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THE VALE LRP  
THE VALE RITES

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THE VALE RITES

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VERSION Final Draft | 14 Mar 2019

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# THE VALE LRP

## THE VALE RITES

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### INTRODUCTION

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In olden times ritual casters and clergy would argue as to who would lead rites. The Ecclesiastical Body won that argument, when in the Vale it was found that you could open a Rites Circle, and the deities within the boundaries of the camp could hear the voices of their followers and direct them to bestow gifts and blessings.

Rites are not an exact science, instead they are performances done to invoke power from the deities, either directly by working with them (religious rites), or indirectly by working with magic (magical rites). All rites, whether religious or magical, are watched by the deities in the faction's camp.

**This document lists all the rites currently in the game.**

#### RITES CIRCLE

Within the boundaries of the faction's camp there is an area which is designated to perform rites within.

To perform a rite, you must be in the presence of a member of the Game Team authorised to Ref the performance.

All Rites should be written on a receptacle, whether that be a prayer book, spell book, pre-prepared parchments, or tattooed to the body of a minion. In the description of the rite it will note the number of rite cards used.

All rites, whether religious or magical, are watched by the deities in the faction's camp.

Rites can only be performed in your faction's rite circle. You cannot perform rites in an opposing camps rite circle... your deities are not present!

#### RITE CARDS

Each time is bought, you will gain four rite cards. These are a non-replaceable, un-tradeable resource for the rite caster, which are refreshed at every event. They do not carry over between events. Some rites will require that these cards are handed to another player to be used. i.e. as resistance to a spell. These should be marked with the appropriate spell or skill granted from the Rite.

#### TO CAST A RITE

- Attract a member of the Game Team to Ref the performance
- Brief them of the Rite you are attempting to perform
- Pass over the required number of Rite Cards for the specific rite
- Perform the Rite
- Draw a bead: get result

All rites have a chance of failure. Within a bag will be a mixture of red, white, and black beads:

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- Red beads drawn will add power to the end effect
- A white bead drawn will end the drawing of beads and move on to the effect
- A black bead drawn will end the drawing of beads and move on to the effect
- White beads bear good results
- Black beads bear bad results
- Red beads are necessary for more powerful effects.

You do not have the right to see what beads were in the bag.

Things to consider when performing a rite:

- Breaking concentration/being interrupted/attacked/spells cast at you will add either add blacks, add reds, or remove whites, or a mixture of all three.
- Once a rite has started it must be completed. If it starts to go wrong, try to pull it back under control.
- There are no set times for the length of a performance.

### RITE COSTS

Costs for rites are listed in the details of the rite. They may be paid by anyone that has rite cards, and is participating in the rite.

Rites only have the cost of the cards used, but sometimes that will not be enough to cast the rite successfully. To improve the chances of success you may add additional components or power:

- Items crafted by alchemists or mage crafters to add additional power to rites.
- Specific items crafted, required by the rite.

Example: The Lightning Rite of Deathly Vulnerability creates a Bane Weapon. This requires an active crafted component of a Bane Rune.

Rites that effect objects or creatures in a negative way are contested. It may be wise to over-power these types of rites than go by the minimum costs listed in the rites.

### CREATING RITES

It is possible for new rites to be created. Once a rite has been created it will be added to this rites document under the relevant heading and be available to all players for purchase. New rites are approved by deities, and as such are available in both factions once created.

### CONCURRENT MAGICAL EFFECTS

You cannot have more magical effects running on you than you have Event Soul Shards. Magical effects in this way include:

- ❖ Spells with a duration longer than 30s
- ❖ Rites; where you are the beneficiary
- ❖ Rituals; where you are the beneficiary
- ❖ Artifacts & Relics bound to you

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❖ Magical servants (familiars, summoned creatures, etc)

Rites, Rituals, Artifact+ items, and mage familiars may use permanent soul shards, reducing the overall number of concurrent magical effects permanently. Further if those soul shards are lost at an event, it may make the associated effect in-active.

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### RELIGIOUS RITES

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Each Deity has a primary, secondary, and tertiary aspect. When purchasing religious rites, you may purchase them in any order. Unlike magical rites, they have a fixed development point cost based on their caster's abilities.

#### INITIAL RELIGIOUS RITES

These rites are gained at character creation for being an Ecclesiastic Character.

#### ENTWINE FATE (PATRON) (1, PERMANENT)

Outside of the Vale you can only learn theory, but inside the deities become entities which can have very real effects on the world. Until you have entwined your fate with one of these entities you will not be able to approach the Eternal Reign where they reside.

Once performed successfully this is no longer used. There is a more powerful non-limited version of this rite that is available for purchase.

This is designed as a starter rite for all Ecclesiastic Characters to get them into the groove of performing rites within the Factions Boundaries.

#### OPEN RITE CIRCLE (4, VAR)

This rite attempts to beseech the Divine entities with the boundaries of the camp to open a circle which allows further performances to be made.

Any character that has at least one rite may participate in the performance if they wish to contribute to the cost.

Whilst the Circle should remain open for the entire event sometimes actions may break it.

#### BIND ITEM (1/ITEM BEING BOUND, VAR)

This will attempt to bind an item to a character. This rite cannot be used to bind an item of Artifact/Relic to a character, a different rite must be used.

If any item is taken via the Search skill, this will break the binding of the item.

If any item is unbound when a character dies, they lose that item and it should be handed in to the Games Desk in the case of final death, or your Camp Ref in the case of Rebirth.

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### BLESS WATER (1/PHIAL, UNTIL DAWN)

Will bless water that is held in small potion bottles. This water is required in various other religious rites and has other effects in the game. Please do not throw this at other players. You cannot tap it off blessed water into other containers, and one phial is one use.

### PERFORM MARRIAGE (1/PERSON, UNTIL DEATH)

This joins characters in marriage in the eyes of the deities within the faction's boundaries. Each participant must take part in the performance and be anointed with blessed water.

### ACCESS BARRIER (2, 10M)

Should any member of an opposing faction wish to pass through the barrier then first the deities of the camp must be appeased. Upon successful completion of this rite, blessed water can anoint the target and allow them to force through the barrier. This takes 10s and once they have started, they must pass through before turning around. Once in they may leave at any time.

**If for any reason access is gained without this rite, characters of the opposing faction have no rights to leave the camps barrier.**

### SPECIFIC RELIGIOUS RITES

These are available only via the requisite skill purchase in the Ecclesiastic Skill Tree.

### INVOKE REIGN (1, VAR)

Will change the allegiance of your factions Eternal Reign to match your pantheon.

### DENY REIGN (4, 1H)

Deny the change of allegiance of your factions Eternal Reign to opposing pantheons.

### ENTWINE FATE (4 | 8 SELF OR TARGET, PERMANENT)

This will Entwine the Fate of either the caster or a target with a patron. This can overwrite an existing connection; but can have tragic consequences to all involved if not done very carefully! To perform this rite successfully a soul shard should be paid to the caster on behalf of the patron involved. Where that payment comes from is irrelevant.

**Entwining Fate does not use up a concurrent magical effect.**

### CREATE RITE (VAR, INSTANT)

You attempt to create a brand-new rite. When a rite is created you must assign it to either:

- Religious in one of the three aspects that your patron has access to
- Magic Universal
- Magic (sphere)

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Incorrect assignation will cause a failure in the attempt to create the rite. Knowledge of different Spheres of magical is advantageous in the creation of rites.

Once the rite is created it will be permanently added to all lists and available in both factions.

### DEITY SPECIFIC RITES

Each deity has specific rites they can use, divided into primary, secondary, and tertiary. The performance of rites scales in difficulty driven by the relevance of the rite to the deity. Thus, tertiary rites are harder than secondary, which are harder than primary rites to perform.

### KNOWN KHANATE DEITIES

Currently the only known pantheon of deities within the Khanate are the Demonic Rulers of the Divine Assembly.

- ❖ Artifice; their aspects are Craft, War, and Protection.
- ❖ Enticer; their aspects are Healing, Forbidden Magic, and Craft
- ❖ Rage; their aspects are War, Protection, and Healing
- ❖ Unseen; their aspects are Forbidden Magic, Craft, and War
- ❖ Seer; their aspects are Protection, Healing, and Forbidden Magic

### KNOWN ALLIANCE DEITIES

Currently the only known pantheon of deities within the Alliance are the Righteous Gods of the Divine Assembly.

- ❖ Acolyte; their aspects are Forbidden Magic, Healing, and War
- ❖ Designer; their aspects are Craft, Forbidden Magic, and Protection
- ❖ Father; their aspects are Protection, War, and Healing
- ❖ Mother; their aspects are Healing, Craft, and Forbidden Magic
- ❖ Warrior; their aspects are War, Protection, and Craft

### OTHER KNOWN DEITIES

Whilst there is knowledge of other deities, what pantheon (if any) they belong to is unknown.

- ❖ The Queen; the solitary deity of the Empire of Qadaq. Their aspects are Forbidden Magic, War, and Protection
- ❖ Locain; the deity of Ethrin. Their aspects are Healing, Protection, and Forbidden Magic.
- ❖ Rasen; the deity of Beastkin. Their aspects are Healing, War, and Protection.
- ❖ Ur-Sogoth; a powerful entity which tried to kill the Unseen.

### HEALING BASIC

Available to Initiates

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### *CARE THE WOUNDED (1/MINUTE, VAR)*

Effects: The rite circle temporarily is changed to a circle of healing, which speeds the power of Physician in providing long term rest. Whilst a Physician is present, they may care for patients at a rate of 1 hit restored per minute. There is no effect if a Physician is not present.

### *CLEANSE THE SOUL (12, INSTANT)*

Effects: This rite attempts to heal a character of temporary soul shard loss.

### *REGROW LIMBS (4, DAWN)*

Effects: This rite attempts to restore ruined limbs on a single character. If successful they will be able to use them again from the next day.

### HEALING ADVANCED

Available to clerics

### *REFRESH THE WOUNDED (6/CHARACTER, VAR)*

Effects: The rite attempts to fully heal all characters that are placed within the Rite Circle. This rite has no maximum number of creatures provided they can fit within the circle boundaries. This will restore Natural Armour. Hits and Natural Armour are recovered at a rate of 30s per wound.

### *MIRACLE REGROWTH (6/CHARACTER, INSTANT)*

Effects: This rite attempts to restore ruined limbs on every character in the rites circle. If it is successful, they will be able to use them instantly.

### *RESURRECTION (4 PERMANENTLY USED, 1)*

Effects: Restores one permanently lost soul shard. This cannot replace soul shards reaped by the opposing faction, they can only recover with time.

### PROTECTION BASIC

Available to Initiates

### *PROTECT THE BODY (4, USED/DAWN)*

Effects: Grants one character three resistances to low magic physical spells. Three of the rite cards must be mark with the caster mark and the word RESIST PHYSICAL. A character may only benefit from this rite once per day.

### *PROTECT THE MIND (4, USED/DAWN)*

Effects: Grants one character three resistances to low magic mental spells. Three of the rite cards must be mark with the caster mark and the word RESIST MENTAL. A character may only benefit from this rite once per day.

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*PROTECT THE BRAVE (1/CHARACTER SCALED, USED/DAWN)*

Effects: Grants each character in the rite a single use resistance as per Willpower 1. The rite cards must be marked with the casters mark, and the word RESIST. A character may only benefit from this rite if they do not have its protection. If cast again on the same character in the same day the cost goes up by +1 for each casting, for each character.

PROTECTION ADVANCED

Available to clerics

*HOLD BACK THE VOID (12, USED/DAWN)*

Effects: Grants up to five characters one resistance to VOID spells. Three of the rite cards must be mark with the caster mark and the word RESIST VOID. A character may only benefit from this rite once per day. Each character must be anointed with blessed water in the rite. Only one phial of blessed water is used in this way.

*PROTECT THE FRONT LINE (4/WARRIOR, 2 HOURS)*

Effects: Grants up to 3 warriors (must have the profession) immunity to mundane weaponry for 2 hours. A character may only benefit from this rite once per day. A bright green ribbon bearing the casters sigil must be attached to those that have gained this power for the duration of the rite.

*AVERT THE DAMAGE (12, USED/DAWN)*

Effects: Grants one character three DODGE calls. Three of the rite cards must be mark with the caster mark and the word DODGE. A character may only benefit from this rite once per day.

WAR BASIC

Available to Initiates

*BLESSED WEAPON OF WAR (4/STEP, DAWN)*

Effects: Improves the quality of a single weapon at a cost of the quality they are going to: From Mundane -> Superior -> Masterwork -> Magical -> Artifact -> Relic. Each step costs 4 rite cards. Incense and other consumables will be needed to improve a mundane weapon to relic quality, as you will need to draw one red per step passed Superior.

*EMPOWER THE FACTION (4/CHARACTER, 2 HOURS)*

Effects: Grants any number of characters that can fit in to the Rite Circle the equivalent of Toughness 1. This does not stack with other ways of gaining Toughness 1

*EMPOWER THE WARRIOR (2/WARRIOR, 2 HOURS)*

Effects: Grants up to five warrior profession characters Toughness 1 for 2 hours. This does not stack with other ways of gaining Toughness 1.

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### WAR ADVANCED

Available to clerics

#### *A GLORIOUS DAY TO DIE (20, DAWN)*

Effects: prepares a character so that they can use the call Heroic Death. Once successful the character will die as per Heroic Death at dawn the next day if they do not use the call. Only willing characters can be used in this rite.

#### *EMPOWER THE WARBAND (4/CHARACTER, 2 HOURS)*

Effects: Grants up to five characters an increase in their Toughness for 2 hours. This cannot take you over your racial maximum.

#### *JUGGERNAUT (15, REBIRTH/DAWN)*

Effects: converts a character's hits to Global with a modifier of x1.5 (rounded up), with half of those hits (rounded down) as Natural Armour. Global hits are calculated on what the character was wearing at the time of the rite, and armour cannot be removed whilst under this effect. Cannot be an Ascension Form or have Natural Armour from any other source to be subject to this rite.

i.e. a character with Toughness 2, has 3 hits/location, wearing medium armour 2 armour / location has a total of  $5 \times 1.5$  becomes 8 Global hits, whereas a character with Toughness 2, 3 hits/loc and plate armour 4/loc has a total of  $7 \times 1.5$  becomes 11 hits.

Whilst under the effect they will only take a wound after 11 body hits or are subject to a FATAL effect. Head hits are ignored.

### CRAFT BASIC

The deities understand that to fight they require weapons and armour, spell books, scrolls and all other manner of accoutrements. This falls to those that make the items of war.

A crafting rite will only affect a single character once per day. Available to Initiates

#### *CELEBRATION OF THE BRUSH (2, USED/DAWN)*

Effect: Grants a single crafter +1 Crafting Points. The Rite Card should be marked with the effect and handed to the crafter. Unused points are lost at dawn.

#### *CELEBRATION OF ART (6, USED/DAWN)*

Effect: Grants a single crafter +3 Crafting Points. The Rite Card should be marked with the effect and handed to the crafter. Unused points are lost at dawn.

#### *CELEBRATION OF INVENTION (12, USED/DAWN)*

Effect: Grants a single crafter +5 Crafting Points. The Rite Card should be marked with the effect and handed to the crafter. Unused points are lost at dawn.

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### CRAFT ADVANCED

Available to clerics

#### *EXPLOSION OF COLOUR (6, USED/DAWN)*

Effect: Grants up to 10 crafters in the rites circle +1 Crafting Points. The Rite Card should be marked with the effect and handed to the crafter. Unused points are lost at dawn.

#### *EXPANSE OF KNOWLEDGE (18, USED/DAWN)*

Effect: Grants up to 10 crafters in the rites circle +3 Crafting Points. The Rite Card should be marked with the effect and handed to the crafter. Unused points are lost at dawn.

#### *FESTIVAL OF ENLIGHTENMENT (36, USED/DAWN)*

Effect: Grants up to 10 crafters in the rites circle +5 Crafting Points. The Rite Card should be marked with the effect and handed to the crafter. Unused points are lost at dawn.

### FORBIDDEN MAGIC BASIC

There are always deities that touch on things that should be left well alone. It is no surprise that they offer rites that will get their followers in to more trouble than they can handle. Most effects of Forbidden Magic are dangerous, you have been warned. Available to Initiates

#### *STONE OF RETURN (1, USED/DAWN)*

Effect: Creates a stone tuned to an individual character which allows them to return to their camp via an open portal. The Rite Card should be marked as such with the effect and handed to the individual.

#### *BLESS WEAPONS (1/WEAPON, 2 HOURS)*

Effect: Attempts to bless each weapon in the Rite Circle. If successful, their wielders will be able to call BLESSED with each strike for the next two hours.

#### *PROTECTION OF MAGIC (6, USED/DAWN)*

Effects: The target of the rite gains a single casting of the spell: Chant of Protection. They do not require magic items, nor knowledge of the spell to cast it, and are only required to use the specially prepared Rites Card in the casting of the spell. They must use the spell in accordance to the spell description.

### FORBIDDEN MAGIC ADVANCED

Available to clerics

#### *SEAL PORTAL (VAR, INSTANT)*

Effect: Attempts to seal a hostile open portal. The number of rite cards must be judged as you are directly going against the caster of the portal spell and is worked out in part by their costs in opening

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the portal. This can be performed directly after the Rite of Scrying to view a close but otherwise out of line of sight portal.

*TRANSVERSE THE VOID (20/CHARACTER, 1 HOUR OR LESS)*

Effects: The rite caster attempts to take a small group of characters (up to 9) and themselves across the void to somewhere else. If successful this will create a portal at the end location back to the Rite's Circle, sucking the character's selected through.

They will only be able to return if they have the portal open. The rite caster cannot do anything else except hold the portal open. If they are wounded and finish their death count, the portal immediately closes, sucking the caster back through, and any other character from the initial group that are in touch range of the caster.

Holding a Stone of Return will allow you to use it at any time whilst you are in Line of Sight of the Portal, by holding it in the air and shouting STONE OF RETURN. You are immediately removed from play.

Whilst a portal is being held from a remote location the Rite's Circle is unavailable in that faction's camp, unless a Seal Portal Rite is cast upon it. This is a vastly hostile act and could have wide ranging consequences for any participants of such a rite.

*TOUCH THE VOID (10, USED/DAWN)*

Effects: The rite's caster attempts to grasp some understanding of the Void. This has the chance to reward them with a beneficial effect, or highly detrimental effect. Beneficial effects generally are single shot spell uses that do not require items. Detrimental effects range from being wounded to losing soul shards. Not for the faint hearted!

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## MAGIC RITES

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Each Sphere of magic has access to their own sets of rites drawn from the ancient power that it represents. These rights may be learnt by anyone that has access to magic but have a Development Cost associated with them between 1-6. Unlike Religious rites, magical rites are generally less powerful.

Magic Rites are available once you have achieved Sage in a type of magic. You may only select Rites from your Sphere.

Magic Rites are laid out as such:

- Rite – Rite Name (Sphere, Type, Rite Cost, Duration)
- Effect

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### UNIVERSAL RITES

These are available to any savant or sage that purchases the rites.

#### CREATE SERVANT (UNIVERSAL, MENTAL, 20, PERMANENT)

This rite attempts to create an extension of the caster's will beyond the physical. It appears in the form of a creature that has a close and personal relationship with the caster. All creatures created in this way start as homunculus and can be reformed as something else should the caster Ascend.

A homunculus will replace the Caster's Spell book and cannot be stolen from them. It can though be dismissed. When dismissed it is simply banished from the realm until the caster resummons it. Any spells that have not been committed will be unusable until the creature is summoned.

The creation of a servant requires the loss of 4 permanent rites cards, a sacrifice of the caster's own ability in its creation. Other rites that improve the servant will also require sacrifice.

The starting Dismiss Value of a homunculus will equal the number times you have bought the Sage skill at the time of creation, plus any additions from crafted items.

When performing this rite, you are required to have the appropriate crafted runes for the servant to gain power.

A physical representation of the creature must always be used and kept on your character. The is subject to the approval of the Game Team.

**Note: Creating a servant uses a permanent concurrent magical effect.**

#### ENTWINE FATE (UNIVERSAL, SPIRITUAL, 6 SELF, PERMANENT)

This will bind Entwine the Fate of either the caster with a patron. This can overwrite an existing connection; but can have tragic consequences to all involved if not done very carefully! To perform this rite successfully a soul shard should be paid to the patron. Where that payment comes from is irrelevant.

#### IMBUE KNOWLEDGE (UNIVERSAL, MENTAL, 4, PERMANENT)

Grants your servant additional knowledge base on the crafted runes you imbue into it. This rite is to allow your servant to gain new knowledge, and abilities, just like can be gained from the imbue ment of a book.

**Note: Installing knowledge into your servant, which itself is an extension of the caster may use a permanent concurrent magical effect.**

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LOCATE (UNIVERSAL, SPIRITUAL, 2, 30M)

You must have a wooden bowl with a floating pointing within it. This will point in the direction of the object wished to be found. This can be used straight after a Sense Rite to find a sense object or spell. This will only work within the boundaries of the faction's camp.

SENSE (UNIVERSAL, SPIRITUAL, 1, 5M)

Attempts to sense a hidden / obscured object or spell within the boundaries of the faction's camp.

STRENGTHEN SERVANT (UNIVERSAL, MENTAL, 20, PERMANENT)

Improves the Dismiss Value of your servant by 5 at the permanent cost of 4 Rite cards each time it is successfully cast. Please visit GOD with the appropriate approval from your Camp Ref to allow this to be updated onto your Characters Record. The cost of this is taken in the creation of the servant.

SUMMON SERVANT (UNIVERSAL, MENTAL, 4, INSTANT)

Will allow the summoning of a servant that has been dismissed. Creation of a servant is a separate rite. Servants that can be summoned in this way are: familiars, fetches, elementaling, and homunculus. Without this rite a servant will reappear given enough time (dawn).

SPHERE RITES

Available to those with the requisite Sphere of magic.

CLEANSING (FIRE, PHYSICAL, VAR, INSTANT)

Attempts to tear off magical effects on a creature. The cost in rite cards is contested against the power of the effects it is trying to remove.

COLD ROOM (BODY, PHYSICAL, 20, CONCENTRATION)

This rite turns the area of the rite circle into a place of no-magic while the caster maintains it. No magic at all will work inside a cold room, be it from a ritual, rite, spell, or item. Artifacts and Relics may be immune to this effect.

DEATHLY VULNERABILITY (LIGHTNING, PHYSICAL, 20, USED/EVENT)

Attempts to create a weapon with the BANE enchantment, which can be used for a single execution only. This requires components created by crafters. These components are consumed in the attempt to perform this rite, whatever the outcome is.

FEED THE OVERLORD (SPIRIT, PHYSICAL, 10+, INSTANT)

**Requirements: *Entwined Fate (any)***

With this rite you murder a member of your faction, destroying their soul shards and killing them utterly. Any goods, items, and soul shards they own are sent to your patron. The subject of this spell cannot be willing and must be of your own faction. (This rite may cause some hostility in camp).

This rite is contested by the power of the individual that is being sacrificed.

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**Note: This rite is a double-edged sword. Used correctly it can garner much favour with a patron, used in-correctly it can harm any current favour.**

IMBUE WITH FIRE (FIRE, PHYSICAL, 2/WEAPON, USED/DAWN)

**Requirements: Fire Weapon**

Imbues one weapon per two rites cards spent in fire. Part of the Rite is to inscribe effect on each rite card, with the casters mark. These are used by the owners of the weapons to make them magical for 30s as per the spell.

Only one Imbue rite may be present on a weapon. When using the rite card to cast the spell, the verbals are IMBUE MY WEAPON WITH FIRE, which must be said at a volume that could be heard from 10' away.

IMBUE WITH ICE (ICE, PHYSICAL, 2/WEAPON, USED/DAWN)

**Requirements: Ice Weapon**

Imbues one weapon per two rites cards spent in ice. Part of the Rite is to inscribe effect on each rite card, with the casters mark. These are used by the owners of the weapons to make them magical for 30s as per the spell.

Only one Imbue rite may be present on a weapon. When using the rite card to cast the spell, the verbals are IMBUE MY WEAPON WITH ICE, which must be said at a volume that could be heard from 10' away.

IMBUE WITH LIGHTNING (LIGHTNING, PHYSICAL, 2/WEAPON, USED/DAWN)

**Requirements: Lightning Weapon**

Imbues one weapon per two rites cards spent in Lightning. Part of the Rite is to inscribe effect on each rite card, with the casters mark. These are used by the owners of the weapons to make them magical for 30s as per the spell.

Only one Imbue rite may be present on a weapon. When using the rite card to cast the spell, the verbals are IMBUE MY WEAPON WITH LIGHTNING, which must be said at a volume that could be heard from 10' away.

OPEN PORTAL (BODY, PHYSICAL, 100, CONCENTRATION)

The caster, most likely with a lot of help, attempts to open a temporary portal to a place in the world outside the Vale. If successful, this will allow others to pass through the portal to that place.

Portals made in this way are two-way and are only maintained whilst the caster concentrates on it. If the primary caster breaks concentration, then the portal will begin to destabilise. If the caster is wounded and finish their death count, the portal will close.

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Whilst periods of long concentration are possible, generally longer than 2 hours will cause the caster to become fatigued, with potentially fatal consequences to those that will be trapped if the portal closes.

RESIST FIRE (FIRE, PHYSICAL, 2/CHARACTER, USED/DAWN)

**Requirements: Fire Shield**

Grants each character in the rite a single resistance to Fire Dart. Part of the Rite is to inscribe the effect on each rite card, with the casters mark. These are used by the owners to Resist Fire Dart, as per same rules as Spell Guard and the verbals, RESIST FIRE DART.

RESIST ICE (ICE, PHYSICAL, 2/CHARACTER, USED/DAWN)

**Requirements: Ice Shield**

Grants each character in the rite a single resistance to Ice Dart. Part of the Rite is to inscribe the effect on each rite card, with the casters mark. These are used by the owners to Resist Ice Dart, as per same rules as Spell Guard and the verbals, RESIST ICE DART.

RESIST LIGHTNING (LIGHTNING, PHYSICAL, 2/CHARACTER, USED/DAWN)

**Requirements: Lightning Shield**

Grants each character in the rite a single resistance to Lightning Dart. Part of the Rite is to inscribe the effect on each rite card, with the casters mark. These are used by the owners to Resist Lightning Dart, as per same rules as Spell Guard and the verbals, RESIST LIGHTNING DART.

SEALED INSIDE (MIND, PHYSICAL, 4, 10M)

This rite attempts to seal the Rite Circle so that nothing can enter it for a period of 10 minutes. The caster of the rite performs it from inside the circle. Once sealed in this way the caster has complete control of who can enter and leave the circle. Nothing else (weapons, magic, etc) can enter or leave the circle.

SEALED OUTSIDE (MIND, PHYSICAL, 4, 10M)

This rite attempts to seal the Rite Circle so that nothing can leave it for a period of 10 minutes. The caster of the rite performs it from outside the circle. Once sealed in this way the caster has complete control of who can enter and leave the circle. Nothing else (weapons, magic, etc) can enter or leave the circle.

STASIS (ICE, PHYSICAL, VAR, VAR)

Attempts to place an object or item in stasis preventing time passing on it. If placed on a creature their death count will be paused at that point, and other effects on them are held indefinitely. The cost in rites cards is calculated in the duration you wish to hold the item or creature times by the power of the item or creature held.

A creature held in stasis is effectively paralysed until released.

The potential durations are 30s, 2m, 5m, 1h, Dawn, Event

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i.e. A Sage (Fire) would have a rank of 3 x the five minutes to create an antidote to the poison that is affecting him would by 9 rite cards. A creature or item that has no magic will always be given a rank of 1.

Breaking something out of stasis can be done by the contested Rite of Cleansing.

STAY THE INFECTION (SPIRIT, SPIRITUAL, 4, 5M)

Attempts to create an area soaked in life. If successful the creatures within will have their poison and disease effects paused for five minutes, during which they can act as if they are unaffected within the boundaries of the rites circle.

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## OTHER RITES

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Various professions, and races gain rites that are listed here. Ascension Forms also gain access to rites that can be found in their handbook.

MAGE

*Requirements: Sage (any), Profession Mage*

All these rites pertain to the sphere of universal magic.

COMPREHEND (PHYSICAL, 4, VAR)

Attempts to break the code, or understand written or magical script, or translate something that is misunderstood. The rite requires parchment crafted by an alchemist, to which the information will be placed upon. Sometimes this information is not instant, in which case the parchment may return at a later time, but the Rite Circle will be available for use after the successful end of the rite.

DIVINE NATURE (MENTAL, 10, INSTANT)

Attempts to identify the magic on an artifact or relic, that is not otherwise marked. This information will become known to the caster upon completion.

IDENTIFY MAGIC (MENTAL, PHYSICAL, 1, INSTANT)

Attempts to identify the magic on an item, that is not otherwise marked.

SCRY (SPIRITUAL, 2, VAR)

Attempts to scry on something outside of the barrier of the camp. Generally, the rite of scrying will complete and later that day a vision of what occurred will come to the caster of the scry. With this rite it is impossible to scry on an area protected in some way; including the other camp, and other areas protected by magic. Another Rite of Scry cannot be completed until the vision is returned from a previous scry.

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SPELL GUARD OTHER (UNIVERSAL, 4/CHARACTER, USED/DAWN)

Attempts to grants a Spell Guard to each participant in the rites circle. If successful, the caster must mark each card with the appropriate effect and place their caster's mark upon it. When used by the target, they must follow the rules of Spell Guard, to call **Spell Guard**.

TELEPORT OBJECT (UNIVERSAL, PHYSICAL, VAR, VAR)

Attempts to teleport an object from almost anywhere to the Rite Circle. This will not work on objects that are on a creature. A clear understanding should be known about what they are trying to teleport, and the item must be able to be teleported. This cannot be used across the barrier of another faction's camp and is contested by the quality of the item being teleported, or its owner, or the location it is in.

This rite creates a very temporary portal to the Faction's Rite Circle, and as such can bring through unwanted attention.

DISTINGUISHED

*Requirements: Profession Ecclesiastic*

ALLEGIANCE (SPIRITUAL, 1, VAR)

This rite attempts to change the allegiance of a retinue member to another retinue. This is the only official way it can be done. All other ways are simple words that are not back by deities or rulers, except marriage.

Examples of use; a member of a kingdom of elland house wishes to join the temple guard of an arch priest. The arch priest would cast the spell to move them to their new home. A member of a goblin tribe stabbers would like to join the pit tribe curious tinkers, a shaman would oversee the change.

**Note: Changing allegiances costs a soul shard, paid to the leader of the new retinue.**

BOLSTER RETINUE (PHYSICAL, 10, 2H)

This rite attempts to Bolster members up to five members of your retinue with each casting granting them +1 Toughness for the duration. The effect can be dispelled with a properly worded Dispel Magic. This cannot a character over their racial maximums

RACIAL

STRENGTHEN FLESH (PHYSICAL, 4, DAWN)

Provides +1 Toughness up to racial maximum. Can only be cast by and on the correct race.

BIND ARTIFACT (SPIRITUAL, 4, PERMANENT)

Binds a Relic or Artifact to a creature.

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**Note: Artifacts and Relics use one or more permanent concurrent magical effects, whilst the item is in possession of the creature.**

INSTRUCT ARTIFACT (MENTAL, 4, VAR)

Attempts to command an Artifact or Relic to perform an action with would normal require to be attuned or aligned in some other way, or with a different rite. Use of this rite is considered hostile to the artifact or relic, and its duration is based on the success ranging from Instant until Dawn the next day.

EMPOWER ARTIFACT (UNIVERSAL, VAR, VAR)

Attempts to give an Artifact or Relic more power for a limited duration. This rite must include what capabilities you wish to empower in to the item and must include any necessary runes to complete that task. The costing is not an exact science; based on the power added vs the power already contained. The duration is based on the success of the rite's caster.