

Symbol Lore: Rituals

Lore Packet v 24.01

Rituals are a way for PCs and NPCs to do things that are outside of what is possible through the standard in-game rules. This allows for the GM Staff and the players to advance the story while not breaking or ignoring the governing rules as overseen by the PM Staff.

A few important notes:

- Players must have a GM or GM-appointed staff member oversee their ritual. Without someone to monitor your attempt, you are only roleplaying and should not expect any effect to occur.
- Rituals cannot grant or remove skills or experience points from a player's character sheet. This is the realm of the Character Book staff only.
- If a specific player is the target of a ritual's effects, consent from the player the ritual is being performed on must be given to GM staff before the ritual may be performed.
- Rituals are concentration-heavy procedures and should be treated seriously while being performed.
- The link to submit a PC-created ritual [can be found here](#)
- At current time, all PC-submitted rituals performed on PCs must be pre-planned by at least one month and authorized by GM staff.
- To prevent wasted between-events actions, GM staff recommends players attempting to create original rituals get feedback from the GM before beginning research in character.

Skills and Mechanics

Skill Requirements

Characters can perform any ritual as long as they have three skills:

- Symbol Lore - you know and understand the non-heraldic symbols used in the ritual
- Symbol Lore: Rituals - you know and understand the symbols commonly found in rituals and how they are used together to create magical effects
- Read/Write: (relevant language) - you can read the instructions on how to perform the ritual. Ritual instructions may be written in any in-game language.

Synergy Skills

For the best outcomes, you may need to know more about the subject, materials, or intended outcome of the ritual beyond your ritual skills. These skills, known as synergy skills, include:

- General skills (Math, Fortune Telling, etc)
- Trade skills (Craft: Brewing, Herbalism, etc)
- Lore skills (Astronomy Lore, Culture Lore, etc)

The more you know about the ritual you're performing (the more relevant synergy skills your character has), the better your chances are for getting the intended outcome. Please make sure

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you notify the staff member observing the ritual of all relevant lores and skills before the ritual begins if you want them taken into consideration.

Order of PC Ritual Skill Purchases

Signout 1 - Symbol Lore

Signout 2 - Symbol Lore: Rituals

Signout 3+ - Symbol Lore: Rituals: (all specializations open)

Ritual Books

Most ritualists perform rituals by reading from the pages of a ritual book, though they can sometimes be found on plot-related items or done Informally (see Specializations below).

Ritual books are similar to spell books: they are tagged books containing all of the mechanical information about the rituals the book's owner can perform. Full write-ups of each approved ritual should be included within these books, plus any ritual language the owner knows. As with any other tagged item, this book can be lost or stolen during gameplay.

Materials and Components

Materials and components may vary wildly depending on the type, intention, and difficulty of the ritual being performed. While basic rituals may use no items at all, difficult or complex rituals may need specific high-quality or rare components in order to function properly.

Ritual Materials are single-use tagged material components meant to be used to power rituals. They are attuned to a specific plane's element or energy and carry specified power ratings which may be used instead of the magic points typically expended by the ritualist through spell slots (see Powering Rituals below). These materials may not be used as weapons or in non-ritual crafting of any kind.

Powering Rituals

Rituals are powered using either magic points from the spellcasting system, ritual materials with specified magic point ratings, or a sacrifice of appropriate magnitude for the ritual's intended effects at GM discretion.

Items useful only as ritual materials will have the magic point rating and element or energy listed on the tag. (ex: Positive Planar Soapstone - A small stone from the Positive plane infused with magical energy. 10pts Positive energy, may not be used in Crafting)

Using Spells to Power Rituals

Acceptable spell-based magic sources include:

- The ritualist or assistants' spell tower
- Filled spell slots in magic items
- Spell-based consumables such as scrolls and potions

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The magic points put into the ritual are equal to the level of the spell being used. The type of element or energy the magic is aligned with depends on the element and energy of the spell currently in the spell slot being spent.

For example:

- Oric the NPC Ritualist is performing a ritual that requires three points of Water magic and three points of Negative magic.
- They have Extinguish Flame (Element: Water, Energy: Wild, level 3 spell) and Inflict Wounds (Element: Water, Energy: Negative, level 3 spell) memorized for the day.
- Oric will use the Extinguish Flame spell for three points of Water magic and the Inflict Wounds spell for three points of Negative magic to meet the power requirements for their ritual.

Note: Even though Inflict Wounds is both Water and Negative, the points can only be used to fill one magic point requirement, not both.

Once a spell is used to power a ritual, the spell is considered cast for the day. In the same way, any consumables used are considered consumed. Players are encouraged to bring their spell list for the day and any tagged items they intend to use to help figure out what they would like to use for the ritual.

Magic items with a filled spell slot will give the number of points equal to the level of the spell enchanted into the item, and the spell will be considered cast. Non-spell weapon enchantments may not be used to power rituals.

Ritual Types and Specializations

The following is a complete list of all Symbol Lore: Ritual specializations available for PCs to learn. Unique specializations may be created by GM and theme staff for plot-related reasons at GM discretion.

Ritual Skills

- Banishing
 - Evict a creature from a place, possibly back to its home plane of existence.
- Binding
 - Trap, restrict, or make a deal with other beings or objects
- Creation
 - Create items, creatures, and other special objects using materials and magic
- Deception
 - Cloak reality behind illusions and facades.
- Destruction
 - Destroy items, creatures, and more.
- Divination
 - Provide advice, information, or guidance through ethereal methods
- Enhancement

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- o Ritualistically imbue a creature or item with temporary magical effects. (May not be used as a work-around for enchanting.)
- Exploration
 - o A catch-all category which includes a variety of effects useful in everyday adventuring.
- Hexes
 - o Use dark magic to send very specific trouble your enemy's way.
- Negating
 - o Cancel, disarm, or otherwise neutralize all magic and magical effects.
- Purification
 - o Rid a creature or item of any specified and unwanted magical energies
- Restoration
 - o Return an item or creature to a former physical state.
- Summoning
 - o Bring a creature or object to a specified location.
- Transformation
 - o Alter the properties of a creature or object.
- Travel
 - o Transport creatures from one place, or plane, to another.
- Warding
 - o Provide protection for an item, creature, or location against a specific threat.

Ritualist Knowledges

- Informal
 - o The knowledge of how to create an effect using pure magic and force of will without a ritual circle. (Powering requirements/costs and effects may vary wildly)
- Planar
 - o The knowledge of how ritual magic interacts with the surrounding planes of existence
- Blood and Bone
 - o The knowledge of how to properly conduct rituals involving a flesh component (this skill is not available to learn in town and must be learned through plot or from another PC)
- Soul
 - o The knowledge of how to properly conduct rituals involving a soul (life credit) component (this skill is not available to learn in town and must be learned through plot or from another PC)

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Magic Theory

Ritual Language

Letters, words, or full sentences may be required to direct magical energies in a ritual. These may be marked into the ground or inscribed onto ritual items depending on the ritual being performed. Standard NPC rituals all use the same alphabet, currently represented by the Elder Futhark alphabet using a letter-to-letter translation from English (*pending original alphabet for system*).

PCs may create their own alphabet and symbol list once they learn Symbol Lore: Rituals by writing them in their ritual books and filing a copy of their alphabet with the GM staff by emailing the symbols to gm@kanar.club.

Elements and Energies

Each element and energy has a direction and color it is typically associated with. Rituals should be created and performed with these factors in mind.

Note: Instead of using a compass to determine directions, the lead ritualist should set due north as any roughly north point. All lines and angles for the ritual should be made around this marker.

<u>Element / Energy</u>	<u>Cardinal Direction</u>	<u>Color</u>	<u>Opposed</u>	<u>Triangulated</u>
Positive	North	White	Negative	Earth / Water
Air	Northeast	Yellow	Earth	Neutral / Negative
Wild	East	Purple	Neutral	Earth / Fire
Water	Southeast	Blue	Fire	Neutral / Positive
Negative	South	Black	Positive	Fire / Air
Earth	Southwest	Green	Air	Positive / Wild
Neutral	West	Grey	Wild	Air / Water
Fire	Northwest	Red	Water	Wild / Negative

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Performing a Ritual

Roles Within a Ritual

A ritual has two types of performers:

Lead Ritualist - The lead ritualist is in charge of conducting the ritual. They are responsible for directing any ritual assistants when appropriate, but may perform the ritual alone. As the magical conduit, they are at the highest risk for negative effects from the ritual. They may answer ritual assistant questions by nodding or shaking their head, but may not speak to them without disrupting the ritual.

Ritual Assistants - Other performers who contribute to the ritual or help the lead ritualist in some way. This could be by contributing magic points to power the ritual, speech, moving items, or whatever they are directed to do by the lead ritualist. They may not cross the circle once it is sealed and the ritual has begun. Assistants should not be talking or making many movements if not instructed to do so (clearing bugs from face, itching, clearing throat, sneezing, etc are ok).

The Ritualist's Toolkit

The toolkit for rituals include anything which adds to the ambiance of the ritual. These tools and additions may be taken into account by staff when approving a ritual or determining negative effects from mistakes made while the ritual is being performed. This is not a tagged item itself, but may contain tagged items.

- Tools
 - Quality daggers or wands, special quills and inks, specialty materials, etc.
- Props
 - Incense, candles, wind chimes, drums, stones, bones, papers with the “words of power”, bells, etc.
- Motions and Sounds
 - Rhythmic snapping fingers, stomping feet, clapping hands, movements representing the flow or transfer of magic, humming/chanting, ringing bells, etc.

Steps

There are four main phases to rituals:

Phase 1 – Ritual Area Preparation

The lead ritualist typically begins preparations by performing the following in this order:

- Place a marker for north
- Make a circle of an appropriate size on the ground. This should be left unfinished until the ritual is ready to begin.
 - Note: You can make an easy circle in the dirt by placing a marker as the center point, tying a rope to it, and walking the perimeter using the length of rope as the circle's radius. The required rope circle can then be laid over the dirt circle.
 - Note: 100ft of rope will cover the outer edge of a 30-foot diameter circle
- Make all inner circles, lines, and pre-set symbols.

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- All performers take their place for the ritual to begin.

Phase 2 – Empowering the Ritual Area:

- The lead ritualist finishes the outer circle and declares it closed, beginning the ritual. This circle may not be broken without severe consequences while the ritual is being performed.
- Using various sources (spell towers/items), the lead ritualist and any assistants conduct magic points into the ritual to power it up. The volume and type of magic will vary between rituals.
 - o The lead ritualist must carefully follow all directions set forth in the ritual write-up to conduct the magic through the appropriate lines, symbols, etc.
 - o Assistants should be directed by the lead ritualist to do and say different things at the appropriate time according to the write-up.
- Various theatrics should be used here to indicate powering the ritual.

Phase 3 – Perform the Ritual:

- After completely powering the ritual, the lead ritualist uses the energy of the ritual to achieve the desired ritual effect.
- This stage will vary wildly depending on the kind of ritual performed. It can include a variety of effects, from enchanting a cask of ale to bargaining with an extra-planar being to opening a portal to a distant land.

Phase 4 – Releasing the Ritual Energy:

- Neutralizing the warding circle is a very important step of a ritual. The lead ritualist should verbally state when the energies have been neutralized and the ritual has been completed.
- Erase any inner lines, markings, and drawings to reset the space.
- As the final step, the lead ritualist will break the outer ritual circle and declare the circle broken and safe to cross.

Note: It is extremely dangerous to cross a ritual circle before a ritual has been properly completed and neutralized. There may be unwanted effects to any who cross a fully-powered or improperly-broken ritual circle.

Mistakes and Failed Rituals

There may be consequences for mistakes made while performing a ritual. Consequences may include damage inflicted on the characters involved, defects in the ritual's outcome, or any number of wild effects at GM discretion. If enough mistakes are made, the ritual fails and characters may experience intense backlash depending on the magnitude of the ritual being performed.

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Creating a Ritual

Players may create their own rituals and submit them to GM staff for consideration at the [form linked here](#). The GM staff must have a copy of all rituals before they are performed. It is recommended that the ritualist brings two print copies of their ritual and go over the steps with staff before beginning, reducing the need for holds and explanations in the moment.

Players who would like to submit original rituals must perform at least one month of research via sign-outs. Depending on the magnitude of the ritual being proposed, GM staff may require additional months of research before a ritual may be performed. We suggest that players consult with GM staff about the ritual they intend to research before dedicating any signout actions toward it.

Submission Requirements

Ritual submissions are approved by GM staff at their discretion and should include the following:

- Name (Player and Character)
- Required / Synergy skills
- Proposed date
- Name of ritual
- Type of ritual (specialization)
- Language ritual instructions are written in
- What the ritual is trying to accomplish
- Any required/recommended lores and skills
- Magic point requirements: how many and what kind
- All Steps the lead ritualist will need to complete in order to power and neutralize the ritual
 - These must be followed in order and should be as complicated as the effect the ritual will achieve.
- Any items required to complete the ritual.
- Any theatrical effects you have planned for performing the ritual. The more impressive the effects, the better the enjoyment of everyone involved, and the more likely GM staff is to forgive minor mistakes.

Things the GMs Consider

- Does the ritual seem appropriate for the intent?
- Is the ritual difficult enough to achieve the proposed effect?
 - Is it as complicated as what is being achieved? Is the magic point cost high enough compared to the outcome?
- Are the ritual steps clear? Is it easy to follow along with what is going on?
- Are the required items and cardinal directions being used appropriate for the ritual being performed?
- Are the props and effects appropriately theatrical?

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The Community Guidebook

A collection of tips, tricks, and knowledge from other ritualists

- For mass rituals, keep players from crowding each other by using a large circle with smaller interior circles at an appropriate distance from each other for assistants to stand in. It also keeps who is powering what organized better.
- Spend time walking around the field of play to find the right place to perform your ritual.