Underworld LARP

Synergy Rulebook

V1.5.3

Contents

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 called Synergies. All of them first require a character to study and train hard in their chosen field. Obtaining this level of skill is a long and arduous task and once perfected, still puts the character in great danger should mistakes be made. All three synergies have a chance at failure; this can be affected by enlisting helpers, using more catalysts or via other means found within the game. Failure can result in anything from a simple ruined attempt to loss of materials to multiple deaths on spirit. These paths should not be chosen lightly.

Ritual Scrolls, Blueprints and Formulas

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

Anyone who has the Read and Write skill can read the title of the page and learn its name and the type of synergy it is to be used for. However, one must be able to use the instructions to read all the details below.

Each Scroll, Formula and Blueprint has a certain number of charges stored within. Every use will reduce the charges by one. When all charges are extended the page will turn blank. Having 1 to 3 charges is common, although finding more are possible but rare.

All Scrolls, Blueprints and Formula 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.

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 that purchasing a level 5 ritual scroll with 1 charge will generally cost around 5-10 Gold. The exceptions to this rule are Extend, Permanence and preservation rituals, which are priced on a case-by-case basis by the Head of Plot. Some rare or highly sought-after synergies can cost more than this average and other less valued synergies may cost less, though these extremes are uncommon. A Mage's Guild might grant its members a discount, for example.

Ingredients

Catalysts

All Synergy skills are powered by five different catalysts which act as energy sources for their success. These catalysts are:
- Creation
- Destruction
- Alteration
- Transmutation
- Conjuration and
- Discord

Every Ritual Scroll, Formula, and Blueprint requires some combination of these catalysts in their use. Required Catalysts are also called Master Catalysts and are indicated on the scroll, formula or blueprint. Unless otherwise noted, all Catalysts are used up the moment a ritual or production attempt begins. The Master Catalysts 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.

Discord catalysts are never Master Catalysts and may be used as a substitution for any single Master Catalyst. However, when they are used a moderate random effect always occurs, whether the synergy attempt is a success or failure. Discord Catalysts possess wild magic and their effects, positive or negative, are determined after the Synergy is completed. Only one Discord catalyst may be used to substitute a Master Catalyst.

A ritual casting Mage can choose to use any Catalyst in their circle assuming it's the correct type, even if held by someone else. They don't have to touch it if they are aware that it is there. Chemists and Artificers are slightly more restricted and 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. Artificing generally required Blacksmithing RM and Chemistry generally requires Alchemy RM while Rituals may require any types of RM.

Other Items

Synergies sometimes require other items. These may be tagged and phys-repped items or just phys-reps as indicated by the scroll. Mundane items created by Tradesman may be used. Tagged items are always consumed by the process of using them in a synergy, unless the item is the target of the synergy.

Targeting Items and Spirits

Weapons, Armour, Shields, and items that are to be the target of a Ritual are required to be Master Crafted (unless otherwise stated, armour does not need to be master-crafted). Unless otherwise stated, only three separate ritual effects may be enchanted onto a suitable item. Extensions of a ritual's duration are the 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." Note: 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). Multiple blueprints can be placed on the same item with any amount of time between them.

Items which are not weapons, shields or armour do not need to be specially crafted otherwise but 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 scroll 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

All ritual scrolls will indicate the duration of the ritual magic. Most rituals have a base duration of 3 months. Persistent effects are active for the duration. Rituals which grant the use of an ability 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.

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

All Artifice items created via Blueprints will have a duration of 1 year. This duration can be extended by multiplying the materials used and expending additional charges. Each time the original materials (RM + Catalysts) are multiplied, and an additional charge is spent beyond the first charge, an additional year will be added to the duration. Example: If a level 1 Blueprint requires 100RM and 1 catalyst, by spending 300RM, 3 catalysts, and 3 charges it will last for 3 years instead.

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.

A ritual's duration may only be increased to a maximum of 5 years; any excess duration is wasted. A ritual's duration may be "topped up" with further castings of a duration extension ritual, and as such may eventually last beyond 5 years total from the date of its original casting. It just may not have a duration longer than 5 years at any single point in time.

Ritual Magic

Ritual Magic is the advanced Synergy by which powerful spellcasters can utilize the raw and sometimes unpredictable power of ritual spells to create effects far more potent than the limited Battle Magic spells allow. Ritual Magic is much more complicated than Battle Magic and requires much more planning to be cast successfully. However, the effects can be truly impressive.

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 rather than pyramids. Column slots must be purchased in order (1st rank, then 2nd, and so on). Only a single column may ever be purchased.

Ritual spells rank from Circle 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 Advance 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.

Casting Requirements

In order to cast a ritual spell, the caster must have a copy of the scroll on which the spell is inscribed, the required Master Catalyst(s) and items, 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. The foci must remain in their possession for the entire ritual or it will fail. Unless otherwise stated, such as in the case of ritual circles, a ritual can only be cast within a ritual circle of its sphere.

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 or other clearly defined border. The base size of a Ritual Circle is 10ft across, 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 30ft. The space occupied by a Ritual Circle is a sphere. It passes above and below the ground/floor.

If a ritual circle contains effects which occur when people enter it, there should be a clearly marked OOG paper or sign explaining what happens, accessible to anyone who enters the circle.

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 first step outside the circle. No circle of any kind (Battle Magic, Ritual, or Ability) may occupy the same space as any other circle of any kind unless the ritual specifically states otherwise. The exception to this is a Power Nexus, which may occupy the same space as

the circle, but may not intersect any borders. This means the Power Nexus may match the borders of the existing ritual circle, or exist within the borders of a larger circle, but may not be partially within the existing circle while being partially outside it.

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. All roleplay for rituals must take place within the boundaries of the circle, both IG and OOG unless specifically stated on the scroll. Reference to the edge of a circle is always based on the 10ft size and sphere shape for role-play purposes. When casting a ritual, the casters may choose to use circle dimensions from the minimum up to the existing size of the circle. Circle size must be a legitimate increment of circle dimensions and can never be larger than the existing circle. The choice must be made before the ritual starts. The circle's edge will refer to the chosen circle size and sphere shape for the purposes of the casting.

Circles with a barrier must have a small white flag (or other approved indicator) placed at the edge of the circle to represent when the barrier is present (up) or not (down). In addition, all Ritual Circles require an OOG Logbook which remains in the circle always. 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. This could result in the loss of the circle and any active rituals connected to it.

The book should include the following:
- 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 take part in another mage's ritual and help to prevent disaster. It is not necessary for a secondary caster know the same sphere the ritual spell is from, but they must expend a ritual slot of any level to assist in the ritual. There is no limit to the number of secondary casters a mage can use, but each must use a ritual slot and participate in the roleplay requirements indicated on the scroll. Secondary casters do not require foci for the sphere being cast; only for the sphere(s) they know. Each secondary caster will add a yellow stone to the ritual stone bag.

The Mage class ability "Familiar" will act as a secondary caster for one ritual per day.

Stacking Rituals

Stacking is casting the same ritual multiple times 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 rituals, multiplied by the number of times it is being stacked. Ritual success will be calculated as if each ritual was being performed in sequence, each requiring its own spell slot. 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 are determined. There is no increase in ritual level difficulty when stacking. You cannot change Primary Casters in between stacks of a ritual(s).

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 may be achieved through participation in the creation of a circle, or after its creation by having the Primary Investee (Primary Caster) perform a short (5-10 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 at 10th rank ritual slot), in addition to themselves.

Divesting requires a Divest ritual scroll of the same sphere as the base circle. Even after final death, the circle recognizes the investment made. While that character's item is part of the circle, they are counted as an investee. A Primary Investee may divest themselves from a circle. If they do, the circle will fade over the next 5 days. The same is true 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. This means if all the players invested stop attending 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 second 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 are gathered the ritual can 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 requisite spell foci, all casters have the required unused ritual slots, the ritual scroll for the ritual being cast is present and all Master Catalyst(s) are present. If any of these requirements are not met the ritual fails and each caster marks their lowest level free ritual slot as used. Except if the primary caster does not have a free ritual slot, in which case the ritual cannot occur, and nothing happens.

The Ritual Marshal will 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. If the caster is casting a ritual using a ritual slot of the same level as the ritual, they will add 5 white stones, 4 black stones and 1 red stone.

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.

Once this is done, a yellow stone will be added for each secondary caster.

	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 Master Catalyst(s) used for the ritual will vanish (be given to the Ritual Marshal) and the Ritual Marshal will call "Lay On".

All casters involved in the ritual must then perform the ritual as described on the scroll. All rituals have some roleplay component. This component increases in complexity the more powerful the ritual. All the ritual roleplay requirements must be performed inside the circle, during the ritual. Nothing can be pre-made. If a task is not safe or a caster cannot perform that task due to an OOG injury or disability, the Marshal can change the task to something safe and accessible. If a task 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 must assist the primary caster with their tasks, unless the ritual specifies that they should do something else. All casters must participate in some way. Unless a ritual states otherwise, the target of a ritual must be in the ritual circle at the time of casting. Some rituals are able to be cast upon targets who are not present, but unless the ritual scrolls states that it is assumed the target must be within the circle. 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 X number of minutes determined by the level of the scroll has been reached. This should only be allowed if all of the ritual tasks inscribed upon the scroll have been completed by the Casters, who would otherwise be required to simply wait out the clock. 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.

Mistakes

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

The following count as mistakes:
● 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 do not assist the primary caster with the ritual tasks, if there is not already something specified for them to do.

- Casters take damage to Body that is not a requirement of the ritual. A black stone will be added for every point of Body lost.
- Casting a spell that is not required by the ritual.
- Anyone or anything 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 materials are used.
- Any caster does something infernal or unnecessarily OOG.

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

If the casters fail to accomplish one of the ritual tasks, they may try again, a limited number of times, at the cost of catalysts dependent on the level of the ritual. There is a maximum number of re-attempts total for the entire ritual, depending on the level of the ritual. For example, if one task is re-attempted in a level 10 ritual, no other tasks may be re-attempted.

For rituals level 1-4, tasks 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, tasks may be re-attempted up to three times at the cost of one catalyst per attempt.

For rituals level 8-10, tasks 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 lowest level ritual slot. 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 in the circle 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 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 during the ritual.

If time runs out before the ritual is 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.

Flux

'Flux' events create new instructions for the ritual being cast, in addition to those specified in the ritual's description. Midway through the ritual, the Marshal will determine whether a flux event occurs. There is a base 5% chance of flux in any ritual. This increases by 5% for every secondary caster and every level of the ritual above 1. Flux can be negated by doubling the number of catalysts required by the ritual, or by using at least 1 Discord catalyst. When flux occurs, the instructions are added to the ritual as if they were always part of it, so performing the actions required will not add black stones – but failing to do so will.

Ritual Resolution Process

Once the roleplay requirements 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 calcifies and no one and nothing may enter or leave the circle. Everything outside the circle proceeds as normal.

Inside the circle, the results of the rituals 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 tagged ingredient required for the ritual will be absorbed into the ritual at the end, unless otherwise stated. The Marshal will take these tags during the mini hold. If successful, the 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 pull a stone from the bag.

1. If it is White, the ritual succeeds.
2. If it is Yellow, the ritual succeeds, but there is a flaw.
3. If it is Black, the ritual fails (nothing happens).
4. If it is Red, the ritual backlashes.

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 targets 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, because taking part in the ritual opens the individual's spirit to its outcome.

Discord Catalysts

If a discord catalyst is used in place of a single non-discord Master 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 marshal will have a list of discord effects. There are 3 lists, with a different order of the same 20 possible results. The Primary Caster will choose which of the three lists to use at this time. 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.

Summary of Mechanics

1. All rituals begin 10 stones, 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. For each secondary caster, a yellow stone is added.
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 pulls a stone out of the bag, which determines the outcome.
5. Any flaws, backlashes, or discord effects are then determined.

Ritual Identification

All circles can identify magic that shares a sphere with it. 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 action. The person 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. Advanced ritual circles may be created 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 augmented by casting specific rituals that share the same sphere with the target circle. Augments will expire when the circle they are cast upon expires and may be cast upon a circle any time before the circle expires. A circle may only have one augment at each level unless the circle has been 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.

The exception to this rule is Advanced Ritual Circles, which may be a circle or an augment.

Sigil circles work a bit differently than other circles. Rather than having only four augments per sphere, there is at least one per level. 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 be multiple triggers in a circle. Augments will change something about the trigger(s). If the augment is cast as part of a chain with the

Augment: Triggers ritual augment, any trigger in the chain will be affected by it. When another augment is cast at a later time, it can only affect one of the circle's triggers. Any circles or symbols drawn during the casting must remain phys-repped in the circle at all times. 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 marshal if the owner/investees are not present. This should be treated like entering a tent. The 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. Destroying rituals on an item may be as simple as destroying the item itself. Rituals on a spirit are much more difficult to unweave. 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 on the scroll. 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. Other methods are outlined within the specific racial, occupational, and ritual abilities capable of destroying ritual magics. A marshal or ritual caster should be very clear on the exact mechanics of how these abilities work. The presence of a Mask effect or getting the name of the targeted ritual wrong will severely impact the results of these abilities.

Crafting Chemistry and Artifice

Chemistry

Chemistry is the advanced synergy for master alchemists. By using special formulas, a chemist can create incredible concoctions that can match powerful magic. Once an alchemist has obtained a rank of Chemistry, they can begin to attempt more complicated creations. 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 become the stuff of legends.

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

Blueprints can be stacked with other Blueprints and can be crafted multiple times after creation, unless otherwise specified. Should the Blueprint crafting fail the legendary item 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. On the formula or blueprint will be the Master Catalysts required, the difficulty level, the required RM types and possibly, although rare, specific items of note. Both formulas and blueprints are considered regular paper and can be easily destroyed, so protect them!

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

Crafting Requirements and Durations

The crafter must have the physical formula or blueprint, the required Master Catalyst(s) 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 Master Catalyst, as specified on the blueprint. Each additional level will add +25RM and +1 Master Catalyst requirements. 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 multiplying the RM and catalysts required. For each multiplication, 1 year will be added to the expiry. Extending the duration will not use extra charges. Example: If a Blueprint required 200RM and 5 Master Catalysts, then using 600RM and 15 Master Catalysts in its creation will give it an expiry of 3 years.

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

Chemistry

Chemistry Formulas have different RM and catalyst requirements based on the difficulty of the formula. A difficulty 1 Formula requires 50RM and 1 Master Catalyst, as specified on the Formula. Each additional level will add +10RM and +1 Master 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.

Stacking

Stacking a blueprint is creating the same blueprint multiple times on an item to multiply its effect. When a blueprint is stacked the catalysts, raw materials, charges, and Synergy skill ranks 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. A blueprint will indicate if it 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 Master 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 tags for the blueprints or formulas they will be creating. Once these have been confirmed they will give the marshal their Raw Material and catalyst tags. Artificers will let the marshal know if they will be extending the expiry. These items are considered used regardless of success or failure. The marshal will 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 Master Catalyst, any catalysts used to extend the duration of a blueprint are considered Master Catalysts. They will also add 1 white stone for each catalyst provided in excess of the required Master 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.

Discord Catalysts

If a single Discord Catalyst was used in place of a Master 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. There are 3 lists, each with a different order of the same 20 possible results. The crafter will choose which of the three lists to use. 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
Lvl : Level
RP: Roleplay
BM: Battle magic