

# Ritualist

## KNOWLEDGE SKILLS

Build Cost	Knowledge Name	Knowledge Description	Duration	Prerequisites
5	Elverin's Strength	This skill will allow the Ritualist to replace the aggravated essence requirement of any ritual or sacrament they know with a normal vigor cost at the rate of one for one. Ritual Efficiency applies before Elverin's Strength	Constant	None
3	Ritual Efficiency	This skill will allow the Ritualist to lower the Essence cost of any ritual or sacrament she casts to 1 essence.	Constant	None
1	Small Weapon	This ability will allow the user to wield a dagger or other small weapons.	Constant	None
3	Staff	This skill will allow the user the ability to wield a staff.	Constant	None
2	Literacy	This skill grants a character the ability to read and write the common language.	Constant	None
4	Teach	This ability will allow a person to teach any skill that they know for any profession for which they satisfy the prerequisites to teach. Advanced skills and lists as well as hidden skills and hidden sub-lists cannot be taught by player characters. A character cannot teach a profession until she has an advanced list in that profession and cannot teach a sub-profession until she knows at least 15 build worth of skills from that sub- profession.	Constant	5th Circle Wizard Spell
3	Utilize Component	This ability allows a character to recognize, harvest, dissect, and use components. The most common components can be used by characters for mana and vigor. Other components may have different effects as described by the component. Characters with this knowledge may also harvest raw components located in-game and grants the knowledge required to dissect components from different creatures. Harvesting and dissecting a component takes 1 minute. For mana and vigor components this will harvest 2 points per minute. A single character may only harvest a maximum of 10 points from a single component node each hour. Components can be traded between players, however all components wither and die at the end of the weekend.	Constant	None
1	Caster Essence	The caster may purchase 1 healable essence for 1 build every other level. Starting at level one.	Constant	None
1, 2	Mana	The character may purchase 1 healable Mana at a rate of 1 build per point of Mana. Once a character has reached 40 Mana the cost will increase to 2 build per point of Mana and will increase by 1 build for every 40 Mana thereafter.	Constant	None
1, 2	Vigor	The character may purchase 1 healable Vigor at a rate of 1 build per point of Mana. Once a character has reached 40 Mana the cost will increase to 2 build per point of Mana and will increase by 1 build for every 40 Vigor thereafter.	Constant	None

## RITUALIST MANA SKILLS

Skill Name	Build Cost	Casting Cost	Skill Description	Duration	Effect	Target	Prerequisites
Raise Banner	2	3m	This ability allows the Ritualist to raise a banner as well as aid others in the raising of a banner	30 minutes	Channeled	Banner	1 <sup>st</sup> Rank Ritualist Ritual

## RITUALS

***Golem summoning:*** Golems follow all normal rules for summoning. Targets must be conscious and willing at the time of casting. Casting any golem requires the ritualist to have a piece of the raw material the golem is made of at the time of casting. This is consumed in casting unless the ritualist spends an additional 2 mana, though that piece of material cannot be used for anything in game other than golem summoning in the future. If the ritualist uses a non-standard type of the material (like a special creature's flesh, special metal, or unusual crystal) see plot for possible additional effects or stats. The golem summoning is placed within the target at the time of casting and remains latent until invoked by the target. The target must wear makeup or a mask to represent the summoning when it is invoked. The ritualist may also invoke the latent golem summoning if they can see the target in game, and the target can hear them out of game. The target does not need to be conscious or willing to have the golem invoked. When invoked, the target becomes the golem and replaces her stats and skills with the golem's. She loses access to any active or latent rituals on her person though durations continue normally. If the character is unconscious her death count is paused. When the golem summoning ends the target returns to the state she was in before the ritual was invoked, including resuming a death count if applicable. Golems are not considered truly living or dead, but all healing abilities that work on living targets will work on golems.

***Transformations:*** All transformation rituals require a willing target. The target gives up all skills on standard professions, sub professions, advanced and hidden lists. The character does not give up any racial skills known. The character gives up all unspent mana, vigor, and essence purchased with build. All build from skills, mana, vigor, and essence that is given up becomes a pool that the target may spend on mana, vigor, essence, and new skills based on the transformation ritual being used. The target requires a guide that knows her target profession, but may have more than one guide in that profession. The target may purchase any mana, vigor, or essence according to the costs of the new profession. The target may only buy skills from one primary profession and may only buy skills her guide or guides know. Targets may not buy teach or teach skills to anyone else while transformed. A target may not transform into any class that conflicts with her baptisms or affinities. At the end of the transformation ritual the target burns out, and all mana and vigor on the current tag ring is lost and cannot be regained by any means until the target cycles power to a new tag ring.

Rank	Ritual Name	Build Cost	Casting Cost	Ritual Description	Duration	Effect	Target	Prerequisites
<i>1<sup>st</sup> Rank Rituals Take 1 Minute to Cast</i>								
1	Ritual of Balance	2	1m, 1v, 1e	When invoked, this ritual will allow the target weapon to inflict +1 damage of whatever type the weapon currently inflicts.	6 Hours	Invoked/ 30 minutes	Weapon	Literacy
1	Lesser Armor Enchantment	2	1m, 1v, 1e	This ritual will enchant a piece of clothing (cloth armor) so that it grants +10 repairable armor points. These armor points function like regular armor, but are spent before those granted by physical armor or shields and they do not get reduced if worn with other armor. Armor points gained in this way can be repaired through the repair leather armor skill. This ritual may stack with the ritual "Armor Enchantment."	6 Hours	Instant	Cloth Armor	Literacy
1	Ritual of Closure	2	1m, 1v, 1e	This ritual will protect one pocket, pouch, or small chest/box (1ft by 1 ft) from being opened by anyone without the password. The tags and area notes are required on the object sealed.	6 Hours	Instant	Pocket, Pouch, or chest	Literacy
1	Imbue Object	2	1m, 1v, 1e	This will allow a Ritualist to place one charge of any spell or Prayer inside of any item that is not a weapon, shield, or armor. The spell that is placed inside the item requires the spell to be successfully cast on the object when the enchantment is placed on the item. A Ritualist may work in conjunction with any other class to enchant the item. When working in conjunction with another class, the helper spends normal casting cost for the spell or prayer being held within the item. Any character in possession of the item may then cast the spell held in the item at no additional cost using the normal verbal and casting rules. Profession, baptism, and affinity restrictions do apply to characters attempting to cast a spell imbued in an item. A spell or prayer may not be cast from an imbued item to imbue another item. In addition, this will allow a Ritualist to place one charge of any spell or Prayer inside of any single piece of food or a glass or bottle of drink. The spell that is placed inside the item requires the spell to be successfully cast on the food or drink when the enchantment is placed into it. A Ritualist may work in conjunction with any other class to enchant the item. When working in conjunction with another class, the helper spends normal casting cost for the spell or prayer being held within the food or drink. Any character that takes the first bite or sip of the food or drink has the spell effect cast on them automatically with no verbal or additional cost. They can receive this effect regardless of baptism or affinity, though profession restrictions still apply. If the effect is negative or unknown, a tag must be left on the food or drink, or a character or marshal must be present to inform anyone who is affected by the imbued food or drink.	6 Hours	Instant	Non-weapon, Shield, or Armor	Literacy1

Rank	Ritual Name	Build Cost	Casting Cost	Ritual Description	Duration	Effect	Target	Prerequisites
1	Ritual of Protection	2	1m, 1v, 1e	This ritual, once invoked will protect the target from being a target of any other ritual/sacrament that is being used against them. Once invoked, this ritual will protect the target from all rituals being cast upon them for one hour from the same source.	6 Hours	Invoked/ 1 Hour	Any	Literacy
1	Ritual of Arcane Transformation	2	1m, 1v, 1e	When cast, a willing target gives up all knowledge of the arts they know and may duplicate the knowledge of an arcane profession. All rituals and latent spells or prayers cast before this transformation will remain in effect, though profession restrictions of the new profession apply. See the transformation rules for the full effects and limitations.	6 Hours	Instant	Any	Literacy
1	Magical Aura	2	1m, 1v, 1e	This ritual will cause a non-magical target to have a magical aura for the duration. It will not grant the target any magical properties, only the aura of magic for detection purposes. It will also cause a target with a magical aura to detect as mundane with no special aura for the duration.	6 Hours	Instant	Any	Literacy
1	Ritual of Wording	2	1m, 1v, 1e	Some seals and wards require a password to raise and lower the magical forces of these powers. This ritual will allow the Ritualist to change the word of power for a seal or ward. The caster of this ritual must know the password of the ward or seal they wish to change.	Instant	Instant	Seal or Ward	Literacy
1	Ritual of Augmentation	2	1m,1v,1e	This ritual will grant the target +5 healable essence. This will stack with other effects that increase healable essence.	6 Hours	Instant	Any	Literacy
1	Flesh Golem	2	1m, 1v, 1e	This Ritual allows the energy of a flesh golem to be placed within a target. This ritual follows the normal rules for summoning abilities, as well as the special rules	6 Hours	Invoked/ 1 Hour	Any	Literacy

#### Flesh Golem

Costume: mask or makeup with stitches on face

Essence: 30

Mana: 5

Vigor: 0

Racials: Supple flesh (double effects of numerical healing)

Attack: base with weapons/hands

Defenses: none

Weaknesses: vulnerable to essence (+1 melee/+5 spell)

Skills: weapon master, shield, Florentine, master Florentine, hand-to-hand, armor efficiency (plate)

“As the ritual commands, I...”

Spells: inflict weakness of flesh (1m or e) – spell cast disarm (as per lose your grip)

Rank	Ritual Name	Build Cost	Casting Cost	Ritual Description	Duration	Effect	Target	Prerequisites
2 <sup>nd</sup> Rank Rituals Take 2 Minutes to Cast								
2	Ritual Coffin	3	2m, 1v, 1e	This ritual will allow a Ritualist to pause a target's death count. This ritual will cause the death count to be halted as long as the Ritualist stays in contact with the target body. If the Ritualist loses contact, the target resumes his death count from the moment where it was stopped. As soon as the Ritualist starts this ritual, the target's death count will stop. Once the ritual is completed, the Ritualist can resume the effects if she loses contact with the body by making contact with it again before the ritual duration expires.	30 Minutes	Instant	Any	Equal number of Rank 1 Ritualist Rituals
2	Banner of the Ritualist	3	2m, 1v, 1e	This banner will allow any rituals or sacraments cast by allies who can see the banner to be cast in one minute. The ritual can be from any class. For the complete rules on raising a banner please reference the Ritualist section of the rule book on raising banners.	30 Minutes	Channeled	Banner	Equal number of Rank 1 Ritualist Rituals
2	Ritual of Rest	3	2m, 1v, 1e	A person who is well rested is worth their weight in gold. This ritual will invoke when a target goes to sleep. If someone tries to affect the target with any in-game skills or abilities while they are sleep, those abilities will automatically fail. The target of this ritual must be asleep naturally, and should leave an area note to clarify this effect. Sleep induced with an in-game skill or item will not activate this ritual. If the target wakes up out of game by a failed attack or noise they may choose to remain asleep in game, but must remain asleep in game for the whole duration of the ritual. If they choose to wake up from an attack or skill that would make enough noise to wake them up in game, they lose the protection of the ritual.	6 Hours	Reactive/ 8 Hours	Any	Equal number of Rank 1 Ritualist Rituals
2	Ritual of Retribution	3	2m, 1v, 1e	The Ritualist may only cast this ritual on herself or another ritualist. When invoked, it will return one instance of numerical damage back upon the person who inflicted it for the same amount. This damage is magic damage. The Ritualist still takes the damage. If the damage causes the Ritualist to fall to unconscious, this ritual will automatically invoke and cause the target 3 times the damage of the original strike. The return damage in this case is smite damage.	6 Hours	Invoked or Reactive	Ritualist	Equal number of Rank 1 Ritualist Rituals

Rank	Ritual Name	Build Cost	Casting Cost	Ritual Description	Duration	Effect	Target	Prerequisites
2	Ritual of Empowerment	3	2m, 1v, 1e	This ritual will allow the user to recharge magic items and scrolls, as well as recharging seals, and extending the duration of a golem. To recharge a seal, the Ritualist just casts this ritual on the already expended seal mark. If it is within the duration of the original seal, the seal regains its normal effects and full charges until the end of its original duration. To recharge a magical item, the Ritualist must expend the mana, vigor, or power needed to cast the items spell for each use to be recharged. If the item has a unique ability or an ability that does not cost mana, vigor, or power, it cannot be recharged in this way. Magic items must have at least 1 charge left to for this ritual to work and cannot be recharged above their original maximum charges. When cast upon an invoked golem, this ritual will extend the duration of the active golem for 1 additional hour beyond its original expiration.	Varies	Instant	Magic Items, Scrolls, Seals, and Golems	Equal number of Rank 1 Ritualist Rituals
2	Ritual of Minor Attunement	3	2m, 1v, 1e	This ritual will prevent 1 target item from being removed from a person present and willing at the time of casting. The item cannot be removed from within arm's reach of the person named when the ritual is cast. If the person dies while this ritual is active, the item becomes a spirit with them. They will resurrect with the item as long as the resurrection takes place before the ritual ends. The item cannot be stolen. It can be disarmed, but is still bound within arm's reach of the named person.	6 Hours	Instant	Any Item	Equal number of Rank 1 Ritualist Rituals
2	Dim Seal	3	2m, 1v, 1e	This ritual allows the caster to disable a seal for the duration even if she does not know the password. The seal is not dispelled, but will not be triggered. Once this ritual ends the seal goes back to its normal state of functioning and has as many charges as it did before casting	5 Minutes	Instant	Seal	Equal number of Rank 1 Ritualist Rituals
2	Ritual of Homunculi	3	2m, 1v, 1e	This ritual allows the ritualist to use a willing target's essence, mana, and vigor to fuel the caster's rituals. The target must remain within arms distance of the ritualist.	30 Minutes	Instant	Any Willing	Equal number of Rank 1 Ritualist Rituals
2	Ritual of Lesser Power	3	2m, 1v, 1e	This ritual will grant the target either +5 healable vigor or mana. This ritual may stack with, "Ritual of Power."	6 Hours	Instant	Any	Equal number of Rank 1 Ritualist Rituals

Rank	Ritual Name	Build Cost	Casting Cost	Ritual Description	Duration	Effect	Target	Prerequisites
2	Wood Golem	3	2m, 1v, 1e	This Ritual allows the energy of a wood golem to be placed within a target. This ritual follows the normal rules for summoning abilities, as well as the special rules for golem summoning. The Ritualist cannot cast this ritual on himself.	6 Hours	Invoked/ 1 Hour	Any	Equal number of Rank 1 Ritualist Rituals

### Wood Golem

Costume: mask or makeup with bark and leaves

Essence: 25

Mana: 10

Vigor: 10

Racials: 10 Natural Armor, Consume tree (contact with living tree for 1 min, regain 5 e, m, or v),

Meld with Tree (as per elf racial, once per hour)

Attack: base with weapons/long white claws

Defenses: Immune to poisons

Weaknesses: vulnerable to elemental (+1 melee/+5 spell)

Skills: escape bonds (1v), thorns – as per numb limb, dart (2v or e), entangle – as per tangle dart (2v or e)

“As the ritual commands, I...”

Spells: Root (1m or e) – pin leg of choice 1 min, Snare your limbs (2m or e) – bind limbs 1 min

### 3<sup>rd</sup> Rank Rituals Take 3 Minutes to Cast

3	Ritual of Transposition	4	3m, 1v, 1e	This ritual applies to 2 willing targets. When invoked by either target the two will switch locations. The targets must be within clear line of sight of each other when invoked.	6 Hours	Invoked/ Instant	Any 2 Willing	Equal number of Rank 2 Ritualist Rituals
3	Dispel Ritual	4	3m, 1v, 1e	This ritual will end the effects and duration of any rank 1-5 ritual or sacrament. Rituals and sacraments with an instant duration cannot be dispelled.	Instant	Instant	Rituals and Sacraments	Equal number of Rank 2 Ritualist Rituals
3	Ritual of Swapping	4	3m, 1v, 1e	This ritual causes all of a target's vigor to become mana and all that targets mana to become vigor. This ritual transforms both the target's current and maximum levels for these pools. At the end of the ritual, the two pools swap again at their current and maximum levels. The target does not need to be willing.	1 Hour	Instant	Any	Equal number of Rank 2 Ritualist Rituals

Rank	Ritual Name	Build Cost	Casting Cost	Ritual Description	Duration	Effect	Target	Prerequisites
3	Greater Imbue Object	4	3m, 1v, 1e	This will allow a Ritualist to place three charges of any spell or Prayer inside of any item that is not a weapon, shield, armor, or something that is consumed. The spell that is placed inside the item requires the spell to be successfully cast on the object when the enchantment is placed on the item. A Ritualist may work in conjunction with any other class to enchant the item. When working in conjunction with another class, the helper spends normal casting cost for the spell or prayer being held within the item. Any character in possession of the item may then cast the spell held in the item at no additional cost using the normal verbal and casting rules. Profession, baptism, and affinity restrictions do apply to characters attempting to cast a spell imbued in an item. A spell or prayer cast from an imbued object may not be used to imbue another object.	6 Hours	Instant	Non-Weapon, Shield, Armor, or Consumable Item	Equal number of Rank 2 Ritualist Rituals
3	Ritual of Greater Balance	4	3m, 1v, 1e	When invoked, this ritual will allow the target weapon to swing +2 damage of whatever type the weapon currently inflicts. If this ritual is cast within 5 minutes of "Ritual of Balance" the duration will increase from 30 minutes to 1 hour. The damage does not stack.	6 Hours	Invoked/ 30 Minutes or 1 Hour	Weapon	Equal number of Rank 2 Ritualist Rituals
3	Ritual of Greater Augmentation	4	3m, 1v, 1e	This ritual will grant the target +10 healable essence. This ritual can stack with "Ritual of Augmentation."	6 Hours	Instant	Any	Equal number of Rank 2 Ritualist Rituals
3	Ritual of Armor Enchantment	4	3m, 1v, 1e	This ritual will enchant a piece of clothing (cloth armor) so that it grants +20 armor points. These armor points function like regular armor, but are spent before those granted by physical armor or shields and they do not get reduced if worn with other armor. Armor points gained in this way can be repaired through the repair chain armor skill. This ritual can stack with, "Ritual of Lesser Armor Enchantment."	6 Hours	Instant	Cloth Armor	Equal number of Rank 2 Ritualist Rituals
3	Ritual of Martial Transformation	4	3m, 1v, 1e	When cast, a willing target gives up all knowledge of the arts they know and may duplicate the knowledge of a martial profession. All rituals and latent spells or prayers cast before this transformation will remain in effect, though profession restrictions of the new profession apply. See the transformation rules for the full effects and limitations. Note: Targets who transform into spellswords may not summon Kinara blades unless their guide gives up the ability to summon Kinara blades for the duration of this ritual	6 Hours	Instant	Any	Equal number of Rank 2 Ritualist Rituals



Rank	Ritual Name	Build Cost	Casting Cost	Ritual Description	Duration	Effect	Target	Prerequisites
3	Ritual of Divination	4	3m, 1v, 1e	This spell grants the caster the knowledge of the magical properties of an item. This may not work on advanced or hidden properties. This ritual can also reveal most curses that may be on a target. This will not reveal the nature of the curse or how it works, only the presence.	6 Hours	Instant	Any	Equal number of Rank 2 Ritualist Rituals
3	Stone Golem	4	3m, 1v, 1e	This Ritual allows the energy of a stone golem to be placed within a target. This ritual follows the normal rules for summoning abilities, as well as the special rules for golem summoning. The Ritualist cannot cast this ritual on himself.	6 Hours	Invoked/ 1 Hour	Any	Equal number of Rank 2 Ritualist Rituals

### Stone Golem

Costume: gray or stone makeup or mask

Essence: 35

Mana: 5

Vigor: 20

Racials: 10 Natural Armor, Stone Flesh (invoke once per 30 minutes, minimal to physical for 5 min)

Attack: base +2 with weapons, long white claws 5

Defenses: Minimal to elemental, immune to poisons, soak of 1, break resist 1v Weaknesses: vulnerable to mithril (+1 melee/+5 spell)

Skills: weapon master, strength +2, claw prof x1, knockback 3v, break limb 3v

“As the ritual commands, I...”

Spells: strike you with stone (1m or e) – 5 stone, bestow stone skin (1m or e) – +5 armor, bestow stone blood - +5 essence (2m or e), conjure a stone arm (3m or e)

4<sup>th</sup> Rank Rituals Take 4 Minutes to Cast

4	Ritual of Weapon Casting	5	4m, 2v, 2e	This ritual when invoked will allow the target to cast any spell or prayer she knows through any weapons or claws she is holding and knows how to use. Spells cast in this way follow the standard rules for weapon casting. See Weapon Cast rules on pg. 22 of Nocturne 2012 Edition Rulebook.	6 Hours	Invoked/ 15 minutes	Any	Equal number of Rank 3 Ritualist Rituals
4	Ritual of Extension	5	4m, 2v, 2e	This ritual will extend the duration of any imbuing to 3 months. The imbuing otherwise remains the same	3 Months	Instant	Imbued Item	Equal number of Rank 3 Ritualist Rituals
4	Imbue Energy Gem	5	4m, 2v, 2e	This ritual will allow a gem to be used by any person to store mana or vigor. The gem is charged when the ritual is cast, at which point any character may donate mana or vigor into the gem. The mana or vigor expended in donation is considered aggravated. A maximum of 30 mana or vigor may be stored in any combination. Any character may draw upon the mana or vigor in the gem by touching it. An Energy gem may not be extended in any way.	6 Hours	Instant	Gem	Equal number of Rank 3 Ritualist Rituals

Rank	Ritual Name	Build Cost	Casting Cost	Ritual Description	Duration	Effect	Target	Prerequisites
4	Ritual of Priestly Transformation	5	4m, 2v, 2e	When cast, a willing target gives up all knowledge of the arts they know and may duplicate the knowledge of a divine profession of the Eddar, Sh'ddar or Woddar. All rituals and latent spells or prayers cast before this transformation will remain in effect, though profession restrictions of the new profession apply. See the transformation rules for the full effects and limitations.	6 Hours	Instant	Any	Equal number of Rank 3 Ritualist Rituals
4	Ritual of Recall	5	4m, 2v, 2e	This ritual must first be cast at a place that will act as a recall point for the willing target. A personal item belonging to the target must be left at the recall point. The target may then invoke this ritual with the verbal, "As the ritual commands, I invoke Ritual of Recall!" to return to the point of casting. When invoked, the player must put on a white headband and go directly to the predetermined spot and appear in game.	6 Hours	Invoked	Any	Equal number of Rank 3 Ritualist Rituals
4	Ritual of Entry	5	4m, 2v, 2e	This ritual when invoked will allow the target to pass through a wall, be it magical or mundane with all items that they possess. They may pass out through the same wall, but only at the same spot at which they came in and the second passing must take place within 5 minutes of the first. A player who is passing through a wall may not attack or defend while any part of them is still in the wall, though they can be attacked from the side they are emerging into.	6 Hours	Invoked/ 5 minutes	Any	Equal number of Rank 3 Ritualist Rituals
4	Ritual of Power	5	4m, 2v, 2e	This ritual will grant the target either +10 healable vigor or mana	6 Hours	Instant	Any	Equal number of Rank 3 Ritualist Rituals
4	Ritual of Restore Memory	5	4m, 2v, 2e	This ritual will restore all of a target's memories to normal as long as their memories have been altered within the last 6 hours. This will both restore missing memories as well as removing false memories. The target will only remember things that their character could have known or perceived before their memory was altered. This will also give a character in their normal body the memories of what they experienced while they were host to a summoned form.	Instant	Instant	Any	Equal number of Rank 3 Ritualist Rituals
4	Ritual of Vigor Rebounding	5	4m, 2v, 2e	This ritual once invoked has 3 charges. These charges can be used to stop a vigor skill and allow the caster to use that skill within a 5-minute duration. The caster may only use the effects of one charge at a time.	6 Hours	Invoked/ 5 minutes	Any	Equal number of Rank 3 Ritualist Rituals

Rank	Ritual Name	Build Cost	Casting Cost	Ritual Description	Duration	Effect	Target	Prerequisites
4	Metal Golem	5	4m, 2v, 2e	This Ritual allows the energy of a metal golem to be placed within a target. This ritual follows the normal rules for summoning abilities, as well as the special rules for golem summoning. The Ritualist cannot cast this ritual on himself.	6 Hours	Invoked/ 1 Hour	Any	Equal number of Rank 3 Ritualist Rituals

**Metal Golem: Steel**

Costume: metallic makeup or mask

Essence: 40

Mana: 10

Vigor: 30

Racials: 20 Natural Armor, Metal made (fully healed mana, vigor, and essence through smith reforging, can be healed for armor or essence with armor patch),

One With Metal (gain points for metal armor worn, metal armor worn can be healed as if living but is attuned), Armor Efficiency to metal armor only that is worn.

Attack: base +3 with weapons, long white claws 5

Defenses: Minimal to normal, immune to poison, immune to breaks, immune to waylay, stun resist 1v, sever resist 3v, soak of 2

Weaknesses: Cleave Armor has a sever effect that cannot be resisted.

Skills: weapon master, strength +2, claw prof x1, stun 2v, intercede 2v, armor patch 2v, crit 3v, block 3v, parry 5v

“As the ritual commands, I...”

Spells: Summon a shard of steel (2m or e) – 10 damage

5<sup>th</sup> Rank Rituals Take 5 Minutes to Cast

5	Ritual of Concentration	6	5m, 2v, 2e	This ritual will give the target the ability to cast spells or prayers or invoke abilities without interruption from damage. Other effects that would prevent casting like silence or stuns will still interrupt the target.	6 Hours	Invoked/ 30 minutes	Any	Equal number of Rank 4 Ritualist Rituals
5	Ritual of Greater Retribution	6	5m, 2v, 2e	The Ritualist may only cast this ritual on herself or another Ritualist. When invoked, it will return one instance of numerical damage back upon the person who inflicted it 3 times a strong. This damage is magic damage. The Ritualist still takes the damage. If the damage causes the Ritualist to fall to unconscious, this ritual will automatically invoke and cause the target 9 times the damage of the original strike. The return damage in this case is smite damage. If this ritual and “Ritual of Retribution” are cast within 5 minutes of each other the damage becomes times 12.	6 Hours	Invoked or Reactive	Ritualist	Equal number of Rank 4 Ritualist Rituals
5	Imbue Gem of the War Mage	7	5m, 2v, 2e	This ritual will allow a gem to be imbued with a spell or prayer. A Ritualist may work with any other willing character to place a spell inside of the gem. Once placed in the gem, the owner of the spell loses all ability to cast that one spell for the duration of the imbuing. Any character holding the gem may then cast the spell using her own vigor pool, not mana, to pay the original casting cost. The wielder uses the original spell's verbal and all normal casting, baptism, and affinity rules apply.	6 Hours	Instant	Gem	Equal number of Rank 4 Ritualist Rituals

Rank	Ritual Name	Build Cost	Casting Cost	Ritual Description	Duration	Effect	Target	Prerequisites
5	Ritual of Destruction	6	5m, 2v, 2e	This ritual will destroy any one item or permanent effect. Please note that some powerful, artifact items or enchantments may be unaffected by this ritual.	Instant	Instant	Item or Effect	Equal number of Rank 4 Ritualist Rituals
5	Ritual of Life	6	5m, 2v, 2e	Ritualists are good to have as friends especially towards the end of one's life. This ritual can be performed on the remains of a dead body or any parts of those remains. The target may return to life no matter how long they have been dead as if undergoing a normal resurrection. The target of this ritual must be willing to come back and cannot be forced back to the mortal realm. A character may only have this ritual cast once ever. Keep in mind that the longer that a target has been dead, the less likely that she will want to come back. This ritual must be marked as successfully performed on the target's card.	Instant	Instant	Any	Equal number of Rank 4 Ritualist Rituals
5	Ward of Blocking	6	5m, 2v, 2e	This ritual will create a ward preventing any character of lower than level 25 from entering the room. This will also stop all rank 1 through 4 creatures, and most rank 5 creatures (at marshal's discretion). For each character that assists in the casting of the ritual and donates 1 mana and 1 aggravated essence, the level restriction increases by 2.	6 Hours	Instant	Ward	Equal number of Rank 4 Ritualist Rituals
5	Ritual of Mana Rebounding	6	5m, 2v, 2e	This ritual once invoked has 3 charges. These charges can be used to stop a mana spell or prayer and allow the caster to use that spell or prayer within a 5-minute duration. The caster may only use the effects of one charge at a time. Cross pantheon restrictions still apply. In such situations this ritual may still be able to stop a prayer but the caster will be unable to cast it.	6 Hours	Invoked/ 5 Minutes	Any	Equal number of Rank 4 Ritualist Rituals
5	Ritual of Recreation	6	5m, 2v, 2e	If this ritual is started within 15 minutes of an item being broken, shattered, or destroyed that item may be recreated through this ritual.	Instant	Instant	Item	Equal number of Rank 4 Ritualist Rituals
5	Ritual of Arcane Vessel	6	5m, 2v, 2e	This ritual will enchant an empty pouch to store up to 3 rituals and 2 spells and or prayers, cross pantheon restrictions still apply, that have been successfully cast until a target can be found. The completed rituals, spells or prayers are represented with a packet which is placed in the pouch. Any durations on what is placed in the pouch is paused until the pouch expires and it is lost, or the packet is removed and the rituals, spells, or prayers are placed onto an appropriate target. No more than one of any casting of the same ritual, spell, or prayer, can be placed in the pouch at a time.	6 Hours	Instant	Pouch	Equal number of Rank 4 Ritualist Rituals

Rank	Ritual Name	Build Cost	Casting Cost	Ritual Description	Duration	Effect	Target	Prerequisites
5	Crystal Golem	6	5m, 2v, 2e	This Ritual allows the energy of a crystal golem to be placed within a target. This ritual follows the normal rules for summoning abilities, as well as the special rules for golem summoning. The Ritualist cannot cast this ritual on himself.				Equal number of Rank 4 Ritualist Rituals

### Crystal Golem

Costume: White crystal mask or makeup

Essence: 75

Mana: 35

Vigor: 10

Racials: Refract magic (any time the golem negates a spell it may choose to absorb the casting cost as per absorption, or spend 1 mana to redirect the spell to a new target with n verbal, as if the golem were the caster)

Attack: base +2 with weapons, long white claws 6 magic

Defenses: minimal to normal/magic/spells/prayers (other than infernal damage), immune to poison, immune to breaks, stun resist 1v, sever resist 3v

Weaknesses: vulnerable to infernal (+1 melee/+5 magic)

Skills: weapon master, weapon casting (includes claws), strength +2, claw prof x2, withdraw power 2v

“As the ritual commands, I...”

Spells: grant light (0m), empower your spell (1m) –invoked +5 next spell, summon a scald of power –channel 1 dmg per verbal (2m), scar your flesh – 10 essence (3m), shock your armor (4m), summon a shard of crystal (5m or e) – 25 magic, bestow invulnerability (3m), bestow negation (4m)