

# MAGICAL RITUALS

*“Orduclax raised his staff in the air and spoke the final phrase of the ritual used for his summoning. Even while he was thanking the Lord of Destruction for his mercy, a thick fog drew in from the east, carrying with it the tortured screams of lost souls. Then, finally, it appeared out of the mist, a black shadow, draped in a red cloak, carrying a steel axe so broad it could cleave a full-grown man in one swing. The demon stood gazing at its summoner, oozing of hatred, while it silently received its orders. Then it took off, into the darkness of the looming Mirkwood, to catch and kill its prey...”*

This skill provide a bonus for enhancing spells by ritualizing them. By the aid of a ritual, some spell casters are able to perform magic far outside the limits of a spell. Rituals may also draw strength from many spell users simultaneously, causing greater effect than a single spell user could manage. The drawback is time; a ritual take a minimum of five minutes to perform.

## Enhancement of other skills:

- +1 per skill rank of Magical Rituals to other magical skills, e.g Magnitude, Channeling, Spell Mastery, Summoning, Overcasting etc.
- +0,1 per PP spent by fellow chanters (i.e additional people aiding in the ritual) to distribute amongst the above skills.

*Example: Ardana has summoned her believers to a magical ritual to make the sun disappear for a week, covering all of Middle Earth in darkness. The benevolent GM deems it a -3000 Magnitude maneuver and also require a -300 Spell Mastery roll to change the effect of a normal Clouds of Darkness True spell. Her followers number 200 and each offer 100 PP, totalling 20.000 PP equaling a +2000 bonus. Ardana has 150 skill ranks of Magical Rituals, providing a +150 bonus to both Magnitude and Spell Mastery. Since additional PP can be used to offset penalties in both skills (with a +1 per PP ratio) Ardana only has to spend a 1000 PP herself (plus the 50 for the ordinary spell) to have a good chance of success!*

*Example 2: A somewhat more modest case involves the Cor Mergylair (Covenant of Black Sorcerors) that simply wants to invoke a Ritual of Awakening, causing every evil remnant within 100 miles or so to be awakened and spill its hatred towards the free peoples. The Cor Mergylair have the unique ability to spirit travel, and decide to*

Example continued on next page

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### Static Maneuver Table SM-10.1.10

#### -26 down Spectacular Failure

The ritual is perverted and spell fails. All involved lose all their PP and an additional 1-10 (i.e Mana Burn). They will be at -10 per PP below 0 and will not regain any until a number of days equal to their loss (below 0) has passed. The master of the Ritual is likewise affected but must in addition roll on the Extraordinary Spell Failure Table.

#### -25 – -04 Absolute Failure

The ritual lack power and the spell fails. Those involved must roll on the Extraordinary Spell Failure Table.

#### 05 – 75 Failure

The ritual fail and the spell is lost. Anyone interested in trying again?

#### UM 66 Unusual Event

Your sudden suspicions of someone (or something) tampering with the ritual forces you to abort it immediately. You will not be able to make another attempt at this (ritual combined with the specific spell) until you have additional knowledge (i.e gained a level).

#### 76 – 90 Partial Success

The ritual seem to have some effect, but uncertainty clouds your mind. Either you stop the ritual and accept your failure (and the loss of all PP involved), or spend additional time equal to the first attempt and roll again hoping for better success.

#### UM 100 Unusual Event

The omnipotent watches over you and your cause. The ritual is performed with perfection in half the time set for it. You have +10 to all magical skills for the rest of the day.

#### 91 – 110 Near Success

You are unsure if this ritual have had sufficient effect. Chose between stoping the ritual now (no spell cast and half the involved PP lost) or spend additional time equal to 50% of the first attempt and roll again with +10 hoping for better success.

#### 111+ Success

The ritual succeed within the set parameters.

#### Static maneuver modifications:

Open-ended d100 roll

- 30 for hasty rituals (5 minutes).
- 15 for quick rituals (30 minutes).
- ± 0 for short rituals (60 minutes).
- + 5 for medium rituals (90 minutes).
- + 10 for long rituals (180 minutes).
- + 15 extreme rituals (i.e one full night, 8 hrs).
- + 20 absurd rituals (i.e week long)
- + 30 insane rituals (i.e month long)
- 10 for rituals involving more than 100 PP.
- 20 for rituals involving more than 200 PP.
- 30 for rituals involving more than 300 PP.
- 10 for rituals involving more than 5 fellow chanters.
- 20 for rituals involving more than 10 fellow chanters.
- 30 for rituals involving more than 20 fellow chanters.

*hold their Ritual at Leoric's basement, the others taking part only in spirit. Well, however, the GM deems their wish a variant of the 20th lvl Summoning Rite V spell, and require Leoric to make a -250 Magnitude roll, a -100 Spell Mastery roll and a -75 Summoning roll.*

*Cor Mergylair send 8 Sorcerors to his aid, to take part in the ritual spiritly, offering 150 PP each. Their participation provide +120 for Leoric to distribute on his skill attempts and he has +120 to Magnitude, +115 to Spell Mastery and +121 to Summoning skill. He may also add his skill ranks (21) in Magical Rituals to all magical skills used during the ritual. Leoric chose to distribute his +120 bonus evenly over the three skills providing +40 to each, and together with the +21 from Magical Rituals (skill ranks) he has +181 to Magnitude, +176 to Spell Mastery and +182 to Summoning.*

*To be on the safe side Leoric decide to put some additonal PP into the ritual (yes, he has a lot of them), spending 180 PP to enhance his Magnitude attempt with +180 and 35 PP to enhance his Spell Mastery attempt with +35. With these additional PP the skill rolls have good chances to succeed despite the harsh penalties. But first Leoric, being the ritual master, will have to make a -40 magical rituals roll (-30 for the great number of PP involved and -10 for involving more than 5, but less than 10, aiding sorcerors).*

*Example 3: Andalyn, a 7th level Channeler, wants to summon a specific Fey creature with the curious name "The Gonner". He has the Summoning spell list to 10th lvl and The Gonner is a Type III Faerië, so the 10th lvl Summoning Rite III spell will do. The GM deems it a -20 Summoning maneuver and Andalyn has only a mediocre +82 bonus to his Summoning skill. Overcasting 3 levels has an ESF of 30 and Andalyn has +65 in Overcasting skill. If he attempts the Summoning as a magic ritual in which he has +87 (16 skill ranks), he will have to roll 24 or more to succeed (111+). If he succeed with the ritual, he will receive +16 to both his Overcasting attempt and his Summoning attempt. A bonus well needed.*