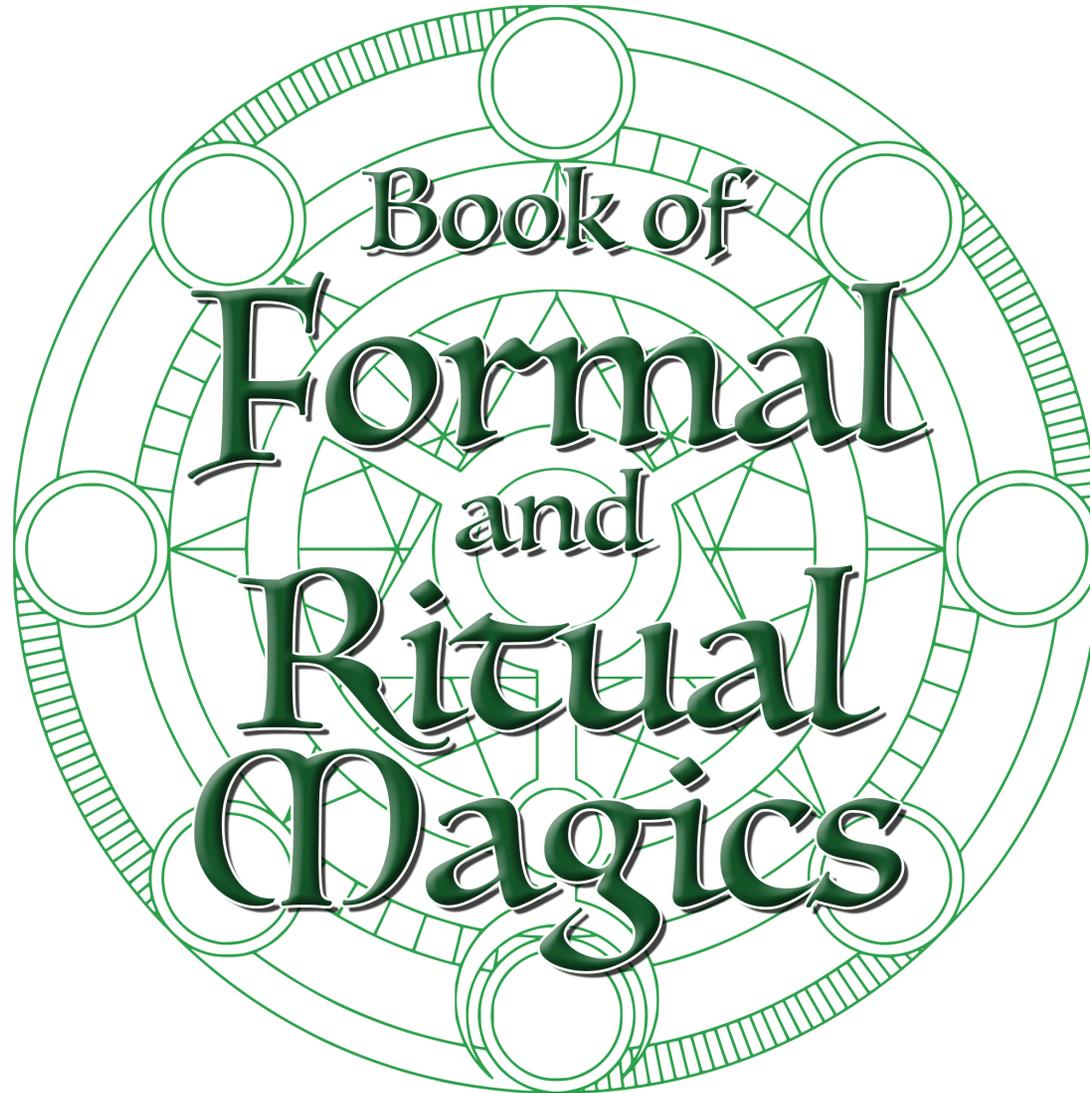


Refuge LARP



Provisional Ritual Rulebook February 2024

Formal and Ritual Magics

Ritual Spells and Ritual Scrolls

A Ritual Spell is a game mechanic that represents potent IG power use. Ritual Spells might be accessed either by use of Ritual Scroll, or through Unfettered Magic. Ritual Scrolls always include the following fields in their text: Aspect, Difficulty, Catalyst Requirement, Target Type, Role Play Only, Scroll Type, Casting Time, Duration, May Be Extended, Ritual #, Required Components, and Spellcrafting. A Ritual Scroll also often explains how the Ritual Spell plays out IG.

Formal Magic

Formal Magic grants Casters the use of potent Ritual Scrolls to create long-lasting, durable, magical effects that extend beyond what can commonly be achieved through spells alone.

Characters with High Magic can designate some of their High Magic points to Formal Magic, if they cast 9th level spells (the prerequisite for Formal Magic). To utilize Ritual Scrolls to their fullest potential, a firm knowledge of how the Circle of Power spell can be used is needed. Every rank a character has of Formal Magic can give them an increased chance of success for all Rituals cast during that LP. Formal Magic is not used up when a Ritual is cast, it is available for all Rituals cast until the next LP starts.

The Formal Magic system is there to provide and increase the potential for fun and excitement for the players. This system is not intended to be used to break, unbalance, or destroy a REFUGE LARP game. Volunteers and Ritual Marshals have final say regarding the results of all Rituals and their outcomes, especially if there is a disagreement regarding the rules. Players who forcefully dispute volunteer and Ritual Marshal interpretations of the Formal Magic Rituals rules may have this Skill and permission to regain it removed.

This part of the game system is designed to empower flavorful storytelling and includes purposeful variability in outcomes, so please prioritize working *with* the Plot Team.

Ritual Aspects

Similarly, when casting a Ritual, an effect will always come out as one of these three Aspects. There are many Ritual Scrolls which are written as General

Aspect, which means that the Ritual will take on the Aspect of the Caster at the time of casting.

Each purchase of Formal Magic is identified with a specific Aspect: either Celestial or Earth depending on the High Magic used to purchase it. Earth Formal Magic is used to cast both Earth and Necromancy Aspected Rituals.

Some General Aspect Rituals affect the performance of other Rituals (for example, by extending the other Rituals' duration). Upon casting, the Caster must decide which Aspect of other Rituals shall be affected. If the Caster chooses an Earth Aspect, for example, any Celestial Aspect Rituals within the Ritual's area of effect will not be affected. If the Caster chooses to affect Earth Aspected Rituals, Necromantic Rituals will also be affected.

Necromantic Aspected Rituals are visually recognizable as Necromantic, even if the invocation does not use the word Chaos. Any individual observing a Ritual may ask the OOG question, "Does this Ritual look Necromantic?" The Ritual Marshal should answer "yes" or "no" and may provide an IG description such as "Foul, corrupted flows of energy can be seen swirling within the Circle of Power." Disguised magic prevents this. All items that are created using a Necromantic Aspect are given Earth Aspect Tags.

Ritual Scrolls

All formal magic requires a Ritual Scroll, which contains the description, directions, and limitations for the specific Ritual. The Ritual Scroll will typically appear in a page protector that can be easily inserted into a notebook for player convenience. A Ritual Scroll may constitute several pieces of paper with a coded top sheet that prevents people without the High Magic or relevant

Artificing Game Abilities from reading it. Players should not look into the Ritual Scroll sheets within the laminated pouch unless they possess High Magic.

Although Ritual Scrolls do not expire, almost all Ritual Scrolls are expended immediately after use. Those that do not will be so noted on the Ritual Scroll. After a casting has completed, the Ritual Marshal will take the Ritual Scroll to Logistics to verify its validity. The use of an invalid Ritual Scroll will cause a Ritual to immediately fail and may subject the Caster to disciplinary proceedings.

All Ritual Scrolls are for use in the local Chapter and Campaign only. The use of a Ritual Scroll outside its Chapter of origin is strictly forbidden to ensure that a Chapter can properly validate its own Ritual Scrolls as genuine. The only exceptions come in periodic multi-Chapter events that coordinate several Chapter plots into a single game.

Some Ritual Scrolls contain the Artifice Keyword followed by the name of a Production Skill to indicate it may be read and used by Formal Artificing.

Every Ritual Scroll contains the following information:

Validating information: Ritual Scrolls are always signed by at least two members of a Chapter's volunteers and may have a specific code to be used by the Chapter to ensure its validity.

Name: The Ritual's name may not adequately describe the effect, so Casters and Marshals should always refer to the description of the effect, rather than just the name. For example, a Conjunction Ritual Scroll might conjure any type of elemental, even if the Ritual name says only Summoning.

Aspect: This lists whether the Ritual is general, Celestial, Earth, or Necromancy.

Difficulty Rating: Unmodified, this number represents how difficult the Ritual is to cast. This number might be adjusted at the time of casting by the actions of the Ritual Caster or other factors, as specified in the description of the effect.

Ritual Type: This gives a general idea of what the Ritual does.

- Enchantment Rituals deal with adding powers to a person, place, or item.

- Extension Rituals will extend the duration of a Batch of Enchantment Rituals.
- Divination Rituals are about learning something specific from a Ritual Target.
- Summoning Rituals will summon a creature or item to the Caster.
- Manipulation Rituals change something innate about the Ritual Target.

Ritual Target: This defines what the Ritual can legally be cast on.

- **Spirit** Rituals can be cast on anyone with a Spirit; these Rituals will survive the Target's Resurrection.
- **Body** Rituals can be cast on anyone with a Spirit but affects only their physical body, which means that these Rituals will go away if the Target Resurrects.
- **Item** Rituals can be placed on any physical item (but not a person); many Item-Targeted Rituals will specify one or more specific types of Item on which they may be cast.
- **Location** Rituals must be cast on a specific location; volunteers must approve any adjustments to the location of a Ritually active area (such as the location of a Healer's Guild Circle) due to OOG concerns. For instance, if a cabin assignment must be changed due to OOG considerations, Rituals cast on the cabin should transfer to the new assignment.

Note that no single Target may ever have more than 20 Rituals on it at a time. If an additional Ritual is attempted on such a Target, the Target is considered invalid with all the penalties that implies.

Duration: Each Ritual has a specific duration listed from the following list:

- **Instantaneous:** the effect occurs immediately after casting and then ceases.
- **Times Ever:** The effect is in abeyance until invoked, according to the description of the effect. Once the Ritual has been activated, it is used up and will not return.

- **One Hour/Five Days/Special:** The effect lasts a specific defined duration from the casting of the Ritual, as described in the Ritual Scroll.
- **<Number> Logistics Periods:** The Ritual will last a certain number of LPs. When brought to an event, it will be marked down for each LP of the event. Once all LPs are marked off, the Ritual fades and disappears.
- **Permanent:** Permanent Rituals last until the item, body or Spirit is destroyed or other specified criteria occurs.

Casting Time: If no casting time is listed on the Ritual Scroll, the casting time is five minutes. No Ritual will have a casting time exceeding one hour. Ritual Scrolls with a casting time of one hour are rare and are usually that long in order to give other players enough time to attempt to stop its invocation.

Some Rituals refer to a Batch of Rituals. This is defined by the character casting the Rituals, which must all be of the same Aspect and cast no more than five minutes apart. If more than five minutes passes between Rituals intended to be part of the same Batch, the Batch is closed and a new Batch must be started.

Extension Rituals may be cast at any time during the Ritual Batch. If an extender is cast as the last Ritual in a Batch, the Difficulty/Reagent Cost is calculated off of the previous Rituals which were successful and on the item. If an Extension Ritual is cast at the beginning or any time in a Batch other than as the last Ritual, the Difficulty and Reagent cost of the extender is based off the intended number of Rituals in the Batch and is not modified by failing Rituals which occur after the extender is placed. Once a specific level of difficulty has been chosen for the extender, the maximum Rituals which can be affected by that extender is set for the remainder of the Batch.

Ritual Instructions: This explains the effect of the Ritual and how Logistics will be required to resolve the effect IG, as established by the Plot Team. It will also indicate if the Ritual can be Spellcrafted and whether the Ritual requires Plot Team approval or notification before invocation.

Components: This identifies the specific Reagents and Catalysts required for the Ritual. Reagents required for a specific Ritual are generated nearly

randomly, with a weighting toward Reagents thematic to the Ritual, so no two Ritual Scrolls are ever identical, even if they have the same name. Even copies of a Ritual Scroll will require different components (and thus the wording on the copy will change). If a Ritual Scroll can be Spellcrafted, the Scroll will specify how many of the specified Reagents listed on this entry (usually one to three) are required.

Failure: This specifies the possible Flaws and Backlashes that might occur if the casting fails. Every Ritual Scroll has completely different Flaws and Backlashes. The Ritual Marshal will write any long-term negative effects on the player's Character Card. Some Backlashes and Flaws may simply say "See Plot." Others may have effects that will only appear in that Chapter.

Backlashes are always detrimental and may even include the Caster's death. Backlashes can affect the Caster, those inside the Circle during the casting, and even those watching the Ritual. All possible results are printed on the Ritual Scroll itself, so a Caster knows in advance what the risks of casting the Ritual are.

Flaws are not always negative in nature. Sometimes a Flaw may even enhance the effect of the Ritual.

Flaws and Backlashes that affect a character count as Targeting the character's Spirit only if the source Ritual were Targeting a Spirit. Otherwise, Flaws and Backlashes are considered to be Targeting the character's body. Note that *Destroy Magic* Backlashes Targeting the Caster will destroy all Rituals on the Caster's body and Spirit.

Ritual Levels: Some Rituals can be cast at multiple levels based on the choice of the Caster. For example, an Arcane Armor Ritual can be cast at six different levels to create a suit of armor from 5 to 30 points. The Caster must state their choice when the Ritual is started and fulfill all requirements of the desired Ritual level.

Ritual Components

Ritual Components are the fuel for Ritual casting and Spellcrafting. A Ritual Scroll will designate the specific type of Ritual Components needed. Substitution is not allowed. Failure to use the exact Ritual Components listed on the Ritual Scroll will cause the Ritual to fail!

Ritual Components are easily recognizable. A character who picks up a Ritual Component can immediately see a clear and distinguishable pulsing soft glow and hear a mild hum; discerning that it is a Component and its name. OOG, this power is typically represented by a popsicle stick for Reagents and a Tag for Catalysts that is attached to the Ritual Component phys-rep. The popsicle stick or Tag will also express the Component's name.

After a Ritual has been completed, the Ritual Marshal officiating the Ritual will collect any Components used and return them to Logistics for verification of authenticity this is of especial importance for Catalysts. There are two types of Ritual Components: Catalysts and Reagents.

Some Rituals may require a Catalyst (or allow one for some extra power of the Ritual), which is a very rare component distributed with very close supervision by the Plot Team. While Reagents are Universal, Catalysts may only be used in the Chapter in which they are distributed and without Plot Team permission only in the originating Campaign. Catalysts do not expire and are indestructible by non-Plot means

Catalysts typically have unique names such as "Essence of a Falling Star" or "Shard of a Hero's Tomb." Each Ritual that supports a Catalyst has a specific Catalyst assigned to it, designated on the specific Ritual Scroll.

There are ten categories of Reagents, although the physrep of each category may take different forms. For example, Mugwort is a magical plant. It could come in the form of a flower or even an acorn.

- **Cariosus:** Cariosus can be found in a powder, or in greasy, or gaseous form on many animated dead creatures. Called "the essence of unlife," Cariosus is frequently found in graveyards and on the bodies of the Undead. Cariosus can be very delicate, and it is sometimes even necessary to preserve the entire decaying limb, hand, or finger to preserve the Cariosus upon it. It can often be found in vials as a liquid or gas, as its states are extremely chaotic. Despite its appearance, Cariosus is not innately Necromantic.
- **Fangtooth (also known as Bloodthorn):** Fangtooth components vary wildly and are often found from a diverse group of carnivorous creatures. Any predatory creature, even the thorns of some dangerous

plant life, can produce a fangtooth.

- **Flotsam (or Jetsam; also known as Hydrite):** Jetsam is the essence of the ocean, typically found in shells and other waterborne articles that have spent a long time in the sea or beneath the water.
- **Heartstone:** Heartstone is typically associated with gems and other forms of rare metals. The magical transformation of a gem or metal into heartstone is rare, making these items known for their value even if they were not infused with magic. Heartstone is the essence of the Earth itself.
- **Ley Ore:** This is a crystalline mix infused with power of Ley lines and Fey power. This is commonly derived from Fey creatures and the Realms they inhabit, but occasionally manifests in the Realms of REFUGE as a crystallization of pure magical energy.
- **Mugwort (also known as Feyring):** Mugwort are plants that grow in natural settings abundant with magic or connected with the fey world, such as near serene ponds, near mushroom rings, or verdant forests. Many Species often gather Mugwort for its magical properties.
- **Nightshade (also known as Goblinbane):** Nightshade is typically found in the form of poisonous mushrooms cultivated on the darkest nights, within places where many living creatures have died. One may find Nightshade on battlefields, graveyards, or even in fallow fields. Nightshade also includes semi-poisonous substances such as belladonna, mandrake, and wolfsbane.
- **Penna (also known as Windkiss):** Penna are feathers kissed by the wind. Something magical happens when the wind strikes the feathers of magical creatures, causing them to become endowed with a mystical quality. Penna can be found in nearly any location where avian creatures frequent. Penna is frequently called "the essence of the wind."
- **Tritora (also known as Lastember):** Tritora is a black substance typically found near areas of great fires or where intense heat converts a substance into the very essence of fire.

- **Truesilver (also known as Magnetite):** Truesilver is a substance with a mysterious origin. It is said that truesilver might be some form of quicksilver or a form of silver that has become magic upon the powers of an ancient ruler. Truesilver adds purity to many Rituals. It can be found within and on many stones and rocks, and even small traces of truesilver can endow common stones with power.

The Circle of Power

Ritual casting must be conducted within any kind of *Circle of Power* (either created by Battle Magic or Ritual) and will automatically fail if attempted anywhere else. If a *Circle of Power* is destroyed or otherwise ends during the Ritual casting, the Ritual will automatically fail.

Once the Ritual begins, entering the *Circle of Power* will cause the Ritual to automatically fail, except through the Rituals *Spirit Walk* or *Spirit Recall*, or through a character appearing who needs a Resurrection. If more than one Ritual is cast inside a *Circle of Power* simultaneously, the Ritual that was commenced later will automatically fail.

A battle-cast *Circle of Power* will last for one hour, which is often more than enough time for the Caster to cast several Rituals. Ritually cast *Limited Circles of Power* and *Greater Circles of Power* can last much longer, or even be permanent.

When a *Circle of Power* is cast, the Caster determines the Aspect of the resulting *Circle of Power* according to whether they cast Earth or Celestial; if both the Caster must choose a single Aspect for the *Circle of Power*. *Circles of Power* always possess either an Earth or Celestial Aspect; never both regardless of Caster(s).

Only Rituals possessing a General or Celestial Aspect may be cast in a *Circle of Power* with a Celestial Aspect. Only Rituals possessing a General, Earth or Necromantic Aspect may be cast in a *Circle of Power* with an Earth Aspect. Rituals of the wrong Aspect for a Circle will not start.

Investment

Investiture is a Ritual that must be performed upon a person while present in the *Circle of Power* into which the person is to be Invested. An Invested

member of a *Circle of Power* can walk in and out of the Circle unimpeded at any time, unless that member is unconscious (or conscious yet unwilling). An unconscious or unwilling member of the *Circle of Power* will not pass through the Circle unless recognized by another Invested member, even if the member requires a *Life* spell.

Individuals who are not Invested may not enter or exit a *Circle of Power* unless recognized by an Invested member of that *Circle of Power*. The Invested member must clearly acknowledge that permission to enter or exit the *Circle of Power* has been given, by gesturing to and saying recognized. This is an OOG statement, and it can therefore be made even when *Silenced*. Upon recognition, the individual must immediately enter or exit the *Circle of Power*. The recognition expires almost immediately after being recognized.

An individual who seeks to use combat-related Game Abilities (such as fighting or spellcasting) must be completely inside or outside of the *Circle of Power* throughout the action. For example, a player may not begin a spell incantation while within the *Circle of Power* and then step outside to throw the Packet; nor can a player stand within the *Circle of Power* and swing a weapon at a Target located outside the *Circle of Power*.

Characters need not be Invested in order to cast a Ritual in a *Circle of Power*, although they must be able to get inside somehow whether through recognition, casting the Circle themselves, or other powerful magics.

Greater Circles of Power

Greater *Circles of Power* are usually found only in Healer's Guilds and Scholar's Guilds. Raiding a *Circle of Power* requires the player to adhere to all of the rules applicable to raiding a cabin.

An Invested member of a *Celestial Greater Circle of Power* may perform an unlimited number of Identifications on items or individuals per LP, as long as the item or individual to be Identified is completely within the Circle at the time. The duration of Identification depends on the time required to retrieve a Magic Item Tag. That can mean it is instantaneous, or may take a few minutes while a Tag is recovered. If performed on an item, Identify tells the Caster whether the item has any magical properties and how the item works. If performed on an

individual, Identify tells the Caster what active effects or Rituals are present and will also Identify any Magic Items the individual is carrying or wearing. Some powerful magical creatures or artifacts may be impossible to identify. Identify does not reveal background, Species, age, class, Skills, Special Abilities, or any other information other than has previously been mentioned.

A character Invested in an *Earth Greater Circle of Power* can perform an unlimited number of Resurrections each LP, as long as the character has *Healing Arts*, and both the character and Spirit to be Resurrected are completely within the *Circle of Power*. A Resurrection requires five minutes to complete and brings the recipient to full Body Points and fixes most afflictions. During the five minutes, it is apparent to all observers that a Resurrection is occurring, but the exact identity of the person being Resurrected will be unknown to all but the Invested member performing the Resurrection. If an Invested character lacks *Healing Arts*, they may begin a Resurrection, but not Guide a Resurrection; likewise, if a non-Invested character has *Healing Arts* they **cannot begin but may guide** a Resurrection, but must be completely within the *Circle of Power*.

For more on Resurrections, see the Life and Death section of the Provisional Rulebook.

Preparing for Casting Rituals

Ritual casting is a complicated process. If every Component and every action is not taken properly, the Ritual will fail. Any player seeking to cast a Ritual must follow the following steps and have the appropriate volunteer(s) present:

Inform Plot: If possible, Casters who intend to Ritual cast at an event should alert Campaign volunteers well in advance that a Ritual may occur at the event. Some Rituals require the Campaign's Plot Team be notified, especially if the Ritual requires Cast to perform actions, or if the Ritual requires a member of the Plot Team to provide information or other support. Some Ritual Scrolls require the notification of the Plot Team prior to Ritual casting, and failure to do so may mean that you will not be allowed to perform the Ritual that event or else that the Ritual will automatically fail.

Gather Resources: The Caster should take the time to make sure all of the required resources are ready. Failure to have any of these prerequisites

available at the time of Ritual casting means the Ritual cannot be conducted, and the Ritual Marshal may instigate consequences. The Caster is responsible for ensuring that the following items are available when a Ritual Marshal is sought to officiate:

- A physical representation for the *Circle of Power* (if the Caster is not using a *Greater Circle of Power*.)
- A copy of the Formal Magic section of this book.
- A 10-sided die.
- The Ritual Scroll or Ritual Scrolls to be used; the Caster must have at least a one in ten chance of successfully casting the Ritual.
- The Ritual Components required for each Ritual Scroll.
- Valid Targets for each Ritual. Any physprep to receive a Ritual casting must already be approved for use (for example, weapons must be safety checked before being the Target of a Ritual.)
- Any additional players or Cast required for the Ritual.
- The Caster's Character Card, as well as the Character Cards of any Ritual Casters aiding in the Ritual casting.

Obtain Ritual Marshal: A Ritual Marshal is a volunteer approved by the Chapter in which the Ritual is to take place. It is important to remember that Ritual Marshals can be very busy, so it is the Caster's responsibility to take the time to make sure everything is ready to proceed before obtaining a Ritual Marshal and to minimize the amount of time a Ritual Marshal will be needed. Depending on the Ritual, the Caster may also need to request a Magic Item temporary Tag from the Ritual Marshal. Players should be quick, professional, and courteous when conducting a Ritual. Especially when casting multiple Rituals in a row, players should schedule with a Marshal ahead of time; failure to do so may result in the Ritual Marshal being unable to stay for all Rituals in a Batch.

Get Ritual Ready: Upon arrival, the Ritual Marshal will take the following steps, with which the players involved should cooperate:

- Ritual Marshal identifies the primary Caster and any additional Casters

who will assist in the Ritual

- Ritual Marshal reviews the Casters' Character Cards to note how many High Magic points in Formal Magic of the appropriate school they possess. Note that a Ritual Caster may choose to not use all of their Ritual Levels when casting if they so desire
- Ritual Marshal reads the first Ritual Scroll thoroughly, asking relevant questions. For example, if the Scroll cast a more powerful form of the Ritual, the Marshal should ask the player what level of the Ritual the Caster is attempting
- Ritual Marshal confirms that all the required components and recipients are present within a valid Circle of Power
- Ritual Marshal calculates and informs the players of the Difficulty Rating of the Ritual
- Ritual Marshal calculates and informs the players of the chance of success of the Ritual as follows: The Success Number used for the Ritual roll is ten plus the primary Caster's number of High Magic points assigned to Formal Magic minus the Ritual's Difficulty Rating. If using secondary Casters to aid in the Ritual, add one to the number of High Magic points in Formal Magic the Primary Caster is consider to have for each valid secondary Caster participating
- Ritual Marshal repeats this process for each Ritual the players intend to conduct
- Ritual Marshal informs the players they may begin the first Ritual
- The Caster casts the *Circle of Power* spell if not already inside a Circle

Conduct the Ritual: The Caster begins the Ritual casting by stating the words "Begin Ritual casting." The Caster must be able to read the Ritual Scroll and must be able to use Game Abilities throughout the casting. The Caster must touch a valid recipient for the Ritual within thirty seconds of beginning the Ritual, or the Ritual automatically Backlashes. So long as the Target of a Ritual has been signified by touching it within the first thirty seconds of the casting, the Target remains valid despite any other steps taken to prevent the Caster from touching the Target (such as the Target suffering a *Prison* effect after

being touched).

A dead body may be the Target of a Ritual; however, if it leaves the circle before the Ritual is complete (such as dissipating to go Resurrect), the Ritual will Backlash.

Once touched, the Caster may not designate a new recipient for the Ritual. During the Ritual casting, the Caster cannot do much of anything but speak and fulfill the actions required in the Ritual Scroll.

No spells or Game Abilities may be used by the Caster from the point the Caster states "Begin Ritual casting" until the Ritual ends, except High Magic, identifying Gear and Schematics, and any Skill or spell specifically set forth on the Ritual Scroll.

If a person is casting a Ritual that stores a spell or ability, then a person with the ability to use that ability or cast that spell must, at the appropriate point in the Ritual, touch the recipient and declare the name of the spell or ability to be stored. The recipient is not affected by the spell or Ritual being stored and the person with that Skill or spell should only utter the name of the Skill or spell, not the verbal that invokes the effect.

Casting Rituals

After the Caster states "Begin Ritual casting," the following steps must occur before the Ritual is deemed complete:

1. The Ritual Marshal calls a Pause Game.
2. If the recipient of the Ritual is an individual, the Ritual Marshal will ask the recipient, "A Ritual is being cast on you. Do you accept it?" (note that a player must accept any Rituals that do not allow refusal, such as *Banish to Other Plane*, *Divestiture*, and *Obliterate*). If the player says "no," the Ritual Marshal must follow the rules set forth below under the heading Unwilling Targets.
3. The Ritual Marshal makes sure that everyone in the *Circle of Power* is awake OOG.
4. The Ritual Marshal assures that the Ritual can properly begin.
5. If the Ritual has not yet failed or automatically Backlashed, the Ritual

Marshal tells everyone in the *Circle of Power*, “There is magic all around you” or a similar phrase.

6. The Ritual Marshal calls “Lay on.”
7. The Ritual Marshal rolls the ten-sided die once where the Caster can observe the die roll. As the die roll takes place before the Ritual completes, the Caster has IG knowledge of whether something is not going well with the casting and may use *Terminate Casting* to abort the Ritual based on the die roll.
8. The Ritual Marshal determines if the Ritual fails for any reason other than the die roll.
9. The Ritual Marshal waits the duration of the Ritual casting, in case a condition occurs that would cause an automatic Backlash.
10. Assuming the Ritual has not automatically Backlashed, the Ritual Marshal announces either “You have successfully completed the Ritual” (if the Ritual succeeded) or “Something has gone dreadfully wrong”, or similar, if it has failed.

The Ritual has now ended.

Determine Success or Failure

Assuming no automatic failure or Backlash occurs, the success or failure of the Ritual is determined using a ten- sided die as follows:

- If the number is less than or equal to the Success Number and is not 0, then the Ritual succeeds.
- If the number is greater than the Success Number or is 0, then the Ritual Marshal rolls a second ten-sided die. Any result but a 0 on the second die roll indicates a Flaw. A 0 on the second die roll indicates a Backlash, which requires the Ritual Marshal to roll a third ten-sided die and look at the Backlash table on the Ritual Scroll to determine the form of the Backlash.

A successful Ritual follows the procedure set forth in Success, below. A Ritual that fails or Backlashes follows the procedure set forth in Failure, below.

Success

The Ritual Marshal either awards the successful Caster a temporary Tag for the Ritual conducted or makes sure the Ritual effect is carried out by informing the Plot Team or by personally overseeing the Ritual’s effect. A temporary Tag allows the Ritual Marshal to write down the Rituals conducted and indicate that a permanent Tag for the Ritual should be awarded at the end of the event or at the beginning of the next event that the recipient of the Ritual attends.

The temporary Tag should indicate the Ritual’s name, duration, recipient, aspect, effect of the Ritual, and any other pertinent information. The temporary Tag should be signed by the Ritual Marshal. Recipients should make sure the temporary Tag has accurate information and is signed by the proper volunteer(s). **It is up to the recipient to ensure that the Chapter’s Logistics Team receives the Tag at the end of the event so they may issue a permanent Tag.**

Please note that the Plot Team reserves the right to assign plot effects that may not be set forth in the Ritual Scroll. When this occurs, the Plot Team will likely designate such plot effects effective only in the local Chapter.

Failure or Backlash

If the Ritual fails or Backlashes, the Ritual Marshal will determine the effect, if any, of the failure or Backlash based on the Ritual Scroll’s charts. Any lasting effects will be written on the player cards of any individuals affected.

Casters are expected to roleplay and resolve their Flaws and Backlashes without complaint for the duration listed on the Ritual Scroll. Local Chapters also have the discretion to generate a unique plot effect or encounter based on a Ritual gone awry that may not be specified on the Ritual Scroll.

Failure Without Backlash

A Ritual will fail without Backlash if, at the time the Caster states “Begin Ritual casting,” any of the following conditions are met:

- The Caster, Ritual Scroll and all required components are not in a *Circle of Power*.
- The Caster does not have at least a one in ten chance of successfully

completing the Ritual without a Flaw or Backlash.

- The *Circle of Power* representation is not properly set up as per the *Circle of Power* spell rules prior to the beginning of the Ritual.
- The Caster fails to possess a Ritual Scroll for the Ritual to be attempted.
- The Caster fails to follow any preparatory requirements indicated on the Ritual Scroll prior to stating “Begin Ritual casting.”

Failure With Automatic Backlash

A Ritual will automatically Backlash if any of the following conditions occur after the Caster states “Begin Ritual casting” and before the Ritual is complete:

- Another Ritual casting has previously been commenced and not completed in the same *Circle of Power* when the Caster states “Begin Ritual casting.”
- The Caster does not touch a designated recipient within thirty seconds of starting the Ritual, if such a designation is necessary.
- The Caster designates an invalid recipient for the Ritual after stating “Begin Ritual casting.”
- The Caster, intentionally or inadvertently, after having touched a designated recipient for the Ritual, designates a new recipient of the Ritual.
- The Caster or other person designated in the Ritual Scroll fails to touch the recipient when declaring a Skill or spell to store in the recipient.
- The Caster cannot read the Ritual Scroll due to poor lighting or other obscuring factors.
- The Caster loses sight of the Ritual Scroll or any of the components.
- The Ritual Scroll or Ritual components leave the *Circle of Power*.
- The Caster becomes unable to use Game Abilities.
- Any individual enters the *Circle of Power* by any means other than *Spirit Walk*, *Spirit Recall*, or Resurrection.

- The recipient, Caster, or any individual aiding in the Ritual leaves the *Circle of Power*.
- The *Circle of Power* expires or terminates for any reason.
- The Caster or those aiding the Caster receive a weapon or Packet delivered attack, even if the attack would not normally harm the individual.
- Any additional requirements of the Ritual listed on the Ritual Scroll are not met.
- The Caster uses a Game Ability other than High Magic, identifying Gear or Schematics, or a Game Ability, spell, or Magic Item specifically indicated on the Ritual Scroll.

If an automatic Backlash occurs, a die roll is made upon the Backlash list. Any Ritual that suffers an automatic Backlash is assumed to immediately fail. All Ritual Scrolls, Catalysts and Reagents within the *Circle of Power* during a Ritual that generates an automatic Backlash are destroyed.

Clean-up

Once success or failure has been resolved, the Ritual Marshal should collect all Ritual components and Ritual Scrolls expended in the Rituals. These will be turned into the Logistics volunteers to be registered in the Campaign’s RPDb. If there are more components in the Caster’s possession than were needed to cast the Ritual, the Caster may designate which components were expended as long as they meet the requirements set forth in the Ritual Scroll.

Multiple Casters

Multiple Casters may participate in the casting of the same Ritual. One, and only one, of the participants must be designated the primary Caster. The other Casters are known as the secondary Casters.

Each secondary Caster must have the same Aspect as the primary Caster and at least one High Magic point in the Formal Magic ability. For example, only secondary Casters with a Celestial Aspect can aid a primary Caster with a Celestial Aspect. The Ritual Marshal should review the player cards of each secondary Caster before the Ritual begins.

For each qualified secondary Caster aiding in the Ritual casting, the primary Caster is deemed to have an additional High Magic point in Formal Magic for purposes of the Ritual being cast. No matter how many High Magic points in Formal Magic each secondary Caster possesses, the primary Caster gains no more than one effective point per secondary Caster present.

Moreover, the primary Caster must have at least a one in ten chance to successfully complete the Ritual before the effect of the presence of any secondary Casters is determined. No more than one secondary Caster may aid a primary Caster for each High Magic point in Formal Magic possessed by the primary Caster. No matter how many secondary Casters assist a primary Caster, the chance of successfully completing a Ritual cannot exceed nine in ten. A Flaw or Backlash is always encountered on a die roll of 0, regardless of the assistance of secondary Casters.

Secondary Casters must follow all the same rules with respect to the conduct of Rituals as the primary Caster, except that secondary Casters do not have to possess their own Ritual Scroll or Ritual components, do not have to be able to see or read the Ritual Scroll, and do not have to touch the recipient during the Ritual casting. Secondary Casters may not withdraw their support for the Ritual after the Ritual has begun.

In case of failure or Backlash, secondary Casters are subject to the same effects as the primary Caster. For any other Targeting purposes, the primary Caster is considered the only Caster of the Ritual unless otherwise specified on the Ritual Scroll.

Props

Some Rituals allow the enchantment of specific items. These items must be approved before enchantment.

Weapons typically require a safety check. Jewelry needs to be entered into the Chapter's RPDb and assigned an item number before the Ritual casting. The item must always have a surface large enough to engrave a number upon it. Only after the item has been approved is it ready to be used in a Ritual.

After the Ritual, assuming success, the item immediately becomes property of the game. Therefore, you should not use items you wish to keep. Alternatively, if you enchant your armor or a special item that you do not wish to make an IG

item, if you are searched and the item taken IG, you must turn over the Tag but waive the ability to recognize IG your item when it is used by someone else.

A specific item may not contain more than twenty Rituals. Some Rituals that can increase effects on a specific Ritual may count as more than one Ritual towards this twenty Ritual maximum. Note that this counts all Rituals on an item; an item may have multiple Batches of Rituals each with their own Tag, but the total number of Rituals may not exceed twenty.

Enchanted items sometimes have a limited life span. When a Ritual expires, the item's owner is expected to turn the Tag over to the Campaign's volunteers. Enchanted items immediately return to their normal state upon expiration.

Recipient Characters

Some Rituals can transform or change a Targeted player into Undead, another Species, or another class. The player must follow the instructions on the Ritual Scroll after the Ritual is complete and the player's new character information will be changed in the Chapter's RPDb. Such players are expected to provide their own make-up for any transformation, if necessary. Sometimes the volunteers may be able to lend supplies for transformations.

As with items, individuals cannot possess more than twenty Rituals on their Spirit, including such rituals as *Rejuvenate*, *Vengeance*, and *Spirit Link*. If the individual dies, some Rituals may expire upon Resurrection if they were placed upon their Body.

Unwilling Targets: Sometimes Rituals are cast on unwilling recipients. The player of an unwilling recipient may inform the Ritual Marshal that they wish her character to Resurrect rather than accept the Ritual. In the case of Ritual effects delivered outside the context of a Ritual casting, the player may choose to have their character immediately dissipate and head to the nearest Earth circle for Resurrection, following the normal rules.

In such cases, the casting continues for its proper duration and then the Ritual Marshal checks for failures normally. Any failures that could have a detrimental effect on the recipient of the Ritual are ignored, and the failures affect the Caster or others in the Circle normally.

A recipient of a Ritual cannot choose to die in order to avoid the effects of any

Ritual marked as unrefusable, such as *Obliterate*, *Banish to Other Plane*, or *Divestiture*.

Remember that a Caster cannot use Game Abilities inside the *Circle of Power* once the Ritual casting begins, though other characters within the Circle may do so.

Cast & Volunteers

Many Rituals — particularly Rituals that summon the Undead, extraplanar creatures, magical creatures, or that create Constructs — require the cooperation of Cast to play the summoned or constructed creatures. Some Rituals have specific effects that occur immediately and require a volunteer to implement, like a *Whispering Wind* that allows the Caster to send a message to another individual. These effects are executed by the Cast, the Ritual Marshal or Chapter volunteers.

Chapter volunteers may require the Caster to provide individuals to play these Cast if the volunteer does not have Cast available. The Caster should give their

Chapter volunteers advance warning of the casting of such a Ritual so that Cast can be scheduled if the volunteers are willing and able to do so. Proper arrangements should be made prior to undertaking the Ritual. If the Caster provides players to attend the event for these Cast roles they still must register normally. The Caster is also primarily responsible for any make-up, costuming and weapons for the Cast and if the volunteer does not have or is unwilling to provide such materials, the Caster must provide them. Monster Cards will be provided for the Cast.

The creatures that have been summoned or created are not PCs and volunteers can limit their capabilities and personality. All Cast must work within any limits the volunteer sets, including limitations on the administration of Killing Blows, and on the Caster's commands that the Cast will follow. The Cast may not even be required to do the Caster's bidding at all. Only approved members of the Chapter volunteers or their assigned proxies may roleplay some particularly powerful creatures. Volunteers reserve the right to disallow a Cast Member from playing any particular creature.

High Magic

These High Magic benefits are specific to the use of Formal Magic and casting Ritual Spells; for all others see the current Provisional Rulebook.

NAME	HIGH MAGIC POINTS	PREREQUISITES/LIMITATIONS
Formal Link	1	One 9th level Spell of the appropriate school
Formal Magic	1	One 9th level Spell of the appropriate school
Ritual Manipulation	1	1 High Magic point in Formal Magic (appropriate school)
Spellcraft	1	

Formal Link

Passive

Each time this High Magic ability is chosen, it adds one additional High Magic point in Formal Magic to another Ritual Caster of the appropriate school (Earth or Celestial) in helping to assist in the casting of their Rituals. Note that this may be purchased even without purchasing any High Magic points assigned to

Formal Magic. *Formal Link* can be used 10 times to assist any one Ritual Casting, no matter the origin.

Bonus points added through *Formal Link* are cumulative and last throughout the duration of the purchase.

Formal Magic

Passive

Each purchase of this High Magic ability grants one point in Formal Magic, used for casting Rituals. See the *Formal Magic* section for details. A character with at least one point in Formal Magic of the appropriate Aspect may act as a secondary Caster, adding one point to the primary Caster's chances of success. Additional points may only be granted from each secondary Caster via the *Formal Link* High Magic.

Ritual Manipulation

Times Ever

This ability allows a Caster to manipulate a Ritual they plan to cast later in the same LP. In order to use this ability, you must have the Ritual Scroll you wish to manipulate, all Reagents required to cast it, the Catalyst (if required), and the appropriate amount of High Magic points in Formal Magic.

Each time this ability is taken, the Caster may choose one *Ritual Manipulation* they wish to apply when they perform a full casting of the chosen Ritual. Note that a *Ritual Manipulation* is specific to a single type of Ritual Scroll (e.g. Arcane Armor) but not the specific Ritual Scroll you are bringing to Logistics. The prerequisite for each type of manipulation must be met individually on a Ritual Scroll to Caster basis, and is based on their current number of High Magic points assigned to Formal Magic compared to the chosen difficulty of the Target Ritual Scroll.

Some *Ritual Manipulations* provide Empowerment effects for varying lengths of time. Using an Empowerment, a Caster can supercharge the Ritual they are casting, granting a greater effect in some unusual way. The Empowerment itself cannot be extended by any means. After this period, these items return to their base Ritual stats as the magic settles down. The exact nature of how a Ritual is more effective is up to the local Plot Team. The more impressive roleplaying and Ritual casting performed, the greater the Empowerments.

An item may only ever have one Empowerment active on it. Further attempts to Empower other Rituals on the same item will automatically fail.

Empowerments do not count as Rituals for the purpose of Ritual Slots. Plot may choose to preemptively expire or alter an Empowerment at any time if they choose to do so. Empowerments may never travel outside the Chapter in which they were cast; an item with an active Empowerment will act as normal for its base Rituals (without the Empowerment effect) if taken to another Chapter.

The types of manipulations and their prerequisites are listed below and are arranged according to the number of High Magic points in Formal Magic needed above the Ritual to be cast.

Foresight: When using this Manipulation, if a Backlash is rolled, the Caster may roll twice (rerolling a duplicate result) and choose which of the two rolled Backlashes applies. No further rerolls — such as from additional purchases of Foresight — are allowed. The Caster must have at least as many High Magic points in Formal Magic from the appropriate school as the difficulty of the Ritual to be cast.

Casters' Mark: This allows the Caster to add a small sigil or rune on the Target of the Ritual. This can be no larger than 3" on a side. This Mark will remain as long as the Ritual with this ability remains on the item and cannot be removed from the item while any Rituals of this Batch remain.

This ability may only be taken once per Batch. Plot must approve the design of the sigil to be placed on the Target.

The Caster must have five High Magic points in Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

Improved Chance: This will add 1% success chance to the Ritual being cast. This ability can only be used up to five times per Ritual and never for a greater chance than 95%.

This is accomplished by rolling either two ten-sided dice (with one representing the ten column and one representing the ones column) or rolling one die twice — first for the tens digit then again for the ones digit.

The Caster must have five High Magic points in Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

Insert Reagent: This allows the Caster to swap out a single required Reagent

for another single required Reagent listed on the Ritual Scroll.

The Caster must have five High Magic points in Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

Lore Answer: This ability allows the Caster to enter a note on the Magic Item Tag which dictates what information, if any, the Caster of a *Lore* Ritual will receive.

For each purchase of this ability, the Caster may stipulate one answer which will be the first answer the Caster of the *Lore* Ritual will receive from Plot. It is up to the discretion of Plot how much, if anything, the Caster of the *Lore* Ritual will receive beyond this answer.

The Caster must have five High Magic points in Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

Conservative Casting: This allows the use of one fewer Reagents. This ability cannot be combined with any other ability that allows a reduction in Reagent cost and may only be purchased once.

All components as specified on the Ritual Scroll must be present at the time of casting. After the Ritual has been successfully cast, the Caster may choose and retain the component(s) which were not expended due to this *Ritual Manipulation*.

The Caster must have ten High Magic points in Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

Disguised Casting: this ability renders a Ritual so that observers and creatures in the area are not informed they “feel magic all around them” thus preventing the magical emanations which would alert creatures to the presence of the Ritual Caster. In addition, the Ritual’s Aspect can not be discerned.

The Caster must have ten High Magic points in Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

Quicken Casting: This will reduce casting time by 20% with a maximum time reduction of 80% (with four purchases). The Target of this Ritual may refuse to allow the time reduction to work. This ability will not work with any Ritual which is listed as unavoidable such as *Divestiture*, or *Banish to Other Plane*.

The Caster must have ten High Magic points in Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

Spark of Empowerment: This Manipulation will provide an Empowerment for twenty-four hours or until the next LP, whichever is shorter. The Caster must have ten High Magic points in Formal Magic of the appropriate school above the difficulty of the Ritual to be cast.

Choose Flaw: The Caster may choose to add a Flaw to the item from one of the following Flaws. The Caster may purchase this manipulation multiple times to add more Flaws on items.

- Limit the item’s use to a specific Species or prohibit a specific Species from using this item.
- Require a specific Skill to use or require the user not have a specific Skill.
- Require a certain action, phrase, or gesture before, during or after activating.
- Require the item be worn or held or manipulated in a certain way.
- The item will only function under specific conditions (such as time of day or in specific weather.)

If contradictory Flaws exist, the item is rendered unusable. Flaws are applied to an item, not to specific Rituals.

Thus, so long as an item retains any Rituals (and thus a Magic Item Tag), all Flaws on that item remain.

The Caster must have fifteen High Magic points in Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

Any communication about the item’s powers (such as Identification or handing an item off from one person to another) must include an OOG communication detailing the Flaws.

The intent of this clarification is that players with knowledge of any powers of the item should also (even if only OOG) be informed of the Flaws of the item.

Obvious Power: This allows the Caster to create an item which has a Flaw added to it where anyone who inspects the item is able to identify the Aspect of the magic (Earth, Celestial or Necromantic) without the need for a *Greater*

Celestial Circle of Power or a *Lore* Ritual.

If an *Obfuscate* Ritual exists on an item or is added to the item at any later time while this Ritual is still active, this ability will be removed.

The Caster must have fifteen High Magic points in Formal Magic of the appropriate school above the difficulty of the Ritual to be cast.

Terminate Ritual: This ability allows the Caster to voluntarily end the Ritual casting with no ill effects. At any time during the Ritual, the Caster may activate the ability, ending the casting and retaining possession of all the Ritual components and Ritual Scrolls as if the Ritual had not been started. The Ritual may be restarted within 10 minutes. No matter what, a Terminated Ritual will still have its Ritual Scroll and Reagents destroyed if the Ritual is not reattempted within this 10-minute period.

The Caster must have twenty High Magic points in Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

Touch of Empowerment: This Manipulation provides an Empowerment for up to five days.

The Caster must have twenty High Magic points in Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

True Conservation: This allows the Caster to use two fewer Reagents. All Reagents as specified on the Ritual Scroll must be present at the time of casting. After the Ritual has been successfully cast, the Caster may choose and retain the Reagent(s) which were not expended due to this *Ritual Manipulation*.

This can only be purchased once and cannot be combined with any other ability that allows a reduction in Reagent cost.

The Caster must have twenty-five High Magic points in Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

Alternate Reagent: The Caster may add one additional base Reagent to the Ritual Scroll, allowing them to gather resources easier. The Caster may add one additional Reagent to the list of acceptable Reagents for the ritual, allowing them to gather resources more easily. The total number of Reagents required remains the same.

The Caster must have thirty High Magic points in Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

True Empowerment: This Manipulation provides an Empowerment for a variable length of time, up to a maximum of the duration of the Ritual Batch in which it was used. Plot may choose to set an expiration date earlier than the duration of the Batch if they choose to do so.

The Caster must have thirty-five High Magic points in Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

Casting Insight: This ability allows the Caster to roll twice to determine the success chance of their Ritual. The Caster can then choose whichever die roll result they prefer of the two. These results are taken before any other Manipulations or High Magic abilities are used.

This ability may only be purchased once per Ritual.

The Caster must have forty High Magic points in Formal Magic from the appropriate school above the difficulty of the Ritual to be cast.

Spellcrafting

Times Ever

Each time this ability is chosen, the Caster may prepare one Spellcrafting charge from one Ritual Scroll that allows Spellcrafting. The Ritual Scroll itself must be studied when preparing this High Magic just as a spell Caster would study battle magic spells. Like Spellbooks, Ritual Scrolls are not expended after studying for Spellcrafting (some Ritual Scrolls may have exceptions to this).

At Logistics or a Crafting Station, the Caster hands in the required Reagents as specified on the Ritual Scroll. The Caster must also give the Ritual Scroll over to verify that the Ritual Scroll is valid. The player will then be given a Spellcrafting Tag. This Tag states the Ritual studied, the Caster's name, and the current LP (Friday, Saturday, etc.). The Caster then has until the end of the LP written on the Tag to invoke the Ritual. If the player does not use their Spellcraft before it expires, the ability is lost until it can be studied again.

Spellcrafted Ritual Scrolls are cast like Battle Magic Scrolls. All Spellcrafted Rituals must be cast IG.

The verbalization for casting a Spellcrafted Ritual is: "I call upon the power of <Aspect> magic to craft <Ritual name and choices>."

When casting, the Ritual Scroll must be in the hands of the Caster and a Packet must be touched to the Ritual Scroll before it is used. All Spellcrafted Rituals must be Touch-Cast onto a valid Target. If that Target has a Spirit, the individual must state "Accept" or "Refuse." Spellcrafted Rituals are treated as Battle Magic spells in all other ways.

Any special rules for casting specified in the description of the effect must be followed for the Spellcrafting to be successful. For example, in order to Invest someone in a *Circle of Power*, the Caster must already be Invested and the Caster and the recipient must be in that *Circle of Power*.

Spellcrafted Rituals generally expire after five days. Spellcrafted Rituals cannot be extended in any way.

The recipient of a Spellcrafted Ritual must carry the Tag throughout the duration of the Ritual. The Ritual ends if the person Resurrects (unless the Ritual is of the Spirit Type), the duration expires naturally, the recipient receives a subsequent Spellcrafted Ritual, or the Spellcrafting Tag is lost. If a Ritual casting is placed on a recipient who has already received a Spellcrafted Ritual, the Spellcrafted Ritual immediately expires. Only the most recently Spellcrafted Ritual is active on an individual recipient.

If a person is Spellcrafting a Ritual that stores a spell or ability, then a person with the ability to use that ability or cast that Ritual must, immediately after the Spellcrafting, touch the recipient and declare the name of the spell or ability to be stored. The recipient is not affected by the spell or Ritual being stored. The

spell or ability used should be noted on the Spellcrafting Tag when it is handed to the recipient.

If the casting is successful, it can take up to one hour for a summoned or created creature to appear. The Spellcrafted Ritual does not start its duration until the Cast comes IG. When casting a Spellcrafted Ritual that lasts one hour or less, the Ritual Scroll is expended and should be immediately torn in half and given to the Crafting Marshal.

When Spellcrafting an item, the Caster must attach the Spellcrafting Tag to any item upon which a Ritual is cast. The Ritual expires if the item is destroyed, the Spellcraft duration expires naturally, or the Spellcrafting Tag is lost. Only the most recently Spellcrafted Ritual is active on an item.

Any Rituals that summon, create, or animate creatures require Plot approval before they can be cast and the casting will expend the Ritual Scroll. This ensures that Cast and appropriate Monster Cards are available.

The Plot Team may decide that a Spellcrafted Ritual automatically fails if Cast and/or Monster Cards are not available at the time of casting. Under that circumstance, the Ritual Scroll should not be expended and the Plot Team and the Caster should work out a more convenient time for the invocation of the Ritual.

Players who are to roleplay the summoned, animated or created creatures need to see a member of the Plot Team prior to entering the game to establish the creature's personality and reactions.

When creating Undead, a Plot-approved graveyard is the only proper recipient of the Ritual. Undead creation may also involve the consumption of some coins. Any such requirements are listed on the Ritual Scroll.

Using This Book

The name of Ritual Spell (or a part thereof) sometimes appears inside of < >. This indicates those words will be replaced with a noun by your Chapter to follow either the textual options within the Ritual Spell or to correlate to a place or being in your Campaign.

In some Chapters actions described as taken by Plot Team in the Ritual Spell text might be delegated to Monster Desks or Logistics Teams or even Rules Committees. Check locally for best results!

The Ritual Spells within this book are organized by Ritual Number.

Arcane Armor

Aspect: General **Difficulty:** 3 **Catalyst Required:** No **Target Type:** Spirit / Item [Any] **Role Play Only:** No **Scroll Type:** Enchantment
Casting Time: 5 Minutes **Duration:** 20 Logistics Periods **May Be Extended:** Yes **Ritual #:** 001

This Ritual allows the Ritual Caster to construct a powerful barrier of protection similar to a suit of armor. Arcane Armor grants a certain amount of Armor Points based upon the Ritual Level chosen by the Caster at the time this Ritual is cast. This Ritual will provide only as many Armor Points as the lowest of either the value of this Ritual or the sum of the creature's Class Armor Point Maximum plus ranks of Wear Extra Armor plus ranks of High Magic.

Arcane Armor will function the same as regular armor but will always regain its maximum value when refit. Refitting Arcane Armor does not require the Smithing skill and may only be Refit by the wearer, but otherwise follows the normal armor refitting rules. To refit Arcane Armor the individual must Focus for one minute. The recipient of an Arcane Armor Ritual does not need to wear a physical representation of the protection this Ritual bestows. The level of armor protection desired by the Caster determines the difficulty rating of the Arcane Armor Ritual. At the time of casting the Ritual Caster may choose to create the Ritual of a lower value than the maximum for that difficulty level. See Armor section in **Chapter IX: Weapons and Armor** of the current Provisional Rulebook for more details.

For example: the Ritual Caster may cast the Ritual at Ritual Difficulty Four to create an 18 point Arcane Armor.

Arcane Armor cannot be combined with any other source of armor such as Natural Armor or a suit of physical armor. The recipient of an Arcane Armor Ritual may choose to wear armor for decorative purposes. The recipient does not receive protection or armor points for the physical armor; even if the armor worn is greater than the protection the Arcane Armor provides. Multiple Arcane Armor Rituals may never be combined. Only one Arcane Armor Ritual may be active upon a possessor at one time. Arcane Armor must always be Refit before its Armor Points may be used

For example: if the character picks up an Item with Arcane Armor or if they were previously using a suit of physical Armor instead of an Arcane Armor Ritual.

Required Components: 3 This Ritual requires a minimum of 3 reagents to cast. Any additional reagents required by the Ritual should be of the same types as listed on the Ritual scroll. 3:3 Reagents up to 5 points of Armor; 5:4 Reagents up to 10 points of Armor; 7:5 Reagents up to 15 points of Armor; 11:7 Reagents up to 20 points of Armor; 19:9 Reagents up to 25 points of Armor; 25:13 Reagents up to 30 points of Armor.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 1 (+1 for each 5 point armor value above 5 up to 20 Maximum) Reagent Cost: 1 (+1 for each 5 point armor value above 5) Duration: 5 days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE ARCANE ARMOR <declare choices> Ritual.

Armored Shell

Aspect: Earth/Necromantic

Difficulty: 8

Catalyst Required: No

Target Type: Item [Armor]

Role Play Only: No

Scroll Type: Enchantment

Casting Time: 5 Minutes

Duration: 20 Logistics Periods

May Be Extended: Yes

Ritual #: 002

While wearing a suit of armor affected with this passive Ritual, the character gains 1 Maximum Body Point for each Wear Extra Armor skill they have purchased. Note that a character's current Body Points can never be higher than their current maximum; thus, if this suit of armor is removed or destroyed, the character's current Body Points will be reduced to their normal (non-Ritually altered) Maximum Body Point total. When putting on this suit of armor, the character's current Body Points are not affected. This Ritual will not grant more Body Points than the total Armor Value of the suit, even if the character has more levels of Wear Extra Armor. A character may never be under the effect of more than one Armored Shell at a time.

Required Components: 4 This Ritual requires 4 reagents as listed on the scroll. Any additional reagents required by the Ritual should be the same as listed on the scroll.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Assassin's Edge

Aspect: General **Difficulty:** 3 **Catalyst Required:** No **Target Type:** Item [Weapon] **Role Play Only:** No **Scroll Type:** Enchantment
Casting Time: 5 minutes **Duration:** 20 Logistics Periods **May Be Extended:** Yes **Ritual #:** 003

Assassin's Edge allows the user to, once per Logistics Period per charge, swing a melee strike with the "Body" carrier when striking from behind with this weapon. This may be combined with any applicable skill, Ritual, or other effect that would alter a melee swing with a carrier.

Required Components: 3 This Ritual requires 3 reagents as listed on the scroll. Any additional reagents required by the Ritual should be the same as listed on the scroll. 3:3 Reagents, one charge per day. 6:4 Reagents, two charges per day., 9:5 Reagents, three charges per day.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 1 (grants two charges) Reagent Cost: 1 Duration: 5 Days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE ASSASSIN'S EDGE Ritual.

Audible Projection

Aspect: General **Difficulty:** 2 **Catalyst Required:** No **Target Type:** Location or Item [Any] **Role Play Only:** No **Scroll Type:** Enchantment
Casting Time: 5 Minutes **Duration:** 20 Logistics Periods **May Be Extended:** Yes **Ritual #:** 004

This Ritual is placed upon a doorway or an item, and a predetermined sound or verbal recording is triggered when a certain event occurs. If Audible Projection is cast upon a doorway it will trigger when someone meeting a specific precondition passes (even partially) through the doorway. This Ritual cannot be utilized to identify specific magic items.

For example: the Ritual can't determine when a weapon with the Monster Slayer Ritual passes through the doorway.

If Audible Projection is cast upon an item it will trigger when someone meeting a specific precondition touches the item. If anyone other than the Ritual Caster moves the item that has received the audible projection at all, the Audible Projection is also triggered/ A single choice may be made from the following preconditions:

- The person is of a specific player Species or monster type (examples: Elf, Goblin, Vampire).
- The person is not of a specific player Species or monster type.
- The person is of a specific gender.
- The person is not invested in the ward protecting the building.
- The person is not the Caster of the Ritual.

Out of Game: The Ritual Caster is responsible for providing the predetermined sound or verbal recording. The Ritual Caster is responsible for indicating where the sound/recording device is available should a Marshal need it. This should be placed upon the Marshal notes of the doorway in question if applicable along with the precondition that triggers the Audible Projection. A Cast Member may be utilized to generate sounds should the Plot Team use this Ritual.

Required Components: 3 This Ritual requires 3 reagents as listed on the scroll.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. **Difficulty:** 1 **Reagent Cost:** 1 **Duration:** 5 days **Incant:** I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE AUDIBLE PROJECTION <declare choices> Ritual.

Banish to <Other Plane>

Aspect: Celestial **Difficulty:** 12 **Catalyst Required:** Yes **Target Type:** Spirit **Role Play Only:** No **Scroll Type:** Manipulation
Casting Time: 30 Minutes **Duration:** Permanent or Until Death **May Be Extended:** No **Ritual #:** 005

This Ritual causes one individual (if that individual has a Spirit), to be banished to a specified Plane herein called the Plane of Banishment. Once this Ritual has begun, the Target is unable to leave the Circle of Power until the Ritual is complete. This Ritual does not (on its own) prevent the Target from attacking the Ritual Caster during the Ritual casting. The Caster must declare the Target of the Ritual and the Target Plane of Banishment within 30 seconds after the Ritual begins. This Ritual may not be refused. This Ritual in no way sends the Banished Target to a particular area of the chosen Plane. On occasion, at the discretion of the Plot Team, an additional "base item" for the casting of this Ritual may be found which will allow the Ritual Caster to send the Target to a specific area of the chosen Plane. This item will always be consumed in the casting regardless of the success of the Ritual. The banished individual will be unable to use any innate ability to Rift from the Plane of Banishment, or utilize a Planar Gate from the Plane of Banishment for a period of one year, or until a Destroy Magic of Celestial Aspect is cast upon them. This Ritual can be used to Banish additional unwilling Targets by increasing the Difficulty and Reagent cost for each additional Target (+5 Difficulty and +5 Reagents per additional Unwilling Target). In the case of a mixed group, willing Targets would not count toward an increase in DC or Reagent Cost.

For example, to Banish two unwilling Targets the Difficulty would be 17 and the Ritual would require 12 Reagents.

This Ritual may also Banish any number of willing Targets. All Targets must declare willingness immediately following the Caster's declaration of Targets and Plane of Banishment. These choices may not be changed during the Ritual casting. All possessions on the Targeted individual(s) are Banished with the Spirit. Another Banish Ritual may be utilized on the Banished to send them to a newly declared Plane of Banishment. If a second Banish Ritual is performed within 5 days of the first, and to the original Plane banished from, the newly Banished individual(s) will return to the exact place the first Banish Ritual took place. This Ritual also grants the Target(s) a Planar Asylum Ritual effect for the Plane of Banishment for 5 days. Should a Banished individual die while on the other Plane, the Spirit will return to its Plane of origin to Resurrect and the Banish Ritual is immediately ended for that individual. Like normal Resurrections, the individual's possessions will remain behind. The Plane of origin may or may not be the Plane the individual was originally Banished from. Valid Planes include: Elemental Fire, Elemental Air, Elemental Water, Elemental Stone, Elemental Life, Elemental Death, Elemental Order, Elemental Chaos. Additional Planes may be available at the discretion of the local Plot Team.

Out of Game: Any Targets that are Banished are only under the Ritual effect in the Campaign they were Banished.

Required Components: 7 This Ritual requires a Catalyst and 7 reagents as listed on the scroll.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Battlemage's Strike

Aspect: General **Difficulty:** 3 **Catalyst Required:** No **Target Type:** Item [Weapon] **Role Play Only:** No **Scroll Type:** Enchantment
Casting Time: 5 minutes **Duration:** 20 Logistics Periods **May Be Extended:** Yes **Ritual #:** 006

This allows the wielder of a weapon containing this Ritual to expend a Ritual charge and a spell of the item's Aspect from memory to spellstrike that spell through their weapon. This may be done once per Logistics Period per charge of this Ritual on the weapon. When the spell is channeled through the weapon as a spellstrike, the wielder does not need to fully incant the spell or use magical aura; instead, they swing their weapon with the spell effect using the Spell qualifier and the Strike keyword.

For example "Spell Strike Prison" or "10 Spell Strike Flame".

This Ritual may not be used with spells that have been converted via use of Flexible Casting. A Storm spell may never be channeled through a Battlemage's Strike Ritual.

Required Components: 3 This Ritual requires 3 reagents as listed on the scroll. Any additional reagents required by the Ritual should be the same as listed on the scroll. 3:3 Reagents, May be used up to a 3rd level spell, 6:4 Reagents, May be used up to a 6th level spell, 9:5 Reagents, May be used up to a 9th level spell.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. **Difficulty:** 1 (may be used up to a 9th level spell) **Reagent Cost:** 1 **Duration:** 5 Days **Incant:** I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE BATTLEMAGE'S STRIKE <incantation> Ritual.

Blissful Rest

Aspect: General **Difficulty:** 1 **Catalyst Required:** No **Target Type:** Location **Role Play Only:** Yes **Scroll Type:** Enchantment
Casting Time: 5 Minutes **Duration:** 20 Logistics Periods **May Be Extended:** Yes **Ritual #:** 007

Blissful Rest allows a Caster to enchant a Game Area with a calming effect. Any being with a Spirit who sleeps within it feels rested, calm, and will not suffer from any form of nightmare or restlessness. Creatures and Beings who stay within a Blissful Rest always wake refreshed and energized from their sleep. This effect never overrides any Command effect. Additionally, it is not powerful enough to counteract any other Game Ability such as Mental Abilities or Species Role Play restrictions (such as an Avana within a Ward effect). Characters and species particularly susceptible to feelings or emotions may feel calm and protected even while awake within a Blissful Rest effect. Blissful Rest must be marked on the Marshal Notes for a Cabin. A "B" must be placed on the entrances to the Game Area immediately before the Ritual Casting begins to allow those who enter to know that a Blissful Rest is in effect.

Required Components: 1 This Ritual requires 1 Reagent as listed on the Scroll

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Boost Duration

Aspect: General **Difficulty:** 2 **Catalyst Required:** No **Target Type:** Body, Item [Any], Location, Spirit **Role Play Only:** No **Scroll Type:** Extension
Casting Time: 5 Minutes **Duration:** See Text **May Be Extended:** No **Ritual #:** 008

Boost Duration extends the time you have between Rituals in a given Batch to until the last Logistics Period of the next Refuge Event at which this Magic Item is checked in, or until the next Ritual of the appropriate aspect is cast, whichever comes first.

This Ritual will only affect a Ritual Batch if it is cast as the last Ritual Spell in the Batch, and is of the same Aspect as those Rituals cast in the Batch. Boost Duration effectively holds the Batch “Open” so additional Rituals can be cast onto the item and, if they are of the same Aspect as the Boost Duration, they will be considered part of the same Batch as those Rituals affected by the Boost Duration. These Rituals may only be cast during the next Event during which the Magic Item is checked in. An Extension type Ritual Spell of the appropriate Aspect will replace the Boost Duration if cast on the Batch during the next Refuge Event during which this Magic Item is checked in, and will affect all Rituals of the appropriate Aspect on the item (considering them a single Batch) regardless of when during that Event they were cast upon the item.

Unlike other Extension-type Rituals, Boost Duration will allow a Preserve Duration or Permanent Duration Ritual to be cast at any time before the expiration of the Boost Ritual to further Extend the Rituals of the batch. Any Extenders cast into a batch with the Boost Duration will replace the Boost Duration if it is of the same Aspect. If the Boost Duration Ritual expires or is not replaced it will simply fade from the item without any consequences other than the loss of the ability to further Extend the Batch. While an item has an active Boost Duration you cannot add an extender of the same Aspect without replacing the Boost Duration. You must finish the Boosted Batch with an Extender before you can begin/extend another batch of the same Aspect on an item.

The Difficulty of the Extender which is cast to replace the Boost is calculated off the total number of Rituals to be affected not including the Boost Duration Ritual (as it is overwritten by the new Extender). There is no limit (other than the typical maximum Rituals per item) to the amount of Rituals that can receive a Boost Duration. You cannot cast a Boost Duration Ritual on any other form of Extend Duration Rituals to extend the time you have to add Rituals or add an Extend Ritual to an existing Ritual batch. You cannot cast Boost Duration over an existing Boost Duration. If the Boost Duration expires before the duration of the Rituals that it was cast on the batch can no longer be augmented with an additional extender or Rituals however any Ritual which has not expired will still function until their normal Duration expires. Note that Logistics activations are still used if the Batch is brought into an event while the Boost Duration is active.

Required Components: 3 This Ritual requires 3 reagents as listed on the scroll.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Bound Shard

Aspect: General **Difficulty:** 8 **Catalyst Required:** No **Target Type:** Location **Role Play Only:** Yes **Scroll Type:** Enchantment
Casting Time: 5 Minutes **Duration:** 20 Logistics Periods **May Be Extended:** Yes **Ritual #:** 009

Bound Shard allows a Caster to Summon a minor Elemental entity or entities from one of the Secondary Elemental Planes and bind it into service within a physical object. The Elementals summoned are non-sentient and incapable of understanding or following any command or being communicated with in any way. The bound Elementals have almost no physical form and will perish if removed from the object they are bound to while outside the Plane from which they were Summoned. The exact effect is determined by the Caster at the time of Summoning and is based upon the Elemental Shard sought. The Ritualist is able to examine items and determine if they have the necessary qualities to hold a Bound Shard before the Ritual is attempted. Items must be specifically created to hold Bound Shards. Bound Shards can be put in items which are primarily furniture or mostly stationary tools. They cannot be put in weapons, armor, shields or other items which see frequent use and manipulation during encounters with combat.

- Water or Order- a Bound Water Elemental can be used to create Ice, chill air, or refrigerate food.
- Air of Death- a Bound Air Elemental can be used to create a power source, a source of illumination, or an air-powered siren.
- Flame or Chaos- a Bound Flame Elemental can create a heating surface to warm rooms or cook food.
- Stone or Life- a Bound Stone Elemental can be bound to items which require Drainage or work upon or within dirt and stone.

If Targeted with a Destroy Magic the Elemental is destroyed but the Item remains unharmed (the object may hold another Bound Shard if desired). Attempting to Bind more than 1 Shard to an Item causes the existing Shard to dissipate as if Destroy Magic had been cast and will cause the Ritual to Backlash. Any attempt to remove or alter the Bound Elemental in any way causes the Shard to dissipate and be destroyed. Destruction of the item the Shard is bound to will also cause the Shard to dissipate.

Out of Game: Bound Shards are an In Game rationale for many modern conveniences which are necessities for comfort or survival at REFUGE LARP sites. Bound Shard Items must be functioning physical representations of the desired object (i.e. a working stove to create a Bound Flame item). Casters are able to examine items to determine if they are suitable for a Bound Shard and many items in the world, despite their quality, are not (such as Swords, Shields or Jewelry).

Required Components: 2 This Ritual requires 2 Reagents as listed on the Scroll

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Bountiful Harvest / Blighted Crop

Aspect: Earth/Necromantic

Difficulty: 5

Catalyst Required: Yes

Target Type: Location

Role Play Only: Yes

Scroll Type: Enchantment

Casting Time: 10 Minutes

Duration: Special

May Be Extended: No

Ritual #: 010

Bountiful Harvest allows the Caster to create a ripple of magical energy which extends from the Circle of Power the Ritual is cast in and promotes the fruitful growth of all cultivated plant life. The range of this effect is a 1 mile radius for every 5 Formal Levels the Caster possesses (plus any applicable Formal Linked Formal Levels). Bountiful Harvest's exact effects are dependent on when they are cast. If cast out of the growing season for an ecological region there is no effect on the crops and harvests of the fields within the radius effect. If cast during the growing season, however, or while crops are being planted the Ritual will remain in effect for the entire season until the crops and fields are harvested. In many regions farmers are able to grow two crops a year meaning the second crop on a given field will not benefit from the Bountiful Harvest effect unless a new Ritual is cast. Plants affected by a Bountiful Harvest, if they are affected for the entire growing season, can provide up to triple the food they would normally harvest.

Your local Plot Team will determine how much surplus is gained at Harvest for Rituals cast after the crops have been sown depending on game world factors such as time remaining until Harvest, local weather patterns, etc. They will also determine what effects may occur, if any, if the Ritual is cast outside the growing season for some reason.

The reverse of this Ritual, Blighted Crop, causes crops to sicken and wither within the radius of 1 mile for every 5 Formal Levels the Caster possesses (plus any applicable Formal Linked Formal Levels) extending from the Circle of Power in which the Ritual was cast. Crops so blighted will produce no food if Blighted when sown and, if the Ritual is cast after the crops are planted, Plot will determine how much of an impact, combined with game world issues such as weather or time remaining to Harvest, the Blighted Crop will have on the food production of a given field.

Both versions of this Ritual end for individual fields when the Crop is harvested and end within the Radius effect when the first frost of Autumn (or the equivalent in alternate climates) touches the ground. Unless otherwise stated by Plot, this Ritual has no effect on non-cultivated plants (non-field or farmed) or animals in any way. A Bountiful Harvest Ritual will counteract a Blighted Crop Ritual and vice versa (neither will take further effect).

Required Components: 2 This Ritual requires 2 Reagents as listed on the Scroll

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Channel Armor

Aspect: Celestial **Difficulty:** 3 **Catalyst Required:** No **Target Type:** Item [Wand or Staff] **Role Play Only:** No **Scroll Type:** Enchantment
Casting Time: 5 Minutes **Duration:** 20 Logistics Periods **May Be Extended:** Yes **Ritual #:** 011

Once per Logistics Period per charge, when this character's armor would be taken below 1, they may expend Celestial Channeling points equal to the amount of the damaging attack to call Cloak. This may only be used on attacks with a number, and the number must be no greater than the character's maximum Armor Points.

Required Components: 3 This Ritual requires 3 reagents as listed on the scroll. Any additional reagents required by the Ritual should be the same as listed on the scroll. 3:3 Reagents one charge per Logistics Period 6:4 Reagents two charges per Logistics Period 9:5 Reagents three charges per Logistics Period

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. **Difficulty:** 1 **Reagent Cost:** 1 **Duration:** 5 days **Incant:** I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE CHANNEL ARMOR Ritual.

Channel Health

Aspect: Earth Difficulty: 3 Catalyst Required: No Target Type: Item [Staff or Relic] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 012

Once per Logistics Period per charge, when this character's Body Points would be taken below 1, they may expend Earth Channeling points equal to the amount of the damaging attack to call Cloak. This may only be used on attacks with a number, and the number must be no greater than the character's maximum Body Points.

Required Components: 3 This Ritual requires 3 reagents as listed on the scroll. Any additional reagents required by the Ritual should be the same as listed on the scroll. 3:3 Reagents one charge per Logistics Period 6:4 Reagents two charges per Logistics Period 9:5 Reagents three charges per Logistics Period

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 1 Reagent Cost: 1 Duration: 5 days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE CHANNEL HEALTH Ritual.

Cheat Death

Aspect: Earth Difficulty: 10 Catalyst Required: No Target Type: Spirit Role Play Only: No Scroll Type: Enchantment Casting Time: 5 Minutes
Duration: Five Days/Until Used May Be Extended: No Ritual #: 013

This Ritual may Target up to 6 individuals within the Circle of Power when cast. The Targets of this Ritual will automatically succeed on the next draw they make from the Bag of Chance. If this Ritual triggers on an individual, after that draw from the Bag of Chance, the Ritual expires on that individual. If the Target does not have at least a single white bead in the Bag of Chance this Ritual is expended with no effect. Deaths avoided under this Ritual may not be bought back.

Required Components: 6 This Ritual requires 6 reagents as listed on the scroll.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Circle Lock

Aspect: General Difficulty: 2 Catalyst Required: No Target Type: Location Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: Permanent May Be Extended: No Ritual #: 014

This Ritual binds an item to a Limited or Permanent Circle of Power. It makes the item upon which it is cast forever confined to the circle it is bound to unless the circle expires or is destroyed. The Ritual Caster must be invested within the Circle of Power in which a Circle Lock is performed. The Ritual Caster must be the same Aspect as the Circle of Power in which the Circle Lock is performed. A Circle Lock cannot be performed upon any item that is affected by a Spirit Link or Spirit Lock. The item cannot be removed by any means from the Circle of Power, including (but not limited to) creatures turning into Spirit Form, Gaseous Form, or utilizing a Spirit Walk. The item will be immediately moved back into the circle or dropped to the ground.

Items left within a Circle of Power that are Circle Locked must possess a tag that indicates what Circle of Power they are within and the Caster of the Ritual. Any Ritual Caster Invested in a circle with the Circle Locked item may cast another Circle Lock Ritual upon a Circle Locked item to remove the Circle Lock on the item. If the Circle of Power in which the item is Circle Locked is destroyed, the item is unharmed and no longer bound to the destroyed Circle. The item is usable normally within the Circle of Power. Circle Lock does not otherwise extend the duration of an item or any Rituals on it. The Circle Lock ends if the item is destroyed.

Required Components: 3 This Ritual requires 3 reagents as listed on the scroll.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Cloak of Darkness

Aspect: Earth/Necromantic Difficulty: 6 Catalyst Required: No Target Type: Spirit Role Play Only: Yes Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 015

The bearer of a Cloak of Darkness is protected from the rays of the sun, negating any harmful effects the sun may have upon the possessor.

It is not uncommon for a Dark Elves to set the goal of benefiting from this Ritual. This is considered a great boon to Undead creatures harmed or destroyed by sunlight. Some naturally subterranean species covet this Ritual.

Required Components: 4 This Ritual requires 4 reagents as listed on the scroll.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 1 Reagent Cost: 2 Duration: 5 days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE CLOAK OF DARKNESS <declare choices> Ritual

Conjure Artifact

Aspect: General Difficulty: 8 Catalyst Required: Yes Target Type: Item [Any] Role Play Only: No Scroll Type: Summoning
Casting Time: 5 Minutes Duration: Five Days May Be Extended: No Ritual #: 016

This Ritual summons a Campaign specific Artifact (a special Magic Item category) into the hands of the Ritual Caster or a designated individual. Artifacts summoned are either campaign chosen or from a campaign-generated random chart. The items are extremely powerful and are often summoned with a specific deed in mind, such as attacking the lair of a powerful enemy. In addition characters may be able to, at the discretion of Plot, discover Artifact specific Targeting information which allows them to try and Conjure a specific Artifact (rather than Plot or randomly determined one).

Once the Ritual is complete the Artifact appears in the Circle of Power. The item summoned will always be of the aspect of the Ritual Caster meaning it will always be entirely Celestial, Earth, or Necromantic. Specific Artifacts may impose Spirit Links or Locks on their bearers while other Artifacts may not make this connection (meaning they can be lost, stolen or passed to new bearers/users). The item may immediately Spirit Link to the Caster or the person designated by the Caster at the time of Casting. It will remain with the individual for up to 5 days before it turns to Shadow and disappears; returning to the place it was before the conjuring. The item summoned cannot be kept for longer than 5 days by any means, and the only way to recover or find the item is to attempt another Conjure Artifact Ritual. The Artifact itself will be indestructible and impervious to Destroy Magic. The item will Resurrect with the Target if it is Spirit Linked or Locked during the duration of this Ritual. Should the Target of the Spirit Link or Lock permanently die during the course of the duration of this Ritual, the item will immediately turn to Shadow and disappear back to whence it was summoned.

Note: Because this Ritual Spells is summoning its' Target, the Caster need not be touching the Target when casting a Ritual Scroll

Required Components: 4 This Ritual requires a Catalyst and 4 reagents as listed on the scroll.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Construct

Aspect: Celestial Difficulty: 2 Catalyst Required: Optional Target Type: Item [Any] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 017

The Ritual Caster must spend 5 minutes in the casting of this Ritual. The Construct created will last for one year only or until killed, whichever comes first. This Ritual may be extended by normal means, but extending a Construct Ritual is extremely difficult. For the purposes of reagent cost and the number of Rituals on the item being extended a Construct is considered a 19 Ritual item. No additional Ritual placed on a Construct may have its duration extended. This is a Celestial Aspect Ritual. This Ritual may be extended. The base duration of this Ritual is 20 Logistics Periods..

This Ritual creates a Construct and allows the Caster to control it. The Caster may not give the Golem a command to obey another individual. Golems may only follow simple commands; these commands may not involve decision-making and may not be longer than 20 words. Examples of acceptable command are: Kill them, defend me, hold them, pick the sword up, attack them, move X to Y, Kill anything that comes through the door. Examples of unacceptable commands are: follow their orders, take this to a specific person, follow them and come back here when they get to X. Whether a command is acceptable or not is left to the discretion of your local campaign Rules Committee.

Constructs created by this scroll cannot be the Target of a Spirit Store ability, Ritual or power and can never contain a Spirit.

- Least Construct Base Difficulty, Difficulty 2, 3 Reagents
- Lesser Construct I +1 To Difficulty, Difficulty 3, 3 Reagents
- Lesser Construct II +2 To Difficulty, Difficulty 4, 4 Reagents
- Lesser Construct III +4 To Difficulty, Difficulty 6, 4 Reagents
- Lesser Construct IV +5 To Difficulty, Difficulty 7, 5 Reagents
- Greater Construct I Base Difficulty, Difficulty 5, Catalyst + 4 Reagents
- Greater Construct II +2 To Difficulty, Difficulty 7, Catalyst + 4 Reagents
- Greater Construct III +3 To Difficulty, Difficulty 8, Catalyst + 4 Reagents
- Greater Construct IV +4 To Difficulty, Difficulty 9, Catalyst + 4 Reagents
- Greater Construct V +5 To Difficulty, Difficulty 10, Catalyst + 5 Reagents
- Greater Construct VI +6 To Difficulty, Difficulty 11, Catalyst + 6 Reagents

Out of Game:

Consult local staff to obtain a stat card at each event for this construct, if the stats of the Construct change, the new card must be used regardless of the stats when originally created. Your local campaign may also have specific guidelines for this Ritual and you must inform them prior to casting to learn them.

Required Components: 3 This Ritual requires a minimum of 3 reagents. Optionally, a Catalyst may be used. Any additional reagents required by the Ritual should be of the same types as listed on the Ritual Scroll.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Contact Other Plane

Aspect: General Difficulty: 6 Catalyst Required: No Target Type: Spirit Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: 5 Minutes/Rank of Formal Magic May Be Extended: No Ritual #: 018

This Ritual will allow two-way communication between the Ritual Caster or a designated Target and a being with a Spirit on another Plane of the Caster's choice. The Caster or Target must either personally know the being to be communicated with or have knowledge of its true name or communing name. The being communicated with may refuse contact and may cut off the communication at any point. The Ritual Caster or primary Target of the Ritual may also terminate communication at any point. This Ritual may not be used to communicate with someone on the same Plane as the Ritual Caster. If the Ritual Caster or the being to be communicated with leaves the Plane they were on when the Ritual began the Ritual will terminate. If the being to be communicated with is not on the Plane chosen by the Caster, the Ritual will fail. If the Ritual Caster or primary Target of the Ritual leaves the Circle of Power the Ritual was cast in, or the Circle goes down, the Ritual will terminate.

Communication will be verbal only. Only the Caster or the Target of the Ritual will hear the communication from the other Plane. Only the being to be communicated with will hear the communication from the Plane of casting. Anyone may hear the half of the conversation taking place on their Plane if they are within hearing distance of it.

Based on the Aspect of the Ritual Caster a determined set of Secondary Elemental Planes can be Contacted:

- *Celestial* - Fire, Air, Water, Stone
- *Earth* - Order, Life, Death, Chaos.

The Aspect of all other Planes (such as those in the Cosmos Guide) which may be contacted within a given Campaign are decided by Plot and may require player research to discover if they can Contact them and what Aspect would be required. Additional Campaign-specific Planes may be available at the discretion of the local Plot Team.

Out of Game: Your local Plot team must be notified at least 1 hour in advance of the casting of this Ritual. This Ritual may not be used to communicate with PCs who are not actually present at the event the Ritual is cast at. Communication with a PC from another chapter who is on another Plane due to actions outside of this chapter must be approved in advance with the staff/Plot Team of the other chapter.

Required Components: 4 This Ritual requires 4 reagents as listed on the scroll.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Copy Ritual Scroll

Aspect: General Difficulty: 3 Catalyst Required: Yes Target Type: Item [Ritual Scroll] Role Play Only: No Scroll Type: Manipulation
Casting Time: 5 Minutes Duration: Instantaneous May Be Extended: No Ritual #: 019

This Ritual allows the Caster to create a copy of a Ritual Scroll as long as the Target scroll can be copied. This Ritual will actually create the new Ritual Scroll which will form at the end of the casting. The Caster cannot choose an object upon which to copy the Ritual Scroll.

Any Ritual Scroll-specific Flaws and Backlashes for the newly created Ritual Scroll are generated randomly and will not necessarily match the previous Ritual Scroll. If the Ritual Scroll being copied possesses a Catalyst requirement, the same Catalyst will be required on the new scroll. Flaws will be generated randomly on the new scroll.

If the scroll being copied possesses a Catalyst, this Ritual requires a Catalyst as well. Add +1 difficulty to this Ritual if it requires a Catalyst, and add the Catalyst as an additional component requirement.

Note that copying any Ritual Scroll which is marked Local Campaign Specific will result in the newly created Scroll also being marked LCS.

Out of Game: Your REFUGE Campaign may have additional directives involving this Ritual, including a time period in which it takes to create the new scroll of no longer than the time between events. It is often wise to inform your Campaign before you cast this Ritual at an event to ensure that a new representation is ready for you at the completion of this Ritual.

Required Components: 3 This Ritual requires a minimum of 3 reagents to cast as listed on the scroll. Optionally, a Catalyst may be used.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Cosmetic Transformation

Aspect: General Difficulty: 3 Catalyst Required: No Target Type: Spirit Role Play Only: Yes Scroll Type: Manipulation
Casting Time: 5 Minutes Duration: Instantaneous May Be Extended: No Ritual #: 020

Cosmetic Transformation allows a Caster to modify the physical appearance of the Targeted creature, if it has a Spirit, in many ways. The Target of this Ritual is Spirit which means that the new physical form granted will remain through Resurrection or other Body-Reforming abilities. The Caster is able to make non-magical alterations to the features of the Target including:

- Altering Hair, Eye or Nail Color (color does not need to be natural)
- Adding or Removing non-Ritual Tattoos or blemishes
- Adding or Removing small deformities (*for example vampiric teeth or a third nostril*)
- Altering the speech patterns of the Target (to repair a speech problem or create one)
- Altering the posture of the Target (*for example to remove or add a limp*).

Cosmetic Transformations can never override a Species Requirement or Game Skill Requirement such as required prosthetics for a Species.

If an attempt is made to remove a Species Requirement the Ritual will appear to work briefly before the Target returns to the appearance they had before. Cosmetic Transformations are not able, nor powerful enough to disguise the identity of the Target (*for example it cannot rearrange bone structure or affect weight significantly*). Changes made by Cosmetic Transformation are considered to be the character's base Body and will always be with them.

For example, hair changed to a new color will continue to grow in this new color unless dyed or changed again via Cosmetic Transformation.

Out of Game: All Physical Representations for the Target must be supplied by the Target and/or Caster at the time of Casting. Failure to do so will cause this Ritual to fail without Backlash as if all required components are not available.

Required Components: 1 This Ritual requires 1 Reagent as listed on the Scroll.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Counterspell

Aspect: General Difficulty: 3 Catalyst Required: No Target Type: Body / Item [Any] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 021

Counterspell allows the user to, once per Logistics Period per charge, expend a spell from memory to protect themselves from the same effect. Upon being struck with an effect using the Arcane, Elemental, or Spell qualifier that matches a spell in the user's memory, the user may expend that spell and the Counterspell charge to Guard against the effect. They must call 'Counterspell' when this Ritual is used. If a numeric amount is part of the spell - *for example, 20 Spell Flame* - the character must have a matching spell of equal or higher numerical value in memory with which to Counterspell. The Flexible Casting skill cannot be used to change out a spell in memory for the purpose of Counterspelling an incoming spell. Counterspell may be used on any effect that replicates a spell in the user's memory, regardless of its means of delivery. Aspect of the effect is irrelevant. Using this Ritual to Guard against a Necromantic effect is not inherently Necromantic.

Required Components: 3 This Ritual requires 3 reagents as listed on the scroll. Any additional reagents required by the Ritual should be the same as listed on the scroll. 3:3 Reagents, one charge per day. 6:4 Reagents, two charges per day. 9:5 Reagents, three charges per day.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 1 Reagent Cost: 1 Duration: 5 Days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE COUNTERSPELL Ritual.

Create Limited Circle of Power

Aspect: General Difficulty: 7 Catalyst Required: No Target Type: Item [Any] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: 100 Logistic Periods May Be Extended: No Ritual #: 022

This Ritual creates a Limited Circle of Power from a Temporary Circle of Power created by the Circle of Power Battle Magic spell. The Ritual Caster and only the Ritual Caster must cast the one Circle of Power spell used in this Ritual. This is the same Circle of Power spell used for casting the Ritual; therefore two Circle of Power spells are not needed. The Limited Circle of Power created by this Ritual can be no larger than a single Circle of Power spell.

The Ritual Caster and only the Ritual Caster is automatically invested in the Limited Circle of Power created by this Ritual. The investment is the same Aspect as the Limited Circle of Power. The Limited Circle of Power created provides most of the inherent abilities of a Permanent Circle of Power with the exception that it cannot Identify or Resurrect and its size is limited to the size of the Circle of Power spell. Therefore a Limited Circle of Power will allow Investitures, Ritual casting, and provide protection from all non-Invested creatures unable to enter a Circle of Power.

Required Components: 5 This Ritual requires 5 reagents as listed on the scroll.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 2 Reagent Cost: 2 Duration: 5 days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE CREATE LIMITED CIRCLE OF POWER <declare choices> Ritual.

Curse of Undeath

Aspect: Necromantic Difficulty: 9 Catalyst Required: No Target Type: Spirit Role Play Only: No Scroll Type: Enchantment
Casting Time: 10 Minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 023

The Curse of Undeath Ritual causes a Spirit to reform as an Undead of a level similar to its Character Level by forming a Bottle at which it must reform from this point on for as long as the character remains Undead. The Bottle will not form until after the Transform to Greater Undead Ritual is cast. This Ritual must be completed immediately preceding the Transform Ritual in the same batch of Rituals on the same Spirit. If not cast immediately preceding the Transform to Undead Ritual in the same batch of Rituals on the same Spirit, the Curse of Undeath Ritual expires.

When this Ritual is cast, the Target Spirit gains the Special Ability called Bottle. Check with the Ritual Marshal or Plot Team to learn about the mechanism by which the Body rejuvenates, physical representation requirements of the Bottle, if this affects one's Deaths, and so forth. The only difference in this Bottle is that a Transfer Magic may be used to transfer the Bottle from a Curse of Undeath to another item with another In-Game function (such as a Weapon). When an Undead rejuvenates at its Bottle, all Innate Monster Abilities are renewed, as they are a property of the Body. All learned Skills are at the state they were in prior to the death as they are learned, and a property of the Spirit.

The only way to remove the Curse of Undeath Ritual is to cast either a Destroy Magic (Earth) or Gift of Life Ritual on the Bottle of the Undead. When the Undead's Body next dies, the Spirit will Resurrect as the Species of creature they were prior to the casting of the Curse of Undeath Ritual. If the appropriate number of Deaths has occurred, they may need to draw from the Bag of Chance. If a Curse of Undeath Ritual is not on an Undead, then casting the Gift of Life Ritual on the Spirit of the Undead will destroy the Curse of Undeath Ritual without causing a Death to the Spirit, although under rare circumstances a different outcome may be dictated by Plot. Thus casting a Gift of Life Ritual upon a Bottle affected by a Curse of Undeath Ritual will remove the Curse of Undeath, also destroying the Bottle, while a second Gift of Life on the Undead Body with the Spirit within it will return the Undead to life without the need to Resurrect.

Though this Ritual itself is not subject to Destroy Magic (Earth), if the Bottle of the Undead has Destroy Magic (Earth) cast upon it, the Curse of Undeath Ritual will expire instantly.

Out of Game: Be forewarned that the casting of this Ritual upon a PC will cause that PC to become a character under control of the local Plot Team. It is advised that the PC wishing to use this Ritual discuss the matter with staff by bringing it to the attention of REFUGE prior to the event it is cast. The Ritual Marshal must approve the Bottle phys rep to be supplied by the PC and give it a tag as well as the PC. The Curse of Undeath must be entered on the Spirit of any Targeted PC on the Refuge Database and a Magic Item Tag thus provided. Curse of Undeath is allowed to exceed the typical limit of Ritual Spells on a Spirit.

Required Components: 4 This Ritual requires 4 reagents as listed on the scroll.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Destroy Magic

Aspect: General Difficulty: 3 Catalyst Required: Optional Target Type: Body/ Item [Any]/ Location / Spirit Role Play Only: No
Scroll Type: Manipulation Casting Time: 10 Minutes Duration: Instantaneous May Be Extended: No Ritual #: 024

This Ritual destroys all Formal Magic and all Battle Magic of a designated Aspect on one item or one person who possesses a Spirit. If cast upon a person, it affects all Formal and Battle Magic on both their Body and Spirit, but not on any items the person is carrying. An item can also be a self-standing mystical force like a Circle of Power or Wall of Force. The item or person must be in physical contact with the Ritual Caster within the Circle of Power during the entire casting of the Ritual.

Casting the Destroy Magic Ritual on a person with a Spirit Linked item will destroy the Spirit Link Ritual and all other magic of the appropriate Aspect on the person but will not affect any Rituals on the item except the Spirit Link. Likewise, casting the Destroy Magic Ritual on an item that has been Spirit linked to a person will destroy the Spirit Link and all other magic of the appropriate Aspect on the item, but will not affect any Rituals on the person except the Spirit Link. Note that Rituals that can be reversed with the same Ritual scroll like Investiture/Divestiture and Mark/Unmark cannot be reversed through the Destroy Magic Ritual. However, casting a Destroy Magic of the appropriate Aspect on the created Bottle will effectively destroy a Curse of Undeath. Please note that necromantic items may be destroyed by utilizing this Ritual with an Earth Aspect.

A Ritualist can exert greater control over the Destroy Magic Ritual by increasing the difficulty and cost of the Ritual as detailed below:

- Difficulty 3, 3 Reagents - all Rituals of the Casters Aspect are Destroyed.
- Difficulty 8, 3 Reagents - the Caster can Target 1 Ritual OR Flaw of their Aspect to be destroyed.
- For each additional Ritual or Flaw of the Ritual Casters Aspect add +5 Difficulty.
- In addition, the Base Reagent cost (3) is increased by +1 for every additional 10 Difficulty over the Base Difficulty of 3.
 - *For example, DC 13 = 4 reagents, DC 23 = 5 reagents, DC 33 = 6 Reagents and so on.*
- Alternatively, a Caster may choose to utilize a Catalyst to Target Rituals and/or Flaws of a different Aspect.
 - Difficulty 23, 5 Reagents and Catalyst - all Rituals of the Casters opposite Aspect are destroyed.
 - Difficulty 28, 5 Reagents and Catalyst - the Caster can Target 1 Ritual or Flaw of the Casters opposite Aspect to be destroyed.
 - For each additional Ritual or Flaw of the Ritual Casters opposite Aspect add +5 Difficulty In addition, the Base Reagent cost of 3 is increased by +1 for every additional 10 Difficulty over the Base Difficulty of 3.
 - So, DC 23 = 5 reagents, DC 33 = 6 Reagents, DC 43 = 7 Reagents and so on.

Required Components: 3 This Ritual requires 3 reagents as listed on the scroll. Optionally, a Catalyst may be used.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Elemental Imbuement

Aspect: Celestial Difficulty: 2 Catalyst Required: No Target Type: Item [Weapon] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 025

This Ritual creates a weapon which grants its owner the ability to channel a Foundation Element carrier through their weapons when activated. The wielder may choose one of Flame, Ice, Stone, or Lightning when activated. Once activated, this carrier may be used for any number of weapon swings from that character within the next ten minutes. Multiple charges may be active during the same time period for multiple choices on what to swing.

Required Components: 1 This Ritual requires 1 reagent as listed on the scroll. Any additional reagents required by the Ritual should be the same as listed on the scroll. 2:1 Reagent, one charge per day. 4:2 Reagents, two charges per day. 6:3 Reagents, three charges per day.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 1 Reagent Cost: 1 Duration: 5 Days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE ELEMENTAL IMBUEMENT Ritual.

Elemental Manipulation

Aspect: General Difficulty: 3 Catalyst Required: No Target Type: Item [Any] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 minutes Duration: Until Used May Be Extended: No Ritual #: 026

Elemental Manipulation allows the user to alter a single spell as it is cast from memory so that it manifests with the Elemental qualifier instead of the Spell qualifier. The spell verbal in this case would be "Elemental <Effect>" instead of using the full spell incant. Only spells appropriate to the aspect of the Ritual may be used this way.

This Ritual is Times Ever, and 1- 3 charges may be created from a single casting of the Ritual.

Required Components: 3 This Ritual requires 3 reagents as listed on the scroll. Any additional reagents required by the Ritual should be the same as listed on the scroll. 3:3 Reagent, one charge per day. 6:4 Reagents, two charges per day. 9:5 Reagents, three charges per day.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Empower Warrior

Aspect: General Difficulty: 10 Catalyst Required: No Target Type: Spirit / Body / Item [Any] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 027

This Ritual allows a character to expend 5 more Critical Attacks or Back Attacks at a time than they would normally be allowed. The skills are expended upon use and grant the normal bonus. This Ritual does not grant any additional bonuses to the skill used. This Ritual may be used in conjunction with other skills, abilities, or Rituals that allow additional expenditures of Critical Attacks or Back Attacks. The character may utilize no more than one Empower Warrior Ritual at a time.

Required Components: 12 This Ritual requires 12 reagents as listed on the scroll

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Enhance Armor

Aspect: General Difficulty: 3 Catalyst Required: No Target Type: Item [Armor] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 028

The Enhance Armor Ritual will create a seed of magical force within the Targeted suit of armor. Once per Logistics Period, after performing an Armor Refit, the user gains temporary Armor Points equal to the current Armor Points granted by the suit of armor. These Armor Points will go away after 10 minutes, until expended, or if the Armor is removed. The temporary Armor Points will go away first and cannot be refit or repaired in any way (such as by the Mend Armor effect). The Enhance Armor Ritual will fail to activate if the character has any temporary Armor Points (such as from a previous usage of Enhance Armor) at the time it's used.

Required Components: 4 This Ritual requires 4 reagents as listed on the scroll

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 1 Reagent Cost: 1 Duration: 5 Days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE ENHANCE ARMOR Ritual.

Enchant

Aspect: General Difficulty: 1 Catalyst Required: No Target Type: Item [Any] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: Times Ever May Be Extended: No Ritual #: 029

This Ritual allows the Ritual Caster to place one Battle Magic spell of their Aspect into an item. The spell must be expended into the Ritual during the Ritual Casting (and will not cause backlash) from any valid mechanism to activate the spell by the Ritual Caster; *for example, it might be cast from memory, activated from another item, used via High Magic abilities, used via a natural Monster Ability, etc.* Once cast, 1-3 charges of that spell will be created based on the number of reagents used. Once a charge is used it is gone forever from the item.

Out of Game: A Battle Magic Spell is defined as any Earth or Celestial Battle Magic spell listed in the current REFUGE rules book or rules addendum used by the REFUGE LARP. To use this item's enchanted spell the incant Activate <full spell incant> must be spoken. This cannot be done while under the effects of a Silence. If the user has the ability to cast the spell stored in the Enchant from memory the item incant is Activate <spell name>.

Required Components: 1 This Ritual requires 1 reagent as listed on the scroll. Any additional reagents required by the Ritual should be the same as listed on the scroll. 1:1 Reagent, 1 Charge of a single spell level 1-3. 2:3 Reagents, 2 Charges of a single spell level 1-3. 3:4 Reagents, 3 Charges of a single spell level 1-3. 2:2 Reagents, 1 Charge of a single spell level 3-6. 3:4 Reagents, 2 Charges of a single spell level 3-6. 4:5 Reagents, 3 Charges of a single spell level 3-6. 3:3 Reagents, 1 Charge of a single spell level 7-9. 4:4 Reagents, 2 Charges of a single spell level 7-9. 5:5 Reagents, 3 Charges of a single spell level 7-9.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Endure Elements

Aspect: General Difficulty: 2 Catalyst Required: No Target Type: Body / Item [Any] Role Play Only: Yes Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 030

This Ritual grants the ability to survive in inhospitable conditions. The Caster may choose one condition listed below to be protected against. This Ritual can be cast at increased difficulty to protect against more than one condition. Each additional condition included increases the difficulty by 1 and requires 1 additional component.

Conditions include: Extreme heat, Extreme cold, Tainted air, Tainted food and water, Lack of air, Lack of water, Lack of food, Minor injuries (such as bites from small insects or high density of thorny plant life), Extreme light, Extreme noise.

Additional Conditions may be available at Plot discretion. This is a role playing Ritual, providing protection only from environmental effects, and never grants any resistance or immunity to any weapon attack, damage call or other standard effect except at Plot discretion. Protection from extreme heat would not provide any defense against 4 Flame, 4 Elemental Flame, or a similar effect. Similarly, Protection from tainted air would not provide any protection against an attack with the Poison qualifier.

Required Components: 3 This Ritual requires 3 Reagents as listed on the Scroll to cast. Additional Reagents should be of the types listed on the Scroll.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 1 (one ability only) Reagent Cost: 1 Duration: 5 days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE ENDURE ELEMENTS <declare choices> Ritual.

Enhance Source

Aspect: General Difficulty: 3 Catalyst Required: No Target Type: Item [Wand, Staff, or Relic] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 031

This Ritual allows a specific Target to be used to evoke multiple applicable Channeling elements based on difficulty. If cast as Celestial Aspect, it may be used to add Flame, Stone, Ice, or Lightning; if cast as Earth Aspect, it may be used to add Healing or Chaos. If cast on an existing Focus of the opposing type, this Focus will henceforth be considered to be both Aspects. *For example, if this Ritual is cast as Celestial Aspect to add Flame to an existing Healing Focus, that Focus will then be considered both a Wand and a Relic while this Ritual remains on it.* Note that a Staff still cannot be used to evoke Channeling Pool charges without appropriate High Magic.

Required Components: 3 This Ritual requires a base of 3 reagents to cast. Additional Reagents should be of the types listed on the Scroll. 3:3 Reagents, Adds 1 type of Elemental damage, 7:4 Reagents, Adds 2 types of Elemental damage, 13:5 Reagents, Adds 3 types of Elemental damage, 16:6 Reagents, Adds 4 types of Elemental damage

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 1 (one Element only) Reagent Cost: 1 Duration: 5 days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE ENHANCE <WAND or STAFF or RELIC> <declare choices> Ritual.

Eternal Forest/Blighted Forest

Aspect: Earth/Necromantic
Casting Time: 10 Minutes

Difficulty: 7
Duration: 20 Logistics Periods

Catalyst Required: Yes

Target Type: Location

May Be Extended: No

Role Play Only: Yes

Ritual #: 033

Scroll Type: Enchantment

Eternal Forest allows the Caster to create a ripple of magical energy which extends from the Circle of Power the Ritual is cast in and promotes the increased growth of all trees and forest plant life. The range of this effect is a 1 mile radius for every 5 Formal Levels (plus applicable Formal Link levels) the Caster possesses. Over the course of 1 year the Forest so effected within the radius of the Eternal Forest will grow as if 10 years had passed causing small trees to grow to maturity and seedlings to grow into saplings in only a few seasons. The Center of the Effect is a single Tree which must be marked by the Caster with a Rune symbol at least 6 inches x 6 inches on all four sides and which must be within the Circle of Power when the Ritual is cast. This Tree becomes the anchor point for the Earth Magic used to augment the growth of the Forest and either destroying the tree physically, using a Blighted Forest Ritual on it, or using an appropriate Destroy Magic Ritual on it will remove the Runes and cause the effect to fade. Growth already achieved when the Ritual ends will remain.

The Reverse of this Ritual, Blighted Forest, creates a ripple of Necromantic energy which extends from the Circle of Power the Ritual is cast in and causes all trees and forest plant life to sicken and wither, eventually dying, within 1 mile radius for every 5 Formal Levels (plus applicable Formal Link levels) the Caster possesses. The Center of the Effect is a single Tree which must be marked by the Caster with a Rune symbol at least 6 inches x 6 inches on all four sides and which must be within the Circle of Power when the Ritual is cast. Once the Ritual is successfully cast the tree is infused with chaos and necromantic magic, sickening and warping the tree into a semi-sentient creature of necromantic power. For every moon (month) that passes while a Blighted Forest effect remains the Forest will suffer as if a year of drought had occurred and large areas of the forest trees will die and rot as if years had passed. Destroying the Center Tree, casting an Eternal Forest Ritual on it, or casting a Destroy Magic Ritual on it will end the Blighted Forest effect however all loss of plant life already sustained will remain and trees which are sickening may still continue to die at a natural rate.

Multiple castings of Eternal Forest (or Blighted Forest) do not stack in how fast the forest is promoted to grow. Areas under the effects of both an Eternal Forest and a Blighted Forest Ritual will have unique effects- trees will grow quickly only to rot and decay within a few days, other trees may spring back to life from logs on the ground, etc. Plot will determine the exact interaction of the two Rituals should they be in the same territory.

Required Components: 3 This Ritual requires 3 Reagents listed on the Scroll.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Eternal Resolution

Aspect: Earth/Necromantic Difficulty: 3 Catalyst Required: No Target Type: Item [Armor] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 034

Once per Logistics Period per charge, when using the Resolute skill while wearing this armor, the character may trigger a charge of Eternal Resolution and immediately touchcast Activate X Elemental Healing or Activate X Elemental Chaos on themselves. X is defined based on the level the Ritual is cast at and varies from 5 to 25.

Required Components: 3 Reagents, one charge per Logistics Period of 5 Elemental Healing/Chaos. 6:4 Reagents, one charge per Logistics Period of 10 Elemental Healing/Chaos. 9:5 Reagents, one charge per Logistics Period of 15 Elemental Healing/Chaos. 12:6 Reagents, one charge per Logistics Period of 20 Elemental Healing/Chaos. 15:7 Reagents, one charge per Logistics Period of 25 Elemental Healing/Chaos.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 1 (grants 5 Elemental Healing) Reagent Cost: 1 Duration: 5 Days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE ETERNAL RESOLUTION Ritual.

Explosive Demise

Aspect: General Difficulty: 6 Catalyst Required: No Target Type: Item [Any] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 035

If a character with this Ritual is the subject of a Killing Blow, so long as the character is affected by the Killing Blow the player may choose to expend any amount of Channeling (not limited by their normal Channeling limit) to call X Vengeance when they take the Killing Blow, where X is the amount of Channeling Pool expended. This may be done even while unconscious or otherwise unable to use Game Abilities.

Required Components: 4 This Ritual requires 4 reagents as listed on the scroll.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 1 Reagent Cost: 1 Duration: 5 Days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE EXPLOSIVE DEMISE Ritual.

Extend Battle Magic Duration

Aspect: General Difficulty: 2 Catalyst Required: No Target Type: Special Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: 1 Year May Be Extended: No Ritual #: 036

This Ritual increases the duration of any single Battle Magic spell that normally would be limited either to Line of Sight or five days or less, to one year. The Ritual Caster must be of the same Aspect as the effect, if applicable. The Targeted effect will still be removable with Dispel Magic or any other specific counter spell or action. A spell that is normally used up such as a protective will still be used up normally. Extending the duration of a Circle of Power spell beyond its original duration does not cause the circle to recognize the Caster or allow investiture or any abilities associated with permanent circles.

Attempting to cast this Ritual on an effect which is not a standard Battle Magic spell as per the current Refuge Rulebook may result in a Backlash or other unexpected effect; consult your local Plot Team before doing so.

Required Components: 3 This Ritual requires 3 reagents as listed on the scroll.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Focused Resistance

Aspect: General Difficulty: 3 Catalyst Required: No Target Type: Item [Any] Role Play Only: No Scroll Type: Enchantment Casting Time: 5 Minutes
Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 037

Once per Logistics Period per charge of this Ritual, the character may immediately expend an unused Species Resist Skill to grant themselves “25 Elemental Healing” by Touch-Cast.

Required Components: 2 This Ritual requires 2 reagents as listed on the scroll.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 1 Reagent Cost: 1 Duration: 5 Days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE FOCUSED RESISTANCE Ritual.

Foresee the Weather

Aspect: General Difficulty: 6 Catalyst Required: No Target Type: Spirit Role Play Only: Yes Scroll Type: Manipulation Casting Time: 5 Minutes
Duration: Instantaneous May Be Extended: No Ritual #: 038

Foresee the Weather allows the Caster to gain a brief vision of the local weather patterns and grants them a highly educated guess as to the exact weather during the next few days. It is not normally accurate more than 2-3 days out however some Casters may receive insight as much as 5-7 days ahead of time. The Caster is able to predict approximate times such as about midday or after the sun sets but more precise definitions of time are rarely possible. Unique weather conditions controlled by Plot, such as magical storms or warping energy waves, may also be detected by the Caster at the discretion of the local Plot Team. The amount of information a Caster gains about these non-standard weather disturbances will be likewise determined by the local Plot Team

Out of Game: The use of the Ritual accurately requires either the Caster or Ritual Marshal have access to or previously have checked the local weather forecast. In some instances, depending on the needs of Plot or other magical effects in the Area, a forecast may be incorrect. The Ritual Marshal has the final say on what prediction the Caster receives (if the Caster and Marshal have seen conflicting Forecasts the Ritual Marshal will choose which is accurate or supply a Plot-determined answer).

Required Components: 1. This Ritual requires 1 Reagent listed on the Scroll.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Gift of Life

Aspect: Earth Difficulty: 5 Catalyst Required: Optional Target Type: Spirit Role Play Only: No Scroll Type: Enchantment
Casting Time: 10 Minutes Duration: Instantaneous May Be Extended: No Ritual #: 039

This Ritual, when cast upon a Spirit who is subject to a Transform to <Greater Undead Corporeal>, Transform to <Greater Undead Skeletal>, or Transform to <Greater Undead Spectral> Ritual but who is not also the subject of a Curse of Undeath, will cause the Target to revert to the living form it had prior to the casting of the Transform Ritual without suffering a Resurrection. When cast upon a Bottle created by a Curse of Undeath Ritual, this Ritual will negate the Curse of Undeath, destroying the Bottle but not reverting the Undead to its original form or causing it to Resurrect. A second casting of the Gift of Life Ritual upon the Undead whose Bottle is destroyed will cause the Undead to revert to the living form (Species) it had prior to the casting of the Transform to Undead Ritual upon it without the need to Resurrect. If the Catalyst is used in the casting upon a Bottle created by a Curse of Undeath, this Ritual will additionally negate the Curse of Undeath, destroying the Bottle immediately in addition reverting the Undead to its original form without causing it to Resurrect.

Out of Game: "Species prior to Transform" means the species indicated in the REFUGE LARP character database for that character.

Required Components: 4. This Ritual requires 4 reagents as listed on the scroll. Optionally, a Catalyst may be used.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Greater Source

Aspect: General Difficulty: 3 Catalyst Required: No Target Type: Item [Wand, Staff, or Relic] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 040

A Staff or Source with this Ritual may be used to produce larger Channeling maximums. Once per Logistics Period per charge of this Ritual, the user may double the amount of an evoked Channeling Burst used through this item. This may exceed the character's normal Channeling pool maximum. *For example, a character with a normal Channeling Pool maximum of 30 could use this Ritual to throw a single packet for 60, expending only 30 Channeling points.* If cast as Celestial Aspect, this must be cast on a Wand or Staff; if cast as Earth or Necromantic Aspect; this must be cast on a Relic or Staff. This Ritual will produce 1 - 3 per-Logistics Period charges based on the difficulty it is cast at. Note that a Staff still cannot be used to evoke Channeling Pool charges without appropriate High Magic.

Required Components: 3 This Ritual requires 3 reagents as listed on the scroll. Any additional reagents required by the Ritual should be the same as listed on the scroll. 3:3 Reagents, one charge per Logistics Period. 6:4 Reagents, two charges per Logistics Period. 9:5 Reagents, three charges per Logistics Period.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Haven of the Living / Domain of the Defiled

Aspect: Earth/Necromantic Difficulty: 7 Catalyst Required: No Target Type: Location Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: 20 Logistics Periods May Be Extended: No Ritual #: 041

This is an Earth Aspect Ritual if used to create a Haven of the Living or a Necromantic Aspect Ritual if used to create a Domain of the Defiled, at the choice of the Caster. The Haven must be clearly marked on all portals with an "H" and the Domain must be clearly marked with a "D". If this Ritual is cast on a Circle of Power the "H" or "D" must be clearly displayed within the circle and cannot be covered by any means. This Ritual may only be cast upon an unmovable structure, such as a building, tent, or immovable wagon, with minimum dimensions of 10' x 10' and maximum dimensions of 200' x 200' or upon a Circle of Power.

When the Haven of the Living is in effect, no Undead may enter or be brought into the Haven in physical form (this includes non-corporeal beings but not Spirits). Any Undead within the Haven must immediately leave the structure to the best of their ability and may not use any game abilities until they are out of the Haven. When the Domain of the Defiled is in effect no living being may enter or be brought into the Domain in physical form, any living being within the Domain must immediately leave the structure to the best of their ability and may not use any games abilities until they are out of the Domain. Casting the reversed version of this Ritual upon a Haven or a Domain will destroy the Haven or the Domain. Though this Ritual is reversible, either version is also destroyable by a Destroy Magic with the Earth Aspect.

Out of Game: The Haven or Domain must be clearly indicated on the Marshal notes for a building or Circle of Power.

Required Components: 4 This Ritual requires a Catalyst and 4 reagents as listed on the scroll.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Healing/Chaos Imbuement

Aspect: Earth/Necromancy Difficulty: 3 Catalyst Required: No Target Type: Item [Weapon] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 042

This Ritual grants its owner the ability to channel either the Healing or Chaos carrier (chosen at the time this Ritual is cast) through their weapons when activated. Once activated, this carrier may be used for any number of weapon swings from that character within the next ten minutes. Multiple charges may be active during the same time period for multiple choices on what to swing. This Ritual is considered Earth (if Healing is chosen) or Necromantic (if Chaos is chosen). Keep in mind that carrier attacks (any Weapon qualifier attack with a number) may never be used to heal.

Required Components: 2 This Ritual requires 2 reagents as listed on the scroll. Any additional reagents required by the Ritual should be the same as listed on the scroll. 3:2 Reagents, one charge per day. 6:3 Reagents, two charges per day. 9:4 Reagents, three charges per day.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 2 Reagent Cost: 1 Duration: 5 Days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE <declare choices> IMBUEMENT Ritual.

Heroic Interception

Aspect: General Difficulty: 5 Catalyst Required: No Target Type: Item [Weapon or Shield] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 043

A character may expend a charge of this Ritual when using the Intercept skill to call Resolute as per the Resolute skill whether or not they have a Resolute skill known or available.

Required Components: 3 This Ritual requires 3 reagents as listed on the scroll

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 1 Reagent Cost: 1 Duration: 5 Days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE HEROIC INTERCEPTION Ritual.

Illumination/Darkening

Aspect: Celestial Difficulty: 3 Catalyst Required: No Target Type: Location Role Play Only: Yes Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 044

Illumination allows the Caster to enchant a physical representation to glow with a soft light similar to the Light spell. Illumination, however, is tied to the physical structure of a Building and cannot be removed. Illumination does allow the Caster to create one or many triggers which can control whether the lights are active or inactive. Once cast anyone who can activate the trigger or switch can control whether the building is filled with light or not. The level of light provided is dependent on the quality and quantity of physical representations provided for the Ritual (i.e. available light fixtures/sources). The Reverse of this Ritual, Darkening, removes the Illumination Ritual and/or renders a Building incapable of being Illuminated by any means (magical or non-magical) for the duration of the Ritual or until the Darkening Ritual is removed by casting Illumination or Destroy Magic. Illumination or Darkening must be clearly marked on the Marshal Notes for the Building.

Out of Game: The physical representation for Illumination must be something which is capable of generating light and has a switch or lightswitch which functions as the trigger.

Required Components: 2 This Ritual requires 2 Reagents as listed on the Scroll

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 1 Reagent Cost: 1 Duration: 5 days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE ILLUMINATION/DARKENING <declare choices> Ritual.

Instant Trap

Aspect: General Difficulty: 3 Catalyst Required: No Target Type: Item [Trap] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 minutes Duration: Times Ever May Be Extended: No Ritual #: 045

Instant Trap enchants one or more Trap tags to be able to be set almost immediately. All Traps to be Targeted by the Ritual must be in the Circle of Power during the casting, but are separately tagged and tracked upon completion of the Ritual. They do not need to be the same type of Trap. A Trap enchanted by Instant Trap may be set with only three seconds of Focus by any character with the appropriate level of the Create Trap skill to set that type of Trap. Physically arming the Trap is still required and may take additional time depending on the physrep. An Instant Trap is not indestructible or resettable unless it otherwise would be from some other effect, and no matter what, the Instant Trap Ritual is used up once the trap is set.

Required Components: 3 This Ritual requires 3 reagents as listed on the scroll. Any additional reagents required by the Ritual should be the same as listed on the scroll. 3:3 Reagents, up to three Traps. 6:4 Reagents, up to six Traps. 9:5 Reagents, up to nine Traps.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 1 (affects one Trap) Reagent Cost: 1 Duration: 5 Days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE INSTANT TRAP Ritual.

Investiture/Divestiture

Aspect: General Difficulty: 1 Catalyst Required: No Target Type: Spirit Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: Permanent May Be Extended: No Ritual #: 046

This Ritual forms or breaks a link between a Circle of Power and a Spirit. Investiture forms a link allowing the Spirit to control whom the Circle recognizes and to use its inherent powers. The Investiture lasts for the entire existence of the Circle of Power or until the Divestiture Ritual is cast upon the Target in the same Circle of Power. This Ritual does not count against the 20 Ritual limit upon a Spirit. The Target may refuse an Investiture Ritual, but not a Divestiture Ritual. The Ritual must be cast in the Circle where the link is being created. The Ritual Caster must be invested in the Circle where the link is to be created. The Spirit that is to be Invested must be present in the Circle where the Ritual is being cast. An invested Spirit outside the Circle can cause the Circle to recognize them by physically touching it. An invested Spirit within Line of Sight of the Circle can cause the circle to recognize any other beings and allow them access at will without need of physically touching it by incanting The Circle recognizes you. This can be done while under the effects of a Silence Spell (This is necessary so everyone can OOG hear the recognition). Only a Spirit in a Body or an animated form (such as a being created with the Construct Ritual Spell) can use the Circle's inherent powers.

Required Components: 3. This Ritual requires 3 reagents as listed on the scroll.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 1 Reagent Cost: 1 Duration: 5 days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE INVESTITURE <declare choices> Ritual.

Item Cosmetic Transformation

Aspect: General Difficulty: 1 Catalyst Required: No Target Type: Item [Any] Role Play Only: No Scroll Type: Manipulation
Casting Time: 5 Minutes Duration: Instantaneous May Be Extended: No Ritual #: 047

Once this Ritual has been cast on an Item, that Item may have minor alterations performed on it until the Item leaves this Circle of Power or until the next Logistics Period, whichever comes sooner. These alterations may be made even if the item is normally Indestructible due to other Rituals. Alterations which may be made include such things as scribing new spells or writing in an otherwise Indestructible book, altering the shape and size of a weapon, shield, or suit of armor (within the limits of its type), or adding mundane upgrades to an item such as Silvering or Strengthening a weapon. This Ritual will not allow erasing of information from the Target Item, and some items - especially those which have recently changed hands or those of extraordinary power - may resist this Ritual's power.

Out of Game: Notes: While actively the Target of this Ritual, changes normally allowed only at Logistics or a Crafting Station - such as applying Blacksmithing to Silver a weapon, or scribing a spell from one spellbook into the Target spellbook - may be performed. When doing so, contact your Logistics team to have the item tag updated at the time of Ritual casting or later at their convenience. The item's basic type may not be changed - *for example, a Blunt weapon may not be made into a Polearm, nor may a Short Sword be made into a Long Sword.* In-game information may not be removed - *for example, entries may not be erased from an enchanted journal.* Similarly, a stolen item may not have its physrep transformed using this Ritual, unless the player from which it was stolen chose to keep the original physrep and forfeit their right to attempt to find the item in-game via its physrep. This Ritual may otherwise be used to provide an in-game explanation for a changed physrep on an item, so long as the item's in-game functionality does not otherwise change. Should this Ritual be cast on an Artifact, it is up to Plot to determine the results.

Required Components: 3 This Ritual requires 3 reagents as listed on the scroll.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Item Recall

Aspect: Earth Difficulty: 8 Catalyst Required: No Target Type: Spirit Role Play Only: No Scroll Type: Enchantment Casting Time: 5 Minutes
Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 048

Item Recall creates a connection between a person, if that person has a Spirit, and an item. This connection may be used to recall the item if it is lost. This Ritual cannot be placed upon an item that is already Spirit Linked or Spirit Locked. A person with a Spirit Link, Spirit Lock, or may be the Target of an Item Recall. An item may have multiple Item Recalls cast on it but they must all be to the same Target Spirit. Any attempt to cast an Item Recall connecting the same item to a another Spirit will immediately fail. Both the item and Spirit Targeted must be within the Circle of Power for the duration of the Ritual casting.

When the owner of a lost item attempts to recover their item, the Item Recall must be conducted from a Limited or Permanent Circle of Power with a 3 Count (I recall my item one, I recall my item two, I recall my item three) and the individual recalling the item must remain in the circle from the time of activation until the item is recalled or the recall fails. If the Item is too large to fit in the Circle where the Item Recall was activated, the Item Recall fails. Item Recall may be used one time per Logistics Period. If an Item Recall fails to materialize the item, it can be attempted again at the next Logistics Period or, if multiple Item Recalls exist on the Item, it can be attempted again immediately.

Out of Game: You cannot Item Recall an item from between campaigns or Realms (through the Shadow Ways) without prior consent from both campaigns Plot Teams. You may always attempt to Recall an item at an Event where you lost it. The activation of an Item Recall requires a Marshal or Ritual Marshal present, who will be handed the item recall tag and be given specific instructions where the item can be found. For example if the item is taken by a known party, the PC recalling the item must give the Marshal as much information as possible in regards to the location of the item. If the item is not locatable by Out of Game: means (i.e. someone is lying, unavailable, or the item was moved off site) then the Item Recall tag is attached to the magic item tag for the item (which should be in a campaign determined location), or placed on an approved local phys-rep like a the magic item tag ring. The Marshal must then go to the Circle of Power and inform the recaller that their Recall has seemed to fail. The Marshal should then inform the Head of Rules and the Plot Team of the issue. They, in turn, should follow steps to alert Refuge Accountability Committee with the item # and its description so if it is checked-in or discovered in another Chapter the matter can be addressed per RAC's instructions (usually confiscation). If the item turns up at the Campaign it was Recalled at it should be returned to the person who recalled the item.

Required Components: 5 This Ritual requires 5 reagents as listed on the scroll.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Jack Of All Trades

Aspect: General Difficulty: 8 Catalyst Required: No Target Type: Item [Any] Role Play Only: No Scroll Type: Enchantment Casting Time: 5 Minutes
Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 049

This character counts as having Healing Arts, Herbal Lore, Engineering, and Read Magic for the purpose of Identifying Gear if they have the prerequisite Skill, Educated. Additionally, for every 10 ranks in the Skill, Trades, the wielder possesses, they count as having one additional rank of Enhanced Meditate.

Required Components: 4 This Ritual requires 4 reagents as listed on the scroll.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 1 Reagent Cost: 1 Duration: 5 Days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE JACK OF ALL TRADES Ritual.

Life Leech

Aspect: Necromancy Difficulty: 6 Catalyst Required: No Target Type: Item [Weapon] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 050

A character with a Life Leech Ritual may choose to activate it on a single weapon blow (once per Logistics Period per charge) to siphon foul energies from their opponent's wounds. The Ritual may be activated immediately after a single damaging attack made with the Weapon qualifier which strikes the Target and is not prevented or altered via a defensive call. When activated, the wielder will regain Body Points equal to the damage called in the attack. The wielder may not go over their normal Body Point maximum. The character need not make any verbal declaration that they are utilizing this Ritual.

Required Components: 3 This Ritual requires 3 reagents as listed on the scroll. Any additional reagents required by the Ritual should be the same as listed on the scroll. 6:3 Reagents, one charge per day. 12:6 Reagents, two charges per day. 18:9 Reagents, three charges per day.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 1 Reagent Cost: 1 Duration: 5 Days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE LIFE LEECH Ritual.

Lore

Aspect: General Difficulty: 2 Catalyst Required: No Target Type: Spirit / Body / Item [Any] Role Play Only: No Scroll Type: Divination Casting Time: 5
Minutes Duration: Instantaneous May Be Extended: No Ritual #: 051

This Ritual allows the Caster to Identify any magical item or person within the circle at the time of the casting as if using the Identify power of a Greater Celestial Circle of Power. The Lore Ritual may, at Plot discretion, also reveal things which Celestial Circles are unable to identify such as history, legends or other information. The Caster can Identify one item or person per rank of Formal Magic that they possess. The item(s) or person(s) to be identified must be targeted at some point during the course of the Ritual.

Out of Game: The Ritual Caster must inform the Ritual Marshal they are casting this Ritual prior to beginning this Ritual so that the Ritual Marshal can get any required tags and/or Plot information required.

Required Components: 3 This Ritual requires 3 reagents as listed on the scroll.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Magic Evocation

Aspect: General Difficulty: 15 Catalyst Required: No Target Type: Spirit / Body / Item [Any] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 052

The possessor of a Magic Evocation Ritual may choose Magic as the delivered effect in addition to their standard choices when casting an Evocation Bolt from memory. This may be used on Evocation Bolts manifested via the Flexible Casting skill.

Required Components: 5 This Ritual requires 5 reagents as listed on the scroll.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 1 Reagent Cost: 1 Duration: 5 Days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE MAGIC EVOCATION Ritual.

Magic Imbuement

Aspect: Celestial Difficulty: 3 Catalyst Required: No Target Type: Item [Weapon] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 053

This Ritual grants its owner the ability to channel the Magic carrier through their weapons when activated. Once activated, this carrier may be used for any number of weapon swings from that character within the next ten minutes.

Required Components: 2 This Ritual requires 2 reagents as listed on the scroll. Any additional reagents required by the Ritual should be the same as listed on the scroll. 3:2 Reagents, one charge per day. 6:3 Reagents, two charges per day. 9:4 Reagents, three charges per day.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 2 Reagent Cost: 1 Duration: 5 Days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE MAGIC IMBUEMENT Ritual.

Magical Claws

Aspect: General Difficulty: 10
Casting Time: 5 Minutes

Catalyst Required: No
Duration: 20 Logistics Periods

Target Type: Spirit / Body
May Be Extended: Yes

Role Play Only: No
Ritual #: 054

Scroll Type: Enchantment

A character with this Ritual may have Item(Weapon) Rituals legally cast on their Body. These Rituals may be used only through a character's Claws. If this Ritual is removed or expires while Item(Weapon) Rituals still exist on the character's Body, those Rituals become defunct and do not function (though they still exist in-game and may be otherwise destroyed or expire themselves) until a new Magical Claws Ritual is cast upon the character. This may allow the character's Claws to perform unusual functions. *For example, a Poison Cache Ritual would allow for a Contact Poison to be applied to the character's Claws just like it would a Weapon.* If a character with two Claws activates a 10 minute weapon-specific Ritual on one claw (such as Magic Imbuement), they may only use that Ritual with the claw on which it was activated.

Required Components: 6 This Ritual requires 6 reagents as listed on the scroll.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

March of the Untiring

Aspect: General Difficulty: 5 Catalyst Required: No Target Type: Body Role Play Only: Yes Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: Special May Be Extended: No Ritual #: 055

March of the Untiring allows the Caster to subtly alter the flow of time around all individuals within the Circle of Power when the Ritual is cast. To all observers, and the Targets themselves, nothing will appear to have changed however when the individuals move to make an overland journey they will arrive at their destination in roughly 1/3 of the time it would take others to do the same. An individual walking normally takes approximately 15 minutes to travel 1 mile however under the effects of a March of the Untiring this same journey would take only 5 minutes. March of the Untiring distorts perception as well as time. Passerbys, as well as others trying to travel with the group and the Targets themselves, will not notice any difference in their speed; however each individual will have a moment of disorientation as actual perception catches up to them when the effect ends. This moment is only a brief snap as reality settles in and occurs whenever the Targets or those who were walking with them stop. March of the Untiring lasts on each Target for as long as they continue to walk for up to 24 hours and remain within sight of the Caster of the Ritual. Once an affected individual stops moving or loses sight of the Ritual Caster the effect of the March fades from them with no ill effects. Once the Ritual is completed all within the Circle of Power who wish to benefit from the March must begin traveling within 5 minutes or the effect will fade from them. For purposes of losing sight of the Ritual Caster only the Primary Caster, if multiple Casters are present, is the focus of the March.

Required Components: 2 This Ritual requires 2 reagents listed on the Scroll

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Mark/Unmark

Aspect: General Difficulty: 1 Catalyst Required: No Target Type: Spirit / Body / Item [Any] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: Permanent May Be Extended: No Ritual #: 056

Mark will create an indelible Mark upon an item, body, or Spirit. It remains on the Target as it was originally placed as long as the Target exists. The Mark Ritual in no way confers indestructibility upon a Marked item. If the Mark is on a Spirit it will always be on that body part containing the Spirit if parts of the body are separated. When the body is reformed through Resurrection, the Mark will be upon the identical location it was on before Resurrection. The Mark Ritual lasts until an Unmark is cast upon it or the item is destroyed. In all other ways the Unmark Ritual is permanent, for it is instantaneous and irreversible by any other means. The Unmark Ritual is not required to be of the same Aspect as the Mark to be destroyed. The Mark can be up to two colors chosen by the Ritual Caster and a size between one and ten square inches at the choice of the Ritual Caster. The Ritual Caster at the completion of the Ritual draws the Mark upon the Target. Casters can choose to add additional colors to the Marks by paying an increased cost of +1 DC per additional color above the initial two and +1 Reagent for every 5 total Colors they would like to use. (ex: to use 3 colors would cost DC 2 and cost 3 Reagents (base). To use 10 colors would cost DC 9 and 5 Reagents (+2 to base cost)).

Out of Game: If the target has an OOG objection to the specific Mark (such as its location or subject matter), the player may appeal to the local chapter's Rules Team to update the Mark to a more acceptable one.

Required Components: 3 This Ritual requires 3 reagents as listed on the scroll.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 1 Reagent Cost: 1 Duration: 5 days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE MARK/UNMARK <declare choices> Ritual

Memory Strike

Aspect: General Difficulty: 3 Catalyst Required: No Target Type: Item [Weapon] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 084

Memory Strike allows a weapon to be charged, once per Logistics Period, with a spell from memory of the same Aspect as the Ritual. This will expire at the next logistics. In order to do this, the spell to be charged must be touchcast onto the weapon in a Circle of Power of the Aspect of the spell to be charged. This can also be done at logistics even if you do not have access to a Circle of Power. When the spell is channeled through the weapon as a spellstrike, the wielder does not need to fully incant the spell or use magical aura. The Qualifier for spellstrike delivered spells is 'Spell'. For example, '20 Spell Strike Flame', '10 Spell Strike Chaos', or 'Spell Strike Prison'. For bows and crossbows a spellstrike must be delivered by an arrow or bolt packet as appropriate to the weapon. A Storm spell may never be stored into a Memory Strike Ritual.

Required Components: 3 This Ritual requires 3 reagents as listed on the scroll. Any additional reagents required by the Ritual should be the same as listed on the scroll. 3:3 Reagents, May be used up to a 3rd level spell, 6:4 Reagents, May be used up to a 6th level spell, 9:5 Reagents, May be used up to a 9th level spell.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 1 (may be used up to a 9th level spell) Reagent Cost: 1 Duration: 5 Days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE MEMORY STRIKE Ritual.

Merchant Insight

Aspect: General Difficulty: 5 Catalyst Required: No Target Type: Location or Item [Any] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 057

The Merchant Insight Ritual allows a character, if they have the prerequisite Skill, to identify Gear in 3 seconds (if within a Location with this Ritual Spell) or 15 seconds (if they bear a Magic item with this Ritual Spell) instead of the normal required Identification duration.

Required Components: 3 This Ritual requires 3 reagents as listed on the scroll. Any additional reagents required by the Ritual should be the same as listed on the scroll. 5:3 Reagents, May only be cast on a Location, 10:5 Reagents, May be cast on an Item

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 1 (may be used for either a Location or an Item) Reagent Cost: 1 Duration: 5 Days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE MERCHANT INSIGHT Ritual.

Monster Slayer

Aspect: Celestial Difficulty: 5 Catalyst Required: No Target Type: Item [Weapon] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 058

When this Ritual is chosen, choose a specific type from those presented in this by your local Chapter or Campaign. A character wielding a weapon with this Ritual may, after completing a Killing Blow, announce the name of the Ritual (*for example, Killing Blow 1, Killing Blow 2, Killing Blow 3, Undead Slayer*). If the Target's type matches the announced Slayer type, it may not call No Effect to this Killing Blow no matter its normal immunities or vulnerabilities.

Additionally, if a character returns to life (via a Life effect, Resurrection, or similar) after receiving an applicable Killing Blow from a matching Slayer, the character will be in intense physical and spiritual pain for some time. This Ritual Can be particularly tumultuous and even induce pain in a Spirit when a character's method of returning to life is not instant (like Resurrection or regenerating from a Bottle). Both these types of role play may be refused on the same grounds as Mental Abilities if the player chooses to do so.

Required Components: 4 This Ritual requires 4 reagents as listed on the scroll.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 1 Reagent Cost: 1 Duration: 5 days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE MONSTER SLAYER <declare choices> Ritual

Mystic Smith

Aspect: General Difficulty: 4 Catalyst Required: No Target Type: Item [Armor] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 059

This Ritual will imbue a suit of armor with mystical power. Once per Logistics Period, at the determination of the wearer, an Armor Refit performed on this suit will require only 3 seconds to refit the armor. They must still perform appropriate roleplay (taking a knee, representing readjusting the armor, etc.) and the Ritual charge will be used up even if they are interrupted during the required 3 seconds. This may not be utilized in conjunction with any other Skill, Ritual, or effect to reduce the time to less than 3 seconds.

Required Components: 3 This Ritual requires 3 reagents as listed on the scroll

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 1 Reagent Cost: 1 Duration: 5 Days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE MYSTIC SMITH Ritual.

Obfuscate

Aspect: General Difficulty: 8 Catalyst Required: Yes Target Type: Body / Item [Any] / Location / Spirit Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: Permanent May Be Extended: No Ritual #: 060

This Ritual makes the Target unidentifiable via the Lore Ritual or a Greater Celestial Circle. Casting a second Obfuscate upon an item that possesses an Obfuscate removes the Obfuscate. In addition an Obfuscate Ritual may be removed by casting an appropriate Destroy Magic on the Item (though the Aspect must be guessed, as the Obfuscated item cannot have its Aspect normally revealed). When an Obfuscated item is Identified, the item identifies as possessing one or more unidentifiable Rituals. No other information is given including Aspect.

Out of Game: For tracking purposes Item Tags with the Obfuscate Ritual will list Effects and Aspects as any other Tag. This information, if present on the Tag, is intended for Out of Game: records or in the event of the removal of the Obfuscate and is in no way available to the Identifiers while the Obfuscate Ritual remains on the item.

Required Components: 4 This Ritual requires a Catalyst and 4 reagents as listed on the scroll.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Obliterate

Aspect: Earth Difficulty: 8 Catalyst Required: Yes Target Type: Spirit Role Play Only: No Scroll Type: Manipulation Casting Time: 30 Minutes
Duration: Instantaneous May Be Extended: No Ritual #: 061

This Ritual forces the Target to immediately Dissipate and Resurrect as if it had suffered three Deaths. The Target selects a place of Resurrection normally. The Target pulls from the Bag of Chance only once for all three Deaths. If the Spirit has another Ritual that abrogates the need to pull from the Bag of Chance they need not pull, but their Spirit is still weakened by three Deaths. If a Bottle is affected by Obliterate, the Spirit will suffer three Deaths.

Undead under a Curse of Undeath or a Living creature with a Bottle will reform at their Bottle and their Spirit will be weakened by three Deaths. If the three Deaths place them beyond the total Deaths allocated to the Bottle, they will suffer their Permanent Death and the Bottle will be Destroyed.

The Target may not refuse this Ritual. Once this Ritual has begun, the Spirit is unable to leave the Circle of Power until the Ritual is complete or failed.

Undead not under a Curse of Undeath will Resurrect as stated in the Transform to Greater Undead Ritual.

Required Components: 4 This Ritual requires a Catalyst and 4 reagents as listed on the scroll.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Perfect Riposte

Aspect: General Difficulty: 6 Catalyst Required: No Target Type: Item [Weapon] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 062

A character with this Ritual may utilize a skill which they have already expended for Riposting Blow's offensive attack.

Required Components: 4 This Ritual requires 4 reagents as listed on the scroll.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 1 Reagent Cost: 1 Duration: 5 Days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE PERFECT RIPOSTE Ritual.

Permanent Duration

Aspect: General Difficulty: 7 Catalyst Required: Yes Target Type: Spirit / Body / Item [Any] Role Play Only: No Scroll Type: Extension
Casting Time: 5 Minutes Duration: Permanent May Be Extended: No Ritual #: 063

This Ritual increases the duration of any Extendable Enchantment Ritual Magic in the Targeted batch to a permanent duration. Permanent items are indestructible by normal means, including Battle Magic spells and destructive Traps. This Ritual may be cast over a Boost Duration Ritual as described on that scroll. The Boost Duration is a Ritual for the purposes of calculating the difficulty of this Ritual, but it is replaced by the Permanent Duration for the purposes of number of Rituals upon an item. Permanent Duration automatically grants a Spirit Lock Ritual when cast. This additional Spirit Lock does not count as a separate Ritual on the item, but is inherent in the Permanent Duration Ritual itself and may not be removed without also removing the Permanent Duration Ritual. If the Target of this Spirit Lock is not specified at the time of casting, it will attach itself to the first valid Target to touch the item after the Ritual is complete.

Required Components: 4 This Ritual requires a Catalyst and 4 reagents as listed on the scroll. Any additional reagents required by the Ritual should be the same as listed on the scroll. DC 7:Catalyst + 4 Reagents, 1-4 Rituals Extended. DC 111:Catalyst + 6 Reagents, 5-8 Rituals Extended. DC 16:Catalyst + 11 Reagents, 9-12 Rituals Extended. DC 23:Catalyst + 18 Reagents, 12-16 Rituals Extended. DC 31:Catalyst + 25 Reagents, 17-19 Rituals Extended.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Planar Asylum

Aspect: Celestial Difficulty: 7 Catalyst Required: No Target Type: Body Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 064

This Ritual will allow the Targets to survive on the Target Plane even though its natural environment would be fatal to them. This Ritual does not confer any special resistance to attacks similar to the nature of the Plane (i.e. Planar Asylum - Elemental Plane of Fire does not grant immunity to flame based attacks).

This Ritual may Target 1 person per rank of Formal Magic possessed by the Ritual Caster. All Targets must be in the circle for the duration of the Ritual.

Valid Planes include the Secondary ("local") Elemental Planes (but may not be limited to) Elemental Fire, Elemental Air, Elemental Water, Elemental Earth, Elemental Life, Elemental Death, Elemental Order, or Elemental Chaos. Additional Planes may be available at the discretion of the local Plot Team.

Required Components: 5 This Ritual requires 5 reagents as listed on the scroll.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 2 Reagent Cost: 2 Duration: 5 days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE PLANAR ASYLUM <declare choices> Ritual

Planar Gate

Aspect: Celestial Difficulty: 10 Catalyst Required: Optional Target Type: Location Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: Special May Be Extended: No Ritual #: 065

This Ritual will cause a 10' x 10' gate to open between the area it is cast in and a random area on the chosen Plane. The gate will allow passage in both directions but confers no ability to survive a hostile environment in the chosen Plane. On occasion, items may be found which can serve to Target the other end of the gate to a particular location. Any Spirit that travels through the gate and completes their death count on the other side will automatically shift back to their Plane of origin to Resurrect; this may or may not be the Plane from which they entered the gate. This shift upon death occurs whether the gate is still open or not. This Ritual will last for 10 minutes per level of Celestial Formal Magic possessed by the primary Caster of the Ritual (plus any applicable Formal Linked ranks).

A person may not be on both sides of the gate. As soon as they break the Plane of the gate on one side they will shift across to the other side. Combat is impossible from one side of the gate to the other, and vision is limited and often completely impossible.

In addition to the standard effect listed above, the Ritual allows the Caster to impose ONE of the following effects on the Planar Gate by expending the optional Catalyst in addition to the standard Reagent cost:

- *Time Locked* - the Planar Gate only functions from 6am to 6pm OR 6pm to 6am (an REFUGE Day or an REFUGE Night).
- *Planar Asylum* - The Caster may Target 1 individual per 10 levels of Formal Magic they possess to receive a Planar Asylum for the Targeted Plane of the Planar Gate. The Target(s) must be in the Circle of Power at the time of casting. The Planar Asylum will last until the Planar Gate Ritual ends by any means or until Destroyed as the Planar Asylum Ritual on the Target character. This is a Celestial Effect.
- *Directional* - the Planar Gate will only allow travel in one direction (From the Plane or To the Plane) chosen by the Caster at the time of casting.
- *Keyed Gate* - the Caster must supply a physical representation of a Key which attunes to the Gate. The Key cannot already be a magical item and cannot be made into a magical item while it is attuned to the gate. The Key can still be broken or shattered. Only characters holding the Key are able to pass through the Gate (in either direction). Once opened via a Key the Gate remains open for 5 seconds allowing the Key Holder to bring additional companions along during that time. The Gate will only unlock if the Key Holder breaks its boundary - i.e. the Holder of the Key must physically pass through the Gate to open it. The Gate cannot be prematurely shut.
- *Dispellable* - the Caster may, at any time from either Plane, touch the Gate rep and state "I close this Gate" at which time the Planar Gate Ritual immediately ends. Once ended the Caster CANNOT re-open the same Planar Gate - a new Ritual must be performed. Valid Planes include the Secondary ("local") Elemental Planes (but may not be limited to) Elemental Fire, Elemental Air, Elemental Water, Elemental Earth, Elemental Life, Elemental Death, Elemental Order, or Elemental Chaos. Additional Planes may be available at the discretion of the local Plot Team, but never include Primary Elemental Planes.

Out of Game: The Ritual Caster must supply a phys rep for the gate with clearly defined sides.

Required Components: 5 This Ritual requires 5 reagents as listed on the scroll. Optionally, a Catalyst may be used.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Poison Cache

Aspect: General Difficulty: 7 Catalyst Required: No Target Type: Item [Weapon] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 066

A weapon with a Poison Cache Ritual may have an additional Contact Poison applied. The wielder may choose in which order any applied Contact Poisons will be used.

Required Components: 3 This Ritual requires 3 reagents as listed on the scroll

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 1 Reagent Cost: 1 Duration: 5 Days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE POISON CACHE Ritual.

Poison Trigger

Aspect: General Difficulty: 6 Catalyst Required: No Target Type: Item [Melee Weapon] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 067

When a weapon with Poison Trigger has a Contact Poison applied, the wielder may choose on which weapon swing to release the Poison (instead of it automatically invoking on the next weapon swing). Once a character activates a Contact Poison, it is considered used even if the character stops swinging for its effect before it lands or resolves. This affects any Contact Poisons applied to the weapon.

Required Components: 4 This Ritual requires 4 reagents as listed on the scroll

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 1 Reagent Cost: 1 Duration: 5 Days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE POISON TRIGGER Ritual.

Potency

Aspect: General Difficulty: 4 Catalyst Required: No Target Type: Body / Item [Any] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 068

This Ritual allows the wielder to, once per Logistics Period, add 5 points to any numeric call they make from casting a Spell in memory, or from a Battle Magic Scroll, or through Channeling Burst for ten minutes. The 5 points will only be added to the specific Elemental force which is bound into the Ritual by the Ritual Caster at the time it is cast. The Elemental force may only be chosen from the following: Chaos, Healing, Flame, Ice, Stone, Lightning. When this Ritual is cast for the Healing element, it is considered an Earth Ritual; when cast for the Chaos element, it is considered a Necromantic Ritual; and when cast for Flame, Ice, Stone, or Lightning, it is considered a Celestial Ritual.

Note that this does not affect Weapon damage. A character may benefit from the Potency Ritual of each specific Element (as listed on the scroll) no more than once per Logistics Period.

Note that the target of this spell should treat it in all ways as though it were an attack of the new amount. Thus, if a person using Potency cast a 2nd level Evocation Bolt for 15 points of damage, the target could Counterspell with a 3rd level Evocation Bolt, since they are unable to tell that it started as a 2nd level spell. Similarly, if that same 15 point Evocation Bolt (cast from a 2nd level slot) was put into a Spell Store or Enchant, the recipient would treat it as a 3rd level spell. If Potency takes a spell over 45 points of damage, it cannot be put into a Memory Strike or a Spell Store or similar Ritual, nor can it be Counterspelled, as there are no 10th level or higher Signature Spells.

Required Components: 3 This Ritual requires 3 reagents as listed on the scroll. Any additional reagents required by the Ritual should be the same as listed on the scroll. 4:3 Reagents, one Element may be chosen., 8:5 Reagents, two Elements may be chosen., 12:7 Reagents, three Elements may be chosen. 16:9 Reagents, four Elements may be chosen.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 1 (one Element only) Reagent Cost: 1 Duration: 5 Days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE POTENCY Ritual.

Potion Coating

Aspect: General

Difficulty: 7

Catalyst Required: No

Target Type: Item [Melee Weapon]

Role Play Only: No

Scroll Type: Enchantment

Casting Time: 5 minutes

Duration: 20 Logistics Periods

May Be Extended: Yes

Ritual #: 069

The Potion Coating Ritual allows Earth Potions to be applied to the Target weapon in exactly the same manner as a contact poison (i.e. requiring Herbal Lore). These potions are delivered as "Spell Strike <Effect>" for example, "Spell Strike Destruction" (for a Destruction Potion) or "20 Spell Strike Healing" (for a 4th level Cure Wounds Potion); unlike Poisons, the character's normal weapon damage and effect are entirely replaced when utilizing loaded Potions. This Ritual may be combined with other Rituals as appropriate.

Required Components: 3 This Ritual requires 3 reagents as listed on the scroll

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 1 Reagent Cost: 1 Duration: 5 Days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE POTION COATING Ritual.

Preserve Duration

Aspect: General Difficulty: 5 Catalyst Required: No Target Type: Spirit / Body / Item [Any] / Location Role Play Only: No Scroll Type: Extension
Casting Time: 5 Minutes Duration: 100 Logistics Periods May Be Extended: No Ritual #: 070

This Ritual increases the duration of any extendable Enchantment-type Ritual Magic in the Targeted batch to 100 Logistics Periods. Extended items are indestructible by normal means while this Ritual is active, including Battle Magic spells and destructive Traps.

This Ritual may be cast over a Boost Duration Ritual as described on that scroll. The Boost Duration does not count for the purposes of calculating the difficulty of this Ritual, and is replaced by the Preserve Duration.

Required Components: 4 This Ritual requires 4 reagents as listed on the scroll. Any additional reagents required by the Ritual should be the same as listed on the scroll. 5:4 Reagents, 1-4 Rituals Extended 7:5 Reagents, 5-8 Rituals Extended 9:6 Reagents, 9-12 Rituals Extended 11:7 Reagents, 12-16 Rituals Extended 13:9 Reagents, 17-19 Rituals Extended

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Proscribe

Aspect: General Difficulty: 15 Catalyst Required: Yes Target Type: Location Role Play Only: No Scroll Type: Enchantment
Casting Time: 30 Minutes Duration: 20 Logistics Periods May Be Extended: No Ritual #: 071

This Ritual will create a Circle of Protection against certain creature types based on their Spirit. The resulting Proscribe Circle is double the size of the Circle of Power used to cast this Ritual, expanding from the center of this original Circle of Power and destroying it in the process. In addition to the components for the Ritual, parts or a permanently dead body of the Targeted creature type must be in the Circle of Power for the entire Ritual. No body or body part containing a Spirit will be able to be Proscribed and the body or body part must have been separated from its Spirit for no more than twenty-four hours. An obelisk will form at the center of the Proscribe Circle. The Obelisk is unmovable and radiates the Proscribe effect. The obelisk is the Target if this Ritual is to be destroyed. The Proscribed creature type may not physically enter the Proscribe Circle but may enter through other means (Spirit Walk, Rift, etc). If a member of the Proscribed species is within the Proscribe Circle there is no other effect, but if it leaves the Proscribe Circle it may not reenter. There is no upper limit to the size of a Proscribe.

Out of Game: The Ritual Caster is responsible for supplying a phys-rep for the obelisk. The Proscribe Circle must be clearly marked and the effect posted; this is a visible effect though the Targeted creature type is not revealed merely by seeing the circle. Until it attempts to enter, a creature cannot tell if it is Proscribed or not.

Required Components: 11 This Ritual requires a Catalyst and 11 reagents as listed on the scroll. Any additional reagents required by the Ritual should be the same as listed on the scroll. 15: Catalyst + 11 Reagents, 1 Proscribed Creature 20: Catalyst + 16 Reagents, 2 Proscribed Creatures 25: Catalyst + 21 Reagents, 3 Proscribed Creatures 30: Catalyst + 26 Reagents, 4 Proscribed Creatures 35: Catalyst + 31 Reagents, 5 Proscribed Creatures

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Quicken Aid

Aspect: General

Difficulty: 1

Catalyst Required: No

Target Type: Item [Any]

Role Play Only: No

Scroll Type: Enchantment

Casting Time: 5 minutes

Duration: 20 Logistics Periods

May Be Extended: Yes

Ritual #: 072

Once per Logistics Period per charge of this Ritual a character may shorten the time to perform the First Aid skill to 3 seconds. The player must make every attempt to perform the required role play for the duration of the ability. If interrupted during the three second activation time, the charge is expended. This Ritual confers no other benefits to the First Aid skill. The character must state Quicken Aid when starting the First Aid to let the Target know that the First Aid will be quickened.

Required Components: 1 This Ritual requires 1 reagent as listed on the scroll. Any additional reagents required by the Ritual should be the same as listed on the scroll. 1:1 Reagent, one charge per day. 3:2 Reagents, two charges per day. 5:3 Reagents, three charges per day.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 1 Reagent Cost: 1 Duration: 5 Days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE QUICKEN AID Ritual.

Quicken Meditation

Aspect: General Difficulty: 2 Catalyst Required: No Target Type: Item [Any] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 073

This Ritual allows the owner to (once per Logistics Period per charge) reduce the time necessary to perform the Meditate skill to three seconds. All other prerequisites of the Meditate skill must still be met. *For example, for a spell, the user must have a thrown but unresolved spell and their spell book open for study per the rules of the skill.* After three seconds the user will recover the unresolved skill or spell per the Meditate skill as if they had completed the required amount of roleplay.

Required Components: 3 This Ritual requires 2 reagents as listed on the scroll. Any additional reagents required by the Ritual should be the same as listed on the scroll. 2:3 Reagents, one charge per Logistics Period. 4:4 Reagents, two charges per Logistics Period. 6:5 Reagents, three charges per Logistics Period.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 1 Reagent Cost: 1 Duration: 5 Days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE QUICKEN MEDITATION Ritual.

Raging Strike

Aspect: General Difficulty: 3 Catalyst Required: No Target Type: Item [Weapon] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 074

Raging Strike allows the user to, once per Logistics Period per charge, add the Strike keyword to a single numeric weapon swing with this Weapon. This may be used in conjunction with skills or other Rituals.

Required Components: 3 This Ritual requires 3 reagents as listed on the scroll. Any additional reagents required by the Ritual should be the same as listed on the scroll. 3:3 Reagents, one charge per day. 6:4 Reagents, two charges per day. 9:5 Reagents, three charges per day.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 1 Reagent Cost: 1 Duration: 5 Days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE RAGING STRIKE Ritual.

Recharge Prowess

Aspect: General Difficulty: 8 Catalyst Required: No Target Type: Item [Any] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 075

This Ritual creates an item which can restore the usage of a spent skill once per day. A character may only benefit from this Ritual once per Logistics Period for each category of skill. The skill being renewed must be in one of the following categories: Martial Skills, Stealth Skills, Scholarly Skills, Species Skills. Note that the Recharge Prowess Ritual itself is not specific to a single category, but will only renew skills in a limited fashion as described below. This item may not be used to renew Production Skills or Channeling Pool, and may only be used to renew a High Magic point if the High Magic purchased with that point has been spent on a Times Ever ability which has been expended. The chosen skill must have been used earlier in the same Logistics Period and be one they normally have on their base character card, not from any additional abilities or Rituals. To activate the Ritual, the character must Focus for at least sixty seconds without interruption. They may then mark the skill on their battle board with a 'P' over the used circle, to denote that they have used a Recharge Prowess to renew the skill.

Required Components: 6 This Ritual requires 6 reagents as listed on the scroll

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 2 Reagent Cost: 2 Duration: 5 Days Incant: 1 CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE RECHARGE PROWESS Ritual.

Reformation

Aspect: Earth Difficulty: 6 Catalyst Required: No Target Type: Special Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 076

When this Ritual is cast all willing Targets within the Target Earth Circle (which may be Battle Magic, Limited or Permanent) are tied spiritually to this location. If they Resurrect the player has the choice to reform their body as a 3 Count Action in the Targeted Circle (as per the Rejuvenation Ritual) after their Spirit draws from the Bag of Chance.

Required Components: 3 This Ritual requires 3 reagents as listed on the scroll.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 2 Reagent Cost: 2 Duration: 5 Days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE REFORMATION Ritual.

Rejuvenation

Aspect: General Difficulty: 9 Catalyst Required: Yes Target Type: Spirit Role Play Only: No Scroll Type: Enchantment
Casting Time: 10 Minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 077

This Ritual allows a Spirit to generate a new body after the old one has been destroyed. The new body generated is the same Player species as the Spirit was when the death was taken. The new body is generated either at the location of the newly deceased body or at the circle where the Ritual was cast, if it still exists; this choice of location is made by the Spirit at the time of death. The location of Rejuvenation is at the choice of the Spirit at the time of death. The Spirit can also choose to Resurrect normally. The Rejuvenation process takes a three count, i.e. I Rejuvenate one. I Rejuvenate two. I Rejuvenate three. If the three count is interrupted for any reason the Rejuvenating Spirit may choose to begin again, or to Resurrect at the place of Ritual casting or at the nearest Permanent Earth Circle of Power, following the normal Resurrection rules. When this Ritual is cast, the Target Spirit may take a total of 12 deaths minus the number of their current deaths. This number is set at the casting of this Ritual and 1 death is subtracted each time the Spirit must Rejuvenate. When the Spirit Rejuvenates or Resurrects, it may do so without the need to pull from The Bag of Chance. If the Ritual is then removed, the death count does not change and these deaths are considered taken during the Rejuvenate. After the total deaths for the Rejuvenate are taken the Spirit is too weak to Resurrect and dies permanently. Note that the Spirit is still weakened by a death during the Rejuvenation Ritual as if a Resurrection took place. Unlike a Resurrection through, the Rejuvenate has no chance of failing unless the Spirit is already weakened beyond the ability to Resurrect. This Ritual may not be transferred by any means and is unaffected by the Transfer Magic Ritual. Other Rituals upon the possessor of this Ritual may be transferred as normal, including any Rituals that extend the duration of this Ritual.

Out of Game: When a character undergoes Rejuvenation, the player must go Out of Game: to handle the logistics wherever the campaign handles this (usually the Healer's Guild). A death is added to their character card just like Resurrection, although the person does not need to pull from the bag to determine if they Rejuvenate as it happens automatically. If this is the Spirit's 12th death, they will not be able to Resurrect or Rejuvenate and will die their final death. A PC may never buy back any deaths taken while under the effects of a Rejuvenation Ritual, even after the Rejuvenation has expired or is destroyed. If the death takes place during the Rejuvenation duration, it can never be bought back by Chapter Points or any other means. The character must be entered as Rejuvenated in the Refuge Database.

Required Components: 4 This ritual requires a Catalyst and 4 reagents as listed on the scroll.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Reinforce Armor

Aspect: Celestial Difficulty: 3 Catalyst Required: No Target Type: Item [Wand or Staff] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 078

Once per Logistics Period per charge, this character evokes a Channeling Burst to grant X Spell Mend Armor by touchcast, where X is equal to the amount of Channeling Points expended. This may not exceed their normal Channeling maximum.

Required Components: 3 This Ritual requires 3 reagents as listed on the scroll. Any additional reagents required by the Ritual should be the same as listed on the scroll. 3:3 Reagents, one charge per Logistics Period., 6:4 Reagents, two charges per Logistics Period. 9:5 Reagents, three charges per Logistics Period.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 1 Reagent Cost: 1 Duration: 5 days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE REINFORCE ARMOR Ritual.

Render Indestructible

Aspect: General

Difficulty: 7

Catalyst Required: No

Target Type: Item [Any]

Role Play Only: No

Scroll Type: Enchantment

Casting Time: 5 Minutes

Duration: Permanent

May Be Extended: No

Ritual #: 079

This Ritual prevents an item from being affected by normal destructive means, such as Shatter effects, certain Traps, or normal physical damage. An item that receives a Render Indestructible Ritual will look as it did before the Ritual was cast. If a Render Indestructible is cast upon a book, nothing can be written in it. All entries in the book are considered permanent and indelible. If this Ritual is performed on a flexible item like a book or a doll, the item cannot be torn or broken. The Target of this Ritual is limited to an item no larger than 10' by 10' by 1'.

Out of Game: If cast on a suit of armor it will cause that armor to be unable to be Shattered, but the armor's current Armor Points may still be reduced to 0 as normal and will require a normal refit to return to full Armor Points.

Required Components: 5 This Ritual requires 5 reagents as listed on the scroll.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Resist Destroy Magic

Aspect: General Difficulty: 10 Catalyst Required: No Target Type: Body / Spirit / Item [Any] / Location Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: Times Ever May Be Extended: No Ritual #: 080

Once ever, a Target with this Ritual may ignore the effects of a Destroy Magic Ritual cast on the Target. Once this Ritual has been expended the Rituals on the Target may be removed as normal.

Out of Game: The player possessing this Ritual must make the choice immediately as to whether to expend the Ritual or not when the item is struck by a Destroy Magic. If they use this Ritual, they must call 'Resist' and the tag for the item should be updated as soon as possible to reflect the fact that the Resist Destroy Magic has been used. A Target may have more than one Resist Destroy Magic Ritual cast upon it, but each one counts towards the twenty Ritual maximum on an item.

Required Components: 6 This Ritual requires 6 reagents as listed upon the scroll.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Resonance

Aspect: Earth Difficulty: 10 Catalyst Required: No Target Type: Spirit Role Play Only: Yes Scroll Type: Divination Casting Time: 5 Minutes
Duration: Special May Be Extended: No Ritual #: 081

The Resonance Ritual Targets a defined area or structure such as a meadow, a grotto, a farmhouse, a ruined keep, etc where the Caster must place their Circle of Power to cast this Ritual. Once cast the Caster begins to receive a barrage of images, visions, memories and whispered words which may present anything from a complete scene to a compilation of snippets taken from years of actual time which the Caster must mentally assemble to create a logical progression. These visions comprise the fragmented and non-intelligent memory of the location and relay to the Caster images of past happenings and emotionally evocative occurrences within the area that is the Target of the Ritual.

For example, if cast within an abandoned farm house the Caster may get a sense of a loving family, years of care and tenderness, a sudden coldness and sense of emptiness. If cast in a grove of dead trees, however, the Caster may get a sense of powerful necromantic energy, creatures rising from the ground, the trees withering and dying before their eyes and a sense of being watched.

This Ritual gives emotions and fleeting images and lets the players decide how to interpret it. Exactly what a Player experiences, however much or however little, is determined by the local Plot Team. The Caster has no control and cannot exert control over the experience granted by the Resonance. Plot should be notified in advance of the casting of this Ritual so a proper experience may be supplied. Plot will take into account any related Trade skill or Species role play abilities, such as Mental Abilities, if possessed by the Ritual Caster.

Required Components: 3 This Ritual requires 3 Reagents to cast as listed on the Scroll.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Retribution

Aspect: General Difficulty: 9 Catalyst Required: No Target Type: Item [Any] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 082

This Ritual allows the user to, once per Logistics Period, use a Return instead of a Guard. The Guard used to trigger the Retribution Ritual is expended along with the Retribution, and may only come from a Parry, a Dodge, or the Cloak High Magic. When this Ritual is used, the defensive verbal will be "Bane".

Required Components: 5 This Ritual requires 5 reagents as listed on the scroll.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 1 Reagent Cost: 1 Duration: 5 Days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE RETRIBUTION Ritual.

Reverse Life Force

Aspect: Earth/Necromantic Difficulty: 6 Catalyst Required: No Target Type: Spirit Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 083

This Ritual alters the metabolic state of a creature. Living beings are left with No Metabolism; creatures with No Metabolism gain a Metabolism. In both cases, the Target will be affected differently by Healing and Necromancy Effects. The effect on the Target from all Healing and Necromancy spells are reversed.

For example, if cast on a Living creature, they treat a Corrupt as a Life, and are damaged by Healing and healed by Chaos.

This does not in any way make a Living Target Undead or affected by Undead-specific effects; similarly, an Undead Target under this Ritual will still be Undead and affected by anything that specifically Targets Undead. If cast on a Living creature with a Metabolism, this is a Necromancy Aspected Ritual; if cast on an unLiving creature or a Living creature currently under Reverse Life Force, this is an Earth Aspected Ritual. This Ritual does not change any answers given by a player when Targeted by Healing Arts. The casting of Reverse Life Force in no way changes the appearance of the Target creature.

Required Components: 4 This Ritual requires 4 reagents as listed on the scroll.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 2 Reagent Cost: 2 Duration: 5 days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE REVERSE LIFE FORCE <declare choices> Ritual

Ritual of WOE

Aspect: Earth Difficulty: 5 Catalyst Required: No Target Type: Special Role Play Only: No Scroll Type: Enchantment Casting Time: 5 Minutes
Duration: Special May Be Extended: No Ritual #: 085

This Ritual will imbue up to six participating Bodies, one of which may be the Caster, with special powers against the Undead and especially Vampires. The Ritual of WOE possesses 4 different levels of power, and the Caster can increase the difficulty of the Ritual to gain further powers to destroy Vampires and other Necromantic beings. Individuals are granted a Vampire Hunter level based upon the difficulty level the Ritual Caster is willing to attempt. This Ritual creates a temporary Stake of Woe for each individual Targeted, which may be used to deliver a Killing Blow on a Vampire and force it to take a death. Be forewarned that while a single staking permanently kills most Vampires, some very powerful Vampires are rumored to be able to survive multiple stakings. The Stake of Woe formed is Shatterable and is not otherwise magical in any way. This Ritual is unaffected by any other Ritual or Ritual effect (i.e. Permanence, Destroy Magic, etc.). This Ritual will last until the next dawn. This Ritual may only be cast after sunset.

Out of Game: Dawn is always considered 6 AM. Legends say WOE stands for Weapon of Eradication. Some campaigns may utilize means other than a stake to destroy their Vampires; thus this Ritual will summon the weapon appropriate to the campaign to destroy Vampires. In the cases in which there are multiple means it is the Plot Team's decision as to the nature of the WOE. Each level includes the benefits of those prior levels. Benefits conveyed by the Ritual of WOE include:

- Vampire Hunter Level 1: Immunity to all Fear effects
- Vampire Hunter Level 2: Resist Necromancy 1/day and Resist Charm 1/day
- Vampire Hunter Level 3: Arcane Solidify 2/Day
- Vampire Hunter Level 4: Immune to Necromantic effects (negated effects include carrier attacks, Battle Magic, and monster abilities.)
 - The Target replies No Effect to attacks. This does not provide immunity to Necromantic Ritual effects.

Note: It is often wise to inform your Campaign before you cast this Ritual at an event to ensure stake/weapons are summonable.

Required Components: 4 This Ritual requires 4 reagents as listed on the scroll. Any additional reagents required by the Ritual should be the same as listed on the scroll. 5:4 Reagents, Level 1: Immune to Fear, Temporary Stake of WOE 8:5 Reagents, Level 2: Resist Necromancy 1/day, Resist Charm 1/day, Immune to Fear, Temporary Stake of Woe 14:9 Reagents, Level 3: Resist Necromancy 1/day, Resist Charm 1/day, Arcane Solidify 2/Day, Immune to Fear, Temporary Stake of Woe 19:14 Reagents, Level 4: Immune to Necromantic effects, Resist Charm 1/day, Arcane Solidify 2/Day, Immune to Fear, Temporary Stake of Woe

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Sacrifice

Aspect: Earth Difficulty: 4 Catalyst Required: No Target Type: Spirit / Body / Item [Any] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: Times Ever May Be Extended: No Ritual #: 086

This Ritual allows the bearer to Sacrifice their own life to preserve the strength of the Spirit of another. A valid Target for the Sacrifice Ritual is a character which has Dissipated and is currently in a Greater Earth Circle of Power awaiting or undergoing Resurrection. The Spirit within the Circle must have been inside the Greater Earth Circle no more than 30 minutes for the Sacrifice to work - waiting longer than 30 minutes will cause an attempted Sacrifice to fail with no effect. This Ritual in no way gives the bearer the ability to determine how long a Spirit has been inside a Circle.

To activate a Sacrifice Ritual the bearer must stand before the Greater Earth Circle (able to touch the Physical Representation) or be inside the Earth Circle containing the Target Spirit and state "Activate Sacrifice." If more than one Spirit is present in the Circle the bearer must identify which Spirit is the Target of this Ritual Effect. Once activated the Spirit within the Circle immediately regains a physical Body without the occurrence of a Death on their Card (and does not need to Draw from the Bag of Chance) and experiences the effects of a successful Resurrection.

The activator of the Sacrifice Ritual immediately Dissipates as if they had been the Target of a Killing Blow and their Death Count had completed, dropping all gear and In Game Items as per the Death/Resurrection process and moves to the Circle to attempt Resurrection following all standard Rules for a Resurrection (including Drawing from the Bag of Chance and receiving the Death on their Card).

The Targeted Spirit of a Sacrifice may not refuse the Sacrifice Ritual Spell unless the Resurrecting Spirit also has a Sacrifice Ritual Spell on their Spirit or a Spirit Linked item. Then, the original Spirit will be able to undergo Resurrection as normal or, if the 30 minute window has not expired, receive additional Sacrifice Ritual Spells. The decision to counteract a Sacrifice Ritual Spell is an OOG decision of the Target. Sacrifice will not allow you to take the place of a character who has died due to a Players' decision to avoid a Ritual Spell. In addition, a Sacrifice will fail if attempted for a character who is on their one last death after pulling a Black Bead from the Bag of Chance.

Out of Game: A Target may have more than one Sacrifice Ritual cast upon it, but it counts towards the twenty Ritual maximum. The Activation of a Sacrifice, and its Refusal, may be woven into the Resurrection Story of the character(s) involved.

Required Components: 6 This Ritual requires 6 reagents as listed upon the scroll.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Safe Passage

Aspect: Earth Difficulty: 8 Catalyst Required: Yes Target Type: Spirit / Body / Item [Any] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: Five Days/Until Used May Be Extended: No Ritual #: 087

This Ritual must be cast on a Permanent Earth Circle of Power. The Ritual will cause the next Resurrection started within that Circle to automatically succeed, then this Ritual expires. If a Safe Passage Ritual already exists on the Targeted Circle, the new Ritual automatically fails. Note that this Ritual may not work on some spirits, especially weaker spirits or those which have already taken significant damage. If the Ritual is cast with an optional Catalyst, a character beginning a Resurrection within this Circle may choose whether or not to activate this Ritual. This times-ever Ritual does not expire unless it is activated. The Target of this Ritual may make the OOG choice to refuse this Ritual without the Ritual being expended and without taking any additional effects. This Ritual will only work on PCs; Cast Characters do not trigger this Ritual unless Plot explicitly chooses to do so. In all cases, if the Target does not have at least a single white bead in the Bag of Chance, this Ritual is expended with no effect. Deaths avoided under this Ritual may not be bought back.

Required Components: 5 This Ritual requires 5 reagents as listed on the scroll. Optionally, a Catalyst may be used.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Seek the Whole

Aspect: General Difficulty: 7 Catalyst Required: No Target Type: Spirit Role Play Only: Yes Scroll Type: Divination Casting Time: 5 Minutes
Duration: Five Days May Be Extended: No Ritual #: 088

This Ritual allows the Caster to sense other parts of a broken object. To successfully cast this Ritual a Caster must be in possession of part of a person, place or object which has been broken or destroyed in any manner. After casting this Ritual the Caster can get a general direction-sense and distance sense of where the remainder of the object, person or place is located (such as North and very far; or Southeast and very near). If the object was broken into more than one fragment the Caster will feel the largest piece as the one their shard belongs to even if a smaller piece is nearer. In such a case the Caster is not made aware that additional pieces remain to the Object however subsequent castings of the Ritual may reveal the additional pieces.

Seek the Whole lasts for 5 days and during this time, if the location of the Targeted object changes, Plot may notify the Caster of the updated information. This Ritual in no way notifies the Target of any information.

Required Components: 2 This Ritual requires 2 Reagents as listed on the Scroll.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 1 Reagent Cost: 1 Duration: 5 days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE SEEK THE WHOLE <declare choices> Ritual

Locate Shadow Way

Aspect: General Difficulty: 3 Catalyst Required: No Target Type: Spirit Role Play Only: Yes Scroll Type: Divination Casting Time: 5 Minutes
Duration: Instantaneous May Be Extended: No Ritual #: 089

By casting this Ritual the Caster is immediately aware of the nearest naturally occurring entry to the Shadow Ways, within the world as well as the approximate distance to locate this entry. This Ritual only allows the Caster to locate the entry to the Shadow Ways. It grants no ability to travel them or control your destination once within the Shadow Ways and provides no additional information.

Required Components: 1 This Ritual requires 1 Reagent as listed on the Scroll

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Sorcerous Triage

Aspect: Earth Difficulty: 3 Catalyst Required: Optional Target Type: Spirit / Body / Item [Any] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 minutes Duration: Times Ever May Be Extended: No Ritual #: 090

Sorcerous Triage allows the user to be instantly affected by a successfully completed First Aid when they would otherwise go from "Bleeding Out" to "Dead." At 59 seconds into their bleed out count, the Player may make the OOG choice to activate this Ritual by stating "First Aid complete." The user is restored to 0 body and must wait 1 minute to be restored to consciousness, per the First Aid skill. If cast with an optional Catalyst, the Ritual may alternatively be used to Rebirth when the character would have gone to Resurrect, as per the High Magic ability of the same name. Note that this Ritual is Times Ever, not Times Per Day.

Required Components: 3 This Ritual requires 3 reagents as listed on the scroll. Any additional reagents required by the Ritual should be the same as listed on the scroll. 3:3 Reagents, one charge, Target must be Body. 6:4 Reagents, two charges, Target must be Body. 9:5 Reagents, two charges, Target may be Body or Item, 12:9 Reagents, three charges, Target may be Body or Item. 18:12 Reagents, three charges, Target may be Body, Item, or Spirit. Optionally, a Catalyst may be used.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Species Reaver

Aspect: Earth Difficulty: 5 Catalyst Required: No Target Type: Item [Weapon] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 091

This Ritual grants its owner the ability to channel the Body carrier (when making an attack using the Weapon qualifier) through that weapon against any single Player Species (determined at time of casting).

Additionally, the wielder may choose to announce this Reaver when performing a Killing Blow (for example, "Killing Blow 1, Killing Blow 2, Killing Blow 3, Halfling Reaver!"). If a character returns to life (via a Life effect, Resurrection, or similar) after receiving an applicable Killing Blow from a matching Reaver, the character will be in intense physical and emotional pain for some time. This Ritual can be particularly tumultuous and even induce pain in a Spirit when a character's method of returning to life is not instant (like Resurrection or regenerating from a Bottle). Both these types of role play may be refused on the same grounds as Mental Abilities if the player chooses to do so.

Required Components: 4 This Ritual requires a minimum of 4 reagents to cast.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 1 Reagent Cost: 1 Duration: 5 Days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE SPECIES REAVER <species> Ritual.

Species Transformation

Aspect: Earth Difficulty: 5 Catalyst Required: Yes Target Type: Spirit Role Play Only: No Scroll Type: Manipulation Casting Time: 10 Minutes
Duration: Instantaneous May Be Extended: No Ritual #: 092

This Ritual transforms the species of a person, if that person has a Spirit, into the Player species of their choice. It will not change the basic appearance of the person except for the specific necessary Player species alterations; thus a person that changes species is still recognizable. Any Species skills of the Target's current species are lost but skills specific to the new species may be gained in their place depending on the inner strength of the Spirit. In addition, the Target loses any skills that are more difficult to learn. The transforming player may relearn any skills lost due to the Species Transformation Ritual if the new species may learn them.

If the species being transformed into cannot have any skills they possess, the Species Transformation immediately fails. Only Player species as defined by the current Refuge Rulebook may be chosen.

The Species Transformation Ritual will cause the person to Resurrect as the Transformed species for the rest of the Target's life. A separate Species Transformation Ritual may later be cast on the person to return that person to their prior species or any other species. You cannot use this Ritual to circumvent Spirit Forge's rules and guidelines. Although this Ritual is intended to allow some reallocation of build in regards to Species skills, it is not intended that players will use it in order to purposefully remove skills from their character. The following example will indicate why this Ritual could fail: Example: Target is a Stone Elf wishing to change to an Avani. The character possesses the skill Read Magic. Avani cannot purchase the Read Magic skill, so the Species Transformation Ritual would fail. The Target would need to undergo a Spirit Forge to remove the Read Magic Skill (or remove it through some other means) before attempting this Ritual.

Required Components: 5 This Ritual requires 5 reagents as listed on the scroll and a Catalyst to be successfully cast.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Spell Parry

Aspect: General Difficulty: 7 Catalyst Required: No Target Type: Item [Shield or Weapon] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 093

This Ritual allows the wielder of the weapon the Ritual is cast upon to use a Parry (if they may Parry with the weapon) to defend against any one magical effect that would normally affect them. A Spell Parry may be used against any effect delivered with the Spell Qualifier. It may not be used against a regularly cast Ritual. The Spell Parry can be used to intercept a spell on another Target if that Target is within Range as defined in the Parry Skill. The effect may be invoked before other defenses are used (as a Smart Defense) if the wielder of the weapon so chooses. The Spell Parry is usable once per Logistics Period at the choice of the wielder of the Targeted weapon. Spell Parry requires the use of a Parry skill in order to fuel the ability. A Spell Parry cannot be used unless the user of the weapon possesses an unused Parry skill and using the Spell Parry expends the Parry skill-use for that logistics period. The wielder of the weapon calls Spell Parry when they choose to use this effect.

Required Components: 5 This Ritual requires 5 reagents as listed on the scroll.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 2 Reagent Cost: 2 Duration: 5 days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE SPELL PARRY Ritual

Spell Store

Aspect: General Difficulty: 3 Catalyst Required: No Target Type: Item [Any] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 094

This Ritual will create a rechargeable Battle Magic spell slot. To charge the item, a spell must be touch-cast into it. The possessor of the item must then state (OOG) "Absorb." A Spell Store item or person may not intercept a thrown spell and Absorb. Once charged, anyone in possession of the item may activate the spells stored within as if they were activating a magic item. The spells stored can be of any combination of levels up to the maximum spell levels allowed by the Ritual performed. Thus a fifth level Spell Store item or person could hold one fifth level spell or five first level spells. Note that the spells stored in the item must be of the same aspect as the Spell Store itself. Thus you cannot store Earth Battle Magic spells in a Celestial Spell Store item or vice versa.

Unused spells will be lost at the end of the LP; a Spell Store always begins an LP empty. The difficulty attempted in this Ritual determines the level of spell(s) which can be stored into the item.

Note: Any effect created by a Spell can be absorbed. Thus using Potency with a Storm will cause each individual charge of the Storm to Spell Store as a 3rd level spell.

Out of Game: A Battle Magic Spell is defined as any spell listed in the current version of the Refuge rules and rules addendum used by REFUGE LARP. Note that a Storm spell may never be absorbed into a Spell Store.

Required Components: 1 This Ritual requires 1 reagent as listed on the scroll. Any additional reagents required by the Ritual should be the same as listed on the scroll. 1:1 Reagent, Spell Store 1. 2:3 Reagents, Spell Store 2. 3:3 Reagents, Spell Store 3. 4:3 Reagents, Spell Store 4. 6:4 Reagents, Spell Store 5. 8:5 Reagents, Spell Store 6. 9:5 Reagents, Spell Store 7. 10:5 Reagents, Spell Store 8. 11:6 Reagents, Spell Store 9.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Spell Swap

Aspect: General Difficulty: 2 Catalyst Required: No Target Type: Item [Spellbook] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 095

Once per Logistics Period per charge of this Ritual a character may expend a memorized spell to regain use of a spell of an equal or lower level. The use of the Ritual must be accompanied by at least 60 seconds of Focus roleplay and the character must be in possession of a spellbook containing both spells. Once the character has completed their Focus, the player must recite the incantation of the spell to be expended and will then regain the use of the Target spell. They must mark the expended spell off of their battle board and write in the new spell with an "S".

Required Components: 1 This Ritual requires 1 reagent as listed on the scroll. Any additional reagents required by the Ritual should be the same as listed on the scroll. 2:1 Reagent, one charge per day. 4:2 Reagents, two charges per day. 6:3 Reagents, three charges per day.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 1 Reagent Cost: 1 Duration: 5 Days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE SPELL SWAP Ritual.

Spirit Farewell

Aspect: Earth Difficulty: 1 Catalyst Required: No Target Type: Spirit Role Play Only: Yes Scroll Type: Enchantment Casting Time: 5 Minutes
Duration: Special May Be Extended: No Ritual #: 096

The Spirit Farewell Ritual provides a final farewell to a Spirit that did not survive Resurrection. This Ritual will only operate once ever on a given Spirit regardless of whether the Spirit chooses to stay or depart. No other Ritual can be cast on the Spirit during its return. As the Spirit has no true body, it may not use any skills or game abilities it might have previously possessed. Note that the Spirit is also immune to flaws or backlashes that might otherwise affect it. Be forewarned that the Spirit has the ultimate choice whether to return and may choose to ignore the successful casting of this Ritual. This Ritual will last for ten minutes per Formal Magic rank of the Ritual Caster, until the Spirit chooses to leave, or the duration of the Circle of Power expires, whichever comes first. The Ritual must be performed within one year per Formal Magic rank of the Ritual Caster from the death of the Target Spirit. Upon successful casting, the Spirit will appear in the circle but it is restricted to the confines of the Circle of Power in which the Ritual was cast. If at any point the Circle of Power is destroyed, the Spirit dissipates with it as well. Note that the Spirit will forget every detail of the last twenty-four hours before its death. Similarly a Spirit has no knowledge of any events since its death. If the Ritual Succeeds but the Target is NOT willing to return on that casting they can still be Spirit Farewelled again. A Spirit may only return on one Casting but has the right to choose which casting and situation that is.

Out of Game: Plot must be notified at least one hour before the casting of this Ritual. Once cast this Ritual CANNOT fail due to a die roll. If cast correctly it will always be performed successfully as long as no Automatic Backlash conditions are met (such as the Caster unable to see the scroll or someone entering the Circle of Power by unallowed means). The Caster may still be required to Roll, however, to see if they Flaw or Backlash the Ritual however any Flaws or Backlashes are treated as Ritual Succeeds in addition to any additional effects.

Required Components: 3 This Ritual requires 3 reagents as listed on the scroll.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Spirit Forge

Aspect: General Difficulty: 9 Catalyst Required: Optional Target Type: Spirit Role Play Only: No Scroll Type: Manipulation
Casting Time: 10 Minutes Duration: Instantaneous May Be Extended: No Ritual #: 097

This Ritual Spell tears the Spirit apart and forges it anew. The Spirit forgets its previous Class and all Skills but may choose a new Class and relearn Skills immediately. The Spirit does not lose any memories of previous actions, merely the Skills to perform them.

If a Catalyst is not used, the Primary Caster instead turns over to the Ritual Marshal an amount of coin equal to 100 Copper Pieces per XP of the Target, which are consumed by the Ritual Spell's Casting. This coin total may be presented in any valid denomination, and must be easy for the Ritual Marshal to quickly verify. This coin is treated in all ways as equivalent to the Catalyst for the purpose of Casting and adjudicating the Ritual Spell.

Out of Game: If this Ritual Spell is successful, the player of the Target Spirit must immediately consult with the Ritual Marshal or specified Volunteers on how to proceed in documenting and playing their Character. After the Event, the player must immediately contact Logistics to have this Character Development applied in the Refuge Database. The player selects Class and allocates XP to new Skills as they desire.

It is not required, but a character may choose to roleplay learning the new Class and Skill either before or after this Ritual is cast.

Required Components: 4 This Ritual requires a Catalyst and 4 reagents as listed on the scroll.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Spirit Link

Aspect: General Difficulty: 6 Catalyst Required: No Target Type: Spirit / Body / Item [Any] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 098

The Spirit Link Ritual is used to forge a magical connection between an object and a person with a Spirit. The Targeted item and person must both be in physical contact with the Ritual Caster within the Circle of Power during the casting of the Ritual. The item must be considered a possession of the Target Spirit and must be physically movable by that Spirit when in their normal body. The Ritual must be cast on the item and person simultaneously, though only one Ritual casting is required.

The item may be stored anywhere upon the person but may not be removed from contact with the Body that contains the Spirit. However the person may choose at any time to use a 3-Counted Action in order to assimilate the item into their Spirit, upon completion the item must be immediately stored in an OOG area or wrapped in a white headband. This process may be reversed with another 3 Counted Action to bring the item back, from within the person's Spirit, into contact with their Body. While the item is linked, it cannot be separated from the person until the duration of the Spirit Link expires or the person's Spirit suffers a final death. While the Spirit is separated from a body, the item is intangible and invisible and will reform at the place of the Spirit's Resurrection. If the Spirit's Resurrection fails, the item is reformed with the dead body and the item Spirit Links to the next person to pick it up as a possession, if that person has a Spirit and is not at their limit of Rituals upon their Spirit. If that person is at the limit of the Rituals on their Spirit they will realize that the item attempted to Spirit Link to them and failed.

Note: A Destroy Magic Ritual on a person with a Spirit Linked item will destroy the Spirit Link Ritual and all other magic of the appropriate Aspect on the person but will not affect any Rituals on the item except the Spirit Link. Likewise, casting the Destroy Magic Ritual on an item that has been Spirit Linked to a person will destroy the Spirit Link and all other magic of the appropriate Aspect on the item, but will not affect any Rituals on the person except the Spirit Link.

Required Components: 4 This Ritual requires 4 reagents as listed on the scroll.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 2 Reagent Cost: 2 Duration: 5 days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE SPIRIT LINK <declare choices> Ritual

Spirit Lock

Aspect: General Difficulty: 6 Catalyst Required: No Target Type: Spirit / Body / Item [Any] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 099

The Spirit Lock Ritual is used to forge a magical connection between an object and a person with a Spirit. The Targeted item and person must both be in physical contact with the Ritual Caster within the Circle of Power during the casting of the Ritual. The item must be considered a possession of the Target Spirit and must be physically movable by that Spirit when in their normal body. The Ritual must be cast on the item and person simultaneously, though only one Ritual casting is required. The item may be stored anywhere upon the person but may not be removed from contact with the Body that contains the Spirit. However the person may choose at any time to use a 3-Counted Action in order to assimilate the item into their Spirit, upon completion the item must be immediately stored in an OOG area or wrapped in a white headband. This process may be reversed with another 3 Counted Action to bring the item back, from within the person's Spirit, into contact with their Body. While the item is locked, it cannot be separated from the person until the duration of the Spirit Lock expires or the person's Spirit suffers a final death. While the Spirit is separated from a body, the item is intangible and invisible and will reform at the place of the Spirit's Resurrection. If the Spirit's Resurrection fails, the item accompanies the Spirit to the graveyards. All properties given to the item via Formal Magic will only work for the person to whom it is Spirit Locked. The Spirit Locked item may not be transferred from the Spirit to another Spirit, and any attempt to do so will automatically fail.

Note: A Destroy Magic Ritual on a person with a Spirit Locked item will destroy the Spirit Lock Ritual and all other magic of the appropriate Aspect on the person but will not affect any Rituals on the item except the Spirit Lock. Likewise, casting the Destroy Magic Ritual on an item that has been Spirit Locked to a person will destroy the Spirit Lock and all other magic of the appropriate Aspect on the item, but will not affect any Rituals on the person except the Spirit Lock.

Required Components: 5 This Ritual requires 5 reagents as listed on the scroll.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Spirit Recall

Aspect: Earth Difficulty: 8 Catalyst Required: No Target Type: Spirit Role Play Only: No Scroll Type: Enchantment Casting Time: 5 Minutes
Duration: Times Ever or 20 Logistics Periods May Be Extended: No Ritual #: 100

This Ritual will allow one person, if that person has a Spirit, to later travel in Spirit form from any place to the Circle of Power where the Ritual was cast without suffering a death. The bearer of this Ritual chooses when to activate it. No possessions may travel with the Spirit except Spirit Linked or Spirit Locked items and basic clothing. The Circle of Power used for the casting of this Ritual must be Permanent or Limited, not created through Battle Magic. To activate a Spirit Recall, the player recites, I recall one. I recall two. I recall three. The player then leaves all possessions that will not travel with their Spirit at the location they activated the Ritual. The time required to travel is the same as it would take a Spirit to walk the distance. The Spirit is unable to observe or affect the world in any manner during travel, as if it were a Spirit traveling for Resurrection. When appearing in the Circle, the player recites, I recall one. I recall two. I recall three. If the circle to which a Spirit has an active Recall to is destroyed or expires, the Spirit is automatically aware of the loss of this Ritual as it disappears upon the destruction or expiration of the circle.

Out of Game: Spirit Recall is able to be used with an OOG verbal but requires no In Game action or statement to activate (allowing it to be used while Silenced).

Required Components: 5 This Ritual requires 5 reagents as listed on the scroll.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 2 Reagent Cost: 2 Duration: 5 days, Times Ever Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE SPIRIT RECALL <declare choices> Ritual

Spirit Walk

Aspect: General

Difficulty: 9

Catalyst Required: No

Target Type: Spirit

Role Play Only: No

Scroll Type: Manipulation

Casting Time: 5 Minutes

Duration: Instantaneous

May Be Extended: No

Ritual #: 101

This Ritual will allow one or more people, if those people have a Spirit, to travel from one Circle of Power to another Circle of Power in Spirit form without suffering a death. The Targets can include the Ritual Caster or can be others of the Ritual Caster's choice who are present in the Circle of Power during the entire Ritual casting. The Caster designates a person who is the primary Target of the Ritual who must know the destination Circle of Power by having seen it themselves prior to the casting of this Ritual. All Targets will walk to the same Circle of Power as the primary Target of the Ritual. All Targets walk at the pace of the slowest Target. All possessions on the people who are the Targets of the Ritual travel with the Spirit and are intangible and invisible during that time. Upon completion of the Ritual, the Targets will become Spirits, saying, I become a Spirit one. I become a Spirit two. I become a Spirit three. They must immediately leave the Circle of Power. Upon entering the destination Circle of Power, the Targets and their possessions immediately begin to reform and are tangible enough to be affected by attacks and may not further pass through Wards or Wizard Locks. When reforming, the Targets recite, I reform one. I reform two. I reform three. The time required to travel from Circle to Circle is the same as it would take the Spirit, if physical, to walk the distance with all of its possessions. While walking, the Spirit is unable to observe or affect the world in any manner as if it were a Spirit traveling for Resurrection. The Spirits are unaware of the happenings inside the Target Circle until they enter it. The Circle of Power used for the Ritual can be of any type (Permanent, Limited, or Temporary) or school (Earth or Celestial). The Spirit(s) do not need to be invested in either Circle of Power. If the Circle of Power does not exist by the time the Spirit reaches it or it is not where the Spirit believes it is located, the Spirit must return to the Circle of Power in which the Ritual was cast.

Out of Game: No one may Spirit Walk to or from a Circle of Power in another chapter without prior approval from the staff/Plot Teams of both chapters.

Required Components: 5 This Ritual requires 5 reagents as listed on the scroll.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Stable Foundation

Aspect: Celestial Difficulty: 6 Catalyst Required: Yes Target Type: Location Role Play Only: Yes Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: Permanent May Be Extended: No Ritual #: 102

Stable Foundation blankets an existing structure or building in magical force rendering it immune to common damage including fires, storms, floods, earthquakes or any other weather-related effects. In addition a Stable Foundation is extremely damage resistant to physical attacks though it is not Indestructible. A Stable Foundation may be removed from a Building by casting an appropriately aspected Destroy Magic.

Required Components: 2 This Ritual requires 2 Reagents listed on the Scroll.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 1 Reagent Cost: 1 Duration: 5 days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE STABLE FOUNDATION <declare choices> Ritual

Stalwart Shield

Aspect: General Difficulty: 5 Catalyst Required: No Target Type: Item [Shield] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 103

When a Spell, Elemental, or Poison qualifier attack strikes a shield with this Ritual, the bearer may call Resist by expending a Strengthening charge as though the item were shatterable and hit by a Shatter effect. A Shield with this Ritual may be re-Strengthened by a Blacksmith to regain additional uses of this ability, unlike most enchanted items. Note that this Ritual still confers normal indestructibility as per other duration Rituals.

Required Components: 4 This Ritual requires 4 reagents as listed on the scroll

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 1 Reagent Cost: 1 Duration: 5 Days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE STALWART SHIELD Ritual.

Strengthen Spirit

Aspect: Earth Difficulty: 4 Catalyst Required: No Target Type: Spirit Role Play Only: No Scroll Type: Manipulation Casting Time: 5 Minutes
Duration: Instantaneous May Be Extended: No Ritual #: 105

This Ritual will allow someone a safer trip through the circle in the future if their spirit is damaged, though it does not guarantee their return.

Out of Game: This functions in all ways (including future Chapter Point buyback costs) as if the character had bought back a death with Chapter Points.

Required Components: 2 This Ritual requires 2 reagents as listed on the scroll.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Strengthened Blow

Aspect: General Difficulty: 3 Catalyst Required: No Target Type: Item [Weapon] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 106

Once per Logistics Period per charge, the character may expend Channeling Points to add that amount of damage to a single weapon attack with this weapon. This may not exceed their normal Channeling maximum.

Required Components: 3 This Ritual requires 3 reagents as listed on the scroll. Any additional reagents required by the Ritual should be the same as listed on the scroll. 3:3 Reagents, one charge per Logistics Period. 5:4 Reagents, two charges per Logistics Period. 7:5 Reagents, three charges per Logistics Period.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 1 Reagent Cost: 1 Duration: 5 days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE STRENGTHENED BLOW Ritual.

Sturdy Armor

Aspect: General Difficulty: 4 Catalyst Required: No Target Type: Item [Armor] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 107

This Ritual will create a suit of armor that takes 5 seconds less to refit. The Sturdy Armor Ritual grants a passive effect to the suit of armor it is cast upon that does not require an activation phrase to use as the refit time will be decreased by 5 seconds for the entire duration of the Ritual. This Ritual may only be cast once per suit of armor and must be cast on a physical suit of armor. When combined with the Fast Refit skill this effect reduces the refit time after the fast refit effect has been applied. When someone else begins a refit on your suit of armor that has the sturdy armor Ritual cast on it, you must inform the person that your armor takes 5 seconds less to refit.

Required Components: 4 This Ritual requires 4 reagents as listed on the scroll.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 1 Reagent Cost: 1 Duration: 5 Days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE STURDY ARMOR Ritual.

Summon Elemental (Foundation)

Aspect: Celestial Difficulty: 2 Catalyst Required: Yes Target Type: Body / Item [Any] Role Play Only: No Scroll Type: Summoning
Casting Time: 10 Minutes Duration: Special May Be Extended: No Ritual #: 108

This Ritual allows the user to summon one Foundation Elemental from its Plane. It allows limited control over a summoned elemental based upon the instructions given to the Elemental. Elementals covet specific reagents, and in exchange for reagents they will perform specific tasks for the Ritual Caster. Summoned Creatures may demand payment in Coin rather than Reagents and may impose other restrictions on the Summoning as well - such as the Summoner taking their place in their home Plane for the duration of the Summoning or inhabiting the Summoner's Body (having the Caster play the monster under Plot Control in both cases). Summoned Creatures may also demand any service in return at their discretion. Once an elemental has agreed upon a compensation for the task to be performed, it is bound to accept the payment in question and perform the task to the best of its ability. If the Ritual Caster cannot turn over the compensation required to complete their task, the elemental may attack the Ritual Caster or return to their Plane of origin. It is important to understand that lesser elementals aren't particularly good with complex tasks, and often their Overlord will speak through them to negotiate on their behalf. This Ritual will last an indefinite duration depending on the task desired. If the Ritual Caster expends more reagents and takes additional difficulty, more powerful and intelligent elementals will be summoned. The Elemental summoned is completely random, though if the true name of a specific Elemental is known and stated during the summoning they will feel the call and may choose to allow themselves to be summoned. The creature whose true name is spoken will know the identity of the Ritual Caster regardless of whether or not they choose to be summoned. The Elemental will stay on this Plane until killed, banished, or the Ritual Caster cannot compensate the elemental for the task they wish performed, whichever comes first. If the Elemental is treated poorly or is inherently destructive in nature, upon the expiration of the Summoning the Elemental may choose to attack the Ritual Caster. Summoning an Elemental Overlord is a very dangerous endeavor, and the Overlord may immediately destroy every being within reach as soon as it arrives. It is often a wise idea to have a massive compensation available to even speak with an Elemental Overlord, not to mention request it perform a task or allocate elementals to perform a task for the Ritual Caster. When Summoning a Foundation elemental the Ritual Caster may select one of the following Elemental types: Earth, Air, Flame, or Water. Reagent compensation requested by the Elemental: Fire - Tritora; Water - Jetsam; Air - Penna; Earth - Heartstone.

Out of Game: Your local campaign Plot Team must be notified before the casting of this Ritual. Plot Team must supply a stat card at each event. Statistics for a monster may change between events; the summoned creature must use the latest statistics regardless of when it was summoned. It can be a Chapter Policy (Plot subjected) how Summoned Creatures normally react. *For example if a Chapter has a large Cast population the Summoned Creatures may only demand payment and go about their business.* However in smaller Chapters it may be standard that the Caster must take the place of the Summoned Creature for the duration of the Summoning - or offer up someone else to do so - thus supplying a Cast Member to play their monster. However, REFUGE Plot reserves the right to substitute a staff member or other Cast Member for part or all of the role-playing interaction with the summoned elemental. Alternatively, a chapter may require the replacement if the Caster does not pay at least X reagents or Catalysts as part of the bribe for service as well - giving PCs an out if they are willing to take a big treasure hit to stay In Game a little longer. The Cast Member playing the elemental must abide by the personality requirements and directives given to them by the Ritual Marshal or member of their Campaign Plot Team. Failure to do so may result in the termination of the role and the loss of the elemental. The Ritual Marshal or Plot Team member on the scene has the final say on the compensation demanded by the elemental in order to perform the task. If the task is 'Guard me and protect me from harm', the elemental may request additional compensation for up to a day of protection as an example. Time, Duration, Complexity, and game impact determine the amount of compensation requested from the Ritual Caster. Short simple tasks of a limited duration should have a very cheap compensation to the elemental. Whether or not the elemental could be destroyed performing the task has no impact on the compensation requested. Likewise simple tasks akin to 'guard this room' or 'let no one enter' could have a relatively cheap cost despite a long requested duration.

Required Components: 2 This Ritual requires a Catalyst and 2 reagents as listed on the scroll. 2:2 Reagents, Foundation Shard; 4:2 Reagents, Foundation Elemental I; 6:3 Reagents, Foundation Elemental II; 8:4 Reagents, Foundation Elemental III; 14:9 Reagents, Foundation Elemental IV; 42:35 Reagents, Foundation Overlord. Any additional reagents required by the Ritual should be the same as listed on the scroll.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 2 Reagent Cost: 2 Duration: 1 hour Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE SUMMON ELEMENTAL (FOUNDATION) <declare choices> Ritual.

Summon Elemental (Magistarium)

Aspect: Earth/Necromantic Difficulty: 5 Catalyst Required: Yes Target Type: Body / Item [Any] Role Play Only: No Scroll Type: Summoning
Casting Time: 10 Minutes Duration: Special May Be Extended: No Ritual #: 109

This Ritual allows the user to summon one Magistarium Elemental from its Plane. It allows limited control over a summoned elemental based upon the instructions given to the Elemental. Elementals covet specific reagents, and in exchange for reagents they will perform specific tasks for the Ritual Caster. Summoned Creatures may demand payment in Coin rather than Reagents and may impose other restrictions on the Summoning as well - such as the Summoner taking their place in their home Plane for the duration of the Summoning or inhabiting the Summoner's Body (having the Caster play the monster under Plot Control in both cases). Summoned Creatures may also demand any service in return at their discretion. Once an elemental has agreed upon a compensation for the task to be performed, it is bound to accept the payment in question and perform the task to the best of its ability. If the Ritual Caster cannot turn over the compensation required to complete their task, the elemental may attack the Ritual Caster or return to their Plane of origin. It is important to understand that lesser elementals aren't particularly good with complex tasks, and often their Elemental Overlord will speak through them to negotiate on their behalf. This Ritual will last an indefinite duration depending on the task desired. This is an Earth Aspect Ritual unless used to summon a Chaos Elemental, in which case it is a Necromantic Aspect Ritual. If the Ritual Caster expends more reagents and takes additional difficulty, more powerful and intelligent elementals will be summoned. The Elemental summoned is completely random, though if the true name of a specific Elemental is known and stated during the summoning they will feel the call and may choose to allow themselves to be summoned. The creature whose true name is spoken will know the identity of the Ritual Caster regardless of whether or not they choose to be summoned. The Elemental will stay on this Plane until killed, banished, or the Ritual Caster cannot compensate the elemental for the task they wish performed, whichever comes first. If the Elemental is treated poorly or is inherently destructive in nature, upon the expiration of the Summoning the Elemental may choose to attack the Ritual Caster. Summoning an Elemental Overlord is a very dangerous endeavor, and the Overlord may immediately destroy every being within reach as soon as it arrives. It is often a wise idea to have a massive compensation available to even speak with an Elemental Overlord, not to mention request it perform a task or allocate elementals to perform a task for the Ritual Caster. When Summoning a Magistarium elemental the Ritual Caster may select one of the following Elemental types: Chaos, Death, Life, or Order. Reagent compensation requested by the Elemental: Chaos - Cariousus; Death - Nightshade; Life - Ley Ore; Order - Truesilver.

Out of Game: Your local campaign Plot Team must be notified before the casting of this Ritual. The Plot Team must supply a stat card at each event. Statistics for a monster may change between events; the summoned creature must use the latest statistics regardless of when it was summoned. It can be a Chapter Policy (Plot subjected) how Summoned Creatures normally react. *For example if a Chapter has a large Cast population the Summoned Creatures may only demand payment and go about their business.* However in smaller Chapters it may be standard that the Caster must take the place of the Summoned Creature for the duration of the Summoning - or offer up someone else to do so - thus supplying a Cast Member to represent their monster. However, REFUGE Plot reserves the right to substitute a staff member or other Cast Member for part or all of the role-playing interaction with the summoned elemental. Alternatively, a chapter may require the replacement if the Caster does not pay at least X reagents or Catalysts as part of the bribe for service as well - giving PCs an out if they are willing to take a big treasure hit to stay In Game a little longer. The Cast Member playing the elemental must abide by the personality requirements and directives given to them by the Ritual Marshal or member of their Campaign Plot Team. Failure to do so may result in the termination of the role and the loss of the elemental. The Ritual Marshal or Plot Team member on the scene has the final say on the compensation demanded by the elemental in order to perform the task. If the task is 'Guard me and protect me from harm', the elemental may request additional compensation for up to a day of protection as an example. Time, Duration, Complexity, and game impact determine the amount of compensation requested from the Ritual Caster. Short simple tasks of a limited duration should have a very cheap compensation to the elemental. Whether or not the elemental could be destroyed performing the task has no impact on the compensation requested. Likewise simple tasks akin to 'guard this room' or 'let no one enter' could have a relatively cheap cost despite a long requested duration.

Required Components: 2 This Ritual requires a Catalyst and 2 reagents as listed on the scroll. 2:2 Reagents, Magistarium Shard; 4:2 Reagents, Magistarium Elemental I; 6:3 Reagents, Magistarium Elemental II; 8:4 Reagents, Magistarium Elemental III; 14:9 Reagents, Magistarium IV; 42:35 Reagents, Magistarium Overlord. Any additional reagents required by the Ritual should be the same as listed on the scroll.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 2 Reagent Cost: 2 Duration: 1 Hour Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE SUMMON ELEMENTAL (MAGISTARIUM) <declare choices> Ritual.

Summon Extraplanar Creature

Aspect: Celestial Difficulty: 5 Catalyst Required: Yes Target Type: Item [Any] Role Play Only: No Scroll Type: Summoning
Casting Time: 10 Minutes Duration: Five Days May Be Extended: No Ritual #: 110

This Ritual allows the user to summon one Extraplanar Creature from its Plane. Be forewarned that this Ritual does not provide the Ritual Caster any control over the creature. Depending on the personality of the summoned creature, the Ritual Caster could be immediately attacked when the creature appears at the end of the Ritual. Extra Planar Creatures may perform specific tasks for the Ritual Caster in exchange for compensation. Compensation may include reagents or coin and may impose other Restrictions on the Summoning as well - such as the Summoner taking their place in their home Plane for the duration of the Summoning or inhabiting the Summoner's Body (having the Caster play the monster under Plot Control in both cases). Summoned Creatures may also demand any service in return at their discretion. If the Ritual Caster cannot turn over the compensation required to complete their task, the Creature may attack the Ritual Caster or return to their Plane of origin. This Ritual will last 5 days or until the creature completes its task or is killed. If the Ritual Caster expends more reagents and takes additional difficulty, more powerful and intelligent Creatures will be summoned. The Creature summoned is completely random, though if the true name of a specific Creature is known and stated during the summoning they will feel the call and may choose to allow themselves to be summoned. The creature whose true name is spoken will know the identity of the Ritual Caster regardless of whether or not they choose to be summoned.

Out of Game: Local Plot teams have the ability to adjust the names of the creatures which show up on this difficulty chart to reflect the local varieties of monsters and the various power levels of these creatures which may exist between chapters. Your local campaign Plot Team must be notified before the casting of this Ritual. Plot Team must supply a stat card at each event. Statistics for a monster may change between events; the summoned creature must use the latest statistics regardless of when it was summoned. It can be a Chapter Policy (Plot subjected) how Summoned Creatures normally react. *For example, if a Chapter has a large Cast Member population the Summoned Creatures may only demand payment and go about their business.* However in smaller Chapters it may be standard that the Caster must take the place of the Summoned Creature for the duration of the Summoning - or offer up someone else to do so - thus supplying a Cast Member to play their monster. However, REFUGE Plot reserves the right to substitute a staff member or other Cast Member for part or all of the role-playing interaction with the summoned Creature. Alternatively, a chapter may require the replacement if the Caster does not pay at least X reagents or Catalysts as part of the bribe for service as well - giving PCs an out if they are willing to take a big treasure hit to stay In Game a little longer. The Cast Member playing the Creature must abide by the personality requirements and directives given to them by the Ritual Marshal or member of their Campaign Plot Team. Failure to do so may result in the termination of the role and the loss of the Creature. The Ritual Marshal or Plot Team member on the scene has the final say on the compensation demanded by the Creature in order to perform the task. If the task is 'Guard me and protect me from harm', the Creature may request additional compensation for up to a day of protection as an example. Time, Duration, Complexity, and game impact determine the amount of compensation requested from the Ritual Caster. Short simple tasks of a limited duration should have a very cheap compensation to the Creature. Whether or not the Creature could be destroyed performing the task has no impact on the compensation requested. Likewise simple tasks akin to 'guard this room' or 'let no one enter' could have a relatively cheap cost despite a long requested duration.

Required Components: 3 This Ritual requires a Catalyst and 3 reagents as listed on the scroll. 5:3 Reagents, Extraplanar Creature I; 7:4 Reagents, Extraplanar Creature II; 9:4 Reagents, Extraplanar Foundation Creature; 14:10 Reagents, Extraplanar Magistarium Creature; 17:12 Reagents, Extraplanar Creature III; 25:16 Reagents, Extraplanar Creature IV; 45:40 Reagents, Creature of the Shadow Ways.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 2 Reagent Cost: 2 Duration: 1 hour Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE SUMMON EXTRA PLANAR CREATURE <CREATURE NAME> <declare choices> Ritual.

Summon Magical Creature

Aspect: Celestial Difficulty: 5 Catalyst Required: Yes Target Type: Item [Any] Role Play Only: No Scroll Type: Summoning
Casting Time: 10 Minutes Duration: Special May Be Extended: No Ritual #: 111

This Ritual allows the Caster to summon one <creature> from the Realms of Refuge or even from where Faerie dwell. Be forewarned that this Ritual does not provide the Ritual Caster any control over the <creature>. Depending on the personality of the summoned creature, the Ritual Caster could be immediately attacked when the creature appears at the end of the Ritual. Magical Creatures may perform specific tasks for the Ritual Caster in exchange for compensation. Compensation may include reagents (Magical creatures typically desire Feyring/Mugwort as their reagent of choice.) or coin and may impose other Restrictions on the Summoning as well - such as the Summoner taking their place in their home Plane for the duration of the Summoning or inhabiting the Summoners Body (having the Caster play the monster under Plot Control in both cases). Summoned Creatures may also demand any service in return at their discretion.

If the Ritual Caster cannot turn over the compensation required to complete their task, the Magical Creature may attack the Ritual Caster or return to their Plane of origin. This Ritual will last 5 days only or until the creature is killed or banished, whichever comes first. If the Ritual Caster expends more reagents and takes additional difficulty, more powerful magical creatures will be summoned. The <creature> summoned is completely random, though if the true name of a specific creature of the <creature> is known and stated during the summoning they will feel the call and may choose to allow themselves to be summoned. The creature whose true name is spoken will know the identity of the Ritual Caster regardless of whether or not they choose to be summoned. Legends speak of quicklings and redcaps, manticors, unicorns, basilisk, satyrs, and stranger beings still being summoned.

Required Components: 3 This Ritual requires a Catalyst and 3 reagents as listed on the scroll. Any additional reagents required by the Ritual should be the same as listed on the scroll. 5:3 Reagents, Magical Creature I; 7:4 Reagents, Magical Creature II; 9:4 Reagents, Magical Creature III; 14:10 Reagents, Magical Creature IV; 17:12 Reagents, Magical Creature V; 25:16 Reagents, Magical Creature VI; 45:40 Reagents, Magical Creature VII.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 2 Reagent Cost: 2 Duration: 1 hour Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE SUMMON MAGICAL CREATURE <CREATURE NAME> <declare choices> Ritual

Summon Pantherghast

Aspect: Earth Difficulty: 5 Catalyst Required: Yes Target Type: Item [Any] Role Play Only: No Scroll Type: Summoning Casting Time: 10 Minutes
Duration: Special May Be Extended: No Ritual #: 112

This Ritual allows the Caster to summon one Pantherghast from its Plane. Be forewarned that this Ritual does not provide the Ritual Caster any control over the Pantherghast, however they can loosely instruct the Pantherghast where to seek out the Target species for the first 60 seconds after the Ritual is complete. A Pantherghast in a Realm of Refuge is always homicidal. A Pantherghast intentionally Targets one species at a time to reduce the number of adversaries and ensure an easier kill. At the completion of the Ritual the Ritual Caster must state the true name of the species they wish to Target for attack. Failure to do so will cause the Pantherghast to focus on the nearest living PC or Cast Character as determined by the Ritual Marshal as the species to be hunted. Pantherghasts seek the hunted species by visual sight and are vaguely drawn to large gatherings or concentrations of the species in question if none can be seen visually. The Ritual Caster incurs additional difficulty when attempting to summon more powerful Pantherghasts to do their bidding. This Ritual will last 5 days or until the Pantherghast is killed or banished, whichever comes first. Summoning a Panthergaunt is a very dangerous endeavor, for a Panthergaunt has an extremely keen intelligence and has the ability to summon additional Pantherghasts to do its bidding. A Panthergaunt will attune itself to the Ritual Caster's species, believing that it is the one and true species. The Panthergaunt will then embark on a mission to destroy ALL species other than that of the Ritual Caster, attuning it's summoned Pantherghast servants as necessary to carry out its mission. A Panthergaunt will not rest until its goal is carried out or it is destroyed.

Out of Game: Your local campaign Plot Team must be notified before the casting of this Ritual and will supply a stat card at each event. Statistics for a monster may change between events; the summoned creature must use the latest statistics regardless of when it was summoned. It can be a Chapter Policy (Plot subjected) how Summoned Creatures normally react. *For example if a Chapter has a large Cast population the Summoned Creatures may only demand payment and go about their business.* However in smaller Chapters it may be standard that the Caster must take the place of the Summoned Creature for the duration of the Summoning - or offer up someone else to do so - thus supplying a Cast Member to play their monster. However, REFUGE Plot reserves the right to substitute a staff member or other Cast Member for part or all of the role-playing interaction with the summoned Pantherghast. The Cast Member playing the Creature must abide by the personality requirements and directives given to them by the Ritual Marshal or member of their Campaign Plot Team. Failure to do so may result in the termination of the role and the loss of the Creature.

Required Components: 3 This Ritual requires a Catalyst and 3 reagents as listed on the scroll. 5:3 Reagents, Pantherghast; 7:4 Reagents, Pantherghast Hunter; 9:4 Reagents, Pantherghast Terminator; 14:10 Reagents, summons a Pantherghast Exterminator; 17:12 Reagents, Pantherghast Reaver; 45:40 Reagents, Panthergaunt.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Summon Undead (Corporeal)

Aspect: Necromantic Difficulty: 3 Catalyst Required: No Target Type: Item [Any] Role Play Only: No Scroll Type: Summoning
Casting Time: 10 Minutes Duration: Five Days May Be Extended: No Ritual #: 113

This Ritual summons one or more Corporeal Undead. This Ritual also allows the Caster to control the Corporeal Undead summoned; note that the Undead summoned by this Ritual will last until destroyed but the Caster's control lasts only 5 days. The number of Undead summoned varies by levels of Formal Magic according to the Undead being summoned. The Ritual Caster must remain with them at all times, unless a specific order is issued. Once this simple order is issued, the Undead will attempt to carry out the order. The Ritual Caster is the only one (short of Battle Magic) who may order and control the Undead; the Ritual Caster may not issue an order such as Obey all of his/her commands to you. Summoned Corporeal Undead may only follow simple commands with one objective; these commands may not involve decision-making and may not be longer than 20 words. Examples of acceptable commands are: Kill them, defend me, hold them, pick the sword up, or attack her. Examples of unacceptable commands are: follow their orders, if <x> happen do <y>, kill anything you see if <z>. Whether a command is acceptable or not is left to the discretion of the local Plot or Marshal. The specific type of Undead summoned is equal to the difficulty the Ritual Caster is willing to undertake.

Out of Game: Your local campaign Plot Team must be notified before the casting of this Ritual and will supply a stat card at each event. Statistics for a monster may change between events; the summoned Undead must use the latest statistics regardless of when it was summoned. In some cases the Caster must offer up someone else to take the place of the summoned Undead for the duration of the Summoning - thus supplying a Cast Member to play their monster(s). However, REFUGE Plot reserves the right to substitute a staff member or other Cast Member for part or all of the interaction with the summoned Undead. The Cast Member playing the Undead must abide by the personality requirements and directives given to them by the Ritual Marshal or member of their Campaign Plot Team. Failure to do so may result in the termination of the role and the loss of the Undead.

Required Components: 3 This Ritual requires 4 reagents as listed on the scroll. 3:3 Reagents, Zombie, 1 Creature Summoned Per Rank of Formal Magic; 3:3 Reagents, Undead (Corporeal) I, 1 Creature Summoned Per 2 Ranks of Formal Magic; 4:4 Reagents, Undead (Corporeal) II, 1 Creature Summoned Per 2 Ranks of Formal Magic; 5:4 Reagents, Ghoul, 1 Creature Summoned Per 2 Ranks of Formal Magic; 5:4 Reagents, Undead (Corporeal) III, 1 Creature Summoned Per 3 Ranks of Formal Magic; 6:4 Reagents, Undead (Corporeal) IV, 1 Creature Summoned Per 3 Ranks of Formal Magic; 7:5 Reagents, Ghast, 1 Creature Summoned Per 3 Ranks of Formal Magic; 7:5 Reagents, Undead (Corporeal) V, 1 Creature Summoned Per 3 Ranks of Formal Magic; 8:5 Reagents, Undead (Corporeal) VI, 1 Creature Summoned Per 4 Ranks of Formal Magic; 10:6 Reagents, Undead (Corporeal) VII, 1 Creature Summoned Per 5 Ranks of Formal Magic; 11:7 Reagents, Ghoul Overlord (Corporeal) VIII, 1 Creature Summoned Per 5 Ranks of Formal Magic; 11:7 Reagents, Undead Corporeal IX, 1 Creature Summoned Per 5 Ranks of Formal Magic; 13:9 Reagents, Undead (Corporeal) X, 1 Creature Summoned Per 5 Ranks of Formal Magic; 21:17 Reagents, Barghast, 1 Creature Summoned Per 6 Ranks of Formal Magic.

Any additional reagents required by the Ritual should be the same as listed on the scroll.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 2 Reagent Cost: 2 Duration: 1 hour Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE SUMMON UNDEAD (CORPOREAL) <declare choices> Ritual

Summon Undead (Skeletal)

Aspect: Necromantic Difficulty: 3 Catalyst Required: No Target Type: Item [Any] Role Play Only: No Scroll Type: Summoning
Casting Time: 10 Minutes Duration: Five Days May Be Extended: No Ritual #: 114

This Ritual summons one or more Skeletal Undead. This Ritual also allows the Caster to control the Skeletal Undead summoned; note that the Undead summoned by this Ritual will last until destroyed but the Caster's control lasts only 5 days. The number of Undead summoned varies by levels of Formal Magic according to the Undead being summoned. The Ritual Caster must remain with them at all times, unless a specific order is issued. Once this simple order is issued, the Undead will attempt to carry out the order. The Ritual Caster is the only one (short of Battle Magic) who may order and control the Undead; the Ritual Caster may not issue an order such as Obey all of his/her commands to you. Summoned Skeletal Undead may only follow simple commands with one objective; these commands may not involve decision-making and may not be longer than 20 words. Examples of acceptable commands are: Kill them, defend me, hold them, pick the sword up, or attack her. Examples of unacceptable commands are: follow their orders, if <x> happen do <y>, kill anything you see if <z>. Whether a command is acceptable or not is left to the discretion of the local Plot or Marshal. The specific type of Undead summoned is equal to the difficulty the Ritual Caster is willing to undertake.

Out of Game: Your local campaign Plot Team must be notified before the casting of this Ritual and will supply a stat card at each event. Statistics for a monster may change between events; the summoned Undead must use the latest statistics regardless of when it was summoned. In some cases the Caster must offer up someone else to take the place of the summoned Undead for the duration of the Summoning - thus supplying a Cast Member to play their monster(s). However, REFUGE Plot reserves the right to substitute a staff member or other Cast Member for part or all of the interaction with the summoned Undead. The Cast Member playing the Undead must abide by the personality requirements and directives given to them by the Ritual Marshal or member of their Campaign Plot Team. Failure to do so may result in the termination of the role and the loss of the Undead.

Required Components: 3 This Ritual requires 3 reagents as listed on the scroll. Any additional reagents required by the Ritual should be the same as listed on the scroll. 3:3 Reagents, Skeleton, 1 Creature Summoned Per Rank of Formal Magic; 3:3 Reagents, Undead (Skeletal) I, 1 Creature Summoned Per 2 Ranks of Formal Magic; 4:4 Reagents, Undead (Skeletal) II, 1 Creature Summoned Per 2 Ranks of Formal Magic; 5:4 Reagents, Undead (Skeletal) III, 1 Creature Summoned Per 2 Ranks of Formal Magic; 5:4 Reagents, Giant Skeleton, 1 Creature Summoned Per 2 Ranks of Formal Magic; 7:5 Reagents, Undead Skeletal IV 1 Creature Summoned Per 3 Ranks of Formal Magic; 8:5 Reagents, Undead Skeletal V, 1 Creature Summoned Per 4 Ranks of Formal Magic.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 2 Reagent Cost: 2 Duration: 1 hour Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE SUMMON UNDEAD (SKELETAL) <declare choices> Ritual

Summon Undead (Spectral)

Aspect: Necromantic Difficulty: 3 Catalyst Required: No Target Type: Item [Any] Role Play Only: No Scroll Type: Summoning
Casting Time: 10 Minutes Duration: Five Days May Be Extended: No Ritual #: 115

This Ritual summons one or more Spectral Undead. This Ritual also allows the Caster to control the Spectral Undead summoned; note that the Undead summoned by this Ritual will last until destroyed but the Caster's control lasts only 5 days. The number of Undead summoned varies by levels of Formal Magic according to the Undead being summoned. The Ritual Caster must remain with them at all times, unless a specific order is issued. Once this simple order is issued, the Undead will attempt to carry out the order. The Ritual Caster is the only one (short of Battle Magic) who may order and control the Undead; the Ritual Caster may not issue an order such as Obey all of his/her commands to you. Summoned Spectral Undead may only follow simple commands with one objective; these commands may not involve decision-making and may not be longer than 20 words. Examples of acceptable commands are: Kill them, defend me, hold them, pick the sword up, or attack her. Examples of unacceptable commands are: follow their orders, if <x> happen do <y>, kill anything you see if <z>. Whether a command is acceptable or not is left to the discretion of the local Plot or Marshal. The specific type of Undead summoned is equal to the difficulty the Ritual Caster is willing to undertake.

Out of Game: Your local campaign Plot Team must be notified before the casting of this Ritual and will supply a stat card at each event. Statistics for a monster may change between events; the summoned Undead must use the latest statistics regardless of when it was summoned. In some cases the Caster must offer up someone else to take the place of the summoned Undead for the duration of the Summoning - thus supplying a Cast Member to play their monster(s). However, REFUGE Plot reserves the right to substitute a staff member or other Cast Member for part or all of the interaction with the summoned Undead. The Cast Member playing the Undead must abide by the personality requirements and directives given to them by the Ritual Marshal or member of their Campaign Plot Team. Failure to do so may result in the termination of the role and the loss of the Undead.

Required Components: 3 This Ritual requires a minimum of 3 reagents to cast. Any additional reagents required by the Ritual should be of the same types as listed on the Ritual scroll. 3:3 Reagents, Shade, 1 Creature Summoned Per Rank of Formal Magic; 3:3 Reagents, Undead (Spectral) I, 1 Creature Summoned Per 2 Ranks of Formal Magic; 5:4 Reagents, Undead (Spectral) II, 1 Creature Summoned Per 2 Ranks of Formal Magic; 6:4 Reagents, Undead (Spectral) III, 1 Creature Summoned Per 3 Ranks of Formal Magic; 7:4 Reagents, Undead (Spectral) IV, 1 Creature Summoned Per 3 Ranks of Formal Magic; 11:7 Reagents, Undead (Spectral) V, 1 Creature Summoned Per 4 Ranks of Formal Magic; 15:11 Reagents, Night Shade, 1 Creature Summoned Per 5 Ranks of Formal Magic.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 2 Reagent Cost: 2 Duration: 1 hour Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE SUMMON UNDEAD (SPECTRAL) <declare choices> Ritual.

Trap Avoidance

Aspect: General Difficulty: 3 Catalyst Required: No Target Type: Spirit / Body / Item [Any] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 120

Once per Logistics Period per charge of this Ritual a character may expend a use of the Dodge skill to avoid the effects of an Area Trap. Trap Avoidance must be called when this Ritual is triggered. The use of the Ritual does not protect a character against Voice delivery or any other area of effect attacks or abilities.

Required Components: 2 This Ritual requires 2 reagents as listed on the scroll. Any additional reagents required by the Ritual should be the same as listed on the scroll. 3:2 Reagents, one charge per day. 6:4 Reagents, two charges per day. 9:6 Reagents, three charges per day.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 2 Reagent Cost: 1 Duration: 5 Days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE TRAP AVOIDANCE Ritual.

Universal Speech

Aspect: General Difficulty: 3 Catalyst Required: No Target Type: Location Role Play Only: Yes Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: One Hour May Be Extended: No Ritual #: 121

Universal Speech allows the Ritual Caster to enchant the Circle of Power the Ritual is cast in so that any creature within the Circle of Power during the Ritual's Duration may communicate with each other as if they spoke the same language. Individuals within the Circle during the effects of Universal Speech continue speaking any known language that they possess and hear any other language translated into their native language. It is clear to all individuals, however, that others are not speaking their native language. This Ritual translates all forms of speech within it including private or secret languages. It grants no one in the circle, however, the ability to at a later date translate or understand these languages without further Ritual magic.

Languages so translated may include anything from verbal to gestural to even smells or more obscure forms of communication. What is and is not considered a language is determined by the local Plot Team. The ability for individuals to hold coherent discussions is determined by the intelligence of the creature in question. Only creatures of Animal intelligence or higher may benefit from the casting of this Ritual.

Once the duration is up, a Destroy Magic is cast on it, or if the Circle of Power is destroyed, the effect ends. Once the Ritual is cast it takes effect on anyone within the Circle and anyone who subsequently enters the Circle of Power (by whatever means). Creatures outside of the Circle of Power are unable to understand the languages spoken within unless they actually speak those languages.

Required Components: 1 This Ritual requires 1 Reagent as listed on the Scroll.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Vengeance

Aspect: Celestial Difficulty: 6 Catalyst Required: No Target Type: Spirit Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: Times Ever or 60 Logistics Periods May Be Extended: No Ritual #: 122

This Ritual causes a retributive strike of pure magical damage to anyone who inflicts a Killing Blow against the Target. This damage is 10 points per rank of Formal Magic possessed by the Caster and is not avoidable in any manner.

The Target cannot choose not to use their Vengeance and a Killing Blow does not need to be effective (Target is immune to the weapon used, already dead, etc) for the Vengeance to be triggered.

To use this Ritual, the Target states <Number> Vengeance when affected by a Killing Blow. This Ritual has a number of charges equal to half the number of levels of Ritual magic possessed by the Caster rounded down.

Out of Game: Game effects that duplicate a killing blow (Doom spell, Engulf, etc) do not trigger a Vengeance. Note that if this is Spellcrafted by a character who does not possess Formal Magic, it fails.

Required Components: 4 This Ritual requires 4 reagents as listed on the Scroll.

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 2 Reagent Cost: 2 Duration: 5 days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE VENGEANCE <declare choices> Ritual

Vision

Aspect: Celestial Difficulty: 3 Catalyst Required: No Target Type: Spirit Role Play Only: No Scroll Type: Divination Casting Time: 5 Minutes
Duration: Instantaneous May Be Extended: No Ritual #: 123

This Ritual allows one person, if that person has a Spirit, to have a prophetic or fact-revealing vision of a general nature on a topic designated at the time of the casting. Be forewarned that the contents of the Vision will never reveal specific information and may even fail to reveal anything. The Target can either be the Ritual Caster or someone of the Ritual Casters choice who is present in the Circle of Power during the entire Ritual casting. At the end of the Ritual, the person will go into a trance during which the Vision will take place. During this trance they are unable to use any In Game skills or interact with those around them in any way. Any action taken against the person may, at the person's option, break the trance, interrupting the vision. The quality of the vision is often aided if the Ritual Caster, the person on whom the Ritual is cast, or both are with a thematic Trade skill such as Astrology or Fortune Telling.

Out of Game: The information revealed by this Ritual is completely up to the Plot Team. This Ritual is meant for use in situations between PCs and Cast Members and Plot generated scenarios. It will not be allowed to Target one group of PCs by another group of PCs. In such cases no vision will be received regardless of the success of the Ritual. Plot should be notified in advance of the casting of this Ritual so a proper vision may be supplied. Plot may take into account Mental Abilities or any related Trade skill if possessed by the Ritual Caster or the person on whom the Ritual is cast.

Required Components: 3 This Ritual requires 3 reagents as listed on the scroll.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Warder Glyph

Aspect: General Difficulty: 2 Catalyst Required: No Target Type: Special Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 124

This Ritual creates a visibly marked Warder Glyph over or on a doorway. The marking must be at least 6 inches by 6 inches and cannot be covered by any means. At the time of casting the Ritual Caster creates a unique symbol and provides a command phrase having from one to twelve syllables. Any person who passes through the doorway must state the command phrase as the last spoken phrase before breaking the plane of the doorway, immediately (three seconds or less) before breaking the Plane. If not, the Glyph will strike the person with a spell or game effect determined by the Caster at the time this Ritual is cast.

Some creatures may be immune to specific Warder Glyphs. Defenses appropriate to the Qualifier and/or Effect can negate the effect of any matching Warder Glyph except Vengeance; a Return Defense will simply stop the effect like a Guard defense would have. The effect of a Warder Glyph may not be Dodged or Phased. The Glyph instantaneously resets for each breaking of the Plane throughout the duration of this Ritual. This means that the Warder Glyph will affect multiple persons breaking the Plane at the same time. There is no change in the Glyph mark when the command word is spoken or at any other time. Casting Dispel on the Glyph will allow the spell Caster to step through the Plane of the doorway without activating. A single Dispel will allow only a single Target to step through the Warder Glyph.

At the time this Ritual is cast, the Primary Caster must cast or activate into the Glyph an appropriate spell of the same Aspect used to cast the Warder Glyph Ritual. Spells of the following effect groups can be stored in a Warder Glyph: Binding, Command, Curse, Necromancy, or Evocation. Any spell can be cast at a higher difficulty for the Arcane Delivery option below however only Evocation spells can be cast with the Elemental Delivery option. When casting this Ritual at appropriate difficulty for an Arcane or Elemental delivery the Caster must choose one of those two (subject to the rules above) and it is thereafter unchangeable.

Healing Vengeance or Chaos Vengeance is unavoidable damage of the specific carrier type. If a creature is not affected by Healing or Chaos then this effect will cause them no damage. Vengeance damage from this Glyph is unaffected by vulnerabilities or resistances which might otherwise double or halve it.

Out of Game: When a Warder Glyph is cast upon a portal, a Physical Representation MUST be placed on each side of the door somewhere along the doorsill. Typically a Warder Glyph's representation is placed above the doorway at the center of the Archway. The representation of the Warder Glyph must be clearly visible and no smaller than 6x6 inches. Failure to place these representations on the Door before the end of the Ritual causes the Ritual to fail. A cast Warder Glyph on a portal should have a posted Marshal Note, based upon Local Campaign Guidelines. For effects that require line of sight, the Glyph representation is treated as the Caster. Just like a Carrier Attack, a Warder Glyph will never restore Body Points or remove negative effects under any means.

Required Components: 3 This Ritual requires a minimum of 3 reagents to cast. Any additional reagents required by the Ritual should be of the same types as listed on the Ritual scroll. 2:3 Reagents, Spell level 1-3, Spell Delivery, 5:4 Reagents, Spell level 4-6, Spell Delivery, 8:5 Reagents, Spell level 7-9, Spell Delivery, 12:5 Reagents, Caster is Earth Aspect - Earth/Chaos type Vengeance (10 pts per Earth Formal Levels of the Caster), 12:5 Reagents, Caster is Celestial Aspect - Vengeance (10 pts per Celestial Formal Levels of the Caster), 14:6 Reagents, Spell level 1-3, Arcane or Elemental Delivery, 16:7 Reagents, Spell level 4-6, Arcane or Elemental Delivery, 18:8 Reagents, Spell level 7-9, Arcane or Elemental Delivery

Spellcrafting: This Ritual may be Spellcrafted. In order to spellcraft this Ritual you must report to logistics and bring the appropriate number of reagents from among those listed on this scroll. Difficulty: 2 - The following Warder Glyphs cannot be Spellcrafted.: Web, Doom, and Vengeance. Only Spell Delivery may be Spellcrafted. Reagent Cost: 2 Duration: 5 days Incant: I CALL UPON THE POWER OF <aspect> MAGIC TO CRAFT THE WARDER GLYPH <SPECIFIC NAME> <declare choices> Ritual.

Whispering Wind

Aspect: General Difficulty: 2 Catalyst Required: No Target Type: Spirit Role Play Only: No Scroll Type: Divination Casting Time: 5 Minutes
Duration: Instantaneous May Be Extended: No Ritual #: 125

This Ritual causes a message to be delivered on the wind to anyone specified by the Caster as long as they meet the following conditions: that person has a Spirit, the Caster has met them, they are not Permanently Dead, and they are presently on the same Plane of existence. The wind will carry the message to the recipient where only they will be able to hear it. The recipient may choose to ignore any Whispering Wind that comes to her. The recipient will be aware of the identity of the message sender. For purposes of failure and backlash, the Target of this Ritual is considered to be the Caster. The time for the message to be delivered varies, although it is immediately sent upon completion of the Ritual. The message is limited to 30 words plus one word per rank of Formal Magic possessed by the Caster. The Caster may cast Whispering Wind at an increased power by altering the difficulty and reagent cost. The following effects can be added during a Casting but all costs add to the base Difficulty and Reagent Cost. +2 DC and +1 reagent per extra Target (must use the Target with the greatest base DC to calculate total costs.) Additional Messages are subject to the same delivery limitations as the primary message (as long as it takes the Marshal to find the subject and may fail if the subject cannot be located). +5 DC and +3 reagents to hide the identity of the message sender. +1 reagents for every 10 words added to the base allowed.

Out of Game: The Ritual Marshal is responsible for delivering the message or finding a Cast Member to deliver the message. The message takes as long to deliver as it takes for the Ritual Marshal or the designated Cast Member to find the recipient. If the recipient is not on site the message delivery will obviously be delayed. The time allowed for delivery of the message is usually 2 hours or the Ritual will fail. This time limit is extendable by the Plot Team. This Ritual may not be used for communication between Chapters without prior agreement between the Volunteers/Plot Teams of both chapters.

Required Components: 3 This Ritual requires 3 reagents as listed on the scroll.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Heal Construct

Aspect: Celestial Difficulty: 7 Catalyst Required: No Target Type: Item [Any] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: Times Ever May Be Extended: No Ritual #: 127

Heal Construct allows the Caster to enchant an Item with the ability to repair damage and remove detrimental effects from Constructs of any type. To use this ability the user must possess the item and incant "Activate Spell Heal Construct". This is a packet delivered attack and may be touch cast or thrown as a magic item or spell. This Ability will have no effect on non-Construct creatures in any way however it will trigger Dumb Defenses such as Spell Shield or Reflect Spell. This is considered an Eldritch Force effect. Heal Construct restores 50 Body to the Target Construct and removes all negative status effects from the Construct just as the Purify spell removes effects from Living creatures. Heal Construct will remove negative status effects on the Body and the Spirit but will not remove Protective/Enhancements, High Magic abilities or similar effects. The following effect groups will always be removed if they have a duration: Command, Greater Command, Alteration, Binding, Curse, Necromancy, Eldritch Force. Only effects which are on the Constructs Body or Spirit will be removed - items in their possession or creatures other than the Construct are never affected. Heal Construct is usable a number of times based on the difficulty and cost chosen. Once all Charges in the object are used they are not replenished. Heal Construct items are not considered Indestructible as they are Times Ever items.

Required Components: 3 This Ritual requires 3 reagents as listed on the scroll. Any additional reagents required by the Ritual should be the same as listed on the scroll. 2:3 Reagents, 1 Charge, 3:4 Reagents, 2 Charges, 4:5 Reagents, 3 Charges

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Shatter Spirit

Aspect: Earth Difficulty: 7 Catalyst Required: No Target Type: Spirit Role Play Only: No Scroll Type: Manipulation Casting Time: 5 Minutes
Duration: Instantaneous May Be Extended: No Ritual #: 128

This Ritual forces the Target to immediately dissipate and Resurrect as if it had suffered a single Death. The Target selects a place of Resurrection normally. If the Spirit has another Ritual that abrogates the need to pull from the Bag of Chance they need not pull, but their Spirit is still weakened by this Death. If a Bottle is affected by a Shatter Spirit, the Spirit will suffer a single Death. Undead under a Curse of Undeath or a Living creature with a Bottle will reform at their Bottle and their Spirit will be weakened by a single Death. If this Death places them beyond the total deaths allocated to the Bottle, they will suffer their Permanent Death and the Bottle will be destroyed.

The Target may not refuse this Ritual. Once this Ritual has begun, the Spirit is unable to leave the Circle of Power until the Ritual is complete or failed. Undead not under a Curse of Undeath will Resurrect as stated in the Transform to Greater Undead Ritual.

Required Components: 3 This Ritual requires 3 reagents as listed on the scroll.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Infinite Quiver

Aspect: General Difficulty: 6 Catalyst Required: No Target Type: Item [Quiver] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 129

This Quiver may receive any number of weapon coatings. The player carrying the Quiver may choose in which order any applied Weapon Coatings will be used.

Required Components: 4 This Ritual requires 4 reagents as listed on the scroll.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Storm Quiver

Aspect: General Difficulty: 8 Catalyst Required: No Target Type: Item [Quiver] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 130

Once per Logistics Period the user may expend a Weapon Coating in the Quiver to be granted a Storm of 8 Packets each of which must use the call for a standard attack with that Coating.

The Packets are thrown one at a time and no other spell or Skill can be used between the throws. The user must plant their feet for the Duration. If the player ceases to wield a Weapon usable with Archery, or does not maintain Focus that Storm is lost.

Required Components: 6 This Ritual requires 6 reagents as listed on the scroll.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Skill Store

Aspect: General Difficulty:9 Catalyst Required: No Target Type: Body/Item [Any] Role Play Only: No Scroll Type: Enchantment
Casting Time: 5 Minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 131

This Ritual creates a rechargeable Skill Slot. To charge the item, a Skill must be expended by a character touching the item and stating (OOG) the name of the Skill. The possessor of the item must then state (OOG) "Absorb", and the Skill is expended without further effect. When the Skill is placed in the Item, the damage (if applicable) and Effect are always recorded.

Once charged, anyone in possession of the Item may activate the Skill stored within, at which point it is expended and needs to be recharged. If the Skill uses a Weapon, it may be activated through any Weapon the activating character wields. Regardless of the Weapon type or Skills possessed by the activating character, the damage (if applicable) and Effect are always the same as was stored. No additional effect from another Ritual, Ability of the character using the item, nor spell, or effect can change the damage (if applicable) or Effect.

An unused Skill will be lost at the end of the LP; a Skill Store always begins an LP empty.

Spells, High Magic, and Passive or Production Skills cannot be stored in Skill Stores.

Required Components: 5 This Ritual requires 5 reagents as listed upon the scroll.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Transfer Magic

Aspect: General Difficulty: 10 Catalyst Required: No Target Type: Spirit / Body / Item [Any] Role Play Only: No Scroll Type: Manipulation
Casting Time: 10 Minutes Duration: Instantaneous May Be Extended: No Ritual #: 132

This Ritual Spell will Transfer all Ritual Spells of the same Aspect as the Ritual (except as noted below) from one Magic Item or person to another Item or person respectively. The items or persons being Targeted must be in the Circle of Power during the entire casting of the Ritual Spell. The Ritual Caster must also touch the two Targets during the entire casting of the Ritual, both are considered Targets of this Ritual. If the Transfer Magic Ritual is cast upon a person it will Transfer most all Ritual Spells on the Body and the Spirit.

If a Spirit with a Spirit Link of the same Aspect as this Ritual is Targeted, the Spirit Link will transfer to the new Spirit which is Targeted. If a Magic Item with such a Spirit Link of the same Aspect of this Ritual is Targeted, the Spirit Link will transfer to the new Item which is Targeted. A single Transfer Magic cannot Transfer a Spirit Link to both a new Spirit and a new item.

Transferring Rituals to an Item or person that has had an Extension Ritual cast upon it previously does not apply the Extension Ritual to the Transferred Rituals. Transferring an Extension Ritual does not apply the Extension Ritual to any Rituals on the Item or person the Extension Ritual is being transferred to. Transferring a Ritual to an invalid Target causes the Ritual to be immediately Destroyed.

The Ritual Spells: Curse of Undeath, Obfuscation, and Rejuvenation may never be transferred by this Ritual and remain on their original Target. A Spirit Locked item may not be transferred from a Spirit to another Spirit, and any attempt to do so will automatically fail.

Required Components: 5 This ritual requires 5 reagents as listed on the scroll.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

Transform to Greater Undead

Aspect: Necromantic Difficulty: 7 Catalyst Required: Yes Target Type: Spirit Role Play Only: No Scroll Type: Manipulation
Casting Time: 30 Minutes Duration: 20 Logistics Periods May Be Extended: Yes Ritual #: 133

This Ritual Transforms a person, if that person has a Spirit, into a Corporeal, Spectral, or Skeletal Undead, selected from the Undead monsters in existence. The Undead is recognizable as the Living being it had been. The Undead created will have all the physical abilities typical to that Undead monster and will have the Skills of the person this Ritual Spell was cast upon. This Ritual does not give the Caster any control over the Target of the Ritual.

If the Curse of Undeath Ritual preceded the casting of this Ritual immediately within the same Batch of Rituals, then the Spirit will Resurrect at the creature's Bottle (see Chapter VII: Skills) as the Undead they now are. If a Gift of Life is later cast on the creature's Bottle, which has an active Curse of Undeath, it negates the Curse of Undeath. If a Curse of Undeath Ritual did not precede the casting of this Ritual, a Destroy Magic (Earth) upon the Spirit will cause a Death to the Spirit causing them to seek Resurrection, and they will Resurrect as the Species they were prior to the casting of the Transform to Greater Undead.

Without a Curse of Undeath, a Gift of Life Ritual upon the Spirit will revert the person to their Species prior to the casting of the Transform to Greater Undead without the Spirit suffering a Death.

If the Undead Body is killed, or if either the Curse the Ritual Spell expires (either at the end of its Duration or at the expiration of a Curse of Undeath), the person's Spirit will be weakened and they must seek Resurrection; they will Resurrect as the Species they were prior to the casting of the Transform to Greater Undead.

Out of Game: Transforming your character into an Undead creature is illegal In Game, see Necromancy in Chapter IX in the current Provisional Refuge Rulebook. Transforming your character into an Undead will result in In Game actions being taken by your local Plot Team. It is advised that the PC wishing to use this Ritual Spell discuss the matter with local Campaign's volunteers by bringing it to the attention of the Chapter prior to the Event at which it is cast. A Plot Team must supply a Monster Card at each Event; if the stats of the Undead change, the new Monster Card must be used regardless of the stats when originally created.

Required Components: 4 This Ritual requires a Catalyst and 4 reagents as listed on the scroll.

Spellcrafting: This Ritual MAY NOT be Spellcrafted.

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