ritualists, to get them acquainted with ritual magic.

You will need to place 3 runes from those that you know. The colour of the ritual is based on the colour it is going to.

The cost of the ritual is 5 mana crystals of the colour you wish to change the circle to, and 1 clear mana crystal for each step away from the current colour that is to a max of 3.

The ritual circle in this case is on FIRE, and they need it on ICE. They put in 5 yellow mana crystals, 2 clear mana crystals. Manipulating Ice makes the ICE the ritual colour, so Yellow mana crystals are worth 2pts, clear mana crystals are always worth 1, giving a total mana worth of 12, within the tolerance of a tier 1 ritual.

The basic ritualist is controlling 7 mana crystals (within their safe limits), and they throw in 10 coins.

The bag should be (if nothing went wrong with the performance); 10 white, 3 reds. Every chance for a successful ritual.

## Rites

A Ritualist that has shown proficiency in performing a specific ritual correctly many times in succession may have the opportunity to learn the ritual as a Rite. This form of Rite still incurs any costs of the ritual, but has no chance of failure on the part of the ritualist (although other forces could always interrupt this).

Certain rites are already known, and can be taught by those proficient in Ritual Magic. Ritual Magic users can use rites outside of their field of expertise as they get more advanced:

TIER	USEABLE RITES	KNOWN RITES
<b>1 - RITUALIST</b>	Their own school of magic	Their own school of magic
<b>2 – ADVANCED RITUALIST</b>	Their own school, plus those either side.	Any except their opposing school of magic
<b>3 – MASTER RITUALIST</b>	All except their opposing school of magic	Any

## Common Rites

Rites do not need camp refs however a ritualist is expected to make it obvious that they are performing a rite and they are encouraged to use props. To perform a rite, they must collect a tag from GOD to appropriately mark the area; if required.

You should spend a minimum of five minutes using a Rite.

The common rites are:

### Fire Rite – Cleansing

The fire ritualist can use their magic to purify and burn away the magic RITES of other ritualists. Once you have completed the RITE you remove the tag marking the location, and hand it to your closest ref. This effect is instant.

### Ice Rite - Stasis

The ice ritualist can use their magic to preserve a body and prevent it from disappearing as is normal with the RITE of **STASIS**. The body should be marked with a tag which can be obtained from GOD. The soul is frozen in place and prevented from moving on. The RITE must be started while the body and hence soul are still present and once it is started the soul is held. Critically this can only be done with the OC consent of the person playing the character which it is cast upon but if they choose not to accept the RITE their soul is never the less prevented from moving on in the normal way. Please note that if you do not have a SOUL CARD this RITE cannot affect you in any way. You may only place and maintain **STASIS** on one soul at a time. This will last until 10am the next day.

### Storm Rite - Merciless Vulnerability

The storm ritualist can use their magic to strip an abomination or a dire beastkin of their ability to regenerate with the RITE of **MERCILESS VULNERABILITY**. The target should be marked with a tag which can be obtained from GOD. The target loses their ability to regenerate and all the powers associated with that ability. You may only place and maintain **MERCILESS VULNERABILITY** on one soul at a time. This will last for 1 hour.

### Mind Rite - Forbidding

A mind ritualist can place a **FORBIDDING** on a place. The area must be clearly delineated and should be marked with a tag which can be obtained from GOD. This has the effect of making people feel uncomfortable and unable to enter or remain in the place. This has no impact on the game rules but should be roleplayed. You may only place **FORBIDDING** on one place at a time. This will last until 10am the next day.

#### Spirit Rite – Haven for the Soul

A spirit ritualist can bring peace to a place to make it a **HAVEN FOR THE SOUL**. The area must be clearly delineated and should be marked with a tag which can be obtained from GOD. This has the effect of making anyone with a SOUL CARD feel very comfortable and at peace while those without a SOUL CARD feel very uncomfortable and want to leave. This has no impact on the game rules but should be roleplayed. It also has the effect of causing rapid healing for those who have a SOUL CARD – if they can recover hits (which is not possible after a WOUND until you have been treated properly by a surgeon) they regain one hit every five minutes that they remain in the place. You may only place **HAVEN FOR THE SOUL** on one place at a time. This will last until 10am the next day.

#### Conjuring Rite – Circle of Power

A conjuring ritualist can create a magic **CIRCLE OF POWER** which hedges in or out creatures not of this world. The circle must be clearly and obviously visible and magical and should be marked with a tag which can be obtained from GOD. The demons' possessed servants and those who are beloved of the gods may not cross the circle in or out, they may not strike across the boundary, nor may they cast spells or use their powers across the boundary. You may only place one **CIRCLE OF POWER** at a time. This will last until 10am the next day.

#### Necromancy – Unhallowing

This is a ritual performed with incense and other paraphernalia to render a tent or other enclosed space "Unhallowed". This allows it to be used for various purposes by the Undead. This will last until 10am the next day.

### Further Progression

Further progression in ritual magic can advance into the creation of acts, and power scrolls.

#### Acts

Ritual Magic users which perform the same ritual time and time again can find that these translate into something more impressive.

It has been known that a ritualist can learn a ritual so well that they gain the ability to perform the ritual, whilst still using all normal resources and costs, but without the chance of failure. It becomes a highly personal form of rite, which cannot be taught to other ritual magic users.

After more practise, the Ritualist may be able to create an Act; a set of gestures and reflexes that allows them to perform the rite without the need for any costs, or the ritual circle. This only works in the Vale. Acts still require the ritualist to perform the rite which should take no less than 5 minutes to perform.

#### Limitations

Some rituals cannot be made into Acts; generally, those that affect creatures other than the caster. It is impossible to learn an Act from another mage, they are an immensely personal understanding of their magic used to perform the Rite.

## Power Scrolls

Ritualists are just beginning to understand that they can inscribe onto specially prepared vellum magic spells that anyone can cast provided they have essence (and are not barred from using the spell.)

Such research should be done in the main ritual circle.

## Ritual Runes

There are 27 known ritual runes. These runes are ancient and their meanings are known to mages and sorcerers but to truly control them is much more difficult. Ritualists learn to control these runes as their expertise increases – using runes that you do not properly understand runs a very high risk of losing control of the energy during a ritual.

Mages with Level 2 Magic and the Ritual Magic skill gain 1 level of Runic Lore automatically, while mages with Level 3 Magic and the Ritual Magic skill gain 2 levels of Runic Lore. Each level of Runic Lore confers knowledge of 3 runes, and players can freely choose the runes they know from the list below. These should be noted in the character background section of the character generation form. More levels of Runic Lore will be available to characters as they advance.

Each rune has an inverted form, which is made by drawing a line above the standard rune. A ritualist automatically knows how to invert every rune they have knowledge of.

<b>A</b>	Beginnings, commencement, the starting of things.	<b>a</b>	Things without beginning, that which has always been
<b>B</b>	That which emanates forth and radiates outwards	<b>b</b>	That which stays within, and is confined
<b>C</b>	Chaotic and random things, which cannot be predicted	<b>C</b>	Order and prediction
<b>D</b>	A change, the transformation of one thing into another, or that which is changeable and	<b>d</b>	The immutable, that which does not change but remains the same.
<b>E</b>	All things transparent, which can be seen and passed through, or understood clearly	<b>e</b>	All things opaque, obscure and mysterious
<b>F</b>	Strength and the vitality of youth	<b>f</b>	Weakness and the frailty of old age
<b>G</b>	Light, clarity and understanding	<b>g</b>	Darkness, opacity and confusion
<b>H</b>	Angles, points, sharpness	<b>h</b>	Softness, roundness
<b>I</b>	Small things, and those which are easily lost or hidden	<b>i</b>	Large and prominent things, which stand out and cannot be obscured
<b>J</b>	Divergence, the separating and coming apart of things	<b>j</b>	That which does not separate, but holds together
<b>K</b>	That which twists and turns, rotates and spins, and is inconsistent in direction	<b>k</b>	That which continues on a straight, true path
<b>L</b>	Communication, reaching out over distance to make a connection	<b>l</b>	Withdrawal into seclusion and silence
<b>M</b>	Attraction, the pulling together of things	<b>m</b>	Repulsion, that which pushes things apart

N	Viscosity, thickness, and slow progress	n	That which is free flowing and moves fluidly
O	The centre of all things, their balancing point, at which they are stable	o	The edges of things, instability
P	Irrationality and nonsensicalness	p	Rationality, reason and logic
Q	The integration of things, turning many parts into a whole	q	Those things which cannot be combined
R	Weightiness, that which is a heavy burden	r	Lightness, and all things carefree
S	Things which are of relevance, related and connected	s	Things which are irrelevant, unrelated and disconnected
T	Time, and correct timing	t	That which is without time, or timeless, or out of time
U	Discreet items, pieces and particles	u	That which is continuous
V	Frequency, urgency, and rapid progress	v	Infrequency, slowness and languid movement
W	The ending of things	w	That which is without ending
X	Wandering, deviation from the path	x	Finding your way, adherence to the route
Y	The fundamental nature of a thing, its true identity	y	Masks, false identities and façades
Z	Decreasing, reducing, and shrinking	z	Increasing, growing and enlarging
1	Things which are greater when combined than the sum of their parts	!	Things which are more powerful individually than when combined