

SORCEROUS RITUALS

Sorcerous rituals are not based on spells you know, they must be learned or stolen throughout your adventures. They can be cast in addition to your character's spell-based rituals, but they have far greater potency.

There are several opportunities for players to learn sorcerous rituals. They can be given as an icon advantage, as a reward for completing an adventure, or during downtime after clearing some ancient ruins (a flashback is perfect for this).

A ritual has a tier and several cost components such as:

- Time
- Location
- Components
- Sacrifices
- Money
- Personal belongings (e.g. victim's lock of hair)

Create a short, narrative description of the spell's effects. A Montage, short adventure or an icon relationship advantage are good methods for quickly preparing a ritual.

Once the parameters of the ritual have been established and the preparations completed, the ritualist character performs a skill check based on the tier of the ritual (*Adv 15 / Cha 20 / Epic 25*). Regardless of the result, the ritual is a success. On a failure, one or more complications are introduced; think of them as unintended side-effects, narrative consequences or an additional price that must be paid in blood or coin.

Example Ritual

NAME	Winter's Wilting
TIER	Adventurer (DC 15)
COST	A large basket of fruits and grains, a handful of winter's snow, fire beetle acid and some earth from the crop field, meadow or other location.
DESCRIPTION	Place the fruit on top of a pyre and start a fire. As the fire burns, throw in the snow and mix the earth with the fire beetle acid. Place the mixture into your mouth and intone the curse before spitting it out onto the fire. The area from which the earth came will begin to wither and die as if it were the deepest winter.

RITUAL WORKSHEET

NAME	
TIER	
COST	
DESCRIPTION	

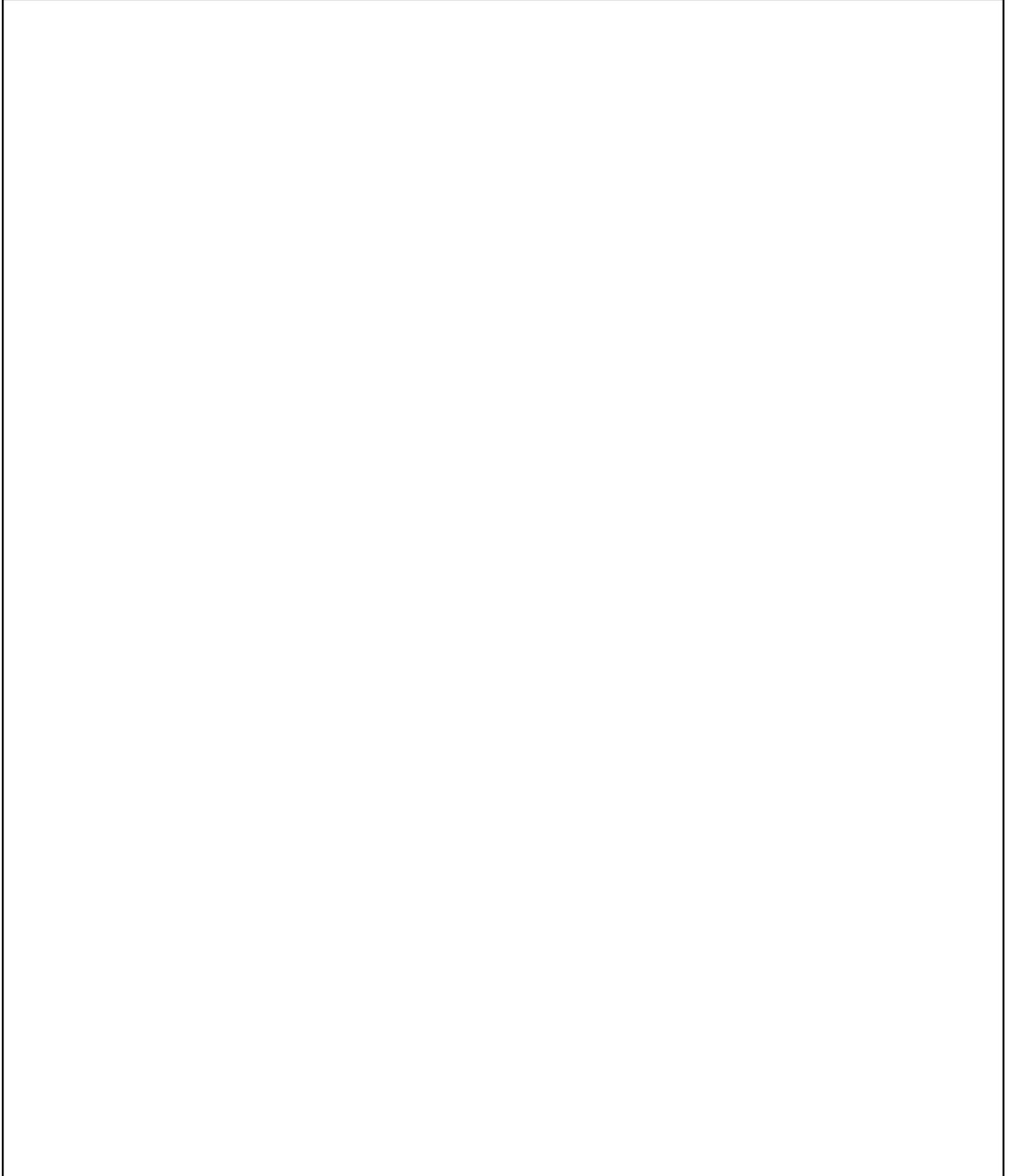
NAME	
TIER	
COST	
DESCRIPTION	

NAME	
TIER	
COST	
DESCRIPTION	

ALCHEMY WORKSHEET

MONSTER COMPONENTS

Draw and label the monster components

A large, empty rectangular box with a thin black border, intended for drawing and labeling the components of a monster. The box occupies most of the page below the instructions.

HOW TO ALCHEMY

Requirements

- At least one monster component.
- Downtime and money.
- A background related to the practice of alchemy or transmutation.

The player describes the alchemical item's intended effect based on the used monster component(s). Then, determine the item's potency by investing both time and money:

- **Minor Item.** 1d6 days, 2d10 + 5 GP
- **Standard Item.** 3d6 days, 3d10 + 50 GP
- **Greater Item.** 1 Champion-tier component, 2d6 weeks, 5d10 + 200 GP
- **(Champion) Exquisite Item.** 1 Champion-tier component, 1d6 months, 10d10 + 500 GP
- **(Epic) Legendary Item.** 1 Epic-tier component, 3d6 months, 50d10 + 2000 GP

After spending the time, money and components the player makes a skill check based on its potency (*Minor 15, Standard 20, Greater 25, Exquisite 30, Legendary 35*). Using multiple or high-quality components and spending additional time or money can help to reduce the DC.

- On a **critical success**, the item performs better than expected. Write how the item confers a second minor bonus, e.g. a rune or oil effect.
- On a **success**, the item functions as intended.
- On a **failure**, the item has a flaw or unintended side-effect. Write down what it is or come up with it on the fly.
- On a **critical failure**, the process backfires and the PC suffers some kind of consequence related to the monster loot (attribute damage, recoveries lost, etc.)

Whenever the character wishes to use their alchemical item, they should work with the GM to determine its mechanical effects according to the item's intended effect and its potency. Once used the alchemical item is lost.

Guidelines

- A **minor** item should affect one creature, last only one round or require an easy save. Mechanically, a minor item should have the strength of a character's at-will power or basic attack.
- A **standard** item should affect one or 1d3 creatures in a group, last only a round or require a save. Mechanically, a standard item should have the strength of a character's once-per-battle power.
- A **greater** item can affect up to 1d6 nearby creatures and/or require a hard save. Mechanically, a greater item should have the strength of a character's daily power.
- An **exquisite** item may have the same effects of a standard item, but is reusable. In effect, this makes the alchemical item a Champion-tier Magic Item per the 13th Age rules.
- A **legendary** item has the same quality as an exquisite one, but becomes an Epic-tier Magic Item instead.

DOWNTIME ACTIVITIES

Between adventures players have anywhere from a few days to several months of downtime.

TODO