

Rituals

The following entries represent those rituals that are readily known by the three schools of Rituals in Torakand.

Several Rituals are called Blessings. A target may only have one Blessing upon them at a time and may expend that Blessing to gain an effect defined by the ritual. A Blessing remains on a target until expended, they choose to receive a different Blessing, or the end of the Event.

Other Rituals are performed as soon as they are completed. If you have completed a ritual and are waiting to call it, such as waiting for a specific target, You may move as you had the Slow condition while holding the ritual prop or props. If you take any damage or negative effect while holding the ritual in this way, the effect is lost.

Any Initiate Rituals

Binder Trade Goods

Rank: Any Initiate Rituals

Materials: Any 2 Binder Components

Type: Creation

Creates: 1 Shipment of Binder Trade Goods **Time:** 10 minutes

This recipe refines Binder Components into Binder trade goods. These items will always trade for a standard value with the Quartermaster. Delivering certain quantities of requested Trade Goods may be useful when completing Commerce Quests with the Quartermaster. The description of the Trade Good is up to the player crafting the item as long as it does not attempt to replicate, or masquerade, as another Item. Trade Good Items have no game mechanical benefits.

Mineral Trade Goods

Rank: Any Initiate Rituals

Materials: Any 2 Mineral Components

Type: Creation

Creates: 1 Shipment of Mineral Trade Goods **Time:** 10 minutes

This recipe refines Mineral Components into Mineral trade goods. These items will always trade for a standard value with the Quartermaster. Delivering certain quantities of requested Trade Goods may be useful when completing Commerce Quests with the Quartermaster. The description of the Trade Good is up to the player crafting the item as long as it does not attempt to replicate, or masquerade, as another Item. Trade Good Items have no game mechanical benefits.

Initiate Spirit Rituals

Lesser Ancestral Guidance

Rank: Initiate Spirit Ritual

Aspiration: *Those who came before us can tell us many things, albeit through vague hints and hallucinations.*

Destiny Draw DC: N/A

Rules: Blessing. The next time the person with this Blessing makes a draw from the Destiny Deck, if they draw a card with a value of zero they may discard one zero card and redraw from the deck.

Prop Requirements: A piece of paper

Component Requirements: Lavender

Time Requirement: 2 minutes

Martial Prowess

Rank: Initiate Spirit Ritual

Aspiration: *The instinct of warriors past easily flows through the living.*

Destiny Draw DC: N/A

Rules: Blessing. Upon finishing the ritual, choose one Combat Maneuver known by either the ritualist or the target. The target may expend this Blessing to gain one use of that Combat Maneuver without spending Grit.

Prop Requirements: A weapon

Component Requirements: Iron

Time Requirement: 2 minutes

Glance the Third Eye

Rank: Initiate Spirit Ritual

Aspiration: *Open your mind and peek into the infinite realm of spirits. Look not too long for there are things that look back.*

Destiny Draw DC: 4

Rules: Upon completing the ritual, the caster may bid call this effect to become aware of all Spirits within the area, even if they are wearing Blue Headbands or have the Hidden condition. They may ask a Narrator if those spirits are natural to this area or not. Anyone who touches the focus used for this ritual may benefit from it as long as they are touching it as well. The effect ends if the focus is unattended or at the end of the scene. Truly powerful spirits can hide from this ability.

Prop Requirements: A piece of glass or crystal

Component Requirements: Copper

Time Requirement: 2 minutes

Chiminage

Rank: Initiate Spirit Ritual **Aspiration:** *The whims of spirits are strong and temperamental. Offerings and words can help ease their mood.*

Destiny Draw DC: Varies (3 to 9)

Rules: Upon completing the ritual, communicate with Staff and choose one spirit within line of sight and draw from the Destiny Deck. Based on the draw total and the gift offered, the mood of the spirit will improve and become more friendly and cooperative. Time spent communicating with the spirit counts toward the casting time of this ritual.

Prop Requirements: Money and a compliment

Component Requirements: Money or other objects appropriate to the spirit

Time Requirement: 2 minutes

Calm Passing

Rank: Initiate Spirit Ritual

Aspiration: There is often little dignity or forewarning in death. Many ghosts have trouble passing on and refuse to let go. It is our duty to help guide them to a more peaceful existence.

Destiny Draw DC: N/A

Rules: Done on a recently slain body. The spirit passes on and is unlikely to naturally become corrupted due to the trauma of dying. This ritual cannot be done in a dangerous or combative environment.

Prop Requirements: A candle

Component Requirements: Lavender

Time Requirement: 2 minutes

Enchant Wand

Rank: Initiate Spirit Ritual

Aspiration: *We all are connected to the spirits, but sometimes we need help in using our spirits to fight. Wands are how we channel our will to fight.*

Destiny Draw DC: N/A

Rules: Upon completing the ritual, the wand that was the prop is enchanted. For the duration of the event, whoever is wielding the wand in their hand may spend 5 sec RP focusing and then throw a packet for 3 damage of the wand's type.

Prop Requirements: A wand

Component Requirements: Pitch, any two other Binders

Time Requirement: 2 minutes

Terrifying Visage

Rank: Initiate Spirit Ritual

Aspiration: *Coaxing a spirit to haunt someone is an easy way to dissuade or horrify.* **Destiny**

Draw DC: N/A

Rules: Upon completing the ritual you may call, “[Target] Auto-Hit Fear” on a target in visual range.

Prop Requirements: A feather

Component Requirements: Copper **Time Requirement:** 2 minutes

Adept Spirit Rituals

Dispelling Wand

Rank: Adept Spirit Ritual

Aspiration: *The means we use to harm others can also dispel lingering spirits.*

Destiny Draw DC: N/A

Rules: Blessing. When using a wand, you may perform a 15 sec RP focusing and call Fear with a packet. If used against a Blue Headbanded target, you may repeat this effect this scene, continuing until you hit a non-Blue-headbanded target.

Prop Requirements: A leaf and an enchanted wand

Component Requirements: Clay

Time Requirement: 4 minutes

Spirit Guard

Rank: Adept Spirit Ritual

Aspiration: *Some spirits value free will above all else. Make friends and they will preserve your mind.*

Destiny Draw DC: N/A

Rules: Blessing. The one with this Blessing may expend it to call Mental Save. This ritual may target up to 3 people at once.

Prop Requirements: A candle and piece of jewelry

Component Requirements: Purified Salt and Steel

Time Requirement: 4 minutes

Sphere of the Blind Eye

Rank: Adept Spirit Ritual

Aspiration: *Our perception is colored by many things and guided by the unseen.*

Destiny Draw DC: 6 **Rules:** Create a clearly visible circle on the ground no larger than 10 feet in diameter. So long as the ritualist is inside, anyone or anything inside is considered Hidden to both mundane and spiritual senses. If targets take actions affecting people outside the circle, such as attacking, they can no longer benefit from the circle for the remaining time, however other participants are unaffected. This circle lasts until the end of the Scene or one hour, whichever is longer.

Prop Requirements: A piece of glass or crystal and a blindfold

Component Requirements: Tallow

Time Requirement: 4 minutes

Martial Tutelage

Rank: Adept Spirit Ritual

Aspiration: *Spirits can lend more than instinct. Some can imbue strength and a lifetime of prowess.*

Destiny Draw DC: N/A

Rules: Blessing. Upon finishing the ritual, choose one Combat Maneuver and one Combat Form known by the Ritualist or the participant. The one with this Blessing may expend it to call that Combat Maneuver without spending Grit, and gain access to it for the rest of the scene, or gain access to that Combat Form for the rest of a scene. This effect may target two people at once, including the Ritualist.

Prop Requirements: Two weapons

Component Requirements: Firebloom, 2 other Herbs

Time Requirement: 4 minutes

Foreboding

Rank: Adept Spirit Ritual

Aspiration: *The spirits are temperamental with decisions or at least are aware of more than us.*

Destiny Draw DC: 4

Rules: Upon completing the ritual, describe an action to staff and they will describe the most likely immediate consequence of that action. Better Destiny Draw results will grant more precise or extended information.

Prop Requirements: A mirror

Component Requirements: Kingsfoil and Watermint

Time Requirement: 4 minutes

Sympathy

Rank: Adept Spirit Ritual

Aspiration: *Spirits heed our call when we are in need. Do not betray their kindness.*

Destiny Draw DC: 6

Rules: Upon completing the ritual, inform Staff and choose one court of spirits. A random spirit of that court will appear to converse with. Any attacks made to the summoned spirit by the caster or their allies will result in the loss of all Spirit Tokens of the caster and their allies. Spending an appropriate Spirit Token counts as +3 toward the Destiny Draw of this ritual.

Prop Requirements: Three candles

Component Requirements: 2x Tallow

Time Requirement: 4 minutes

Initiate Forces Rituals

Enchant Wand

Rank: Initiate Forces Ritual

Aspiration: *We all are connected to the spirits, but sometimes we need help in using our spirits to fight. Wands are how we channel our will to fight.*

Destiny Draw DC: N/A

Rules: Upon completing the ritual, the wand that was the prop is enchanted. For the duration of the event, whoever is wielding the wand in their hand may spend 5 sec RP focusing and then throw a packet for 3 damage of the wand's type.

Prop Requirements: A wand

Component Requirements: Pitch, any two other Binders

Time Requirement: 2 minutes

Branded Weapon

Rank: Initiate Forces Ritual

Aspiration: *Summon the spirits of clash and conflict. When blades and bullets fly so to do their power.*

Destiny Draw DC: N/A

Rules: Blessing. Upon finishing this ritual, choose one element. The one with this Blessing may expend it to add the chosen element to damage and effects they deliver with any weapon they wield for the next Scene.

Prop Requirements: A weapon and a candle

Component Requirements: Sulfur

Time Requirement: 2 minutes

Hand of the Wind

Rank: Initiate Forces Ritual

Aspiration: *The wind carries words, worries, and now its share of the burden.*

Destiny Draw DC: Varies

Rules: Upon completing this ritual you may call this effect to Staff to interact with an object within line of sight. This ritual performs a single action that a hand could perform. The ritual can only manipulate up to 10 lbs of weight and ends immediately once the task has been completed or attempted. If staff is not available you may go Off-Screen to complete the action, however the source of the effect will be obvious to observers.

Prop Requirements: A glove

Component Requirements: Clay

Time Requirement: 2 minutes

Elemental Lance

Rank: Initiate Forces Ritual

Aspiration: *The spirits connect us all and through them we can sometimes throw acid in people's faces.*

Destiny Draw DC: N/A

Rules: Upon completing the ritual you may call, "[Target] Auto-Hit [Element] 5" on a target in visual range.

Prop Requirements: A crystal

Component Requirements: Flint

Time Requirement: 2 minutes

Elemental Implement

Rank: Initiate Forces Ritual

Aspiration: *Wands are an extension of our own spirit. With some help we can adopt the same unusual qualities as some spirits.*

Destiny Draw DC: N/A

Rules: Upon completing the ritual, choose one element. For the next Scene, add the chosen elemental modifier to damage and effects delivered by enchanted wands you wield, replacing the wand's normal damage type.

Prop Requirements: Enchanted wand

Component Requirements: Tallow

Time Requirement: 2 minutes

Adept Forces Rituals

Endure Elements

Rank: Adept Forces Ritual

Aspiration: *Some spirits guide us to strange and dangerous places. Be sure to call upon others to protect you when you stray into hazards.*

Destiny Draw DC: 5

Rules: Blessing. When struck by an effect caused by the environment that has an elemental modifier, the one with this Blessing may expend it to call Physical or Mental Save.

Prop Requirements: A scarf and a candle

Component Requirements: Steel

Time Requirement: 4 minutes

Kinetic Implement

Rank: Adept Forces Ritual

Aspiration: *So much movement is wasted. With our guidance, the spirits will gather it up and release it in one blow.*

Destiny Draw DC: 3

Rules: Blessing. When using a wand, you may expend this Blessing and perform a 15 sec RP focusing and call "Repel 8" with a packet.

Component Requirements: Flint and Potash

Time Requirement: 4 minutes

Prismatic Rain

Rank: Adept Forces Ritual

Aspiration: *It is often common to see Forces ritualists line the edges of battlefields and send multi-colored rain hurtling into the fight.*

Destiny Draw DC: N/A

Rules: Upon completing the ritual you may call "[Target] Auto-Hit [Element] 4" on a target in visual range. You may repeat this call up to two more times on different targets or you may spend 15 seconds RP focusing to make the call on the same target for each additional call.

If you are struck by an undefended effect or damage before delivering all the effects of this ritual the ritual immediately ends and you lose any further effects you may have been able to call.

Prop Requirements: A candle and compass

Component Requirements: Sulfur

Time Requirement: 4 minutes

Elemental Turmoil

Rank: Adept Forces Ritual

Aspiration: *The elements are temperamental. To reach their full potential sometimes they need a helping hand.*

Destiny Draw DC: 6

Rules: Self-Only Blessing. Upon completing the ritual, choose one element. You may expend this blessing to increase the damage dealt by effects of that element by 1 for the duration of the scene. The caster also takes one additional damage from any source for the rest of the scene.

Prop Requirements: A sample or symbol of the element

Component Requirements: Saltpeter

Time Requirement: 4 minutes

Initiate Binding Rituals

Enchant Wand

Rank: Initiate Binding Ritual

Aspiration: *We all are connected to the spirits, but sometimes we need help in using our spirits to fight. Wands are how we channel our will to fight.*

Destiny Draw DC: N/A

Rules: Upon completing the ritual, the wand that was the prop is enchanted. For the duration of the event, whoever is wielding the wand in their hand may spend 5 sec RP focusing and then throw a packet for 3 damage of the wand's type.

Prop Requirements: A wand

Component Requirements: Pitch, any two other Binders

Time Requirement: 2 minutes

Lesser Transmutation

Rank: Initiate Binding Ritual

Aspiration: *Spirits respond to the meaning of objects. Ritualists can adjust that meaning for a cost.*

Destiny Draw DC: 3

Rules: Blessing. The person with this Blessing may expend it to swap any Common Component requirement in a ritual with another Common Component of their choice.

Prop Requirements: A scale

Component Requirements: Any Common Component

Time Requirement: 2 minutes

Reinforce Vitality

Rank: Initiate Binding Ritual

Aspiration: *Matron spirits can guide a weary body to the proper course of recovery.*

Destiny Draw DC: 4

Rules: Blessing. The one with this Blessing may expend it to ignore the negative effect of one Injury they have for the next Scene.

Prop Requirements: Bandages and water

Component Requirements: Kingsfoil

Time Requirement: 2 minutes

Crumble

Rank: Initiate Binding Ritual

Aspiration: *While all objects have meaning, spirits understand that everything returns to dust.*

Destiny Draw DC: 4

Rules: Blessing. When hit with a weapon, you may expend this to call Auto Hit Smash upon the target that struck you.

Prop Requirements: Crumbled leaves

Component Requirements: Clay

Time Requirement: 2 minutes

Transfer Structure

Rank: Initiate Binding Ritual

Aspiration: *Broken is a state that means different things to different spirits across different materials. Translation may vary.*

Destiny Draw DC: 3 **Rules:** Upon completing the ritual you may remove the Broken condition on an object within arms reach. If you do, you must call Auto Hit 2 Damage on a target in range or add the Broken condition to one of your own items.

Prop Requirements: A crafting tool

Component Requirements: Iron

Time Requirement: 2 minutes

Reinforced Material

Rank: Initiate Binding Ritual

Aspiration: *Spirits within a vessel have a vested interest in keeping the vessel intact.*

Destiny Draw DC: N/A

Rules: Blessing. The one with this Blessing may expend it to call Physical Save when struck by the Smash effect. This Ritual may affect up to two targets at once.

Prop Requirements: A crafting tool

Component Requirements: Flint

Time Requirement: 2 minutes

Read Object

Rank: Initiate Binding Ritual

Aspiration: *Even the rock under your foot remembers who stepped upon it.*

Destiny Draw DC: 3 Rules: Upon completing the ritual, the spirit of an object within arms reach is awakened for a short time. You may bid this ritual to Staff to speak with the spirit and ask it questions about recent events.

Prop Requirements: A quill or hearing horn

Component Requirements: Chalk

Time Requirement: 2 minutes

Adept Binding Rituals

Spiritual Anchor

Rank: Adept Binding Ritual

Aspiration: *Spirits tend to wander, but by having the spirit of an object restrain or coerce, wayward spirits will linger a while longer.*

Destiny Draw DC: N/A

Rules: Upon completing the ritual, choose a spirit within arms reach. That spirit will not be able to move more than 10 feet away from the chosen object used in the Prop Requirements for the next day. The spirit will become unable to interact with that object.

The chosen object must remain in the same place or it can be moved by a Binding ritualist if they move as if under the Slow effect. If the object is moved and these conditions are not met, the ritual is broken.

Prop Requirements: A nail and a chosen object

Component Requirements: Lead, Pitch, and one Spirit Token

Time Requirement: 4 minutes

Chameleonic Skin

Rank: Adept Binding Ritual

Aspiration: *Spirits cloak your skin and clothing, bending and changing light until you match your surroundings.*

Destiny Draw DC: N/A

Rules: Blessing. The one with this Blessing may expend it to become Hidden for one Scene. Alternatively, if you are already Hidden, you may expend this Blessing to move at full speed while remaining Hidden for 30 seconds.

Prop Requirements: Ointment and coloring sticks

Component Requirements: Copper and Chalk

Time Requirement: 4 minutes

Shattering Implement

Rank: Adept Binding Ritual

Aspiration: *The spirits shake an sunder at our beckoning. All we have to do is will it.*

Destiny Draw DC: N/A

Rules: Blessing. When using a wand, you may expend this blessing and perform a 15 sec RP focusing and call "Smash" with a packet.

Prop Requirements: A soft rock or metal and an enchanted wand

Component Requirements: 2 Iron

Time Requirement: 4 minutes

Material Longevity

Rank: Adept Binding Ritual

Aspiration: *Quick concoctions tend to fade. The spirits know a trick or two in how to preserve them.*

Destiny Draw DC: N/A

Rules: Upon completing the ritual, the crafted item that was used in the Prop Requirement is imbued with spiritual fortification. If it would expire at the end of the event, it instead will expire at the end of the next event.

Prop Requirements: Ice and a crafted item

Component Requirements: Iron and Pitch

Time Requirement: 4 minutes

Aegis

Rank: Adept Binding Ritual

Aspiration: *Whether by speed or endurance, spirits can aid us in defending ourselves. Wearing armor helps too.*

Destiny Draw DC: N/A

Rules: Blessing. The one with this Blessing may expend it to call Physical Save. If the person with this Blessing is wearing armor they may expend this Blessing to call two Physical Saves against two separate physical effects within 3 seconds of one another.

Prop Requirements:

Component Requirements: Steel

Time Requirement: 4 minutes

Master Binding Rituals

Invoke Creation

Rank: Master Binding Ritual

Aspiration: *Sometimes a simple reminder of memory can turn materials into a different form, at least for a time.*

Destiny Draw DC: 5

Rules: This ritual, once complete, will instantly create a basic non-consumable crafting item, such as a weapon, firearm, shield, tool, or similar object (anvil, crate, wagon wheel, etc). The energies binding the item together are not long for this world, and will only last one hour. The item turns to dust after the duration. Having a crafter who is able to craft the item in question assist with the ritual, and the necessary materials on hand, will cause the item to become a permanent item. In addition, a crafter can apply any one modification recipe that they know to the item for free. A crafter may only participate in this ritual Once per Rest.

Prop Requirement: A tool of some sort capable of crafting the item, of any size.

Component Requirement: 2 Common and 1 Uncommon Binder for a temporary item, or the materials required to create the item and one uncommon Binder.

Time Requirement: 2 minutes

Seal Object

Rank: Master Binding Ritual

Aspiration: *Hiding an object from eyes is easy. Hiding it from Spirits, hard. Hiding from itself? A true challenge.*

Destiny Draw DC: Varies

This ritual takes an object and neutralizes its mystical effects, isolating it from the world and making it temporarily invisible to spirits. Any effects from handling or manipulating it are negated, and any ritual or effect it is a part of may fail as it is removed. It still serves as a mundane object in all other ways. The duration of the seal depends on the Destiny Draw result and the power of the item. A marshal will inform you of the potential range of durations before you begin.

Time: 6 minutes

Prop Requirement: a circle around the object and a wand.

Component Requirement: 1 Rare component, 1 uncommon Mineral, 2 common Binders.

Lifebind

Destiny Draw DC: 3

Aspiration: *Two are stronger than one. The closer the bond, the greater the power.*

This ritual links two people together and empowers them both. For one scene, two willing targets are connected. They will always know each other's general direction and cannot be forced to harm each other. They may each use the higher of either target's Physical Saves, Mental Saves, Hit Points, and Current Grit.. At the end of the ritual, if one target has taken an Injury in the scene and the other has not, the ritual forces the second person to take an injury as well.

Time: 4 Minutes

Prop Requirements: a rope, cord, or string

Component Requirements: 1 Uncommon Mineral, 1 Uncommon Binder

Spark Invention

Destiny Draw DC: 5

Aspiration: *Sometimes it is not about finding one good idea, but about putting many bad ideas in the right shape.*

This ritual can be invoked around any experimental process that will result in a destiny draw. It must be performed during the act of craft that is triggering the draw. When the time comes to make the Destiny Draw, the players may make one complete three card draw, using all items and abilities as normal to affect the total. After noting the result, they may shuffle and do another Destiny Draw, gaining the benefit of any of the previous items and abilities used in the first draw, and then choosing which result they would prefer. A person may only benefit from this ritual once an event.

Time: 5 Minutes

Prop Requirements: A game of chance of some sort and a notebook

Component Requirements: 1 Rare Mineral, any 3 Common Materials that are of the same type being used in the experiment if possible.