



Ritual Rules

To the mage, a ritual is a series of instructions on how to build a complicated spell machine. All rituals have the primary setup stage and the secondary casting stage.

Rituals' primary difference from straight magic is their use of physical objects. Straight magic only rarely employs the magic associated with physical objects, whereas rituals rely on such magics heavily. This is why the setup of a ritual can be so overwhelmingly important and difficult.

Note that there can be a break between the setup and the casting of a ritual only if there are no components which can age, spoil, or burn out. Also if the area is breezy and a lot of the setup was complicated designs in sand or dust, the GM might rule the ritual should be cast immediately before the wind messes up the designs.

Learning a Ritual

Before casting a ritual, the caster needs to understand it. Make a Learn Ritual roll just like a normal skill roll using the IN ability with the difficulty of the task being the same as the Setup Difficulty or the Casting Difficulty of the ritual, whichever is worse.

Some factors, such as missing pages of text, water damage, a trainer on hand, and other such things might change the difficulty somewhat, but this is up to the GM.

Once a ritual is known and understood, the caster does not have to relearn it again.

The time to learn a ritual depends on the task difficulty. Around a week for a difficult ritual and a day for an easy one is what we recommend.

Setup Difficulty

A ritual must first be setup before it is performed. A skill check using the Component Manipulation skill is required. This skill check is made as per normal skill rules. A lower or higher rank will change the difficulty the ritual setup procedure, as per the usual skill rules. Use the DX statistic as the basis for this check.

If the skill check is passed, then the ritual performer may attempt the ritual. In the event of a failed roll, the ritual performer can either setup the ritual again or risk a faulty ritual. If the performer decides to continue, add 2 to the Ritual Performance Roll (described below) for each point under the setup roll before checking for success.

Performing a Ritual

To perform the ritual, the caster needs to spend the time required doing the various required things. When this time has passed uninterrupted, the caster makes a Ritual Performance Roll (RPR)

An RPR is just like a skill roll using INT as the ability score. The only difference is there are some more

modifiers to the ritual's base difficulty.

Skill rules are discussed in Performing a Skill Check on page 78. But, to repeat prior rules, make the roll by rolling 3D12 and seeing if the total is greater than the number listed on Table 20, "Roll Required Given a Task Difficulty," on page 79.

The following are the list of modifiers for casting a ritual. These modifiers are added to the ritual skill die roll before analyzing the roll for success.

Modifiers for Ritual Difficulty: Length Bonus Material Modifier

If the roll is failed by 6 or more then the ritual is not a success. If the roll is failed by 5 or less then the ritual is a partial success which actually means it could be a horrendous failure. Otherwise the ritual is a success.

An Example of a Ritual

Calmon wishes to perform a Three Mighty Questions Ritual which is described on the following pages. The Setup is easy, and Calmon has no problems passing this skill check. The ritual is Slightly Difficult, and hence has a target number of 20. He has good materials, which are moderately important to the ritual. Referring to the Effects of Materials Table we find that the target number is reduced to 18. There is no length bonus possible, as the ritual only takes 2 hours to perform. Calmon has a Perform Ritual skill rank of +4, including his +1 General skill bonus, and we therefore lower the target number to a final 14.

Length Bonus

Duration does not usually affect the complexity of a ritual. If a ritual requires the performers to actively participate in the ritual for extended periods of time without rest or food, then the complexity does increase, but this is taken into account under the ritual's complexity.

However, being resistant to fatigue does improve one's chances of successfully completing a ritual. The Self Control skill can affect the complexity of longer rituals. If Self Control skill roll is made at a difficulty listed below, the ritual becomes easier, as reflected in the

length modifier. Use ST as the basis for the ability check.

Table 109: Effect of Time

Ritual Length	Skill Mod.	Target Mod.
3-7 hours	Trivial	+1
8-12 hours	Easy	+2
13-16 hours	Mod.	+3
17-20 hours	Tricky	+4
21-24 hours	Complex	+5
25-30 hours	Difficult	+6
31-36 hours	V. Diff.	+7
37-48 hours	Extreme	+8

Note that the above only applies for rituals without break. Many have breaks in them, and in that case, no time bonus is applicable unless otherwise noted or decided on by the GM.

Using the Length Modifier

Suppose that Calmon is performing another ritual and has calculated target number of 20 without length bonus. If the ritual takes 14 hours to perform, we find that a length modifier is possible. Calmon has a Self Control skill rank of +3 and an ST of 22. This results in a basic target number of 13. Add 6, as dictated by the Effect of Time Table. The final target number for the ability check is 19. If the roll is above 19, then Calmon gains a -3 modifier to his ritual target number, meaning that he only needs a 17.

Quality of Materials

The quality of components used in a ritual affects the ritual more or less depending upon the importance of the materials to the ritual. For the categories of Very and Moderate, the caster must have the correct reagents, and the modifiers are due to variation in quality. Hence, if a ritual calls for a diamond, the performer gains a bonus for a huge, beautiful diamond and a penalty for a pile of cracked diamond chips.

Rituals with Low material criticality allow some freedom to the performer regarding materials. Certainly the ritual will function better with the correct reagents, but some closely related substances may be substituted at a penalty. Thus, a ritual that calls for rat blood could be made to work with human blood, at a penalty.

If no suitable material is used, the rituals may not be

completed and automatically fails

Table 110: Effects of Materials

Quality of Materials	Criticality of Materials		
	Very	Mod.	Low
Very Poor	-25	-20	-12
Poor	-20	-12	-8
Fair	-12	-8	-5
Average	0	0	0
Good	+4	+2	+1
Very Good	+7	+4	+2
Excellent	+10	+6	+4



Writing Rituals

A caster can create a ritual given other rituals by pulling out the straight magic elements and reassembling them in the correct fashion. This is the only real way to get very large spell effects going. To do this, take the sum of the complexity levels of all spells associated with the spell machine for which a ritual is desired, and spend that many days researching the ritual. For every aspect of the spell machine which is not found in some example ritual, add 4 days per complexity level of that part.

Upon completion, make a Make/Alter Ritual roll with a base Difficult of Moderate and +1 difficulty for each 10 days spent on the project.

If this roll is successful, the ritual has been successfully created. If the roll is failed by more than 10, there has been a fatal error which is not apparent until the spell is cast. When the spell is cast, the fatal error will take its effect upon the caster. It is impossible to truly test a ritual except by casting it. Guesses as to its soundness can be estimated by spending half again as much time as before checking things. If this is the case, make a Make/Alter Ritual roll again as described above. If this roll is made, the caster knows whether it will work. If it is failed by 10 or more, the caster firmly believes a random response. This checking process can go on as long as the caster wishes.

Rituals, however, are not the same as straight magic. Many elements of straight magic are perceived to be in rituals, but the effects of rituals are much more than the component parts. For example, the control involved in summoning a demon and keeping the demon in a circle is beyond any explanation of straight magic. Whether this is due to forgotten straight magic or to some inherent complexity of multiple spells cast together is constantly in debate.

These rules are largely arbitrary and the GM is encouraged to make all rulings in this regard.

Sample Wizard Rituals

The rituals are divided into demon and non-demon rituals.

The rituals are all listed below, and described on the pages following.

Demon Rituals

- Banishment - Minor Demon
- Command Demon
- Demonic Possession
- Hold Demon
- Imprison Demon
- Learn Name
- Lightening Storm
- Summon Sasha the Demon
- Three Mighty Questions

Other Rituals

- Create Bloodsword
- Divine Artifact
- Make Poison Water
- Rain of Fire
- Summon Elemental
- Summon Ghost of Dead
- Summon Wind
- Teleport to Zuron
- Teleport Back from Zuron

Spell Smithing Rituals (see page 234)

- Hold Spell

Demon Rituals

These rituals involve demons in one way or another.

Banishment - Minor Demon

Ritual Time: 3 hours
 Duration: variable
 Complexity: Very Difficult
 Materials: Very
 Setup: Moderate

This ritual allows the magician to banish a spirit. An elaborate spell circle must be created by the magician using blood and chalk. This usually takes many hours and accounts for the setup difficulty.

If the demon is actually located within the circle, the attempt gains a +5 to the banishment roll, as described under the demon rules beginning on page 170. Otherwise, use the usual banishment base number.

A cumulative bonus of +5 is applied if the demon's personal name is known, as a demon's personal name provides a thread into the demon's spirit which makes for less resistance on the demon's part.

Command Demon

Ritual Time: 2 hours
 Duration: variable
 Complexity: Slightly Difficult
 Materials: Moderate
 Setup: Complex

Many unscrupulous magicians and witches sometimes deem it necessary to call upon the power of demons. Other wizards use this spell to maneuver demons into less dangerous situations. In any case, this ritual aims at forcing a demon to obey a short list of commands.

A demon will usually not cooperate and stand still for such a ritual, and the demon must stay within a special gold circle for the duration of the ritual. Most demons, then, are either magically held or are imprisoned. In any case, demons that escape ruin the ritual.

Make a banishment roll to determine if the demon has been forced to obey commands. If the demon's personal name is known, add +5 to the dice as a bonus.

Demons must only obey the letter of commands, not the spirit. Directions should be very carefully prepared lest a crafty spirit find a loophole.

If the ritual is only partially successful, then the demon has completely free rein.

Demonic Possession

Ritual Time: 20 minutes
 Duration: 10 minutes
 Complexity: Moderate
 Materials: Low
 Setup: Easy

This ritual possesses a lucky individual who then is

talked to. The individual can then answer questions about anything in the world. The individual speaks in a low, hoarse, voice.

A partially successful ritual means the demon does not have to leave the body if it does not want to.

Hold Demon

Ritual Time: 5 minutes
 Duration: 10 minutes
 Complexity: Moderate
 Materials: Low
 Setup: Easy

This ritual allows the caster to force a demon into a small chalk circle drawn upon the ground. Most of the ritual consists of incantations and chanting. The demon can escape the circle for 10 minutes. Remember, a banishment roll must be performed to successfully hold a demon. See [PAGE #].

Imprison Demon

Ritual Time: 1 day
 Duration: variable
 Complexity: Difficult
 Materials: Moderate
 Setup: Very Difficult

This ritual is used by the wizard to imprison the demon within a gem. Most of the ritual time is spent preparing the gem. A huge ruby or diamond is preferable, although large sapphires and emeralds will suffice also. A stone of at least 10 carats is required.

Once a gem is prepared, it can be used at any time within the next week to imprison a demon. The caster must finish the ritual with a 2 minute incantation and then move the gem to within 5 feet of the demon to be imprisoned.

Imprisoned demons are powerless, although they may see out of the gem. They do not dissipate over time due to the magical nature of their prison. The demon may be released by smashing the gem or by performing a short ritual. A gem with a demon usually glows, and may be useful for magical purposes. Demons inside gems can communicate by causing the gem to flash and dim at will.

Learn Name

Ritual Time: 2 days
 Duration: NA
 Complexity: Extremely Difficult
 Materials: Moderate
 Setup: Complex

This lengthy ritual requires the caster to sing and dance for the first day without break. The second day, the caster must read incantations aloud over the prepared reagents.

A healthy goat is required for this ritual. The goat is sacrificed and its blood is collected in a brass bowl. At the



end of the ritual, the dried blood will liquefy, and clots will float the surface of the bowl spelling the demons name is the ritual is successful.

If the ritual is partially successful, the caster learns the wrong name, which could lead to some stick situations.

Lightening Storm

Ritual Time: 1 day
 Duration: variable
 Complexity: Slightly Difficult
 Materials: Low
 Setup: Moderate

The caster needs a drummer for this ritual. The caster dances for a full day with the drummer keeping beat. At the end, provided the caster was acting in good faith, there is a high chance of a lightening storm. The chance is 90% if there were previously heavy clouds, 60% if there were mild clouds, and 25% if there were no clouds. The necessary materials consist of some incense and some water that the caster sprinkles on the ground during the dance. If the drummer uses a sacred Rain Drum, the chances of a storm are increased by 10%.

It should be noted, however, that lightening storms are in actuality demonic invasions, and only the most evil or twisted of mages or priests would attempt to do such a thing as this ritual.

Summon Sasha the Demon

Ritual Time: 3 hours
 Duration: instant
 Complexity: Difficult
 Materials: Very
 Setup: Moderate

This ritual summons Sasha, a fair minded demon, and holds her in a circle allowing for conversation with her. Any deal struck with her during this conversation is abided by to the letter except for any deal not involving the spilling of blood at some point which is void. As long as she is in the circle, she can be banished by extinguishing a carved candle which burns throughout the spell. She can be freed by extinguishing a second carved candle which burns throughout the spell.

Note that this is an example of a demon summoning ritual. Most demon summoning rituals summon specific demons and many have specific limitations, such as the blood clause above.

Three Mighty Questions

Ritual Length: 2 hours
 Duration: up to 6 hours
 Complexity: Slightly Difficult
 Materials: Moderate
 Setup: Easy

Three Mighty Questions is a demon summoning

ritual. The caster sets up an incense brazier and sets the rat on fire. The rat is then inhabited by a demon who answers three questions posed to it by the caster.

The demon called has a high chance of knowing the answers to any questions regarding spirit or magic. The demon has a low chance of knowing the answers to any question regarding mages and their actions. The demon has a tiny chance of knowing anything about common everyday events. If the demon does not know the correct answer, the demon may either admit ignorance or may give its best guess. The guess cannot be a lie as perceived by the demon. Note that the demon is not required to tell if it has guessed at an answer, although it may.

The down side of this spell is if the rat used is rabid, the demon is released from its bonds and will leap from the brazier and attack the mage. Any wounds inflicted by the demon-rat that break the skin will cause the victim to contract rabies. If the demon gets free, killing the rat returns the demon to the spirit realm. The demon will only answer three questions. If a fourth question is attempted, the demon is once again freed.

Since the demon is a rat, it can not talk very loudly, so the caster must stand close to the brazier to hear its responses. Sadly, this not only makes it easy for the demon to attack when it can, it also makes the caster's eyes bloodshot for a few days from the smoke of the danas herb used in the ritual. The main materials needed for the ritual are a brazier, one healthy rat, and danas herb, which is of moderate rarity.

Other Rituals

These rituals involve everything but demons.

Create Bloodsword

Ritual Time: 1 week
 Duration: until sword is used
 Complexity: Difficult
 Materials: Very
 Setup: Easy

The caster must know how to forge a sword in this ritual. If the caster managed to make a good enough sword over the course of the week, which is a Very Difficult task if the caster has at least 1 assistant and sufficient equipment, and cast the ritual above successfully, the caster can make a Bloodsword. Throughout the forging process the caster continually chants a long series of rites over the blade. The caster in the evening spends time studying the chants for the following day and also eating and sleeping. The ritual finishes with the quenching of the sword in the body of some specific race.

The sword is then charged to kill. If the sword cuts a being of the specific race killed during the casting, it will immediately incinerate the victim. Otherwise the sword loses its power for no effect. It is a one shot item, and it shatters upon its releasing its power.

Divine Artifact

Ritual Time: evening and 1 night
 Duration: instant
 Complexity: Moderate
 Materials: Very
 Setup: Easy

The caster burns a lot of expensive incense and then falls into a trance for a night where she dreams about the artifact which is held during this sleep. The dreams tell the caster about the artifacts history and powers and sometimes even how to use the powers. Often these dreams show the dreamer using the artifact for some purpose or other, and many have interpreted these dreams as prophesying ones.

Make Poison Water

Ritual Time: 12 hours
 Duration: NA
 Complexity: Very Difficult
 Materials: Very
 Setup: Moderate

Poison water is a magical substance created to enhance the abilities of its consumer for some time. When taken, it gives the consumer incredible strength and endurance for one cycle of the moon. After this time, the imbiber dies. Poison water may be kept indefinitely. Enough water for three draughts is prepared with one ritual.

Rain of Fire

Ritual Time: 2 days
 Duration: 3 hours
 Complexity: Very Difficult
 Materials: Very
 Setup: Difficult

Rain of Fire brings down a storm of fire and meteors to strike a circle of roughly 2 miles radius. The devastation is immense. The ritual must be cast from a place where the center of the Rain of Fire is visible.

The ritual has 1 day or more of setup where massive granite stones are erected in a circle and some runes chiseled into their faces. The crucial material component is an actual piece of meteor and a piece of lava rock. The casting of the ritual requires a sacrifice of a human on the central alter-stone. During the casting four large torches must be burning throughout the course of the day and night. These torches are large enough that in the night they will be visible to people standing in the target area.

Summon Elemental

Ritual Time: 30 minutes
 Duration: instant
 Complexity: Extremely Difficult
 Materials: Very
 Setup: Difficult

The mage hastily scrawls a circle on the floor with appropriately colored chalk and then breaks either a ruby, pearl, tiger's eye, or hollow glass sphere to summon a fire, water, earth, or air elemental force.

Elemental forces are intelligent beings who can be telepathically commanded through the ritual to exert their powers upon the immediate environment. No one really knows what an elemental force can do; they seem to be immune to normal damage but highly susceptible to magic with a spirit resistance of 5.

They remain with the mage as long as the mage remains awake. As soon as the mage sleeps the elemental takes leave of him.

Summon Ghost of Dead

Ritual Time: 2 hours
 Duration: 30 minutes
 Complexity: Difficult
 Materials: Moderate
 Setup: Moderate

With this ritual, a ghost may be summoned. Usually, deceased souls depart the world and are unreachable, and even this ritual cannot contact such persons. Some, however, seem to move into the spirit realm instead, and these people may be called.

If the person is accessible, she or he may be summoned by this ritual. Summoned ghosts are not bound to tell the truth, but are powerless to harm their callers. Usually the ghost is questioned, although occasionally



someone merely wishes contact with a loved (or loathed) one.

When the ritual's duration expires, the ghost returns to from whence it came.

Summon Wind

Ritual Time: 1 hour
 Duration: 1 day
 Complexity: Moderate
 Materials: Low
 Setup: Easy

The wizard summons a wind by playing on a drum preferably bound with a hide of some sea creature with a wooden stick. The wind will blow in a direction within 30 degrees of the caster's choice. Sometimes when the ritual is failed by a small margin, the wind will appear but will be coming from the wrong direction.

Teleport to Zuron

Ritual Time: 1 hour
 Duration: instant
 Complexity: Moderate
 Materials: Moderate
 Setup: Moderate

Zuron is a bizarre planet of mildly intelligent tripod creatures. Zuron is useful as these creatures are easily dominated and enslaved and making an empire to serve as a retreat is desirable for many a mage. In fact this ritual teleports the caster to the center of old castle ruins where the previous mage resided.

Time in Zuron seems to go by more quickly than in Tigmar. In fact, for every year spent in Zuron, seven years pass in Tigmar.

Teleport Back from Zuron

Ritual Time: 1 hour
 Duration: instant
 Complexity: Difficult
 Materials: Moderate
 Setup: Moderate

This ritual returns the caster to the original point from where he cast the Teleport to Zuron spell last. It is harder because, so mages theorize, the ritual needs to find and use the thread connecting the mage to the starting point.

