

RITUALISM AND THE RITUALIST SUB-CLASS

As odd as it may be to begin with a disclaimer, ritualism is **not** a direct line to your deity or other source of power, nor is it a quick fix to a problem or puzzle you encounter in the Eventyr world.

Ritualism is however the mechanism through which a character can create or achieve effects otherwise not achievable through the core mechanics of the game; this includes the creation of potions and magic items.

BECOMING A RITUALIST

Any player may become a ritualist by investing experience points into the sub-class of ritualism. A characters' ability to perform and lead rituals improves as they spend more experience points in ritualism, as detailed in the table below. A maximum of 5 XP can be spent on ritualism when a character is first created and during any one event.

A ritualist can work alone when carrying out rituals or combine their skills with others and assist in rituals led by other ritualists. The numbers of rituals that can be led or contributed to at each level of ritualism are detailed below.

Level of Ritualism	Experience Points Spent on Ritualism	Initial number of rituals that can be lead per day	Initial number of rituals that can be contributed to per day
1	1 – 4	0	1
2	5 – 8	1	2
3	9 – 12	1	3
4	13 – 16	2	4
5	17 – 21	2	5
6	22 – 26	3	6
7	27 – 31	3	7
8	32 – 36	4	8
9	37 – 42	4	9
10	43 – 48	5	10
11	49 – 54	5	11
12	55 – 60	6	12
13	61 – 66	6	13
14	67 – 72	7	14
15	73 – 78	7	15
16	79 – 85	8	16

RITUAL TYPES AND RITUAL UNDERTAKINGS

There are three types of ritual, which cover everything that can be achieved using ritualism:

- Potion creation (including poisons),
- Item creation
- Effect producing (including curses).

Potions and effect rituals can be attempted as soon as your character is able to lead rituals, yet item creation rituals require training in the artificer skill before you can attempt to make magical items. More details on the skills available to ritualists are given later in this document.

The base number of rituals an individual can lead is limited by their level in ritualism. This initial number can be used for any of the types of ritual, providing all other requirements for the ritual are met. Specific skills can be learned to increase the number of different types of ritual that can be led or improve the effectiveness of the lead ritualist within the three different types of ritual..

THE STRUCTURE OF RITUALS

Whilst each of the three types of ritual produces different outcomes they all are based around the same five key considerations.

1. The individual leading the ritual
2. The level of the ritual
3. The power source used to initiate the ritual
4. The ingredients utilised by the ritual
5. The method by which the ritual is conducted

The success of a ritual will depend on a combination of all five of these factors.

Lead ritualist requirements

Every ritual needs a leader; ritualist can work alone or they can work with others, contributing their skills to other ritual leaders. The leader of a ritual is responsible for controlling the energies required in the ritual. They must coordinate the actions of all participants and will also control the possible effects and outcomes of the ritual.

Any and all of the following factors listed below may affect the success of a ritual:

- The level of ritualism of the individual
- Their character class
- The ability to use certain skills to specific levels
- The ability to cast given spells

Ritual level

Every ritual has a level of difficulty, from simple, low-level potion recipes to complex, high-level artefact production rituals. For a ritual to stand a chance of success, the level of the lead ritualist and any contributors must meet or exceed the level of the ritual.

To increase the chance of success, rituals can be undertaken by a team of ritualists. One must be designated as the lead ritualist and all other contributors add their levels in ritualism to the total level of the ritual team. For instance, if a 3rd level ritualist contributed to a ritual led by a 5th level ritualist, the total ritual level would be eight.

Power source

To achieve any effect, the ritual must draw on power from a source. That source will typically vary, depending upon the precise nature of the ritual. In the case of potion rituals, the power source for the potion tends to be the ingredients used to produce the potion. For item creation or effector rituals, the power source may well come from the ritualists themselves, gemstones or an existing magical item.

Ingredients

These are the core components that will assist in the production of the desired potion, item or effect. Typically the more complex or dramatic the effect desired, the more ingredients or the rarer the ingredients will need to be.

Monster parts, delicate herbs, masterwork items and artefacts from other planes are prime examples of the types of ingredients used in rituals.

Method

Finally, the method by which a ritual is undertaken will contribute to its success. All methods will include a minimum time requirement for the completion of the ritual, but there will be other constraints or actions that will be vital to the success of the ritual.

The complexity of the ritual will govern the steps of a method and indeed the level of detail required within each step. As an example, producing a basic potion may only require appropriate stewing of herbs to make an infusion or grinding to make a suitable paste. Creating a more complex potion may require a more detailed step-by-step approach with filtering, distillation and crystallisation phases in the production of the potion.

DETERMINING THE OUTCOME OF RITUALS

Potion Making

Potion rituals are fundamentally recipes to be followed; when a ritualist wishes to make a known potion, they need to first inform a referee, before starting to role-play the production of the potion. Once the allotted time requirement is up, the ritualist must return to the referee, who will award the appropriate potion trade card.

If you are improvising a method or experimenting with new combinations of ingredients, then please consult with a referee as if you were conducting an item creation or effector ritual.

Item Creation

Magic items form an active core of the world of Eventyr; they are as diverse as the characters and creatures that inhabit the world and their effects can significantly change how an encounter (or event) plays out for all involved.

Creating a magic item is not a simple process and must be learnt. Specifically, whilst other types of ritual can be improvised, attempting to do so with item creation is, at best, going to result in failure, at worst, going to end with negative effects on the group attempting to create an item.

Effector Rituals

Effector rituals cover how to perform acts that may not be possible through existing or known spells and effects. Examples of possible effector rituals might include the bestowment of fear resistance to a group of people, or the removal (or application) of curses to individuals.

When planning an effector ritual, the core factors to consider are the nature of the power source and the scale of the effect being produced. Relevant power sources and sacrifice are more likely to shape the energies of the ritual; starting with a suitable power source will provide the best chances of success.

Curses

Curses are a particular effect that can be generated, intentionally or otherwise, by rituals. They can be created or removed intentionally by effector rituals, but can also be created accidentally through item creation or effector rituals that fail or go wrong for one reason or another.

If a character equips a cursed object (by putting on a cursed piece of armour or using a cursed weapon), they are unable to remove or put the item down until the curse has been removed. If a curse is being created to target a specific individual, there are certain criteria that must be followed to ensure a fair process.

For a full description of the mechanics of curses and how they fit into the realm of ritualism, please refer to the Curses reference document.

RITUAL PLANNING

To aid in the planning of rituals, a planning sheet has been included at the end of this document. Whilst not compulsory, the lead ritualist should consider completing a ritual planning sheet to assist the referees that will oversee the ritual, particularly in the case of complex item creation or effector rituals.

RITUALISM SKILLS

The following table summarises the specific skills available to ritualists. These skills will often increase the effective level of the ritualist when they are leading or contributing towards a ritual; these benefits are cumulative with any level increases or multipliers a character may have from their prestige class.

Skill	Apprentice	Expert	Master	Grand Master
Alchemist	3	4	5	6
Artificer	3	4	5	6
Invoker	3	4	5	6
Ritual Contributor	3	4	5	6
Ritual Lore	5	6	7	8

Alchemist

The alchemist is a ritualist who specialises in the creation of potions and poisons. Their knowledge gives them an advantage when creating new and intriguing concoctions.

Prerequisite of 1st level ritualism. The bonus to leading additional potion rituals can only be used for established recipes, not the investigation of new potion recipes.

<i>Apprentice</i>	+1 to ritualism level whilst leading potion rituals; may also lead 2 additional potion rituals per day
<i>Expert</i>	May lead a total of 4 additional potion rituals per day
<i>Master</i>	Doubles ritualism level whilst leading potion rituals; may also lead a total of 6 additional potion rituals per day
<i>Grand Master</i>	May lead a total of 8 additional potion rituals day

Artificer

A veteran ritualist can bring all of their experiences to the fore when undertaking the arduous process of creating magical items. The artificer embodies the pinnacle of this most complicated strand of ritualism.

Prerequisite of 4th level ritualism.

<i>Apprentice</i>	+1 to ritualism level whilst leading item creation rituals; learns how to make single-use magic items
<i>Expert</i>	+2 to ritualism level whilst creating single-use magic items; learns how to make chargeable items
<i>Master</i>	Doubles ritualism level whilst leading item creation rituals; learns how to make bound permanent items
<i>Grand Master</i>	Doubles the level of the ritualist when contributing to an item creation ritual (not including the leader or any other skill effects); learns how to make permanent magic items

Invoker

In tune with the forces of the universe, the invoker can harness the powers surrounding them to bring about powerful changes, for better or worse...

Prerequisite of 1st level ritualism.

<i>Apprentice</i>	+1 to ritualism level whilst leading or contributing to effector rituals
<i>Expert</i>	May lead 1 additional effector ritual per day
<i>Master</i>	Doubles ritualism level whilst leading or contributing to effector rituals
<i>Grand Master</i>	Doubles the total level of all ritualists contributing to an effector ritual (not including the leader or any other skill effects); may also lead a total of 2 additional effector rituals per day

Ritual Contributor

Some ritualists find their calling in the supporting of others. The ritual contributor can lend their power and experience to their fellow practitioners more often, working together to create marvellous results.

Prerequisite of 1st level ritualism.

<i>Apprentice</i>	May contribute to two more rituals per day (base number +2)
<i>Expert</i>	May contribute to four more rituals per day (base number +4)
<i>Master</i>	May contribute to twice as many rituals per day as their level allows (base number x2)
<i>Grand Master</i>	The limit on the number of rituals that can be contributed to is removed

Ritual Lore

Rituals are complex and can sometimes go awry without sufficient planning ahead of time.

Through this skill, the character can discuss their plans with a ritualism referee before starting their ritual and gain guidance where necessary. The level of guidance provided increases with the level of skill.

Prerequisite of 4th level ritualism

<i>Apprentice</i>	Can consult a ritualism referee for advice ahead of 1 ritual per event
<i>Expert</i>	Can consult a ritualism referee for advice ahead of 2 rituals per event
<i>Master</i>	Can consult a ritualism referee for advice ahead of 3 rituals per event
<i>Grand Master</i>	Can consult a ritualism referee for advice ahead of 4 rituals per event

USEFUL SKILLS FOR A SELF-SUFFICIENT RITUALIST

A number of general skills exist which may help a ritualist with their activities. Some of these are suggested below:

- Fishing Collecting ritual components
- Foraging Collecting plant-based ritual components
- Harvesting Collecting of animal and monster parts for rituals
- Mining Collecting ritual components
- Potion Lore Identifying the results of potion creation rituals
- Resist Poison For when potion creation goes awry...

RITUAL PLANNING SHEET

TYPE OF RITUAL

Potion

Effector

Item creation

DESIRED OUTCOME

RITUALISM LEVEL

Ritual Leader

Character name:

Class and level:

Level of ritualism:

Effective level of ritualism:

Ritual Contributors

Character names and ritual levels contributed:

Total ritualism level of leader and contributors:

Level of ritual being attempted (if known):

POWER SOURCE AND INGREDIENTS

METHOD