Underworld LARP
Synergy Rulebook
V1.8

Ritual Magic, Chemistry, and Artificing

Ritual Casting, Chemistry, and Artificing are advanced methods of casting powerful magic or crafting incredible wonders using Ritual Scrolls, Chemistry Formulas, or Artifice Blueprints. These advanced skills are collectively called Synergies. All require characters to study and train extensively in their chosen field. Obtaining this level of skill is a long and arduous task that can still put characters in great danger should mistakes be made.

All three synergy fields have a chance of failure, which can be mitigated by enlisting helpers, using additional resources, or through other means found within the game. Failure can result in anything from a simple ruined attempt to loss of materials to death. These paths should not be chosen lightly, but successful high-level synergy creation produces some of the most powerful items and effects a character can achieve in the game.

Ritual Scrolls, Blueprints and Formulas

Ritual magic, Chemistry, and Artifice are performed using instructions contained on Ritual Scrolls, Chemistry Formulas and Artifice Blueprints respectively. These documents tell the user how to prepare the project or magic and what is required to do so. Details such as required catalysts, level, special instructions, and other materials will be listed. The pages they appear on are normal paper and **can be destroyed** as if they were simple paper.

Anyone with the Read and Write skill can read the title and learn its name plus the type of synergy (ritual, Chemistry, or Artifice) it is used with. However, one must be able to use the synergy to read all details below the title such as the sphere, level, effect, etc.

Each Scroll, Formula, and Blueprint has a certain number of charges stored within it. Every use reduces the charges by one, even if the creation or ritual fails. When all charges are expended, the page turns blank. Having 1 to 3 charges is common, although finding synergy with more charges is possible but rare.

All Scrolls, Blueprints, and Formulas range from level 1 to level 20. Any Ritual, Blueprint, or Formula above level 10 is considered very rare and powerful, and your character will probably never see one. These high-level synergies mostly exist for lore reasons, such as the creation of Skein Dominion gates and most documentation for synergy meant for players ends at level 10.

Acquiring a level 1-5 Blueprint, Formula, or ritual generally costs about 1-2 Gold per charge per level. Level 6-7 Blueprints, Formulas, or rituals generally cost about 2-3 Gold per charge per level. Level 8-10 Blueprints, Formulas, or rituals generally cost about 3-5 Gold per charge per level. This means purchasing a level 5 ritual scroll with 1 charge will generally cost around 5-10 Gold. High-demand synergy will cost much more, and local factors may also affect price and availability. A Mage's Guild might grant its members a discount, for example.

Ingredients

Catalysts

All Synergies are powered by six different types of catalysts that function as energy sources. These catalysts are:

- Creation
- Destruction
- Alteration
- Transmutation
- Conjuration
- Discord

Every Ritual Scroll, Formula, and Blueprint requires some combination of these catalysts for use. The number of required catalysts and their types are indicated on the Ritual Scroll, Formula, or Blueprint. Unless otherwise noted, all catalysts are consumed the moment a ritual or production attempt begins. The types of catalysts required for a ritual scroll tend to depend on the ritual's effect, whereas Formulas and Blueprints rely less on catalyst type and more on added production expenditures. Typically, the number of catalysts required equals the level of the synergy.

Discord catalysts are a special type of catalyst and are never required catalysts. Instead, they may be used as a substitution for any individual catalyst. However, when Discord catalysts are used, a random effect always occurs whether the synergy attempt succeeds or fails. Discord Catalysts possess wild magic, and their effects, positive or negative, are determined after the Synergy is completed by having the Marshal roll on a separate Discord result table. This Discord result is in addition to all other results, such as Flaws and Backlashes. Only one Discord catalyst may be used to substitute a catalyst.

A ritual casting Mage can choose to use any Catalyst in their circle, assuming it's the correct type, even if it's not in their possession, including if it's held by someone else. They don't have to touch it if they are aware that it is there. Once the ritual begins, the Primary Caster becomes aware of all catalysts within the boundary of the ritual circle. Chemists and Artificers are required to physically hold the Catalysts as they work their craft.

Raw Materials

Synergies often require Raw Materials (or RM) to create each effect. Raw materials are always consumed by the process of using them in a synergy, typically at the end. Artificing generally requires Blacksmithing RM and Chemistry generally requires Alchemy RM, while Rituals may require any types of RM, with Nature rituals tending to use a lot of Alchemy RM, Protections rituals using Blacksmithing RM, etc.

Mundane Items

Synergies sometimes require other items that are mundane but have material worth in silver or gold. These are typically items that the ritual's procedure requires as part of the casting process, such as a golden bowl of water or a specific type of gem to focus the magical energies. These items will always have a monetary value or will be considered types of RM (see above).

Ingredients are always consumed/destroyed in the process of crafting a synergy, including the casting of a ritual, along with any RM and the catalysts. One exception to this rule is that the target of the synergy is never destroyed. The combined use of Raw Materials, Mundane Items and Catalysts is called the "Ingredients" collectively.

In the process of casting rituals, the catalysts are consumed/destroyed at the start of the ritual, whereas the other ingredients are destroyed at the end of the ritual. This is typically because both RM and Mundane Items are used during the procedure.

Ingredient Values

When it comes to rituals, the total combined value of the ingredients tends to be in the range of 1 or 2 gold for a level 1 ritual, 5-10g for a level 5, and caps out at 50g for a level 10 ritual, including the value of any RM in the ingredients. Identical items of higher value may be used so long as they perfectly match. For example: A 10g ruby may be used in place of a 5g ruby. Catalysts are not calculated into this combined ingredient value.

Flexibility in Requirements

Typically, RM is listed in a ritual like "20 Alchemy RM (elemental salts)". Some ritual marshals and guilds may allow the use of any 20 Alchemy RM, whereas other marshals and guilds might specifically require the 20 alchemy RM to be "Elemental Salts".

The same principle applies to mundane items. Instead of requiring a tag to specifically say "Silver Bowl 2g," a marshal may allow the payment of 2g in coins and say the bowl can be found in a nearby market. Guilds are welcome to use this flexible approach to RM and mundane items if needed or desired, however the total value must always match or exceed what is written on the scroll and catalysts must always match exactly.

Targeting Items and Spirits

Weapons and shields that are to be the target of a **Ritual spell** are required to be Master Crafted unless otherwise stated. Any type of armour may be the target of a ritual spell. Unless the ritual states otherwise, **only three separate ritual effects may be enchanted onto a suitable item at any time.** Duration extension rituals are an exception to this rule. Certain rare effects may increase this cap.

Spirits may have a maximum of 50 levels of unique ritual effects upon them at any one time. This may be increased by purchasing the Soul Frag skill "Arcane Spirit." Rituals that augment an existing base ritual (such as the Psionic Weapon Augments), increase a ritual's duration (such as Permanence), or which are permanent (such as Race Change) do not count towards this total. If an item or a spirit acquires a new ritual that would bring it over this cap, one ritual may either be removed randomly, or the ritual to be removed may be chosen by the target of the ritual.

Weapons, shields, and armour to be the base for **Artificing** must be Legendary unless otherwise stated on the Blueprint. Multiple Blueprints can be placed on the same item with any amount of time between them. There is no maximum unlike Rituals.

Items which are not weapons, shields, or armour do not need to be specially crafted to be the target of any synergy, but they do need to be tagged. It is important to note that placing a ritual effect of any kind on an item does not render it indestructible unless the ritual states otherwise. You can enchant a stick to cast Life once per day and it will remain as delicate and flammable as the original stick.

Durations

Ritual scrolls will indicate the duration of the ritual magic they provide, with most rituals having a base duration of 3 months. Persistent effects are active for the entire duration. Rituals which grant the limited use of an ability such as "1/ever" will remain on the target's spirit until used or until the duration expires, whichever happens first. There are several rituals which can extend the duration of a ritual that is currently active if desired. A ritual's duration may only be increased to a maximum of 5 years; any excess duration added to the effect will be wasted. This duration may be "topped up" with further castings of a duration extension ritual as time goes by and may eventually last beyond 5 years total from the date of its original casting, but it may not have a current duration longer than 5 years at any single point in time.

Chemistry which is created but not used will expire a year after creation. Durations for Chemistry after activation will be indicated on the Formula.

Artifice items created via Blueprints will have a base duration of 1 year. This duration can be extended by stacking during creation or by using Blueprints which extend the duration after creation. Please see the section on stacking Artifice for additional details.

When a duration from a ritual or Artifice expires on an item, it will revert to the state it was prior to being the target of the scroll or Blueprint.

Ritual Magic

Ritual Magic is the Synergy by which powerful spellcasters can utilize the raw and sometimes unpredictable power of ritual spells to create effects far more potent than Battle Magic spells allow. Ritual Magic is much more complicated than Battle Magic and requires more planning and skill to be cast successfully. However, the effects can be some of the most powerful magic a player can ever possess in game. Due to the complexity of casting rituals and the risk of danger that comes with it, Ritual Magic tends to be more powerful than both Chemistry and Artifice.

Once a mage has achieved at least one 9th level Battle Magic slot, they may begin purchasing ritual magic slots. These are purchased in a column straight up rather than a pyramid like Battle Magic slots. Column slots must be purchased in order (1st rank, then 2nd, and so on) and only a single column may ever be purchased.

Ritual spells rank from level 1 to 20, are tied to spheres, and can only be cast by casters who possess those spheres. There are also advanced magic spheres which have no battle magic spells at all. To cast advanced rituals, a caster must have at least one ritual slot and purchase the Advanced Ritual Casting skill. Rituals require 10 minutes to cast, plus 1 minute per level of the ritual. Unlike Battle Magic, ritual scrolls must be present for every casting and using a scroll will reduce its charges by one.

Casting Requirements

To cast a ritual spell, the caster must have at minimum a copy of the scroll on which the spell is inscribed, the required catalysts and ingredients, a means to cast the ritual such as a ritual circle, a Primary Caster able to use a ritual slot and possessing the sphere of magic corresponding to the ritual spell, and a ritual magic marshal. The Primary Caster requires their foci for the sphere of ritual being cast, and the foci must remain in their possession for the entire ritual, or it will fail. A ritual can only be cast within a ritual circle of its same sphere, but some exceptions exist such as when a Ritual Circle is first created.

The Ritual Marshal will provide a bag of white, yellow, red, and black stones used to determine the result of the ritual, as well as the list of potential Flaws and Backlashes. At the end of a ritual, the Primary Caster will blindly pull a stone from a bag to determine the success of the ritual: a white stone indicates success, a yellow stone indicates a Flawed success, a black stone indicates failure, and a red stone indicates failure with a Backlash. Players are encouraged to provide their own bag and enough stones to calculate the results of their rituals; however, these must be approved by the Ritual Marshal.

Ritual Circles

All Ritual Circles must be represented by a rope, tape, or other clearly defined border on the ground as all circles glow slightly. The default size of a Ritual Circle is 10ft across side to side, which may be increased by stacking the ritual during creation. Each additional casting in the stack will add another 5ft, up to a maximum of 50ft. The space occupied by a Ritual Circle is a sphere, passing above and below the ground. Being in the center of the Ritual Circle is like standing in the center of a magical ball half buried in the ground. Creating a Ritual Circle will not damage any material it passes through, and if the circle is destroyed or expires, it will look like it was never there.

Note that Ritual Circles do not function as physical barriers by default; they must be augmented to do so. Ritual Circles that have physical barriers are frictionless and must have a small white flag or other approved indicator placed at the edge of the circle to represent when the barrier is active (up) or not (down).

All abilities of a ritual circle, whether coming from a Circle Augment or otherwise, are limited in range to the space within the circle unless otherwise stated.

If a ritual circle contains effects which occur when people pass through the barrier, there should be a clearly marked OOG paper or sign explaining what happens, visible to anyone who bypasses the threshold.

A Primary Ritual Caster is limited to one circle for every Sphere of magic they can cast, plus one. Any character that possesses the skill "Advanced Ritual Casting" may add two to this limit. Any circles created beyond this limit will expire one hour after they are first created.

No circle of any kind (Battle Magic, Ritual, or Ability) may occupy the same space as any other circle unless the circle or effects state otherwise. For example, it is possible to create a means of layering circles via powerful Enchantment Augmentations.

All augment rituals require the presence of all lower-level augments within the same sphere to be applied to a circle of that sphere.

The required Procedures for rituals must take place within the boundaries of the circle, both IG and OOG, unless specifically stated on the scroll.

Every Ritual Circle requires an OOG Logbook which always remains in the circle. This book will serve as the item tag for the circle. If it is lost or destroyed by the elements, it will be treated as any other lost or destroyed item tag and this could result in the loss of the circle and any active rituals connected to it.

The Logbook typically includes the following, but Ritual Marshals may change these requirements to meet their needs:

- Name of the circle's owner (IG and OOG)
- Names of all invested members (IG and OOG)
- Dates when rituals were cast and their expiration
- Secondary Casters involved in each ritual
- The name of the Marshal who presided over each ritual
- Active effects on the circle
- The tags for invested caster's items
- Any tags which can only be used while in the circle

Secondary Casters

Secondary Casters are ritual casters who assist with casting another mage's ritual. It is not necessary for a Secondary Caster to know the same sphere the ritual spell is from, but they must expend a ritual slot of any level to be considered a Secondary Caster. There is no limit to the number of Secondary Casters a mage can use in their rituals, but each Secondary Caster may only spend 1 slot per ritual. Secondary Casters will have the following effects upon ritual casting:

- Each Secondary Caster who participates in the ritual will convert 1 black stone to a yellow stone, to a minimum of 1 black stone in the bag, if they expend a spell slot that's lower level than required by the ritual (eg: expending a level 3 ritual slot during a level 5 ritual). Each Secondary Caster who matches the ritual slot level expended by the Primary Caster or expends a ritual slot higher than the ritual requires, will instead convert 1 red stone to a yellow stone, to a minimum of 1 red stone in the bag.
- Each Secondary Caster who can cast the same sphere as the ritual being cast (eg: possessing the Elemental Sphere during an Elemental ritual) and who possesses their attuned foci from that same sphere will reduce the catalyst requirement by 1 to a minimum of 1. The Primary Caster may choose which catalyst(s) are removed. This removal of catalysts should occur at the beginning of the ritual, at the time when the Ritual Marshal collects all catalysts.
- Secondary Casters may assist with the required Procedures of the ritual and in most cases will make that requirement easier to complete, especially for higher level rituals which have more complex Procedures.

Stacking Rituals

Stacking is the process of casting the same ritual multiple times immediately to multiply its effect. When a ritual is stacked, the roleplay requirements and time limit are carried out as if there was only one ritual occurring. The catalysts and ritual charges consumed will be the usual amounts for the ritual multiplied by the number of times it is being stacked; however, additional ingredients are not required, only the original amount. Ritual success will be calculated as if each ritual was being performed in sequence individually, with each requiring its own spell slots from the primary and secondary casters (if any). The result of each ritual in the

stack does not impact the result of any other part of the stack. All Flaws and Backlashes are applied after all success/failures from all rituals are determined. You cannot change Primary Casters in between stacks of a ritual(s); the same Primary Caster is used for all rituals in the stack.

Whenever a ritual is targeted by a duration extension such as Extend or Permanence, the duration extension effect may target a stack of rituals rather than a single instance of a ritual, so long as that stack has not increased the amount of x/day or x/ever uses of said ritual. For example, a single casting of Permanence would extend the duration of multiple stacks of Safe of Secrets (used to increase its size past the default measurements) or the multiple stacks upon a Spellcaster's Wand (used to increase the range of spells available to be imbued into the wand). This rule overrides the standard duration extension limitation of only being able to target a single instance of a ritual upon a target.

Investing and Divesting

Investment in a circle enables a person to be a type of "co-owner" of the circle and grants them the ability to use the circle's powers and abilities. This can be achieved through participation in the creation of a circle, or after its creation by having the Primary Investee (Primary Caster) perform a short (10 minute) roleplay ritual of their own design. **The Primary Investee may invest a number of people equal to their highest Ritual slot rank (maximum 10 people at 10th rank ritual slot), in addition to themselves.**

Divesting is the process of removing an Invested person from a circle. This typically requires a Divest ritual scroll of the same sphere as the base circle. A Primary Investee may Divest themselves from a circle at any time by performing a 10-minute roleplay ritual of their choosing. If they do so, the circle will fade over the next 5 days no matter if others are still invested or the duration remaining on the circle. This also occurs if the Primary Investee suffers final death. If all Investees neglect their circle for three consecutive events, the circle may become dormant or fade completely, to be decided by the Ritual Marshals. This means if all the players invested stop attending events without notice and miss three consecutive events, the marshals may choose to remove the circle from play temporarily or permanently as they see fit. Items invested may not be returned and the Investees will need to speak with the lead Ritual Marshal to resolve the status of their circle when they return.

Investees have full control over the circles they are invested in, granting them any abilities from the circle and its augments. Anyone who is invested in a base circle is automatically invested in any advanced circle augmenting it. A primary or secondary caster does not need to be invested in a circle to cast a ritual or augment from within it, assuming they possess any other possible prerequisites or conditions.

Casting the Ritual

Once the necessary items and any Secondary Casters are gathered along with the Ritual Marshal, the ritual may begin. The Primary Caster will announce "Begin Ritual!". At this time the Ritual Marshal will call "Begin Ritual Hold" to confirm each caster has the required unused ritual slots, the ritual scroll for the ritual being cast is present, all catalysts are present and collected by the marshal, and each caster has the requisite spell foci if required. If any of these requirements are not met the ritual fails and each caster's slots are used. If the Primary Caster does not have a free ritual slot when the ritual is started, the ritual cannot occur and thus nothing happens.

The Ritual Marshal will then prepare the results bag with 10 initial ritual stones. Which stones are added depends on the level of the ritual and the level of the ritual slot that the Primary Caster is expending; see the chart below for details.

If the Primary Caster uses a ritual slot of a higher level than that of the ritual (called "overcasting"), for each additional level, one black stone will become a white stone. Overcasting with a difference greater than three will be treated as if the difference were 3, so the maximum overcasting could provide 1 red stone, 1 black stone, and 8 white stones.

If the Primary Caster uses a ritual slot of a lower level than that of the ritual (called "undercasting"), for each level below, 2 white stones will become 2 red stones. A ritual may not be undercast by more than two levels, so the lowest ritual slot which could be used for a level 6 ritual would be a level 4 slot. This would give the caster 5 red stones, 4 black stones, and 1 white stone.

Secondary Casters may convert stone colours; see the section on them above for details.

	Red Stones	Black Stones	White Stones
Undercasting by 3 or more	None – ritual fails	None – ritual fails	None – ritual fails
Undercasting by 2	5	4	1
Undercasting by 1	3	4	3
Casting at the same level	1	4	5
Overcasting by 1	1	3	6
Overcasting by 2	1	2	7
Overcasting by 3 or more	1	1	8

At this point the catalysts used for the ritual will vanish in-game (as the marshal collects them) and the Ritual Marshal will call "Lay On!". Remember that the duration of ritual casting is typically 10 minutes + 1 minute per level of the ritual spell.

All casters involved in the ritual must then perform the ritual as described on the scroll under "Procedures". These roleplay tasks will increase in complexity the higher level the ritual is. Procedure requirements must be performed inside the circle, during the ritual casting. If a Procedure is not safe or a caster cannot perform that Procedure due to an OOG injury or disability, the Marshal may change the individual step to something safe and accessible, but the challenge level should be similar. If a Procedure requires painting on skin, the painting may also be done on a mask or cloth applied to the correct area, which will represent the skin IG.

Secondary Casters can assist the Primary Caster with a ritual's Procedures, unless the ritual specifies that they should do something else or that only the Primary Caster may perform a task. Procedure steps on the ritual scrolls themselves will indicate who (Primary caster, Secondary Casters, All Casters or the Target) should do what steps. Note that you cannot invite someone into your ritual circle to assist with procedures who isn't a Secondary Caster. Unless a ritual states otherwise, the target of a ritual must be in the ritual circle at the time of casting.

At the Ritual Marshal's discretion, the Primary Caster may expend an additional catalyst of any type to bring the ritual to an end prematurely, before the allotted number of minutes (determined by the level of the ritual) has been reached. This should only be allowed if all the ritual Procedures inscribed upon the scroll have been completed. If a Discord Catalyst is used for this purpose, then the ritual will be affected by a single Discord result. Note: A ritual can still only be affected by one Discord result total, regardless of where or how it has been used in or on the ritual.

When a ritual has finished for any reason, the Ritual Marshal will state "Ritual complete, hold!" and the results will be determined out of game using the method below. Once all results are determined the marshal will state "Lay on!" and any results will be roleplayed in game. Some results may require the Ritual Marshal to perform additional tasks or may require the appearance of NPCs.

Mistakes

For each mistake in the ritual, 1 new Black stone is added.

The following count as mistakes:

- A ritual Procedure is not performed to completion or done incorrectly. Each error adds an additional black stone. Note that Procedures may be attempted again; see "Re-attempts for Ritual Procedure errors" below.
- Casters perform any actions other than doing what the scroll describes or assisting the Primary Caster. Minor conversation or instruction is allowed unless the scroll states otherwise. A black stone will be added for each additional action as determined by the marshal.
- Secondary Casters fail to perform their required Procedures.

- Casters take damage to Body that is not a requirement of the ritual. A black stone will be added for each time body damage is taken but not per body point in damage.
- Casting a spell (Battle Magic, ritual or from an item) that is not required by the ritual.
- Anyone or anything *completely* crossing the barrier of the circle when not specifically allowed by the ritual. A black stone will be added for each instance in either direction.
- Inappropriate ingredients are used.
- Any caster does something infernal or unnecessarily OOG, to be determined by the Ritual Marshal.

If 3 black stones are added due to mistakes, they will be replaced with 1 red stone. A subsequent mistake would add another black stone, until there are 3 more black stones to turn into a red stone, and so on.

Re-attempts for Ritual Direction errors

If the casters fail to perform a Procedure step for any reason, they may try again at the cost of catalysts. Ritual Procedures are at the bottom of the ritual scroll in point form and any error that adds a black stone from a failed Procedure is applicable for a re-attempt.

For rituals level 1-4, Procedures may be re-attempted twice at no cost, and then twice more at the cost of one catalyst per attempt.

For rituals level 5-7, Procedures may be re-attempted up to three times at the cost of one catalyst per attempt.

For rituals level 8-10, Procedures may be re-attempted only once, at the cost of one catalyst per ritual level.

Automatic failure

If any of the following are true, the ritual does not begin, and all casters expend their assigned ritual slots. Marshals must check for these before the ritual begins but after the Primary Caster says, "Begin Ritual".

- The Primary Caster is missing the relevant spell focus.
- Any Secondary Caster is missing their personal spell focus.
- The catalyst requirements are not met when the ritual begins.
- The ritual scroll is not present in the circle or has no charges when the ritual begins.
- Any of the Secondary Casters do not have a free ritual slot to use.
- The Primary Caster attempts to use a ritual slot three or more levels lower than the level of the ritual.

If the Primary Caster does not have a free ritual slot nothing happens.

Automatic Backlash

If any of the following occur, the ritual will immediately fail and cause a Backlash.

- The Primary Caster or the target of the ritual fully leaves the circle.
- Any participant in the ritual other than the Primary Caster or the target of the ritual leaves the circle for more than 1 minute.
- The circle disappears or is destroyed during the ritual.

If time runs out before the Procedures are fully completed

Stones are pulled as normal, and results are as follows.

- If a white or yellow stone is pulled last nothing happens.
- If a black stone is pulled an applicable Flaw occurs (if the Flaw is not applicable reroll until an applicable Flaw is rolled).
- If a red stone is pulled a Backlash occurs.

Ritual Resolution Process

Once the Procedures have been performed and it is time to determine the results of the ritual, the presiding Ritual Marshal should call "Ritual Result Hold!" within the circle. They may describe this effect to those outside the circle as the magic coalescing and obscuring the occupants of the circle from view. The circle becomes opaque, and nothing may enter or leave the circle until this process is completed. Everything outside the circle proceeds as normal.

Inside the circle, the results of the ritual should all be kept as quiet as possible until all rituals have been resolved. This way it does not indicate to anyone outside the circle they are safe or in danger, and they cannot act on that information. The mini-hold within the circle does not end until all ritual results are resolved, and the Ritual Marshal marks used charges for each ritual and stack cast, at which point all the results will occur simultaneously and the mini-hold within the circle will end. Marshals may describe these effects in any creative way they wish, provided the results are kept quiet until the end, and only those within the circle are held up in a hold.

Any ingredient required for the ritual will be absorbed into the ritual at the end, unless otherwise stated on the scroll. The Ritual Marshal will collect these items during the mini hold. If successful, the Ritual Marshal will provide any appropriate tags created by the ritual and mark the ritual on the caster/target's character sheet, signed and dated.

Determining Success

To determine the outcome of a ritual, the Primary Caster will blindly pull out a single stone from the bag without looking into it.

1. If it is White, the ritual succeeds.
2. If it is Yellow, the ritual succeeds but there is a Flaw result added.
3. If it is Black, the ritual fails (nothing more happens).
4. If it is Red, the ritual fails and there is a Backlash result added.

Determining Ritual Flaws and Backlashes

If a ritual result indicates that a Flaw or Backlash has occurred, the Ritual Marshal will randomize the result on a table of 100 Flaws or 100 Backlashes respectively. Rolling two 10-sided dice (2d10) or using a random number generator are acceptable means of determining this result. If the ritual calls for a participant other than the casters and target of the ritual, the participant will also receive the effects of the Backlash or Flaw. Backlashes and Flaws cannot be resisted even with racial abilities; taking part in the ritual each person willingly allows their spirit to be open to magical effects, similar to how a touch-cast Battle Magic spell may bypass defences.

Discord Catalysts

If a discord catalyst is used in place of a single non-discord catalyst, a discord effect occurs. The discord result is performed immediately after resolving the ritual, but before applying the results to the intended target(s). The Ritual Marshal will have a list of discord effects similar to the Flaw and Backlash charts. There are 3 lists, one for each type of Synergy. Then they will roll a 20-sided dice (d20) or use a random number generator; both are acceptable means of determining the discord result on the chosen list. Only one discord catalyst may be used on each ritual in any way.

Summary of Mechanics

1. All rituals begin with 10 stones in a bag to determine results, which vary according to the difference between the level of the ritual and the level of the ritual slot being used by the Primary Caster.
2. Secondary Casters will have an impact on how the results are determined.
3. Take account of skills and abilities which may add or remove stones, such as Power Nexus.
4. When the ritual is complete, the Primary Caster blindly pulls a single stone out of the bag, which determines the outcome.
5. Any Flaws, Backlashes, or discord effects are then determined by the Ritual Marshal.

Ritual Identification

All circles can identify magic that shares its sphere. This process requires a full minute of roleplay studying the target without interruption. The person doing the identification may ask for the effect(s), Flaw(s), activation word, expiry, and any other relevant traits on the target. This may be done on an item or person and is a noticeable roleplayed action. The person doing the identification must be invested in the circle to use identification and may do so by stating 'Ritual Identification: <Sphere>'. This will not identify the effect(s), Flaw(s), activation words or expiry which are not of the same sphere(s) as the circle.

Advanced Ritual Spheres

Advanced sphere ritual casting is the same as regular ritual casting in most ways. Advanced ritual circles may be created either as standalone ritual circles or as augments to existing ritual circles. Some advanced rituals may require a specific combination of advanced sphere and another sphere. Only one advanced circle augment may be applied to a circle unless the circle is augmented to allow more.

Ritual Circle Augments

Ritual circles may be further augmented by the casting of specific rituals that share the same sphere with the target circle. These augments are layered on top of the original circle. Augments will expire when the circle they are cast upon expires and may be cast upon a circle

at any time, before the circle expires. A circle may only have one augment of each level unless the circle has been further augmented to allow otherwise. All augment rituals require the presence of all lower-level augments within the same sphere to be applied to a circle of that sphere. An exception to this rule is Advanced Ritual Circles, which may themselves be a circle or an augment to another existing circle.

Sigil circles work a bit differently than other circles. Rather than having only four augments per sphere, there is at least one per level within the sphere. The main augment is Augment: Triggers, which allows traps to be set in the circle that will go off if a certain trigger condition is met. There may also be multiple triggers in a circle, with these augments changing something about the triggers. If the augment is cast as part of a stack with the Augment: Triggers ritual augment, any trigger in the chain will be affected by it. When another augment is cast later, it can only affect one of the circle's triggers. Any circles or symbols drawn during the casting must always remain phys-repped in the circle. Sigil circles are always phys-repped by a blue and white rope. If a player wants to enter a sigil circle, they must get a Ritual Marshal if the owner/Investees are not present and this should be treated like entering a personal tent. The Ritual Marshal will read the logbook to make sure that the appropriate triggers occur if they are activated.

Sigil circles do not count towards the owner's circle count.

Destruction of Ritual Magic

Ritual magics are among the most potent magics available to players and are notoriously difficult to destroy or resist; however, destroying rituals on an item may also be as simple as destroying the item itself. Rituals on a spirit are much more difficult to undo. There are a small number of racial, occupational, and ritual abilities which can nullify a ritualist's hard work, and few ways of safeguarding against those abilities.

Protecting your Ritual magic can be done by applying a Ritual Mask to items, or a Spirit Mask to targets with spirits. If a Ritual is Masked, the Mask must be destroyed before any ritual it is protecting can be targeted by anyone for removal. The exact nature of applying a Mask and how they work are outlined on their respective scrolls.

The most direct means of removing unwanted ritual effects from your spirit is to resurrect. When a character experiences a death, they may choose to resurrect without specific ritual effects persisting. Not all rituals can be removed in this way, and it will state this in the scroll description typically with the line *"This effect will persist through resurrection"*. Once a ritual is purged from your spirit in this manner, it cannot be added back to your spirit on subsequent resurrections; the ritual would need to be recast to apply it to your spirit once more.

Crafting Chemistry and Artifice

Chemistry

Chemistry is the synergy used by master alchemists. By using special Formulas and ingredients, a chemist can create incredible concoctions that can match powerful magic. Chemistry can only be produced through logistics.

Artificing

Artificing is the term used to describe the now legendary skills of a blacksmith. By using special Blueprints, a blacksmith can craft weapons, armour, and accessories that rival ritual magic in power.

Items with Blueprints crafted on them are naturally resistant to magic. Any ritual placed on an item with an existing Blueprint will fade very quickly after being cast. This can be anywhere between 10 minutes and a few days, as determined by a marshal.

Blueprints can be stacked with other Blueprints and can be crafted multiple times after creation, unless otherwise specified. Should a Blueprint crafting fail on a legendary item, it is not consumed or destroyed.

Crafting Chemistry and Artifice

The process of crafting from a Formula or Blueprint is identical. All Formulas and Blueprints range in difficulty from 1 to 20 and on the Formula or Blueprint will be the catalysts required, the difficulty level, the required RM types, and possibly rare ingredients required. Both Formulas and Blueprints are considered regular paper and can be easily destroyed, so protect them. There are no Secondary Caster mechanics for either Chemistry or Artifice.

All crafting attempts are made at logistics and cannot be attempted once logistics is closed.

Requirements and Durations

The crafter must have the physical Formula or Blueprint, the required catalysts, and 1 unused rank in the respective Synergy skill (Artificing or Chemistry) for each synergy they wish to create. The logistics marshal will provide a bag of black and white stones used to determine the result of the production. Players may provide their own bag and stones; however, these must be approved by the marshal.

Artifice

Artifice has set RM requirements based on the difficulty of the Blueprint. A difficulty 1 Blueprint requires 100RM and 1 catalyst, as specified on the Blueprint. Each additional level will add +25RM and +1 catalyst requirement. Some Blueprints will also require special materials and ways to prepare them.

All items created via Artifice will have a default expiry of 1 year. This may be extended by Stacking during creation; see the section on Stacking for additional details. No Artifice Blueprint may have a duration longer than 5 years at any time; however, that duration may be "topped up" after creation to reset the 5-year duration via Blueprints such as Preserving Wax.

Additional catalysts may optionally be used to increase the odds of success; see below.

Chemistry

Chemistry Formulas have set RM and catalyst requirements based on the difficulty of the formula. A difficulty 1 Formula requires 50RM and 1 catalyst, as specified on the Formula. Each additional level will add +10RM and +1 catalyst. All Chemistry will expire 1 year after creation if unused. This expiry cannot be increased during production.

Additional catalysts may optionally be used to increase the odds of success; see below.

Stacking Chemistry and Artifice

For Artifice, stacking a Blueprint involves using the same Blueprint multiple times on an item to multiply its effect and duration. When a Blueprint is stacked, the catalysts, raw materials, and charges consumed will be the usual amounts for the Blueprint, multiplied by the number of times it is being stacked. Success will be calculated separately for each stack. The result of each Blueprint in the stack does not impact the result of any other part of the stack. There is no increase in difficulty when stacking and each stack will add +1 year to a maximum possible duration of 5 years. A Blueprint will indicate if it cannot be stacked.

Chemistry cannot be stacked.

The Crafting Process

Once the necessary items are gathered, the craft can begin. It is possible to begin a craft without the correct catalysts but doing so greatly increases the chance of failure. The required Raw Materials cost cannot be negated, and the craft will fail if the Raw Materials are not provided.

The crafter will show the marshal the synergy slots they will be expending and the Blueprint or Formula they will be creating. Once these have been confirmed, they will give the marshal their

Raw Material and catalyst tags, if any. Artificers should let the marshal know if they will be extending the expiry. These resources are considered used regardless of success or failure. The marshal will then mark a charge as used at this point.

The marshal will prepare the bag of stones with 20 white stones. They will add black stones equal to the difficulty of the Formula or Blueprint and 5 black stones for each missing catalyst; any catalysts used to extend the duration of a Blueprint are considered catalysts. They will also add 1 white stone for each catalyst provided in excess of the required catalysts.

Determining Success

The crafter will blindly pull a single stone from the bag. A white stone means the craft was a success. A black stone means the craft has failed. There are no Flaw or Backlash results for both Artifice and Chemistry.

Discord Catalysts

If a single Discord Catalyst was used in place of a catalyst or as an additional catalyst, a discord effect occurs. Only one Discord Catalyst may be used per Formula or Blueprint. The discord result is performed after the craft finishes. The marshal will have a list of discord effects. Rolling a 20-sided dice (d20) or using a random number generator are acceptable means of determining this result on the chosen list.

Abbreviations

The following abbreviations may be found on synergy tags or elsewhere within the synergy rules:

RB: Ritual Begin

PMC: Primary Caster

SC: Secondary Caster

RC: Ritual circle

RM: Ritual Marshal

RH: Ritual hold

RR: Ritual Resolution

RT: Ritual Task/Direction

Lvl: Level

RP: Roleplay

BM: Battle magic

Glossary

Artifice: Artifice is the "master level" of Blacksmithing and typically involves creating powerful weapons and armour. See the core rulebook for additional details.

Backlash: This is an additional effect added to a synergy result, typically very bad and is the worst result you can achieve. Backlashes can cause death, summon powerful hostile monsters, or destroy the target of the synergy. In most cases getting a Backlash result will also mean the synergy has failed.

Battle Magic: Spells that are levels 1 through 9.

Blueprint: This is the set of instructions used to create Artifice, similar to how a Ritual Scroll functions for Ritual magic. Blueprints have charges and can only be used at logistics.

Chemistry: Chemistry is the "master level" of Alchemy and typically involves creating powerful elixirs and potions. See the core rulebook for additional details.

Procedures: The roleplay "tasks" listed on a ritual scroll. These are actions which must be physically performed by the casters during the ritual casting.

Discord Catalyst: A special catalyst that adds an additional effect to any type of synergy creation. This effect is random and can be either positive or negative. Rituals, Chemistry, and Artifice all have different tables for their Discord results.

Divest: The act of removing an Investee from a circle.

Formula: This is the set of instructions used to create Chemistry, similar to how a Ritual Scroll functions for Ritual magic. Formulas have charges and can only be used at logistics.

Flaw: This is an additional effect added to a synergy result, usually bad or strange in a minor way. In most cases the synergy will still succeed with a Flaw result but may have reduced duration, use additional resources, or negatively affect the creator(s) in some manner.

Investee: A person who has access to a ritual circle and can use its powers. They do not have to be able to cast ritual spells to be an Investee.

Catalyst: The primary catalyst required for the synergy, you can view these as batteries that power synergy and they come in different "flavours", as described in the Core Rulebook. For rituals, the type of catalysts you require will match the intended effect of the ritual spell.

Primary Caster: The main caster of a ritual.

Rituals: Rituals are high-level spells that require specific skills to cast and are created within Ritual Circles. Where Battle Magic spells are levels 1 through 9, rituals represent spells that are levels 10 through 20. All ritual spells exist within Spheres, similar to Battle Magic spells.

Ritual Marshal: The "referee" of a ritual casting and those who are appointed by the guild to manage ritual casting. They may have additional titles such as Shaper or Logistics team members.

Secondary Casters: The casters who are assisting the Primary Caster, determined by those who have expended a ritual slot.