

# New 2.1 Rituals + Changes

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## Amplified Circle

Aspect:	General
Difficulty:	5

Catalyst Required:	No
May Be Extended:	No
Duration:	Special
Casting Time:	5
Ritual Target Type:	Location [Circle of Power]
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	false
Role Play Only:	false

This Ritual grants an increase to the Ritual Strength of the Primary Caster for any future Rituals cast within the Target Circle. The amount of the increase in Ritual Strength is dependent upon the Ritual Level selected by the Ritual Caster at the start of its casting.

Any Ritual cast within the Target Circle may only benefit from a single instance of this Ritual effect.

This Ritual will last until the Target Circle expires.

This ritual requires a minimum of 5 reagents to cast. Any additional reagents required by the ritual must be of the same types as listed on the ritual scroll.

5:5 Reagents - +1 Ritual Strength

15:10 Reagents - +2 Ritual Strength

45:20 Reagents - +3 Ritual Strength

Spellcrafting:

This ritual may NOT be spellcrafted.

## Bloodthirst

Aspect:	Earth/Necromancy
Difficulty:	8
Catalyst Required:	false
May Be Extended:	yes
Duration:	20 LP

Casting Time:	5
Ritual Target Type:	Item
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	false
Role Play Only:	false

The Bloodthirst Ritual allows the wielder of the Target Weapon, upon dealing damage to a target with a Slay or Assassinate, to expend a charge of this Ritual and immediately touchcast "Activate Elemental X Healing" or "Activate Elemental X Chaos" on themselves. X is defined based on the level the Ritual is cast at and varies from 5 to 25.

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.

8:9 Reagents - one charge per Logistics period of Elemental Strike 5 Healing/Chaos.

11:10 Reagents - one charge per Logistics period of Elemental Strike 10 Healing/Chaos.

14:11 Reagents - one charge per Logistics period of Elemental Strike 15 Healing/Chaos.

17:12 Reagents - one charge per Logistics period of Elemental Strike 20 Healing/Chaos.

20:13 Reagents - one charge per Logistics period of Elemental Strike 25 Healing/Chaos.

Spellcrafting:

Spellcraft Difficulty:	1 (grants Elemental 5 Healing/Chaos)
Spellcraft Cost:	1
Spellcraft Duration:	5 days
Spellcraft Incant:	I CALL UPON THE POWER OF <EARTH/NECROMANCY> MAGIC TO CRAFT THE BLOODTHIRST RITUAL

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## Call to Ages Past

Aspect:	General
Difficulty:	11
Catalyst Required:	No

May Be Extended:	No
Duration:	Instantaneous
Casting Time:	5
Ritual Target Type:	Spirit
Ritual Choice:	
Scroll Type:	Divination
NPC Only Ritual:	false
Role Play Only:	false

This Ritual summons a helpful spirit of the past to guide and provide counsel to the Target Spirit on a specific topic selected at the beginning of the Ritual casting. The Local Plot Committee should be notified in advance of the Ritual casting, so a proper experience may be supplied.

Typically the spirit summoned will be of the same race as the Target of the Ritual, and from an area and time that is pertinent to the subject matter being discussed, though neither of these are guaranteed.

The summoned spirit must remain within the Circle of Power and will usually disappear after approximately 30 minutes, though this may vary greatly based on the whim of the spirit and how it perceives the interaction. The spirit may be conversed with and can recognize and interact with individuals outside of the Circle. The spirit has no immediate memory of how it died, but is otherwise as knowledgeable about its time in the past as they would be of the present.

The summoned spirit is under no compulsion to answer questions posed to them, but they will answer questions and give advice as truthfully as possible, although it is still possible for them to lie by omission or ignorance.

This ritual will typically summon a different spirit for each casting and does not interact negatively with other rituals that contact spirits, such as Spirit Farewell.

This ritual requires 6 reagents to cast as listed on the ritual scroll.

Spellcrafting:

This ritual may NOT be spellcrafted.

## Charge Transfer

Aspect:	General
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Difficulty:	8
Catalyst Required:	No
May Be Extended:	Yes
Duration:	20 LP
Casting Time:	5
Ritual Target Type:	Item [Any]
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	false
Role Play Only:	false

The presence of this Ritual on a Target Item allows for certain Rituals on that Item to be temporarily transferred to another Item of the same type as long as there are no Rituals present on the Item that the Rituals will be temporarily transferred to.

Only Rituals that have per LP charges may be transferred in this way. Up to 5 Ritual slots worth of Rituals may be transferred to a single target and the transfer must be performed during Logistics. A new, temporary Magic Item Tag must be issued for the new, temporary item and the transferred charges must be marked as used on the battleboard the item is registered on. Any per LP transferred charges will return to the original Target at the end of the Logistics Period.

If the Target Item is affected by a Destroy Magic while Rituals have been transferred off of it, the transferred Rituals will persist on their temporary target until the end of the Logistics Period, at which point they will also be Destroyed. If the temporary target is subject to a Destroy Magic, the Rituals that were transferred will still return to the original target at the end of the Logistics Period, but will not be usable until then.

Multiple copies of this Ritual on a single Target Item allow for additional sets of up to 5 Rituals to be transferred.

This ritual requires 5 reagents to cast as listed on the ritual scroll.

Spellcrafting:

Spellcraft Difficulty:	1 (Only a single per LP charge may be transferred to a new Target Item of the same type.)
Spellcraft Cost:	2
Spellcraft Duration:	5 days

Spellcraft Incant:	I CALL UPON THE POWER OF EARTH MAGIC TO CRAFT THE CHARGE TRANSFER RITUAL
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## Critical Combined Strike

Aspect:	General
Difficulty:	9
Catalyst Required:	no
May Be Extended:	Yes
Duration:	20 LPs
Casting Time:	5
Ritual Target Type:	Item
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	no
Role Play Only:	no

This Ritual allows the wielder of the targeted weapon to add the damage provided from any active Critical Attacks to any attacks they make using Combined Strike.

If this is an Earth Aspected Ritual the additional damage also applies to attacks made with the Magisterium Strike skill.

If this is a Celestial Aspected Ritual the additional damage also applies to attacks made with the Foundation Strike skill.

This ritual requires a minimum of 6 reagents to cast.

Spellcrafting:

This ritual may NOT be spellcrafted.

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## Defensive Buffer

Aspect:	General
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Difficulty:	8
Catalyst Required:	No
May Be Extended:	Yes
Duration:	20 LP
Casting Time:	5
Ritual Target Type:	Item [Any]
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	false
Role Play Only:	false

This ritual allows the bearer of the Target Item to expend a charge from this ritual and up to 5 Critical Attacks or Back Attacks to gain 5 points of Bonus Armor per Critical Attack or Back Attack expended. When activating this Ritual, the user must state "Defensive Buffer."

This ritual requires a minimum of 4 reagents to cast. Any additional reagents required by the ritual must be of the same types as listed on the ritual scroll.

8:4 Reagents - 1 charge per Logistics Period

12:6 Reagents - 2 charges per Logistics Period

16:8 Reagents - 3 charges per Logistics Period

Spellcrafting:

Spellcraft Difficulty:	1
Spellcraft Cost:	1 (1 charge)
Spellcraft Duration:	5 days
Spellcraft Incant:	I CALL UPON THE POWER OF MAGIC TO CRAFT THE DEFENSIVE BUFFER RITUAL

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## Deflecting Resistance

Aspect:	Celestial
Difficulty:	7

Catalyst Required:	False
May Be Extended:	yes
Duration:	20 Logistics Periods
Casting Time:	5
Ritual Target Type:	Item [Any]
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	false
Role Play Only:	false

This Ritual allows the bearer of the Target Item to expend two of a single type of Resist to use a Bane against a specific Effect Group or Qualifier. A single casting of this Ritual allows for any type of Resist to be used, but they only function against the effect group or qualifier they would normally resist.

This ritual requires a minimum of 3 reagents to cast.

Spellcrafting:

This ritual may NOT be spellcrafted.

## Duplicating Evocation

Aspect:	Celestial
Difficulty:	9
Catalyst Required:	No
May Be Extended:	Yes
Duration:	20 LP
Casting Time:	5
Ritual Target Type:	Item [Spell book]
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	false
Role Play Only:	false

This Ritual allows the bearer of the Target Spellbook to expend a charge from this Ritual and an Evocation Bolt in memory to immediately throw two packets, each using the verbal “Spell Strike” where the number is equal to the amount of damage done by an Evocation Bolt of one level lower and the effect is any of: Stone, Lightning, Ice, or Flame. The element selected must be the same for each of the two attacks.

This ritual requires a minimum of 7 reagents to cast. Any additional reagents required by the ritual must be of the same types as listed on the ritual scroll.

9:7 Reagents - one charge per Logistics period.

13:9 Reagents - two charges per Logistics period.

17:11 Reagents - three charges per Logistics period.

Spellcrafting:

Spellcraft Difficulty:	1
Spellcraft Cost:	1
Spellcraft Duration:	5 days
Spellcraft Incant:	I CALL UPON THE POWER OF CELESTIAL MAGIC TO CRAFT THE DUPLICATING EVOCATION RITUAL

## Elemental Embodiment

Aspect:	Celestial
Difficulty:	18
Catalyst Required:	No
May Be Extended:	Yes
Duration:	20 LP
Casting Time:	5
Ritual Target Type:	Spirit
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	false
Role Play Only:	false

Upon casting this Ritual, the Target must select a single Element, from Stone, Lightning, Ice, or Flame. This is the only element that the Target may select when casting spells from the Evocation Effect group, Celestial Channeling, or the Channel Foundation Element High Magic ability, while this Ritual is active on their Spirit.

While this Ritual is active, the damage from any Evocation Bolt, Lesser Magic Storm, and Magic Storm spells cast from memory or via the Flexible Casting skill is increased by 5 points.

If a second copy of this Ritual is cast upon a Target Spirit while the first is still active, the first casting is removed.

This ritual requires 8 reagents to cast as listed on the scroll.

Spellcrafting:

This ritual may NOT be spellcrafted.

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## Empowered Meditation

Aspect:	Celestial
Difficulty:	10
Catalyst Required:	No
May Be Extended:	No
Duration:	Special
Casting Time:	5
Ritual Target Type:	Location [Circle of Power]
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	false
Role Play Only:	false

This Ritual allows a character with the Enhanced Meditate skill who is invested in the Target Circle to expend a charge from this Ritual and recover 2 skills over the course of a single Meditate. The entire Meditation must occur within the Target Circle. The time for this Meditate can only be decreased through the Enhanced Meditate skill.

This Ritual will last until the Target Circle expires.

This ritual requires a minimum of 4 reagents to cast.

Spellcrafting:

This ritual may NOT be spellcrafted.

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## Encryption/Decryption

Aspect:	General
Difficulty:	5
Catalyst Required:	No
May Be Extended:	No
Duration:	Instantaneous
Casting Time:	5
Ritual Target Type:	Item [Any]
Ritual Choice:	
Scroll Type:	Manipulation
NPC Only Ritual:	false
Role Play Only:	false

This Ritual, if cast as Encryption, causes any text present on the Target item to be completely indecipherable by non-magical means or, if cast as Decryption, causes any text enchanted by the Encryption Ritual to return to its prior state.

Items targeted by the Encryption Ritual will not identify as being Encrypted, but anyone examining the text can tell that it has been magically altered.

Text that was in any type of code or cipher before it was Encrypted will be returned to that state (and potentially be able to be decoded) if a Decryption Ritual is cast on the Item targeted by this effect.

The Local Plot Committee should be notified in advance of the Ritual casting, so a proper experience may be supplied.

This ritual requires 3 reagents to cast as listed on the ritual scroll.

Spellcrafting:

This ritual may NOT be spellcrafted.

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## Energized Weapon

Aspect:	Celestial
Difficulty:	1
Catalyst Required:	No
May Be Extended:	Yes
Duration:	20 Logistics Periods
Casting Time:	5
Ritual Target Type:	Item [Weapon]
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	false
Role Play Only:	false

This Ritual will create a rechargeable slot on the weapon it is cast upon. This slot can be Energized through the touch-cast of a Celestial spell on the Target Weapon. The possessor of the weapon must then incant "Absorbed". Once Energized, the wielder of this weapon may expend a single stored spell to immediately make a single Weapon attack for "Weapon Strike [5 x spell level] Magic". The spells stored can be of any combination of levels up to the maximum spell levels allowed by the Ritual performed (to a maximum of 9).

An Energized Weapon Target always starts an event empty.

This ritual requires a minimum of 1 reagent to cast. Any additional reagents required by the ritual should be of the same types as listed on the ritual scroll.

- 1:1 Reagent - Energized Weapon 1
- 2:3 Reagents - Energized Weapon 2
- 3:3 Reagents - Energized Weapon 3
- 4:3 Reagents - Energized Weapon 4
- 6:4 Reagents - Energized Weapon 5
- 8:5 Reagents - Energized Weapon 6
- 9:5 Reagents - Energized Weapon 7
- 10:5 Reagents - Energized Weapon 8
- 11:6 Reagents - Energized Weapon 9

Spellcrafting:

This ritual may NOT be spellcrafted.

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## Enhanced Discipline

Aspect:	General
Difficulty:	11
Catalyst Required:	No
May Be Extended:	Yes
Duration:	20 LP
Casting Time:	5
Ritual Target Type:	Item [Source or Staff]
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	false
Role Play Only:	false

This Ritual allows the wielder of the Target Staff or Source to expend a Signature Spell from memory and add the numeric amount of that spell to a Channeling attack cast through the Target Item. The numeric amount of this attack may exceed the wielder's normal Channeling maximum.

Signature Spells expended via this Ritual may only add to the damage of the same school of Magic and must match the Aspect of this Ritual.

This ritual requires a minimum of 5 reagents to cast.

Spellcrafting:

This ritual may NOT be spellcrafted.

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## Evocation Feedback

Aspect:	Celestial
Difficulty:	5
Catalyst Required:	No
May Be Extended:	Yes

Duration:	20 LP
Casting Time:	5
Ritual Target Type:	Item [Spell book]
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	false
Role Play Only:	false

This Ritual allows the caster to double the numeric amount of one Evocation Bolt cast from memory, as long as the caster expends 10 Body Points. You may not activate this ritual if this damage would reduce you to less than 1 Body Point.

This Ritual may be combined with the Enhance Signature Spell High Magic.

If this Ritual enhances a spell over 45 points of damage, said spell 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 Spells.

This ritual requires a minimum of 2 reagents to cast. Any additional reagents required by the ritual should be of the same types as listed on the ritual scroll.

5:2 Reagent - one charge per Logistics period.

7:4 Reagents - two charges per Logistics period.

9:6 Reagents - three charges per Logistics period.

Spellcrafting:

Spellcraft Difficulty:	1
Spellcraft Cost:	1
Spellcraft Duration:	5 days
Spellcraft Incant:	I CALL UPON THE POWER OF CELESTIAL MAGIC TO CRAFT THE EVOCATION FEEDBACK RITUAL

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## Flexible Combined Strike

Aspect:	General
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Difficulty:	11
Catalyst Required:	None
May Be Extended:	Yes
Duration:	20 Logistics Periods
Casting Time:	5
Ritual Target Type:	Item [Weapon]
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	false
Role Play Only:	false

The wielder of this weapon, as long as they possess the skill Flexible Casting, may convert a spell in memory at time of casting to a Signature Spell of one level lower for use with the skills Combined Strike, Foundation Strike, and Magisterium Strike. First level spells may not be converted in this way.

This ritual requires 4 reagents to cast as listed on the ritual scroll.

Spellcrafting:

This ritual may NOT be spellcrafted.

## Foundation's Form

Aspect:	Celestial
Difficulty:	11
Catalyst Required:	No
May Be Extended:	No
Duration:	5 days
Casting Time:	5
Ritual Target Type:	Body
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	false

Role Play Only:	false
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This Ritual causes the Target to take on some characteristics of a specific type of Foundation Elemental, chosen by the Caster of the Ritual, during the casting.

The Caster must select from Stone, Lightning, Ice, and Flame when declaring the Ritual Target. The target gains immunity to the selected element and must call "No effect" when hit by an attack with that damage type. Additionally, a character targeted by this Ritual who also has the Channel Foundation Element High Magic, may use the effect chosen for that High Magic ability, as well as the element selected for this Ritual.

The target also gains a vulnerability to the opposing element (Ice and Flame are opposed, as are Stone and Lightning), taking damage of that type as Body, as well as being considered an Elemental for the purposes of Subjugate effects.

Targets of this ritual must wear makeup on their face, covering an area of at least 4 square inches, creating a symbol that is identifiable associated with the selected Element. This makeup must be colored appropriate to the element selected by the Caster: Stone - gray, brown; Lightning - yellow, purple; Ice - blue, white; Flame - red, orange. If the Target is playing a race that requires makeup, the mark must be easily distinguishable from their normal makeup.

Only a single copy of this Ritual may be present on a Target, with any additional casting overwriting the prior one.

This ritual requires a minimum of 5 reagents to cast.

Spellcrafting:

This ritual may NOT be spellcrafted.

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## Ghoulish Grimoire

Aspect:	Necromancy
Difficulty:	6
Catalyst Required:	No
May Be Extended:	Yes
Duration:	20 LP
Casting Time:	5
Ritual Target Type:	Item [Spell book]

Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	false
Role Play Only:	false

This Ritual allows the bearer of the Target Spell Book to expend a charge from this Ritual immediately after the successful resolution of a Cure Wounds or Cause Wounds spell cast from the bearer's memory and have an amount of body restored equal to the numeric amount of the spell.

If the spell is touch cast on yourself, you receive both the effect of the spell and the effect of this Ritual.

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.

6:3 Reagents - one charge per Logistics period

12:6 Reagents - two charges per Logistics period

18:9 Reagents - three charges per Logistics period

Spellcrafting:

Spellcraft Difficulty:	1
Spellcraft Cost:	1
Spellcraft Duration:	5 days
Spellcraft Incant:	I CALL UPON THE POWER OF NECROMANCY MAGIC TO CRAFT THE GHOULISH GRIMOIRE RITUAL

## Greater Metamorphosis

Aspect:	General
Difficulty:	10
Catalyst Required:	Optional
May Be Extended:	false
Duration:	Times Ever

Casting Time:	5
Ritual Target Type:	Spirit
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	False
Role Play Only:	False

The Greater Metamorphosis Ritual must be cast upon a Target Spirit prior to their Permanent Death. If the player permanently dies and chooses to utilize Metamorphosis, the player may also choose to activate this Ritual.

All spirit linked and spirit locked items are still destroyed, and the character's race must stay the same, but they will be returned to life with a higher total XP than they would normally.

The exact amount of XP the character will have varies based on the difficulty of the ritual, but is a percentage of the character's XP total at the time of permanent death, rounded down to the nearest tenth.

Subsequent castings of this ritual on the same Spirit will replace any existing Greater Metamorphosis Ritual already present.

Spirits which have already undergone Metamorphosis are not valid targets for this Ritual.

This Ritual may not be released as an LCO scroll or effect.

This Ritual requires a minimum of 10 Reagents to cast, plus an optional Catalyst. Any additional Reagents required by the Ritual should be of the same types as listed on the Ritual scroll.

10:10 Reagents - Character is restored at 25% of XP

14:15 Reagents - Character is restored at 30% of XP

18:Catalyst + 20 Reagents: Character is restored at 35% of XP

22:Catalyst + 25 Reagents: Character is restored at 40% of XP

Spellcrafting:

This ritual may NOT be spellcrafted.

## Healing Grace/Horrific Recovery

Aspect:	Earth / Necromancy
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Difficulty:	10
Catalyst Required:	No
May Be Extended:	No
Duration:	Times Ever
Casting Time:	5
Ritual Target Type:	Spirit, Item [Any]
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	false
Role Play Only:	false

This ritual allows the recipient to share in restorative energies when casting healing magic or reap healing from acts of devastating harm.

If cast as an Earth Aspected Ritual, the Target Spirit or bearer of the Target Item, upon the successful resolution of a Life spell cast from memory onto a dead Target, may either regain up to 50 lost Body or restore up to 100 Channeling to their Earth Channeling Pool.

If cast as a Necromantic Aspected Ritual, the Target Spirit or bearer of the Target Item, upon the successful resolution of a Corrupt spell cast from memory on a living Target, may either regain up to 100 lost Body or restore up to 200 Channeling to their Earth Channeling Pool.

This ritual requires a minimum of 5 reagents to cast as listed on the ritual scroll. Any additional Reagents required by the Ritual should be of the same types as listed on the Ritual scroll.

10:5 Reagents - 1 Charge Ever

15:10 Reagents - 2 Charges Ever

20:15 Reagents - 3 Charges Ever

Spellcrafting:

This ritual may NOT be spellcrafted.

## Homunculus

Aspect:	Celestial
Difficulty:	9

Catalyst Required:	None
May Be Extended:	No
Duration:	20 LP
Casting Time:	5
Ritual Target Type:	Item [Doll], Spirit
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	false
Role Play Only:	false

The Homunculus Ritual allows the Target Spirit to siphon off some of their magical essence into a small doll in order to fuel certain protective capabilities. Upon a successful casting of this Ritual, the Target Doll and Target Spirit become connected, as per Spirit Lock. The presence of any other Rituals on the Target Doll, when this Ritual is cast, will result in the Ritual failing and causing a backlash. The Doll may not be targeted by any other non-Instantaneous Duration rituals while the Homunculus effect is present. These Rituals will automatically fail, but not necessarily backlash.

If a refusable ritual effect would target the user's spirit, the user may destroy the Homunculus and call "Resist" to prevent the effect. Note that while some rituals are instantaneous, other effects are persistent (such as certain aspects of the Spirit Link ritual) and may attempt to target the user's spirit again if interacted with a second time.

Additionally, at the start of every Logistics Period, the user may expend a memorized Celestial spell of 7th level or greater, and mark it off with an H on their battleboard, to gain one of the following abilities:

- Heightened Dispel: Each purchase of this ability grants the character one "Arcane Dispel" deliverable via touchcast packet. This ability can be purchased up to three times in a Logistics Period and any unused effects expire at the end of the Logistics Period.
- Obscured Spirit: While this ability is active the Homunculus effect and the associated Spirit Link will appear as Unidentified Rituals, as if an Obfuscate was present on the Homunculus. A second purchase will act as an Obfuscate on the character's Spirit. This ability may only be selected twice each Logistics Period.
- Elemental Asylum: When activated at the start of the Logistics Period, the player must select from Stone, Lightning, Ice, or Flame, and will receive a Planar Asylum effect to the selected plane. This ability may only be selected once each Logistics Period.

This ritual requires a minimum of 7 reagents to cast. Any additional reagents required by the ritual must be of the same types as listed on the ritual scroll.

- 9:7 Reagents - Up to one ability may be selected each Logistics Period.
- 17:13 Reagents - Up to two abilities may be selected each Logistics Period.
- 24:18 Reagents - Up to three abilities may be selected each Logistics Period.
- 30:22 Reagents - Up to four abilities may be selected each Logistics Period.
- 35:25 Reagents - Up to five abilities may be selected each Logistics Period.
- 41:27 Reagents - Up to six abilities may be selected each Logistics Period.

Spellcrafting:

This Ritual can not be Spellcrafted.

---

## Improved Flexible Casting

Aspect:	General
Difficulty:	5
Catalyst Required:	No
May Be Extended:	Yes
Duration:	20 LP
Casting Time:	5
Ritual Target Type:	Item [Spellbook]
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	false
Role Play Only:	false

By expending a charge of this Ritual when using the skill Flexible Casting, the Signature Spell generated by the bearer of the Target Spellbook will be the same level as the spell being converted.

This ritual requires a minimum of 2 reagents to cast. Any additional reagents required by the ritual must be of the same types as listed on the ritual scroll.

5:2 Reagents - 1 charge per Logistics Period

7:4 Reagents - 2 charges per Logistics Period

9:6 Reagents - 3 charges per Logistics Period

Spellcrafting:

This ritual may NOT be spellcrafted.

---

## Intercepting Reflex

Aspect:	Celestial
Difficulty:	10
Catalyst Required:	No
May Be Extended:	Yes
Duration:	20 LP
Casting Time:	5
Ritual Target Type:	Spirit
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	false
Role Play Only:	false

This Ritual allows a character with the Protective Reflex High Magic to expend that ability to negate a Targeted attack within arm's reach or within range of their wielded weapon or shield, as per the Intercept skill. The verbal for this ability is "Intercept. No effect, Prison. Prison down."

This ritual requires 3 reagents to cast as listed on the ritual scroll.

Spellcrafting:

This ritual may NOT be spellcrafted.

---

## Lesser Renewal

Aspect:	General
Difficulty:	4
Catalyst Required:	No

May Be Extended:	Yes
Duration:	20 Logistics Periods
Casting Time:	5
Ritual Target Type:	Item [Spell Book]
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	false
Role Play Only:	false

This Ritual allows a character to Meditate back a spell that would not normally be eligible for Meditation. At the end of the Meditate period, a scroll or potion of the same effect and school as the spell must be expended. They may then mark the spell on their battleboard with a 'L' over the used circle, to denote that they have used a Lesser Renewal to renew the spell.

This ritual requires a minimum of 2 reagents to cast. Any additional reagents required by the ritual must be of the same types as listed on the ritual scroll.

4:2 Reagents - one charge per Logistics period.

6:3 Reagents - two charges per Logistics period.

8:4 Reagents - three charges per Logistics period.

Spellcrafting:

Spellcraft Difficulty:	1
Spellcraft Cost:	1
Spellcraft Duration:	5 days
Spellcraft Incant:	I CALL UPON THE POWER OF MAGIC TO CRAFT THE LESSER RENEWAL RITUAL

---

## Mending Resolution

Aspect:	Celestial
Difficulty:	3
Catalyst Required:	no

May Be Extended:	Yes
Duration:	20 LP
Casting Time:	5
Ritual Target Type:	Item [Armor]
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	false
Role Play Only:	false

The Mending Resolution Ritual allows the bearer of the Target Armor, upon using a Resolute skill, once per Logistics Period per charge, to activate a charge of the Ritual Effect and immediately touchcast "Activate Elemental Strike X Mend Armor" on themselves. X is defined based on the level the Ritual is cast at and varies from 10 to 50.

This ritual requires a minimum of 3 reagents to cast. Any additional reagents required by the ritual must be of the same types as listed on the ritual scroll.

3:3 Reagents - one charge per Logistics period of Elemental Strike 10 Mend Armor.

6:4 Reagents - one charge per Logistics period of Elemental Strike 20 Mend Armor.

9:5 Reagents - one charge per Logistics period of Elemental Strike 30 Mend Armor.

12:6 Reagents - one charge per Logistics period of Elemental Strike 40 Mend Armor.

15:7 Reagents - one charge per Logistics period of Elemental Strike 50 Mend Armor.

Spellcrafting:

Spellcraft Difficulty:	1
Spellcraft Cost:	1
Spellcraft Duration:	5 days
Spellcraft Incant:	I CALL UPON THE POWER OF CELESTIAL MAGIC TO CRAFT THE MENDING RESOLUTION RITUAL

---

## Mercurial Weapon

Aspect:	General
Difficulty:	7

Catalyst Required:	No
May Be Extended:	Yes
Duration:	20 LP
Casting Time:	5
Ritual Target Type:	Item [Weapon]
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	false
Role Play Only:	false

This Ritual allows the Target Weapon to transform into at least one other type of weapon.

During the Ritual casting both the physical representations and the Weapon Tags must be present for all forms the weapon will be able to take. One Weapon Tag and physrep combination must be selected as the Primary Target for this Ritual. Any other Weapon Tag and physrep combinations are considered Secondary Targets. Only the Primary Target may have other Rituals on it before, during or after the Ritual casting, but all Weapon Tag and physrep combinations must be valid targets for any Rituals placed upon the Primary Target. At Base Difficulty, the weapon will have a maximum of 2 forms, and require two different physreps, each of which will be labeled with the same magic item number. For each increase in difficulty and Reagent cost an additional physrep and Weapon Tag may be added.

- +5 to DC and +3 Reagents for each additional Weapon Tag and physrep combination beyond the first two

At any point after completing a 10 minute Focus, the bearer of this weapon may select from any of the Weapon Tag and physreps combinations that were targeted during the initial casting of the Ritual and determine which form the Mercurial Weapon will take for the duration of the Logistics Period. Any physreps other than the one selected for the current Logistics Period must be placed in an Out of Game area for the duration of the Logistics Period.

The bearer of a Mercurial Weapon may, at any time, return to the area where the additional physreps are stored and, with 10 minutes of Focus, swap out to a different version of the Mercurial Weapon.

This ritual requires a minimum of 5 reagents to cast. Any additional reagents required by the ritual must be of the same types as listed on the ritual scroll.

Spellcrafting:

This ritual may NOT be spellcrafted.

---

## Mighty Imbuement

Aspect:	General
Difficulty:	7
Catalyst Required:	No
May Be Extended:	Yes
Duration:	20 Logistics Periods
Casting Time:	5
Ritual Target Type:	Item
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	no
Role Play Only:	no

This Ritual gives the wielder of the targeted weapon the option to add a preselected effect to any uses of Slay or Assassinate using this weapon.

This Ritual does not affect non-Slay or non-Assassinate weapon attacks or any other attack made with this weapon.

Valid Element Choices: Chaos, Healing, Flame, Ice, Lightning, Magic, Stone

If cast using Earth Aspected High Magic, the caster may, at the time the Ritual is cast, select between Healing or Chaos.. If cast using Celestial Aspected High Magic, the caster may, at the time the Ritual is cast, select between Stone, Lightning, Ice, Flame, or Magic.

By increasing the difficulty and component cost, the caster can add additional effect options for the targeted weapon's wielder to select from. This choice may be made for each Slay or Assassinate used.

This ritual requires a minimum of 4 reagents to cast. Any additional reagents required by the ritual must be of the same types as listed on the ritual scroll.

7:4 Reagents - one effect may be selected

9:5 Reagents - two effects may be selected

11:6 Reagents - three effects may be selected

13:7 Reagents - four effects may be selected

15:8 Reagents - five effects may be selected

Spellcrafting:

This ritual may NOT be spellcrafted.

---

## Mystical Malleability

Aspect:	General
Difficulty:	10
Catalyst Required:	No
May Be Extended:	Yes
Duration:	20 LP
Casting Time:	5
Ritual Target Type:	Item [Any]
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	false
Role Play Only:	false

This Ritual allows the Target Item to be Strengthened, Silvered and made into Superior Equipment.

This ritual requires 6 reagents to cast as listed on the ritual scroll.

Spellcrafting:

This ritual may NOT be spellcrafted.

---

## Opportune Rebirth

Aspect:	Earth
Difficulty:	16
Catalyst Required:	No

May Be Extended:	Yes
Duration:	20 LP
Casting Time:	5
Ritual Target Type:	Spirit
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	false
Role Play Only:	false

This Ritual allows the Target Spirit to choose when during their death count to activate a Rebirth High Magic ability.

This ritual requires 5 reagents to cast as listed on the ritual scroll.

Spellcrafting:

This ritual may NOT be spellcrafted.

## Partial Refit

Aspect:	Celestial
Difficulty:	4
Catalyst Required:	no
May Be Extended:	yes
Duration:	20 LP
Casting Time:	5
Ritual Target Type:	Item
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	no
Role Play Only:	no

Armor targeted by this ritual may be partially refit after 30 seconds, restoring it to half of its maximum physrepped value (rounded down), unless the suit of armor had more Armor Points left when the refit was started. Any time after 30 seconds spent refitting, the character

performing the refit may state "Partial Refit complete" to indicate the use of this passive Ritual effect.

The Partial Refit Ritual is unaffected by any other ritual, skill, or ability that reduces refit time. Armor that has not been fully refit cannot benefit from any source of Bonus Armor and cannot be used to trigger any other ritual, skill, or ability that requires an armor refit.

This ritual requires a minimum of 2 reagents to cast.

Spellcrafting:

This ritual may NOT be spellcrafted.

---

## Planar Sanctum

Aspect:	Celestial
Difficulty:	7
Catalyst Required:	None
May Be Extended:	false
Duration:	20 Logistics Periods
Casting Time:	5
Ritual Target Type:	Location
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	false
Role Play Only:	false

The Planar Sanctum Ritual enchants a Target Location, either a room, building, or Circle of Power, preventing Elementals and Extraplanar creatures from entering or being brought into the Target Location in physical form (this includes non-corporeal beings, but not Spirits). Any Elemental or Extraplanar creature within the Target Location upon successful casting must immediately leave to the best of their ability and can not use any game abilities until they are out.

The Planar Sanctum Effect must be clearly marked on all portals with an "S." If the Target Location is a Circle of Power, the "S" must be clearly displayed within the Targeted Circle, must be clearly indicated on the Marshal notes, 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 1 Game Room and maximum dimensions of 10 Game Rooms, or upon a single Circle of Power.

This Ritual requires 4 Reagents to cast as listed on the scroll.

Spellcrafting:

This ritual may NOT be spellcrafted.

---

## Planar Weapon

Aspect:	General
Difficulty:	5
Catalyst Required:	No
May Be Extended:	Yes
Duration:	20 LP
Casting Time:	5
Ritual Target Type:	Item [Weapon]
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	no
Role Play Only:	no

This ritual allows for the targeted weapon to be used as a source for a specific element selected during the ritual casting and allows the wielder to administer Killing Blows using the selected element, if the user has the Channeling skill. This ritual does not allow the weapon to be targeted by Rituals that target Sources or used in tandem with skills or abilities that require a Source, other than Channeling.

Choose an Element type when casting:

If the Ritual is cast as Celestial: Flame, Ice, Stone, Lightning

If the Ritual is cast as Earth: Healing, Chaos

This ritual requires 3 reagents to cast.

Spellcrafting:

Spellcraft	1 (select 1 element appropriate to the Aspect of HM used)
------------	---

Difficulty:	
Spellcraft Cost:	1
Spellcraft Duration:	5 days
Spellcraft Incant:	I CALL UPON THE POWER OF MAGIC TO CRAFT THE PLANAR WEAPON RITUAL

---

## Portable Circle of Power

Aspect:	General
Difficulty:	12
Catalyst Required:	No
May Be Extended:	No
Duration:	Special
Casting Time:	5
Ritual Target Type:	Location [Limited Circle of Power]
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	false
Role Play Only:	false

The Portable Circle of Power Ritual is cast on a Limited Circle of Power and allows the Target Limited Circle of Power to be moved from one location to another between events. This Circle must be set up prior to the start of the event and can only be moved between events by an individual Invested in the Circle.

This Ritual will last until the Target Circle expires.

This Ritual requires 8 reagents as listed on the scroll.

Spellcrafting:

This ritual may NOT be spellcrafted.

---

# Portal of Summoning

Aspect:	Celestial
Difficulty:	8
Catalyst Required:	None
May Be Extended:	No
Duration:	Instantaneous
Casting Time:	5
Ritual Target Type:	Location
Ritual Choice:	
Scroll Type:	Summoning
NPC Only Ritual:	False
Role Play Only:	False

Upon the completion of this Ritual a one way portal is opened inside the Circle of Power in which the Ritual is cast. This portal lasts for 5 minutes or until the Circle of Power expires, whichever comes first. The other side of this portal simultaneously opens within 10 feet of the Ritual's named target.

At least one of the casters involved in the Ritual casting must have previously met the target and the target must be on the same plane of existence as the caster(s).

If the target is naturally asleep, the creation of the portal will awaken them.

This portal can only be used for travel from the target's side to the caster's side and only the target can traverse it. The target can sense they are allowed to traverse the portal but are unaware of who the caster is or where the other side of the portal is located.

The following effects can be added during a Casting but all costs add to the base Difficulty and Reagent Cost.

- +5 DC and +2 reagents per secondary target - these individuals must be named after the primary target and will be able to sense the location of the portal and that they are permitted to traverse it, if they can reach it before it closes.
- +5 DC and +2 reagents to make the target aware of the identity of the caster of the ritual.
- +1 DC and +1 reagent for each additional minute the portal will remain open, up to an additional 5 minutes. The portal will still close if the Circle of Power expires or is destroyed before the time elapses.

This Ritual may not be used for travel between chapters without prior agreement between the staff/Plot committees of both chapters.

This Ritual requires a minimum of 6 Reagents to cast. 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.

---

## Prismatic Protection

Aspect:	General
Difficulty:	7
Catalyst Required:	No
May Be Extended:	No
Duration:	Times Ever
Casting Time:	5
Ritual Target Type:	Item [Any]
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	false
Role Play Only:	false

This ritual grants the caster the ability to cast beneficial spells on up to 6 targets. Upon expending a charge from this Ritual and a memorized spell of the Protection/Enhancement effect group, the caster is able to make up to 6 touchcast attacks of "Elemental " where the effect is identical to the expended spell. These touchcast attacks must be made within 1 minute of expending the spell and must each be made against a different target.

This ritual requires a minimum of 8 reagents to cast. Any additional reagents required by the ritual must be of the same types as listed on the ritual scroll.

7:8 Reagents - 1 charge

11:12 Reagents - 2 charges

15:16 Reagents - 3 charges

Spellcrafting:

This ritual may NOT be spellcrafted.

---

## Racial Transmogrification

Aspect:	Earth
Difficulty:	8
Catalyst Required:	No
May Be Extended:	No
Duration:	5 days
Casting Time:	5
Ritual Target Type:	Body
Ritual Choice:	Race
Scroll Type:	Manipulation
NPC Only Ritual:	no
Role Play Only:	no

This ritual transforms the Target(s) of this ritual, if that person has a Spirit, into the race of their choice. Only standard PC races may be selected as options for this Ritual. The Target(s) of this ritual are still recognizable as themselves, but must follow all makeup, prosthetic, and roleplay rules for their temporary race. Characters subject to this Ritual are considered to be the new temporary race for the duration of this Ritual, being subject to Race Reavers, Proscribes, Ritual Flaws, Pantherghasts, etc., as the new race.

The Local Plot Committee should be notified in advance of the Ritual casting, so a proper experience may be supplied, but if a Player is casting the Ritual, the Player is responsible for providing all required props.

This ritual requires a minimum of 5 reagents to cast. Any additional reagents required by the ritual must be of the same types as listed on the ritual scroll.

8:5 Reagents - 1 Target is Transmogrified

9:6 Reagents - 2 Targets are Transmogrified

10:7 Reagents - 3 Targets are Transmogrified

11:8 Reagents - 4 Targets are Transmogrified

12:9 Reagents - 5 Targets are Transmogrified

13:10 Reagents - 6 Targets are Transmogrified

Spellcrafting:

Spellcraft Difficulty:	1
Spellcraft Cost:	1
Spellcraft Duration:	1 hour
Spellcraft Incant:	I CALL UPON THE POWER OF EARTH MAGIC TO CRAFT THE RACIAL TRANSMOGRIFICATION RITUAL

---

## Rapid Recollection

Aspect:	General
Difficulty:	8
Catalyst Required:	No
May Be Extended:	yes
Duration:	20 LP
Casting Time:	5
Ritual Target Type:	Item [Spell book]
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	false
Role Play Only:	false

Upon activating this Ritual, for the next 10 minutes, the bearer of the Target Spellbook may complete any Meditations involving the appropriate Signature Spells in 3 seconds. If cast as an Earth Ritual this effect covers Cure Wounds and Cause Wounds. If cast as a Celestial Ritual the effect covers Evocation Bolts. A character may benefit from the Rapid Recollection Ritual no more than once per Logistics period for each aspect.

This ritual requires a minimum of 6 reagents to cast.

Spellcrafting:

This ritual may NOT be spellcrafted.

---

## Relentless Mettle

Aspect:	General
Difficulty:	12
Catalyst Required:	No
May Be Extended:	Yes
Duration:	20 Logistics Periods
Casting Time:	5
Ritual Target Type:	Item
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	no
Role Play Only:	no

This Ritual allows the wielder of the targeted weapon to expend a use of the Mettle skill after a Martial skill they have used is defended against. The character must expend a use of the Mettle skill and 20 Body Points, and then immediately make another attack using the skill that was defended against, without needing to expend another use of that skill. You must have more than 20 Body Points to be able to use this Ritual effect and the amount of Body lost is not reduced by any other skill, ability, or effect.

Only a Martial attack that does not include a number may be utilized with this Ritual, and any additional skills or Rituals must be expended again for the second attack.

This Ritual may not be used with the Riposting Blow or Feint skills.

This ritual requires a minimum of 5 reagents to cast.

Spellcrafting:

This ritual may NOT be spellcrafted.

---

## Reliable Channeling

Aspect:	General
Difficulty:	9
Catalyst Required:	No

May Be Extended:	Yes
Duration:	20 LP
Casting Time:	5
Ritual Target Type:	Item [Source or Staff]
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	false
Role Play Only:	false

This Ritual allows the wielder of the Target Staff or Source, upon missing with a Channeling attack or having it defended against, to immediately expend a charge of this Ritual and make a duplicate attack, without expending any additional Channeling points. If this Ritual is used, the initial attack may not be Meditated back.

This ritual requires a minimum of 3 reagents to cast. Any additional reagents required by the ritual must be of the same types as listed on the ritual scroll.

9:3 Reagents - one charge per Logistics period.

12:6 Reagents - two charges per Logistics period.

15:9 Reagents - three charges per Logistics period.

Spellcrafting:

This ritual may NOT be spellcrafted.

## Reshape Ritual Magic

Aspect:	General
Difficulty:	31
Catalyst Required:	Optional
May Be Extended:	No
Duration:	Instantaneous
Casting Time:	5
Ritual Target Type:	Body, Item [Any], Location, Spirit
Ritual Choice:	
Scroll Type:	Manipulation

NPC Only Ritual:	false
Role Play Only:	false

This Ritual allows an existing Ritual Batch to be reopened and have additional Ritual Effects added to an existing Ritual batch.

Extension Type Rituals may not be cast on the item as part of this newly reopened Ritual Batch. Any Rituals cast as a part of this batch have the same remaining duration as the reopened Ritual Batch.

These additional Rituals need to follow all the existing rules of a Ritual Batch: They must be the same aspect as this Ritual casting and the existing extender to be affected by either, they must be cast within 5 minutes of a previous Ritual that is part of the same batch, etc.

If this Ritual is used to modify a Ritual batch with an existing Permanent Duration Ritual Effect, this Ritual requires a Catalyst.

LCO versions of this Ritual effect will not interact with Restricted Rituals. Any targeting of a Restricted Ritual or effect by an LCO version of this Ritual will cause the Ritual casting to fail, but will not consume this scroll.

31:7 - 1-4 Rituals added to existing Ritual batch

31:14 - 5-8 Rituals added to existing Ritual batch

31:19 - 9-12 Rituals added to existing Ritual batch

31:21 - 13-16 Rituals added to existing Ritual batch

31:25 - 17-19 Rituals added to existing Ritual batch

Spellcrafting:

This ritual may NOT be spellcrafted.

## Restorative Resistance

Aspect:	General
Difficulty:	8
Catalyst Required:	no
May Be Extended:	yes
Duration:	20 Logistics Periods
Casting Time:	5

Ritual Target Type:	Item [Any]
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	false
Role Play Only:	false

This Ritual allows the bearer of the Target Item to expend two of a selected Resist to touchcast a specific effect. The type of Resist that can be expended via this Ritual is selected during the Ritual casting as detailed below:

Resist Binding: Elemental Release

Resist Command: Elemental Awaken

Resist Curse: Elemental Cleanse

Resist Necromancy: Elemental Purify

Resist Poison: Elemental Antidote

Resist Spell: Elemental Dispel

This ritual requires a minimum of 4 reagents to cast.

Spellcrafting:

Spellcraft Difficulty:	1
Spellcraft Cost:	1
Spellcraft Duration:	5 days
Spellcraft Incant:	I CALL UPON THE POWER OF MAGIC TO CRAFT THE RESTORATIVE RESISTANCE RITUAL

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## Ritualist's Gambit

Aspect:	General
Difficulty:	10
Catalyst Required:	no
May Be Extended:	no
Duration:	Times Ever
Casting Time:	5

Ritual Target Type:	Item [Spell book]
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	false
Role Play Only:	false

After making the roll to determine the outcome of a Flaw or Backlash the Caster may elect to expend a charge from this Ritual and roll again until a different number is rolled, using the result of this additional die roll to determine the Flaw or Backlash. This new result cannot be rerolled by further uses of this Ritual effect.

This ritual requires a minimum of 5 reagents to cast. Any additional reagents required by the ritual must be of the same types as listed on the ritual scroll.

10:5 Reagents - One charge

12:6 Reagents - Two charges

14:8 Reagents - Three charges

Spellcrafting:

This ritual may NOT be spellcrafted.

## Safe Return

Aspect:	Celestial
Difficulty:	13
Catalyst Required:	None
May Be Extended:	No
Duration:	5 days
Casting Time:	5
Ritual Target Type:	Spirit
Ritual Choice:	
Scroll Type:	Manipulation
NPC Only Ritual:	false
Role Play Only:	false

This Ritual grants the Caster a once ever vocal radius Rift that affects all individuals within the circle when the Ritual is cast. Up to a total of 5 additional targets may be designated during the Ritual casting, but only the caster of the Ritual may activate this Rift ability.

The caster must be conscious in order to begin the Rift 3 count, but all designated targets including those who are dead or otherwise incapacitated, and any items in their possession, within vocal radius will be subject to the Rift. All applicable targets will be rifted back to the location where the ritual was cast.

Any of the Ritual's targets, including the Ritual's caster, who is within a Wizard Lock, Ward, or Circle of Power will not be rifted out.

This ritual requires a minimum of 8 reagents to cast as listed on the scroll.

Spellcrafting:

This ritual may NOT be spellcrafted.

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## Sanguine Sacrifice

Aspect:	Earth
Difficulty:	8
Catalyst Required:	No
May Be Extended:	Yes
Duration:	20 LP
Casting Time:	5
Ritual Target Type:	Body
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	false
Role Play Only:	false

This Ritual allows a character to Focus for 1 minute, expend a charge from this Ritual, and reduce their Maximum Body to restore a spell from the Earth or Necromancy Effect Group that was previously used during the current Logistics Period. The amount of reduction to the character's Maximum Body is equal to the level of the spell restored. This lost Body cannot be healed or otherwise restored until the end of the Logistics Period at which point the reductions to the character's Maximum Body are removed.

A given Spell Slot can only benefit from this Ritual once per Logistics Period.

This ritual requires a minimum of 4 reagents to cast. Any additional reagents required by the ritual must be of the same types as listed on the ritual scroll.

8:4 Reagents - 1 charge per Logistics Period

10:5 Reagents - 2 charges per Logistics Period

12:6 Reagents - 3 charges per Logistics Period

Spellcrafting:

Spellcraft Difficulty:	1
Spellcraft Cost:	2
Spellcraft Duration:	5 days
Spellcraft Incant:	I CALL UPON THE POWER OF EARTH MAGIC TO CRAFT THE SANGUINE SACRIFICE RITUAL

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## Scour Necromantic Magic/Spoil Earth Magic

Aspect:	Earth/Necromancy
Difficulty:	8
Catalyst Required:	No
May Be Extended:	No
Duration:	Instantaneous
Casting Time:	5
Ritual Target Type:	Item [Any]
Ritual Choice:	
Scroll Type:	Manipulation
NPC Only Ritual:	false
Role Play Only:	false

This Ritual allows the caster to change any and all Necromancy Aspected Ritual effects on the Target Item to Earth Aspected Ritual effects, as long as an Earth Aspected version exists. If cast

as a Necromantic Ritual, all Earth Aspected Ritual effects on the Target Item become Necromantic Aspected Rituals, as long as a Necromantic Aspect version exists.

Any instances of the Enchant Ritual that are targeted by this Ritual effect will have the spell contained in the item switched to the opposite Aspected spell.

Logistics should be notified in advance of the Ritual casting, so a proper experience may be supplied.

The following effects can be added during a casting, but all costs add to the base Difficulty and Reagent Cost. All additional Reagents must be of the same types as listed on the ritual scroll.

- +10 Difficulty and +8 Reagent per extra Item Target

This ritual requires a minimum of 6 reagents to cast. Any additional reagents required by the ritual must be of the same types as listed on the ritual scroll.

Spellcrafting:

This ritual may NOT be spellcrafted.

---

## Shared Imbuement

Aspect:	General
Difficulty:	15
Catalyst Required:	No
May Be Extended:	Yes
Duration:	20 LP
Casting Time:	5
Ritual Target Type:	Item [Weapon]
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	false
Role Play Only:	false

This Ritual allows the wielder of the Target Weapon to share the effect of any other Imbuement Rituals cast upon the Target Weapon with any other weapon they are wielding simultaneously.

This ritual requires a minimum of 8 reagents to cast.

Spellcrafting:

This ritual may NOT be spellcrafted.

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## Spirit Loop

Aspect:	General
Difficulty:	7
Catalyst Required:	false
May Be Extended:	Yes
Duration:	20 Logistics Periods
Casting Time:	5
Ritual Target Type:	Item [Any], Spirit
Ritual Choice:	
Scroll Type:	enchantment
NPC Only Ritual:	false
Role Play Only:	false

The Spirit Loop ritual forms a connection between a Target Item and a Target Spirit. Both the Target Item and Target Spirit must be in physical contact with the Ritual Caster within the Circle of Power. The Target Item must be considered a possession of the Target Spirit and must be physically portable by that Spirit when in their normal body.

At the start of each Logistics Period, the Spirit that was targeted by the Spirit Loop Ritual must designate a Spirit for the item to be connected to for the duration of the Logistics Period. The character targeted by the Spirit Loop, as well as the character who will be temporarily connected to the item, must be in physical contact with the item when this designation is made. This connection functions in all ways like a Spirit Link, except that the item will immediately dissipate and reappear connected to the Spirit initially targeted by the Ritual at either the end of the Logistics Period or upon the resurrection of the temporarily connected Spirit.

If the Spirit initially targeted by the Spirit Loop Ritual permanently dies, the Item targeted by the Ritual will dissipate at the end of the Logistics Period.

A Spirit Loop Ritual cannot be present on an item that has a Spirit Link, Spirit Lock, Item Recall, or Circle Lock ritual or effect.

This Ritual requires 6 Reagents to cast as listed on the scroll.

Spellcrafting:

This ritual may NOT be spellcrafted.

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## Spirit Temper

Aspect:	General
Difficulty:	6
Catalyst Required:	None
May Be Extended:	false
Duration:	Instantaneous
Casting Time:	5
Ritual Target Type:	Spirit
Ritual Choice:	
Scroll Type:	Manipulation
NPC Only Ritual:	False
Role Play Only:	False

The Spirit Temper Ritual manipulates a Target Spirit, allowing the affected player to partially rebuild their character card. The Target Spirit may remove up to 100 XP worth of skills from their character card. The card must remain valid at all times, though the character may change class throughout the process.

This Ritual Effect is instantaneous and irrevocable and the changes made last forever or until the character is the Target of another similar Ritual.

This Ritual may not be released as an LCO scroll or effect.

This Ritual requires 3 Reagents to cast as listed on the scroll.

Spellcrafting:

This ritual may NOT be spellcrafted.

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## Steal Strength

Aspect:	Necromancy
Difficulty:	6
Catalyst Required:	No
May Be Extended:	Yes
Duration:	20 Logistics Periods
Casting Time:	5
Ritual Target Type:	Item [Shield or Weapon]
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	false
Role Play Only:	false

The Steal Strength Ritual allows the wielder of a Target Shield or Weapon, once per Logistics Period per charge, to activate the Ritual Effect immediately after the Target Shield or Weapon blocks a single non-Strike numeric attack made with the Weapon qualifier, healing the wielder for an amount of Body Points equal to the numeric of the attack. The wielder may not regain Body Points over their normal maximum.

The character need not make any verbal declaration that they are utilizing this Ritual.

This Ritual can not be cast on a Non-Blocking Weapon.

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.

6:3 Reagents - one charge per Logistics period

12:6 Reagents - two charges per Logistics period

18:9 Reagents - three charges per Logistics period

Spellcrafting:

Spellcraft Difficulty:	1
Spellcraft Cost:	1
Spellcraft Duration:	5 days
Spellcraft Incant:	I CALL UPON THE POWER OF NECROMANCY MAGIC TO CRAFT THE STEAL STRENGTH RITUAL

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## Strength from Guile

Aspect:	General
Difficulty:	6
Catalyst Required:	None
May Be Extended:	Yes
Duration:	20 LP
Casting Time:	5
Ritual Target Type:	Item [Any], Spirit, Body
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	false
Role Play Only:	false

This Ritual allows the Target Spirit, Body, or Bearer of the Target Item to, once per LP per charge, voluntarily negate all damage gained from Weapon Proficiencies and Backstabs for 10 minutes. In exchange, the character gains a number of immediately activatable Critical Attacks equal to half of their number of Backstabs (rounded up).

The character can end this effect at any time before the expiration of the 10 minute duration. Ending this effect also ends any active Critical Attacks.

This ritual requires 4 reagents as listed on the ritual scroll.

This ritual requires a minimum of 4 reagents to cast. Any additional reagents required by the ritual must be of the same types as listed on the ritual scroll.

6:4 Reagents - One charge per Logistics Period

8:6 Reagents - Two charges per Logistics Period

10:8 Reagents - Three charges per Logistics Period

Spellcrafting:

This ritual may NOT be spellcrafted.

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## Suppress Ritual Magic

Aspect:	Celestial
Difficulty:	14
Catalyst Required:	No
May Be Extended:	No
Duration:	Special
Casting Time:	5
Ritual Target Type:	Location, Spirit
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	true
Role Play Only:	false

When Targeting a Location, this Ritual will affect an area of the Primary Caster's choice, up to double the radius of the Circle of Power the Ritual was cast in. While within this area, no per LP or times ever Ritual charges can be expended, no per LP skills or abilities may be activated to fuel Ritual effects, and no Rituals may be cast. When cast upon a Location, this Ritual effect lasts for 20 Logistics Periods.

When Targeting a Spirit, the Target Spirit cannot expend any per LP or times ever Ritual charges, expend per LP skills or abilities to fuel Ritual effects, or cast Rituals. When cast upon a Spirit, this Ritual effect lasts for 5 days.

This ritual requires 10 reagents to cast as listen on the scroll.

Spellcrafting:

This ritual may NOT be spellcrafted.

## Tempered Armor

Aspect:	Celestial
Difficulty:	13
Catalyst Required:	no
May Be Extended:	Yes
Duration:	20 LP

Casting Time:	5
Ritual Target Type:	Item [Armor]
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	false
Role Play Only:	false

This Ritual grants the wearer of the Target Armor up to an additional 5 Incentive Armor Points. These points cannot be utilized to make the Armor Point value of the suit greater than either 62 or the value of the Armor Tag, and also cannot be used to exceed the wearer's Maximum Armor Value.

A given Target Armor can only benefit from this Ritual once.

This ritual requires a minimum of 6 reagents to cast.

Spellcrafting:

This ritual may NOT be spellcrafted.

## Transmute Catalyst

Aspect:	General
Difficulty:	25
Catalyst Required:	Yes*
May Be Extended:	No
Duration:	Instantaneous
Casting Time:	5
Ritual Target Type:	Item
Ritual Choice:	
Scroll Type:	Manipulation
NPC Only Ritual:	No
Role Play Only:	No

This Ritual allows the Caster to create a Catalyst for any non-NPC only Ritual.

Plot must be notified prior to casting this Ritual.

The Host Chapter of the event in which this Ritual is cast is responsible for generating the new catalyst.

Targeting any catalyst which is marked 'Local Chapter Only' will result in the newly created catalyst also being marked 'Local Chapter Only'. This Ritual may not be used to create an LCO catalyst for a Ritual that may not be released as an LCO scroll or effect.

This ritual requires 15 reagents and a catalyst as listed on the ritual scroll. This Ritual does not require a specific catalyst and any existing Catalyst may be used to fulfill this requirement

Spellcrafting:

This ritual may NOT be spellcrafted.

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## Undeath Denied

Aspect:	Earth
Difficulty:	10
Catalyst Required:	No
May Be Extended:	No
Duration:	Times Ever
Casting Time:	5
Ritual Target Type:	Spirit, Body
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	false
Role Play Only:	false

This Ritual allows a character to expend a charge of the Ritual and call "Altered Doom" to a Create Undead or Corrupt spell targeting them and instead be placed into their Death Count, as if a Doom effect was touch cast and accepted. Unlike most other Rituals, this Ritual may be utilized while the character is Unconscious, Bleeding Out, or Dead.

This ritual requires a minimum of 4 reagents to cast. Any additional reagents required by the ritual must be of the same types as listed on the ritual scroll.

10:4 Reagents, one charge, Target must be Body.

11:6 Reagents, two charges, Target must be Body.

13:7 Reagents, two charges, Target may be Body or Spirit.

14:8 Reagents, three charges, Target may be Body or Spirit.

Spellcrafting:

Spellcraft Difficulty:	2 (One charge, Target must be Body)
Spellcraft Cost:	2
Spellcraft Duration:	5 days
Spellcraft Incant:	I CALL UPON THE POWER OF EARTH MAGIC TO CRAFT THE UNDEATH DENIED RITUAL

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## Unification Source

Aspect:	General
Difficulty:	7
Catalyst Required:	No
May Be Extended:	Yes
Duration:	20 Logistics Periods
Casting Time:	5
Ritual Target Type:	Item [Source]
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	false
Role Play Only:	false

This Ritual allows the bearer of the Target Source to expend 100 points from their Channeling pool to grant themselves a Ritual Strength of 1, exclusively for the purposes of acting as a secondary Ritual caster, in Ritual castings of the Aspect appropriate to the Channeling points expended.

Channeling points may only be expended in this way while the bearer is within a Circle of Power, and the granted Ritual Strength expires immediately if the bearer leaves the Circle.

While acting as a Secondary Caster the character may expend High Magic on Ritual Manipulations. Any purchased but unused Ritual Manipulations will be expended if the character leaves the Circle.

This ritual requires a minimum of 4 reagents to cast.

Spellcrafting:

This ritual may NOT be spellcrafted.

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## Changes

### Copy Ritual Scroll

Aspect:	General
Difficulty:	3
Catalyst Required:	Optional
May Be Extended:	False
Duration:	Instantaneous
Casting Time:	5
Ritual Target Type:	Item [Ritual Scroll]
Ritual Choice:	None
Scroll Type:	Manipulation
NPC Only Ritual:	False
Role Play Only:	False

The Copy Ritual Scroll Ritual allows the Ritual Caster to replicate a Target Ritual Scroll as long as it can be copied. This Ritual Effect will create a new scroll which will form at the end of a successful casting. Any specific flaws and backlashes for the newly created Ritual Scroll are generated randomly and will not necessarily match the Target Scroll.

If the Target Ritual Scroll possesses a Catalyst requirement, the appropriate Catalyst will be required on the new scroll.

The Host Chapter of the event in which this Ritual is cast is responsible for generating the new scroll.

Targeting any Ritual Scroll which is marked 'Local Chapter Only' will result in the newly created Scroll also being marked 'Local Chapter Only'. This Ritual may not be used to create an LCO scroll for a Ritual that may not be released as an LCO scroll or effect.

The Local Plot Committee should be notified in advance of the Ritual casting, so a proper experience may be supplied. Local Plot Committees 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.

This Ritual requires 3 Reagents to cast as listed on the scroll, and an optional Catalyst.

- 3:3 Reagents - copies a ritual scroll that does not have a catalyst.
- 4:Catalyst + 3 Reagents - copies a ritual scroll that has a catalyst.

Spellcrafting:

This Ritual can not be Spellcrafted.

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## Memory Strike

Aspect:	General
Difficulty:	3
Catalyst Required:	None
May Be Extended:	Yes
Duration:	20 Logistics Periods
Casting Time:	5
Ritual Target Type:	Item [Weapon]
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	false
Role Play Only:	false

The Memory Strike Ritual enchants a Target Weapon, allowing it to absorb, once per Logistics Period, a Battle Magic spell from the wielder's memory of the same Aspect as the Ritual Effect. The spell to be absorbed must be touchcast into the Target Weapon. The absorbed spell will expire at the next Logistics Period, if not expended.

Once absorbed, the Battle Magic spell effect is delivered through the Target Weapon as a Spell Strike, forgoing the need to fully incant the spell or use magical aura. For bows and crossbows, a Spell Strike must still be delivered by a packet as appropriate to the Target Weapon. A Storm spell may never be stored into a Memory Strike Ritual.

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 - may be used for up to a 3rd level spell

6:4 Reagents - may be used for up to a 6th level spell

9:5 Reagents - may be used for up to a 9th level spell

Spellcrafting:

Spellcraft Difficulty:	1 (may be used up to a 9th level spell)
Spellcraft Cost:	1
Spellcraft Duration:	5 days
Spellcraft Incant:	I CALL UPON THE POWER OF MAGIC TO CRAFT THE MEMORY STRIKE RITUAL

## Monster Slayer

Aspect:	Celestial
Difficulty:	5
Catalyst Required:	None
May Be Extended:	Yes
Duration:	20 LP
Casting Time:	5
Ritual Target Type:	Item [Weapon]
Ritual Choice:	
Scroll Type:	Enchantment
NPC Only Ritual:	false
Role Play Only:	false

The Monster Slayer Ritual enchants a Target Weapon allowing the wielder to greatly affect a chosen monstrous creature type. The wielder of the Target Weapon may, after completing a Killing Blow, announce the Chosen Ritual Effect (for example, "Killing Blow 1, Killing Blow 2, Killing Blow 3, Undead Slayer"). If the downed creature's type matches the announced Ritual Effect, it may not call "No Effect" to this Killing Blow no matter its normal immunities or vulnerabilities.

Upon a successful Killing Blow being administered, the wielder of this weapon is able to instantly Meditate back a single Meditable skill. A character can only benefit from this ability once per downed creature.

Additionally, if a downed creature receives a Life spell after enduring a Monster Slayer enchanted Killing Blow, the creature will be in intense physical and emotional pain for some time. Similarly, if the creature instead resurrects or regenerates from a Spirit Bottle (See Curse of Undeath or Controlled Spirit Store Rituals), their resurrection will be roiled and tumultuous, reflecting powerful magics attempting to disrupt the resurrection. Both of these Effects may be refused on the same grounds as Mental Abilities if the player chooses to do so.

Valid monster creature type Choices: Animal, Construct, Cursed, Dragon, Elemental, Extraplanar Creature, Fey, Goblinoid, Humanoid, Insect, Magical Creature, Lupoid, Ogroid, Plant, Reptoid, Trollid, Undead.

This Ritual requires 4 Reagents to cast as listed on the scroll.

Spellcrafting:

This ritual may NOT be spellcrafted.

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## Perfect Riposte

Aspect:	General
Difficulty:	6
Catalyst Required:	None
May Be Extended:	Yes
Duration:	20 Logistics Periods
Casting Time:	5
Ritual Target Type:	Item [Weapon]
Ritual Choice:	