

Rituals and Invocations

Rituals are ceremonies that create tangible effects within the gameworld. **Invocations** are short blessings you can grant a Target. Most Invocations provide some beneficial effect for the Target. Rituals that are learned and used during the same event cannot be unlearned.

In order to have access to the Skills in Rituals and Invocations, you must have the Skill "Devotee of X". Simply purchasing "Devotee of X" gives you access to all Universal Rituals and Invocations. The second purchase of "Devotee of X" gives you access to the Rituals and Invocations of the Orders for which your Religion or Religions are part of. The third purchase of "Devotee of X" does one of two things. If you chose the same Religion 3 times, it gives you access to the "Zealot" Rituals and Invocations for that Religion. If you chose different Religions you have access to every non-Zealot Ritual and Invocation for those Religions.

Entropic: Wrath, Wyrms, Lament, Scourge, Ruin

Creation: Ancestor Gods, Path of Light, Path of Spirits

Techno: Machine Mother, Cult of Eberron, Order of the Out-breeder

Chaos: Nameless, One Law, Great Alpha and Omega

Ritual Rules

- Each Ritual may only be performed Once Per Event.
- You may only benefit from a single Ritual at a time, and may not benefit from a single Ritual more than Once Per Event. This applies to all participants in the Ritual.
- Rituals require a flexible number of active participants, all of whom, unless otherwise noted, must be Anointed of the same Religion. These participants are not mere attendees, but must aid in the completion of the Ritual. The baseline number needed for any Ritual is 2 unless otherwise noted.
- All Rituals whose effect is not immediate, last for 1 hour, or until the end of the next Combat, whichever is longer.
- All who are active participants of the Ritual must expend either 1 Stamina or 3 Body. Stamina/Body spent this way cannot be restored for the remainder of the Event.
- All rituals require 10 minutes unless otherwise noted by the Ritual.

Invocation Rules

- You may not perform Invocations upon yourself unless otherwise noted.
- All Invocations require 1 minute of RP with the intended Target.
- All Invocations whose effect is not immediate, last for 1 hour, or until the end of the next Combat, whichever is longer.
- A Target may not have more than one Invocation upon them, and may not have the same Invocation placed upon them more than Once Per Event.
- If the Invocation is on a willing Target, the Target must spend 1 Stamina or 3 Body in order of the Invocation to take effect. Stamina/Body spent this way cannot be restored for the remainder of the Event. If the Invocation is being used Offensively, you must pay the Stamina/Body cost.
- Invocations do not require a Target to be anointed of your Religion unless otherwise noted.

Universal Rituals

Commune - 4 Build - Universal Ritual - Allows you to petition any being or force connected to any religion for which you are a Devotee. Commune must be done in a quiet place with minimal lighting, and all participants must remain undisturbed for the duration or the Ritual fails and may not be tried again for 1 hour. A Plot Marshal should be contacted before enacting this Ritual. Once the Ritual is completed you may ask the Plot Marshal a direct question. Each additional participant may ask a single Yes or No question related to your original question. The answers you receive may be vague, or require mental gymnastics in order to decipher as they come either directly or indirectly from the godlike being you wish to contact.

Offerings - 3 Build - Universal Meal Ritual - Allows you to prepare food and drinks that can be used to refresh others during Combat. This produces an unlimited amount of food and drink. The food and drink that this ritual creates must be represented by real food and drink, and must be consumed by a Target for them to gain the benefit. Consumed food restores 4 Body. Consumed drink restores 1 Stamina. Target can benefit from each of these once every 30 minutes. Food and drink under the effect of this Ritual lose the effect at the end of the Event. Beneficiaries of this need not be anointed to your religion.

Wedding - 2 Build - Universal Ritual - Allows you to conduct a Wedding between 2 or more willing Targets. In order to use this, you must have a Legal Contract (Via any Skill that can create such Contracts) that explicitly outlines the details of the marriage that has been agreed upon and signed by all involved parties. Unlike normal Contracts this lasts in perpetuity (so long as both parties continue to consent). The nature of this Ritual is up to all involved, but must include at least 1 witness per Target being married. No one who is part of this Ritual, or receives the benefits of this Ritual needs to be part of any religion of whom you are a devotee. When this ritual is completed the wedded Targets gain a Path Point. Path Point must be signed off by a GM or Owner. A Target may only be wedded Once Per-Year (with the exception of Zelnalaks who may be wedded Once every 6 months).

Sanctification - 1 Build - Universal Ritual - Allows you to designate an Area as the domain of your Religion. This Ritual requires you to bless a substance (up to you), which is then used as part of the Ritual. Area remains Sanctified to that until the end of the Event. Everyone gains the Skill "Phase Sight" (see the "Mystic" Skill list) so long as they stay within this Area.

Sacrifice - 3 Build - Universal Ritual - Allows you to conduct a Sacrifice for the purpose of emboldening all who attend. The nature of what you Sacrifice is up to you, however the benefits remain static. All who attend the Ritual gains one of the following benefits; +5 Body, +2 Stamina, +1 to any Proficiency.

Invocation of Empowerment - 4 Build - Universal Invocation - Place an Invocation upon a Weapon. For the next Combat that Weapon does +1 Damage. The Target who wields the Weapon may not benefit from this Invocation more than Once Per Event.

Invocation of Divinity - 4 Build - Universal Invocation - Place an Invocation upon a Target. They gain a use of the Skill "Null Point" (see the "Mystic" Skill list).

Invocation of Passage - 3 Build - Universal Invocation - Place an Invocation upon a Dead Target. They gain a +2 Vaults Modifier. Target may OOG choose to not accept this Invocation.

Invocation of Protection - 3 Build - Universal Invocation - Place an Invocation upon a Target. Target immediately enters a "Shielded State".

Invocation of Communion - 3 Build - Universal Invocation Meal - Place an Invocation upon a piece of Food or Drink. You may only have 1 such piece of Food or Drink active at a time. Get the attention of Target who is suffering from a Temporary Mental Effect and implore them to consume the Food or Drink you have on offer. They are immediately freed of all Temporary Mental Effects should they consume the Food or Drink. Target must be an anointed of your religion. This Invocation does not cost Stamina or Body.

Entropic Rituals and Invocations

Invocation of the Dark Mark - 3 Build - Entropic Invocation - Place an Invocation in the form of a mark upon a Target. This mark lasts for the remainder of the Event. You may at any time invoke Blight Mark to either locate the Target (see a Plot Marshal, this may not always work for Plot reasons, if it does not work the Mark remains), or cause the Target to be pinned. After you invoke the Blight Mark, the Invocation expires. This Invocation may be done surreptitiously, and you may as a Marshal after you have completed the Invocation to handle the effect. You must still interact with the target for a minute in a directed fashion. Unless the Target calls "Blight Sight" on you while performing this Invocation it cannot be defended against. However when you invoke the ability of this Invocation to pin the Target, it can be defended against at that time. You pay the cost of Stamina/Body for this Invocation.

Invocation of Whispers - 3 Build - Entropic Invocation - Place an Invocation on an Unconscious Target or Target within their Death Count and name either Enraged, Panicked, or Afraid. Target is effected by that Status Effect as soon as they are returned to an active state. This Invocation has no Body/Stamina cost.

Invocation of Nothing - 3 Build - Entropic Invocation - Place an Invocation on an Item. Any benefit or detriment this item confers is rendered null and void for 1 hour. If placed on a consumable Item, the item simply has no effect when consumed. If placed on a Weapon or other Upgradable Item, the Weapon (or etc.) can be used, but you gain no benefit from the Upgrades for the duration. This can only be used on objects the size of a door or smaller. If the Item you wish to use this on seems to have some greater importance to Plot, please consult a Marshal before using this Invocation.

Sacrifex - 3 Build - Entropic Ritual - Define an Area as part of this Ritual. This Area is designated as a Sacrifex and remains in play until the end of the Event. While within the Sacrifex any Skills that cost Stamina can be done instead by sacrificing 1 Body. Body spent in this way does not return to you until the End of the Event. In addition to this the time needed to activate any Skill that costs Stamina is reduced by half (after all other bonuses are factored in). The performance of this ritual requires the brutal sacrifice of a living sapient creature. This ritual takes 15 minutes.

Final Meal - 3 Build - Entropic Meal Ritual - This Ritual allows you to utilize Ingested Poisons on more than one Target per dose. This Meal can be prepared for any number of Targets, at a rate of 1 dose for every 3 Targets. The preparation of this Ritual requires at least one other participant, as well as organic material (blood, skin) from at least 3 different species (the material is Obliterated upon use). Note that this is a requirement to conduct the full Ritual, so no matter how many doses you prepare, you only need 3 samples. This Ritual also requires 10 minutes of roleplay.

Spread Blight - 2 Build - Entropic Ritual - This Ritual allows you to spread Blight in a specific area. This Ritual has two functions. 1. It can be used to Blight an Area (for info on Areas see the “Crafting Supplemental Rulebook”) in the main play area of the game. This area remains Blighted for the remainder of the Event. 2. This can be used to permanently Blight an area that is not in the main play area of the game. This area is considered to be approximately 1 square mile. While an Area is Blighted, no one may use any Metaphysical Treatment Skill in the Area (effectively only Treatment Skills on Sick Bay). In addition if someone is dropped into their Death Count they receive a point of Blight. This Ritual requires at least 2 participants and 10 minutes of Roleplay. No major light source may be present when this ritual is conducted and it may not be conducted during daylight hours. An Area may be granted a specific type of Blight connected to any Entropic Entity of which you are a worshipper.

Wrath Rituals and Invocations

Invocation of Flame - 2 Build - Wrath Invocation - Requires the “Empowerment” Invocation. In addition to the effects of “Empowerment” Target also does Fire Damage for the Duration. This Invocation may only be placed on a 2 Handed Weapon or Pole Arm and may be cast upon yourself.

Invocation of Passion - 3 Build - Wrath Zealot Invocation - Place an Invocation upon a willing Target. Target gains 1 Temporary point of Influence (goes away if not used by the end of the Event). For the next hour target’s emotions are heightened, and they cannot Defend against any Mental Attacks.

Invocation of Hatred - 4 Build - Wrath Zealot Invocation - Place an Invocation upon a Target and name another Target within visible range. Target is Enraged toward that Target and does +2 Damage against that Target. Even after the Enrage ends, Damage bonus and enmity remains for 1 hour following this Invocation. If this Skill is used offensively it is considered a Metaphysical Attack.

Today We Feast for Tomorrow We Die - 4 Build - Wrath Zealot Meal Ritual - Requires Offerings. Present a meal for up to 4 Targets, Anointed of the Wrath do not count toward the Target limit. Meal must be hearty and contain both food and drink. The meal must last for at least 30 minutes, during which each participant must present a “boast”, talking about their incredible deeds. All Targets lose the Out and Critical Stage of their Death Counts, gain +3 to their Vaults Modifier, cannot be made to Attack (against their will) anyone who took part in this Ritual, do +1 Melee Damage, and must swing Fire, Frost, or Spark (they can only choose 1 and that Damage type only applies to Melee Weapons). All effects last for the remainder of the Event.

Pit of Berserk - 3 Build - Wrath Ritual - This Ritual requires you to have learned the Ritual "Spread Blight". You can take the "Spread Blight" Ritual and internalize it, allowing you to activate it by spending 5 minutes of Roleplay in an Area. You must still conduct and follow the rules for "Spread Blight" with the addition of sacrificing a sapient being to the Wrath. After you enact this Ritual the area is "Wrath Blighted" and is effected as per "Spread Blight" save that when someone is Blighted in the Area they now receive Wrath Blight. In addition to this, while any worshippers of the Wrath are in this Area they swing for +3 Damage, and cannot be hurt by normal Damage (any special Damage type will effect them). Anyone who engages in Combat at all is immediately Enraged. This Enrage cannot be removed while they remain in the Area.

Avatar of the Wrath - 4 Build - Wrath Zealot Ritual - This Ritual may only be done in a place Sanctified to the Wrath. This Ritual requires a Target with at least 1 point of Wrath Blight to serve as the focus and takes 30 minutes. The effects of this Ritual last until the end of the next Combat or until the Target is downed. Target of this ritual loses all Skills on their card for the duration and gains the following; 40 Body, 40 Armor, 10 Stamina, and can only be Damaged by Fire, 10 uses of the Skill "Resist" (Defends against anything), does the Damage Cap of any Weapon they wield, every 30 seconds they can all any Attack Skill in the Core Rulebook or the Prestige Class Rulebook (appropriate to the Weapon they are using), and can call Destroy every 30 seconds. In return for this power, the Target loses 3 Tether, gains 2 Point of Wrath Blight (this Blight can never be removed), and can never have this Ritual cast upon them again. This cannot be cast upon a Target that has been to less than 12 Events. Target of this Ritual may not have another Ritual cast upon them this Event.

Wurm Rituals and Invocations

Invocation of Blood - 3 Build - Wurm Zealot Invocation - Requires the "Empowerment" Invocation. In addition to the effects of "Empowerment" Target also does Bleed Damage for the Duration. This Invocation may only be done on an Anointed of the Wurm and may be cast upon yourself.

Invocation of Squirring Clarity - 4 Build - Wurm Zealot Invocation - Place an Invocation on a Target with a Trauma. Target loses a Trauma you name or a Trauma at random. Target gains a point of Wurm Blight at the end of the Event (this technically occurs between Events so it is not effected by the Once Per Event Blighting rule). This Invocation can also be used in conjunction with the Skill "Council" in order to disguise it. See a Plot Marshal after using this Skill to place the point of Wurm Blight on their card at a time when the source would not be obvious. This Invocation cannot be defended against, and the cost in Body/Stamina is yours to pay. When using this as an Invocation you may disguise this as you will, but it must involve 1 minute of interaction with the Target. The use of this Invocation is undetectable. Those immune to Blighting cannot be effected by this Ritual. Those who have transformed in some way as a result of a non Wurm Blight, do not gain a point of Blight, however they can be controlled by any Skill that specifically effects those who have Wurm Blight for the next Event they attend.

Invocation of Shadows - 4 Build - Wurm Invocation - Place an Invocation on something that could count as Cover. So long as you remain in contact with this piece of Cover you are Hidden. So long as the Cover allows for it, you may bring up to 2 other Willing Targets into this piece of Cover. Mental Attacks used from this place of Cover do not break Hidden.

Feast of the Talesender's Passage - 3 Build - Wurm Meal Ritual - This Ritual allows you to prepare food for up to 8 Targets. These Targets need not be anointed of the Wurm, and this Ritual does not appear under any scrutiny or Skill use to be Entropic in nature. When presenting this Meal, you must tell a story, and are encouraged to invite others to do the same. Anyone who eats of this Meal cannot engage in Combat against you (this effect can only be blocked by Skills that Defend explicitly against Poisons). In addition to this, everyone gains a use of the Skill "Divine Interception" that can only be used to Defend you. Preparation of this Ritual takes 10 minutes of roleplay, and can be done alone.

The Hidden Knife - 4 Build - Wurm Zealot Ritual - This Ritual can only be done in a place Sanctified to the Wurm. Only Blighted may take part in this Ritual, though they need not be Blighted of the Wurm. All those who take part in this Ritual do not appear as Blighted for 6 hours (unless they specifically use a Skill that causes them to glow with Blight). In addition they all gain one use of the Skill "Shiv" (see the Rebel Skill list). The performance of this Ritual requires roleplay of everyone involved piercing each other with ritual daggers to draw and share the power.

Command the Blight - 3 Build - Wurm Zealot Ritual - This Ritual requires a focus Target, this focus can be yourself. The focus must have at least 1 point of Wurm Blight, and gains another point via this Ritual. For the remainder of the Event the focus Target of this Ritual can use the Skill "Command Word: Blighted" by spending 2 Stamina Once Per Minute. Once Per Hour they may use the Skill "Mass Command Word: Blighted" by spending 5 Stamina. This performance of this Ritual requires the consumption of any harmful Poison by each person involved in the Ritual. Each person must consume a different Poison. Command Word allows you to give a 1 word command along with a gesture that the affected Target/Targets must follow. This is considered a Mental/Voice/Metaphysical Attack.

Lament Rituals and Invocations

Invocation of Dark Restoration - 3 Build - Lament Zealot Invocation - Place an Invocation on a willing Target who has lost any sense (Deaf, Blind, Mute). This Invocation restores their senses (this works on senses that have been Obliterated). Target of this cannot be effected by any Metaphysical Treatment or other beneficial Metaphysical Skill for 1 hour after this Skill has been used on them.

Invocation of Deprivation - 4 Build - Lament Zealot Invocation - Place an Invocation on an Unconscious Target or Target in their Death Count. Target's Eyes, Ears and Mouth are Destroyed rendering them Deaf, Blind, and Mute.

The Edible Paradox - 3 Build - Lament Meal Ritual - Requires the "Offerings" Ritual. The food and drink you offer can restore 1 use of any Periodic Skill whose base Build cost is 3 or less.

The Darkness that Follows - 4 Build - Lament Zealot Ritual - This Ritual allows all anointed who participate to gain the following for the next Combat; swing for Gloom Damage, Call the Skill "Hide" Once Per Minute, Call the Skill "Metaphysical Blind" Once Per Minute by spending 3 Stamina (Target is Blinded for 1 Minute) and pointing at a Target within Traverse Distance. This Ritual may also be used to extinguish any light source within Traverse Distance of the location in which the Ritual is performed. In addition to other costs, all who participate in this Ritual take 1 Point of Lament Blight. This Ritual must be conducted outside utilizing black candles, which are extinguished immediately as the Ritual concludes. Requires 15 minutes of Roleplay and at least 3 participants.

You Do Not Need Eyes to See - 4 Build - Lament Zealot Ritual - This Ritual must be done in a place Sanctified to the Lament. Only Anointed of the Lament may take part in this Ritual. All who take part in this Ritual gain both "Blight Sight" and "Phase Sight" for the duration. In addition they can see anyone who is Hidden by any means. All Targets of this Ritual are technically "Blind" for the duration, and must wear a sheer see through cloth over their eyes. This Blindness does not effect their ability to see (they see through Phase Sight and Blight Site and recognize things through heat signatures), however it makes them effectively immune to Blindness for the duration. The effects of this Ritual lasts for 1 hour or until the end of the next Combat, whichever is longer. As part of this Ritual, you must ceremonially remove the eyes of all involved (via RP obviously). This causes the eyes to be Obliterated, and they can only be restored via the Skill "Plastic Surgery" or any Skill that would restore an Obliterated body part. This means that when the effects of the Ritual ends, all involved still lack sight, due to their lack of eyes.

Peer Into Uncertain Futures - 2 Build - Lament Ritual - This Ritual requires you to have the Ritual "Commune". Instead of using Commune as usual, everyone involved with the Ritual may ask a complex question. All questions must be in regard to the same subject. The answers to these questions provided by a Plot Marshal must primarily be the truth, but must also include additional information that if not entirely false, is tangential to the subject and off a dark and foreboding nature. The participants go away unsettled, feeling as though the information they gleaned has allowed them to see beyond the rim of reality, and nothing will ever be right again. In addition all who take part in this Ritual are Blind for 30 minutes following the Ritual. This Ritual only requires that the officiant be Anointed to the Lament.

Ruin Rituals and Invocations

Invocation of Ashes - 3 Build - Ruin Zealot Invocation - Place this Invocation upon someone in their Death Count. Target Dies and turns to ash. This Invocation bypasses any immunity (save for immunity to Instant Death) the Target may have that would prevent them from being Killing Blowed.

Invocation of Acceptance - 3 Build - Ruin Zealot Invocation - Place this Invocation upon a willing Target. Target gains a Soak of 2 against all Non-Standard Damage types including Stamina Damage. Target cannot be brought out of the Out or Critical Stage of their Death Count, and if they are dropped to 0 Stamina they enter their Death Count instead of going Unconscious.

Cull the Herd - 4 Build - Ruin Zealot Ritual - All Anointed of the Ruin who partake in this Ritual gain the Skill "Slay Entropic" (Tag Entropic Target. Target drops to the Critical Stage of their Death Count). This Skill can be activated by spending 4 Stamina, and lasts for 1 hour or until the end of the next Combat, whichever is longer. The first time anyone uses "Slay Entropic" they gain one point of Ruin Blight. They do not gain Ruin Blight from further uses of this. This Ritual takes 10 minutes and requires a Target (if not Willing they must be Bound) who has either Neutral Blight or has a type of Blight other than Ruin. As part of the Ritual the Target with non-Ruin Blight loses a point of Blight as that Blight is absorbed by the anointed of Ruin. The one whose Blight was used cannot benefit from this Ritual.

The Moment - 3 Build - Ruin Zealot Ritual - This Ritual can only be done on a willing Target. This Ritual requires someone to serve as the focus Target. The Focus Target does not count as part of the number needed to conduct this Ritual. As part of this Ritual Target can choose to give up any number of permanent Tether. For each point of permanent Tether spent, the Target can learn up to 20 Build worth of Skills from any Class or Prestige Class. Skills learned this way must be determined before the Ritual, and a Staff member must sign off on the adjudication of this Ritual. Skills gained from this Ritual work as per normal, must follow standard Rules, and are lost at the end of the Event. If Skills gained have an explicit prerequisite, you must fulfill that prerequisite in order to use those Skills. The focus of this Ritual cannot be Treated once they fall into the Critical stage of their Death Count. This performance of this ritual can only be done during a period of high stress, and must be carried out in a hurried fashion, as though time is running out.

Food for the Fallen - 3 Build - Ruin Ritual - This requires the Ritual "Offerings". When performing the "Offerings" ritual, you must mix a portion of your own body into the food. Anyone who consumes the food or drink provided by this is immediately effected as per the Skill "Feign Death". Someone may only benefit from the food Created from this Ritual "Once Per Event".

Field of Rot - 3 Build - Ruin Ritual - This Ritual requires you to have the Ritual “Spread Blight”. This Ritual follows all the rules of the “Spread Blight” Ritual and adds the following. While you are in this Area, whenever your Limbs are hit by any Attack, the Limb is Destroyed. If anyone enters this field while Diseased or Infected, or becomes Diseased or Infected, the Disease or Infection immediately goes to the final stage. When you fall into your Death Count you gain a point of Ruin Blight. Everyone within the field of Ruin Blight feels sick the entire time they are there. Conducting this ritual requires the corpse of a freshly killed animal in addition to the basic requirements of the “Spread Blight” Ritual.

Scourge Rituals and Invocations

Invocation of the Helpless - 2 Build - Scourge Invocation - Place an Invocation upon a Downed Target, this Invocation counts as a Treatment and pauses the Target’s Death Count while the Invocation is being applied. The Downed Stage of the Target’s Death Count lasts 5 minutes, after which they Die. Target cannot be Treated.

Invocation of the Lone Wanderer - 4 Build - Scourge Zealot Invocation - Place an Invocation upon a Target. You may Target yourself with this Invocation. Target gains a single use of the Skill “Resist” and may use Treatment Skills upon themselves, however they cannot be Treated by anyone else, nor can they benefit from any Skill used upon them by someone other than themselves. This Invocation lasts for 1 hour.

Invocation of the Undone - 3 Build - Scourge Zealot Invocation - Place an Invocation upon an Unconscious, Bound or in their Death Count Target. The continuing effects of any Ritual, Invocation, or beneficial Skill upon that Target are immediately removed.

Invocation of Spite - 4 Build - Scourge Zealot Invocation - Place an Invocation upon a Target. You may Target yourself with this Invocation. If the Target of this Invocation is effected by any Skill that would Kill them, or send them into their Death Count, they may call this Invocation and the one who struck the blow Dies. This is considered a Metaphysical Attack.

Chord of Discord - 3 Build - Scourge Zealot Ritual - This Ritual is done as a musical performance. It may be done alone. At the end of the performance, all who hear the music may not render aid, or in anyway attempt to benefit anyone else who heard the music for 1 hour. This Ritual only takes 5 minutes. This Ritual may also be focused on a single Target.

Delve - 3 Build - Scourge Ritual - Once you take this Ritual you may use the Skill “Commune” without involving any other Anointed. In addition to this you may utilize the Skill “Research X” as a Scourge Ritual, doing this allows you to ask additional yes or no questions by spending either 2 Body or 1 Stamina. Body and Stamina spent this way are not returned until the end of the Event.

Creation Rituals and Invocations

Invocation of the Phase - 2 Build - Creation Invocation - Requires the “Empowerment” Invocation. In addition to the effects of “Empowerment” Target also does Phase Damage for the Duration. This Invocation may only be done on an Anointed of a Creation religion.

Invocation of the Battle Brewer - 3 Build - Creation Invocation - Place an Invocation on a Target, and have the Target choose a Tincture, Poison, or Bomb. Target reduces the time needed to Craft that Item to 1 minute. This Invocation lasts for 10 minutes and can only be used in Combat. All Items Crafted via this Skill do not get Item Cards and expire at the end of Combat.

Invocation of Oblation - 4 Build - Creation Invocation - Place an Invocation upon a Critical Target. Target is restored to full Body. You die. This Invocation may be performed while in the Downed stage of your Death Count.

Sanctuary - 4 Build - Creation Ritual - Requires the Ritual “Sanctification”. As part of the Sanctification Ritual, define the area with blessed idols. Anyone with 3 or more points of Blight, and any Entropic being or creature cannot enter the Area. Certain Greater Entropic beings, while feeling incredible discomfort, may be able enter a Sanctuary.

Return the Land - 2 Build - Creation Ritual - This Ritual allows you to clear a section of Blighted Land. Those taking part in the ritual must stand in 4 corners, and slowly, painfully walk toward a central point over the course of 10 minutes. Each person who takes part in this Ritual takes a point of Blight of the same type to which the land was Blighted. This Ritual only effects land that has been effected by non-extraordinary means. Certain types of Blight, and certain types of Blighting may require additional steps that this Ritual does not directly cover. See a Plot Marshal before conducting this Ritual.

Fellowship - 4 Build - Techno Meal Ritual - Create and serve a meal for all who take part in this Ritual. Everyone involved with this meal must speak of their expertise, and of the journey they are about to embark on. For the duration of the mission specified at the time of this Ritual, all involved gain 1 Non-Prestige Skill from any other person sharing the Meal with them. This cannot be a Skill they already know or have access to. The duration of the shared meal must be at least 20 minutes.

Ancestor Gods Rituals and Invocations

Invocation of the Trickster God - 2 Build - Ancestor Gods Invocation - Requires “Invocation of the Battle Brewer”. That Invocation now only effects Poisons, however it effects all Poisons. The Component cost to produce those Poisons is reduced by half, rounded up.

Invocation of the Shield Maiden - 4 Build - Ancestor Gods Zealot Invocation - Place an Invocation on a Target with a Shield. Target gains a Defense called “Resist Blight” this Defends against any Attack that would cause the Target to become Blighted. When Placed upon an Aesir the Defensive also applies to any Metaphysical Attack from an Entropic source.

Invocation of the Smith - 4 Build - Ancestor Gods Invocation - Place an Invocation upon a Weapon, Armor, or Shield. You may grant that Item the Upgrade from any Plan you have learned. This Invocation must follow the basic rule for Upgrades (you can’t put an Shield Upgrade in a Revolver for instance). The Upgrade lasts for 1 hour or until the end of the next Combat whichever is longer. While the Invocation is placed upon an Item, a Character cannot benefit from this Invocation more than Once Per Event. Upgrades that require Curios cannot be used in conjunction with this, nor do you receive the Curio benefit for any Upgrade that is made better by the inclusion of a Curio. You may only utilize any single Rank 3 Upgrade Once Per-Event in conjunction with this, and doing so requires twice the expenditure of Stamina/Body. Purchasing this Invocation grants you the ability to learn any single Rank 1 or Rank 2 Weapon or Armor Upgrade without the necessary Skill. You must still spend the necessary Build for said Upgrade.

Today We Feast for Tomorrow We Die - 4 Build - Ancestor God Zealot Meal Ritual - Requires Offerings. Present a meal for up to 4 Targets, Aesir do not count toward the Target limit. Meal must be hearty and contain both food and drink. The meal must last for at least 30 minutes, during which each participant must present a “boast”, talking about their incredible deeds. All Targets lose the Out and Critical Stage of their Death Counts, gain +3 to their Vaults Modifier, cannot be made to Attack (against their will) anyone who took part in this Ritual, do +1 Melee Damage, and must swing Fire, Frost, or Spark (they can only choose 1 and that Damage type only applies to Melee Weapons). All effects last for the remainder of the Event.

Sun Cannon - 4 Build - Ancestor Gods Zealot Ritual - This Ritual may only be done during the day, outside. This Ritual takes 20 minutes. During the course of the Ritual, you must build a targetting circle on the ground that is no wider than 10 feet across. 1 Minute after the end of the Ritual, the effect of the Ritual goes off. For 5 minutes, anyone who stands within the Ritual Circle takes an Obliteration for every 10 seconds they remain within circle. This is considered a Metaphysical Attack.

Path of Light Rituals and Invocations

Invocation of Purity - 4 Build - Path of Light Zealot Invocation - Place an Invocation upon a Target who has no Blight. Target gains a Defense that lasts until the end of the Event (or until used) against the next Attack that would cause them to become Blighted. This Defense may be invoked to grant 1 minute of Immunity from Blight. Target must be an Anointed of a Creation Religion.

Invocation of Means - 2 Build - Path of Light Invocation - Requires “Invocation of the Battle Brewer”. That Invocation now only effects Bombs, however it effects all Bombs (except for Time Bombs). The Component cost to produce those Bombs is reduced by half, rounded up.

Invocation of the Veil - 3 Build - Path of Light Zealot Invocation - Place an Invocation upon a willing Target with a Flaw or Flaws. For the remainder of the Period or 4 hours whichever is longer, the Target has no apparent Flaws. They receive no benefits or detriments from their Flaws. This means that Mutants who accept this Ritual have no access to most of their Species Skills for the duration.

Prison of Light and Life - 4 Build - Path of Light Zealot Ritual - Define an area as part of this Ritual that is no larger than 10 feet across. Area must be defined by lights or glow sticks. This Ritual requires one of the Anointed who takes part in the Ritual to bond themselves to the prison, so long as the Target remains bonded to the Prison they cannot be Treated or healed by any means. The bonded Target can enact the Ritual prison only once, and can disengage it at will. For every minute the prison remains active, the bonded Target loses 4 Body. The prison can be used to contain any Target with more than 3 points of Blight. Target may not leave the area, save for by means of Teleportation, for the duration of the Prison. If bonded Target is dropped to 0 Body, the Prison fails, however, they may choose to extend the barrier by spending their permanent life essence, spending 1 Tether for each additional minute the barrier remains in effect.

Devotion - 4 Build - Path of Light Zealot Ritual - This Ritual may only be done in a place where the Ritual of “Sanctification” in the name Creation Religion has been performed. This Ritual is performed in 2 Stages over 2 Events each stage lasting at least 15 minutes, the first part of this Ritual must be performed at night, the second part must be performed during the day. This Ritual may only be performed on someone with no Blight, but may only be performed on any Anointed of a Creation Religion. That person is the focus of this Ritual. The effects of this Ritual are permanent, and require the signature of a Plot Lead to reverse. The Focus of this Ritual can no longer become Blighted. Any effect that would cause them to be Blighted drops them to the Out Stage of their Death Count. In addition, the Target can spend 2 Stamina per minute to ignore the effects of a persistent Blight effect, such as the land itself being Blighted.

Path of Spirits Rituals and Invocations

Invocation of Healing Water - 2 Build - Path of Spirits Invocation - Requires “Invocation of the Battle Brewer”. That Invocation now only effects Tinctures, however it effects all Tinctures (except for Flasks). The Component cost to produce those Tinctures is reduced by half, rounded up.

Invocation of Cleansing - 4 Build - Path of Spirits Zealot Invocation - Place an Invocation upon a Downed, Bound, or Unconscious Target. Target is cleared of all Temporary Effects. This includes but is not limited to Mental Effects, Infections, Negative and Positive Status Effects (including other Invocations and Ritual Effects).

Purification - 3 Build - Path of Spirits Ritual - This Ritual can only be done in an area that has been Sanctified by an Anointed of any Creation Religion. Select a Target that has been Blighted as the focal point of the Ritual. This Target does not count as one of the Anointed needed to conduct the Ritual, and the Target need not be Anointed, nor even willing, though they must remain within the Sanctified area for the duration. At the end of the Ritual Target loses a Point of Blight.

Soul Shard - 3 Build - Path of Spirits Zealot Ritual - Certain Greater Entropic Beings may require a sacrifice in order to killed. This Ritual focuses on a willing Target, the Target need not be of your Religion, but must be unblighted. Willing Target gives up a point of Tether representing a piece of their soul, and forms that soul into a crystal shard. This Soul Shard may be used to Killing Blow an Entropic Being that cannot be killed by other means. Not every Entropic Being can be fully killed via a Soul Shard, but such an Attack will weaken them. Using a Soul Shard requires the Target to be Downed. While it is possible to create more than one Soul Shard from an individual, doing so increases in cost by 1 Tether each time this Ritual is cast upon them. Soul Shard Ritual creates a Temporary Item Card “Soul Shard” that lasts for 1 year from the creation date.

The Moment - 3 Build - Path of Spirits Zealot Ritual - This Ritual can only be done on a willing Target. This Ritual requires someone to serve as the focus Target. The Focus Target does not count as part of the number needed to conduct this Ritual. As part of this Ritual Target can choose to give up any number of permanent Tether. For each point of permanent Tether spent, the Target can learn up to 20 Build worth of Skills from any Class or Prestige Class. Skills learned this way must be determined before the Ritual, and a Staff member must sign off on the adjudication of this Ritual. Skills gained from this Ritual work as per normal, must follow standard Rules, and are lost at the end of the Event. If Skills gained have an explicit prerequisite, you must fulfill that prerequisite in order to use those Skills. The focus of this Ritual cannot be Treated once they fall into the Critical stage of their Death Count. This performance of this ritual can only be done during a period of high stress, and must be carried out in a hurried fashion, as though time is running out.

Techno Rituals and Invocations

Invocation of the Figment - 4 Build - Techno Invocation - Place an Invocation upon a friendly Target. Target loses all Body and Armor. Target gains 8 Hits that serve as Body (no matter how much Damage is done to the Target, they only take 1 Hit). Hits cannot be restored by Skills that restore Body. This Invocation lasts until the End of the Event or until the Target has taken 8 Hits, at which point they are reduced to 0 Body and fall into their Death Count and can be Treated as per normal.

Invocation of Lock Down - 4 Build - Techno Invocation - Place an Invocation upon a Bound Target. Target cannot use non-Mental, non-Spiritual Attack Skills for 1 hour.

Invocation of Spark - 2 Build - Techno Invocation - Requires the “Empowerment” Invocation. In addition to the effects of “Empowerment” Target also does Spark Damage for the Duration. This Invocation may only be placed on a Ranged Weapon. This Invocation may only be done on an Anointed of a Techno Religion.

Divine Satellite - 4 Build - Techno Ritual - Requires at least 2 participants, can include no more than 6 participants. All who take part in the Ritual gain a point of Influence. This Influence must be used by the end of the event or it is lost. This Influence can only be used in conjunction with someone you have listed as a Contact. This rite of this ritual involve building and then dismantling a communications device (this is purely for roleplay, the device need not be functional at any point).

Dead Zone - 3 Build - Techno Ritual - Requires the Ritual “Sanctification”. While within the Sanctified Area, Cybernetics, technological Teleportation, and Tech Items do not work. As part of this Ritual, you must simulate static or white noise.

Fellowship - 4 Build - Techno Meal Ritual - Create and serve a meal for all who take part in this Ritual. Everyone involved with this meal must speak of their expertise, and of the journey they are about to embark on. For the duration of the mission specified at the time of this Ritual, all involved gain 1 Non-Prestige Skill from any other person sharing the Meal with them. This cannot be a Skill they already know or have access to. The duration of the shared meal must be at least 20 minutes.

Machine Mother Rituals and Invocations

Invocation of Laws - 3 Build - Machine Mother Zealot Invocation - Place an Invocation upon a non-moving Target. You may then name a “law”. The Target either must follow this “law”, or will do anything in their power to break this “law”, your choice. The effects of this Invocation lasts for 1 hour. The “law” need not necessarily be an IG “law”, but must be a concise and to the point. If this is done on an Unwilling Target you must consult a Plot Marshal before using this Skill, and this is considered a Metaphysical Attack.

Invocation of Lazars - 2 Build - Machine Mother Invocation - Requires the “Empowerment” Invocation. In addition to the effects of “Empowerment” Target also does Lazer Damage for the Duration. This Invocation may only be placed on a Ranged Weapon. This Invocation may only be done on an Anointed of the Machine Mother.

Invocation of the Lost - 3 Build - Machine Mother Zealot Invocation - Place an Invocation on a Target. They can choose one Periodic Combat Skill they have expended, and gain a use of that Skill.

Expulsion Zone - 4 Build - Machine Mother Zealot Ritual - Define an Area as part of this Ritual. At the end of the Ritual you may name a Class, Race/Species, or the Anointed who took part in this Ritual. For 1 hour, no one but those noted, may enter the Area. This Area is considered to be in a Shielded State. Skills that break a Shielded State allows for free entry for 1 minute, after which anyone who does not meet the conditions is expelled via a Metaphysical Attack “Metaphysical Expulsion”. If this Attack is Defended, the “Metaphysical Expulsion” effect triggers Once Per Minute.

Galaxnet Teleportation - 3 Build - Machine Mother Ritual - For the remainder of the Event, all who participate in this Ritual can spend 4 Stamina to Teleport to another person who participated in this Ritual as long as they are within eyesight. This Ritual takes 15 minutes and each participant to carry a small glowing object to signify their connection.

Only a Dream - 4 Build - Machine Mother Zealot Ritual - This Ritual allows you to reverse time for an individual. This Ritual requires someone to serve as a focus and OOG willing Target for the Ritual (Target must give their clear OOG consent for this Ritual, but may IG choose to not consent...so while this Ritual may only be done against the will of the Character, not the will of the Player). The Ritual takes 30 minutes. This Ritual requires at least 4 participants. Before performing this Ritual you must contact a Staff Member, who may choose to be present. Everyone who takes part in the Ritual loses 1 Skill from their Character Card chosen at Random (certain Skills may or may not be excluded at the discretion of the Staff Member...and Staff Members are encouraged to exclude Skills that are fundamental to the functioning of the Characters involved). Build is refunded, but the Skill may not be learned again for 3 Events. At the end of the Ritual, the Target reverts to the exact state they were in at the beginning of the Event, and loses 5 Permanent Build. This Ritual reverses absolutely everything that has happened to them so far that Event, including Tether loss, Cybernetic Implants, Blight, Disease, as well as their memories beyond the first few minutes of the Event. No Character may ever be the Target of this Ritual more than Once. This cannot be used to Target someone with less than 1 Tether.

Church of Eberron Rituals and Invocations

[Note 1: Only Mutants may start a new Character with Church of Eberron Devotion, however anyone may pick up Church of Eberron Devotion as a result of learning it IG]

[Note 2: All Eberron Invocations and Rituals have a secondary requirement. Anyone who benefits from an effect must wear a glowing violet light for 1 hour, or the duration of the effect, whichever is longer. While this light is on, the one wearing it may not become Hidden.]

Invocation of the Everlasting Glow - 4 Build - Techno Eberron Zealot Invocation - Place an Invocation upon a willing Target (assessed OOG) in the Critical Stage of their Death Count. Target is restored to 1 Body, and takes a random Major Flaw (Flaw is assessed immediately after the encounter).

Invocation of Blessed Mutation - 4 Build - Techno Eberron Zealot Invocation - Requires the "Empowerment" Invocation. For the duration, Once Per Minute, Target may swing for Radiation Damage instead of normal Damage. This Invocation can only be placed on a Melee Weapon. This Invocation may only be done on an Anointed of Eberron.

Invocation of the Revelatory Glow - 3 Build - Techno Eberron Invocation - Place an Invocation upon a Target. Target treats Surprise Attacks against them as regular Attacks for the remainder of Combat. This Invocation only effects Anointed of Eberron.

The Glow Within - 4 Build - Techno Eberron Zealot Ritual - This Ritual requires a willing Target to be the focal point of the Ritual. After the Ritual is complete, Target can become any non-human species for the remainder of the Event. Someone may only be the Target of this Ritual once every 3 Events. Anyone may Targeted by this Ritual, but only an Anointed of Eberron may accept this Ritual more than Once ever. The transition into the new species is part of the Ritual.

Offerings of Eberron - 2 Build - Techno Eberron Ritual - Requires the Ritual "Offerings". In addition to the benefits of "Offerings" anyone who consumes the food or drink must, as with all Eberron Rituals, have a violet glow in effect for 1 hour. While this glow is active Target takes double Body Damage from Radiation, but no Stamina Damage. If a Mutant takes the offering, they are healed by Radiation Damage from non-friendly (a friendly Target may not hit you with Radiation Damage to heal you). sources for the duration (Body is healed but not Stamina). If a Target Dies while glowing, they can only gain Flaws (Greater and Lesser Trauma rolls become Greater and Lesser Flaws respectively). A Target may only benefit from this offering Once Per Period. When performing this Ritual you may make both radioactive and non-radioactive food and drink.

One With the Glow - 1 Build - Techno Eberron Zealot Ritual - This Ritual must be conducted in the manner of a revivalist preacher. Choose a willing Target to become Anointed to the Church of Eberron as the focus of this Ritual. At the end of the Ritual Target gains a Greater Flaw (what the Flaw is can be determined before the Ritual happens, if you wish to work that mutation into the Ritual), and is Anointed to Eberron. This Ritual is the only way to become Anointed to Eberron. If the Flaw gained via this Ritual is ever lost, Target is no longer Anointed to Eberron and may never again receive any benefit from any Eberron Ritual or Invocation, nor may they ever be Anointed again in the Church of Eberron. Purchasing this Ritual grants you ability to wear a glowing violet light at all times.

Order of the Outbreeder

[Note: Order of the Outbreeder can only be taken by Zelnalak]

Invocation of the Familiar - 4 Build - Outbreeder Zealot Invocation - Place an Invocation on a willing Target. As part of this Invocation give the Target a figure of an Animal Familiar. Target must have this figure visible on their person at all Times. Target gains a use of the Defense "Willpower" that lasts until used or until the End of the Event, with the caveat that it cannot be used to Defend against Mental Attacks that come from you. For the remainder of the Event Target counts as having a Negotiate Symbol for any Attack that comes from you. You may cast this upon yourself to give yourself an Animal Familiar, but it has no other effect when self cast.

Invocation of Sharing - 3 Build - Outbreeder Zealot Invocation - Place an Invocation upon a Target. This is considered a Metaphysical Attack. That Target gains a +2 Vaults Modifier until the end of the Event. If they have a Vaults Skill already, you gain that Vaults Skill and they lose that Vaults Skill. This has no effect if the Vaults Skill has already been expended. If the Target has multiple Vaults Skills you must choose 1.

Invocation of Worthy Traits - 3 Build - Outbreeder Invocation - Place an Invocation upon a Target. This is considered a Metaphysical Attack. You swap your free Racial/Species ability with the Target for 1 hour.

Invocation of Appropriation - 4 Build - Outbreeder Zealot Invocation - Place an Invocation upon a Target who has learned a Skill this Event. This is considered a Metaphysical Attack. They gain access to that Skill immediately (if they have learned multiple Skills they may only choose one). They also lose any Species/Racial Skill for the remainder of the Event and you gain that Skill for the remainder of the Event.

The Joining - 4 Build - Outbreeder Ritual Meal - Choose a Target wearing a Negotiate Symbol as the Target for this Ritual. Create a Meal that you must share with them as part of the Ritual. Once the Ritual is complete, so long as you treated well with the Target (as determined by the Target). They are now considered a Contact (see Influence Section of the Rulebook). As part of this Ritual, those who assist you must play the role of ceremonial servers. This Ritual may also be done at the behest of someone else in which case you would play the role of the ceremonial server.

Slay the Fallow - 3 Build - Outbreeder Zealot Ritual - All who take part in this Ritual gain a use of the Skill "Slay Unbreeder" (this Attack acts as the Skill "Slay" against any species that is not biologically compatible with Zelnalak; All Machines, Shard, Etherian, Weeds, M'kai). Anyone may take part in this Ritual, however no more than 6 may be involved. For Zelnalak affected by this Ritual, they may also use the Skill "Slay Unbreeder" by spending 5 Stamina until the end of the Event.

Chaos Rituals and Invocations

Invocation of Wind - 4 Build - Chaos Ritual - Place an Invocation upon a Target. Target regains 5 Stamina. Target loses 2 Permanent Stamina for the remainder of the Event instead of the usual Invocation cost.

Invocation of Wounded Clarity - 3 Build - Chaos Ritual - Place an Invocation upon a Target suffering from a Trauma. Target is cleared of all Traumas for 1 hour, so long as they remain within Traverse Distance of you. If either of you moves beyond Traverse Distance of one another for the duration, each of you becomes “Panicked” for 5 Minutes. This Panic cannot be Treated and must come to its natural conclusion.

Invocation of Luck - 3 Build - Chaos Ritual - Place an Invocation on a Target. The next time a Target does something that involves chance, they may ask for a redo. Among other things this applies to dice rolls for End of Life Counseling, and games of chance. The effect ends once invoked.

Repast - 4 Build - Chaos Meal Ritual - This Ritual can only take place during Combat, but not in a location Combat is actively happening, and may include any number of participants, so long as they are Anointed of any religion. All involved must sit down, rest, and refresh themselves with food and drink. At the end of the Ritual, everyone who took part regains half of their total Stamina rounded up (so if you have 3 Stamina left of a total of 11 or 12, you would regain 6 Stamina for a total of 9 Stamina).

Walk Through the Wasteland - 2 Build - Chaos Ritual - This Ritual grants protections for a specified journey. The performance of this Ritual defines its parameters. All who are involved in this Ritual, including you, can be effected by this Ritual. As part of this Ritual you must define a specific destination. As a second part of this Ritual all who take part must take hold of a long piece of cloth (long enough that everyone involved with the Ritual may hold onto the cloth while walking). At the conclusion of this Ritual all who take part must immediately set out on the specified journey. So long as each person remains holding the cloth (the effects apply to the individual not the group, so if one person lets go the effects remain for everyone else), they gain the following; Persistent Shielded State while walking, can call “Resist” (Defends against all Attacks) by spending 5 Stamina. Individuals cannot actively engage in Combat while under the effect of this Ritual, doing so immediately ends the effect of the Ritual for that individual. The nature of the destination decided upon must be explicit, and approved by a Marshal. Once the destination is reached the effects of this Ritual end for all involved.

Arena - 4 Build - Chaos Ritual - This Ritual creates a sort of null zone, but can only be entered into willingly. While within the Area defined by the Ritual, no one may utilize any Skills, Special Items, Upgrades, or Cybernetics. The one who casts this Ritual may provide 2 exceptions/additions to the above rules, but they must be specific and not broad (such as allowing all Race/Species Skills, or no one may leave the Area until all within it but themselves are Dead). The Area defined by this Ritual cannot be heavily trafficked, and must be relatively easy to avoid for those who wish to. The rules for the Arena must be clearly read to anyone before they agree to enter the Arena.

Nameless Rituals and Invocations

Invocation of Gloom - 2 Build - Nameless Invocation - Requires the “Empowerment” Invocation. In addition to the effects of “Empowerment” Target also does Gloom Damage for the Duration. This Invocation may only be placed on a Small Weapon or a Thrown Weapon. This Invocation may only be done on an Anointed of the Nameless.

Invocation of the Decree - 3 Build - Nameless Zealot Invocation - Place an Invocation upon a Target. Target gains a single use of the Skill “Madness Decree” (see the Doomcaller Class List). This lasts until used or until the end of the Event.

Invocation of the Gates - 2 Build - Nameless Zealot Invocation - Requires the “Invocation of Passage”. “Passage” now grants a +3 Vaults Modifier. Instead of making an End of Life Counseling roll to see if Target gains either a Trauma or a Flaw, Target automatically gains a random Lesser Trauma.

Labyrinth - 4 Build - Nameless Zealot Ritual - This Ritual must be done in a place Sanctified to the Nameless. Everyone who participations in this Ritual is effected by this Ritual, but only you may activate the effects of this Ritual. For everyone except for you, this Ritual does not count as the 1 Ritual you may have on yourself at a time. To active the effects of this Ritual, you must spend 1 minute concentrating, crack a violet glow stick, after which you become the doorway of the Labyrinth. You may keep the doorway open for as long as you wish, but no one may traverse through the Labyrinth until have declared the entrance closed. Only those who took part in the initial ritual may utilize the Labyrinth. The Labyrinth can be used freely for roleplay purposes, however if used purely mechanically, it allows all within the Labyrinth to travel directly back to the place where the initial Ritual was performed. If using it for this latter purpose, all who travel the path must link hands in a chain, with you at the front. If the chain is broken, everyone behind the break Dies and loses a point of Tether. Once you reach your destination, the effects of this Ritual end.

Offering of Madness - 3 Build - Nameless Meal Ritual - Requires the “Offering” Ritual. “Offering” Ritual food and drink now heal 8 Body or 2 Stamina. When you create the food and drink for this Ritual, you must include small slips of paper that have any Status Effect from the list of Common Status Effect in the “Game Terms” section of the Rulebook (with the exception of Bound, Destroyed, Stunned, or Thrown). Slips you create must include equal numbers of all Status Effects, and must be closed in such a way so that you are unaware of what they say. When you hand someone an “Offering”, you must also hand them the slip of paper. The Target takes the effect listed on the slip. If the effect reaches its natural conclusion (not stopped by a Skill or Treatment) then they recover either 8 Body or 2 Stamina.

The Final Configuration - 4 Build - Nameless Zealot Invocation - This Ritual may only be done in a place Sanctified to the Nameless. This Ritual requires a focus, anyone, even you, may serve as that focus, however a Focus must be an Anointed of the Nameless. This Ritual takes 20 minutes. At the end of this Ritual all who take part in this Ritual lose all of their Skills, and become Weakened for 1 hour. The Focus of this Ritual gains every non-used Skill on their Cards, counts as Greater Nameless Manifestation, and a demigod. The focus of this Ritual can ignore all Damage caps. As part of this Ritual a task must be named. The Focus may only use their newfound power in completion of that task. After 2 hours, or until the task is completed, whichever is shorter, the power fades over the course of several minutes, the focus Dies and loses a point of Tether and gains 2 Points of Nameless Blight. No single Character may be the Target of this Ritual more than once ever.

One Law Rituals and Invocations

Invocation of the Holder - 4 Build - One Law Zealot Invocation - Place this Invocation on a Target. You gain any positive buffs the Target had, they lose all of those buffs, this includes other Invocations, and most Ritual benefits. This does allow you to steal the power of Rituals that transform the Target of that Ritual.

Invocation of Eyes - 4 Build - One Law Zealot Invocation - Place an Invocation upon a Target. Target gains a Defense against any Surprise Attack. If the Target of this Invocation is anyone but an Elysian, they become Panicked after calling the Defense.

Invocation of Shadows - 4 Build - One Law Invocation - Place an Invocation on something that could count as Cover. So long as you remain in contact with this piece of Cover you are Hidden. So long as the Cover allows for it, you may bring up to 2 other Willing Targets into this piece of Cover. Mental Attacks used from this place of Cover do not break Hidden.

To Hold Beyond Death - 3 Build - One Law Ritual - This Ritual prevents your body from being effected by any negative Skill, or to be looted, once you have entered your Death Count. While in your Death Count or even Dead, you may call "To Hold Beyond Death" to defend against any attempt to search you, Killing Blow you, or to use any negative Skill against you. This Ritual requires at least 3 anointed of the One Law, and everyone who takes part in this Ritual must destroy a Component, Credit, or something of value to them in order to receive the benefit.

Bound By the One Law - 2 Build - One Law Zealot Ritual - Requires the Ritual "Wedding". This follows all the rules for the Wedding Ritual and adds the following. When Elysians marry, they may imbue a portion of their being into a pin, and exchange that pin with one of their partners. When imbuing a pin, they take one Periodic Skill they know and put it into that pin. That pin is considered a Permanent Talisman (though it does not count as a Talisman for the purposes of only being allowed to have a single Talisman). They may give that pin to their intended as part of the ceremony. Their partner may then use that Skill by invoking the pin. No matter how many partners are in this ceremony, a person may only ever have one such pin on them (though partners may exchange other pins for purely ceremonial purposes). If the Marriage ends, the Talisman can no longer be used.

Purge the Wurm - 3 Build - One Law Zealot Ritual - This ritual must be done in an Area with the Sanctification Ritual on it. This Ritual must have a Character to serve as a focus. This Character is not considered as one of the people needed to conduct the Ritual. Those assisting with this Ritual must be either Anointed of the One Law, or Anointed of any Creation religion. At the end of the Ritual, the focus of the Ritual is purged of all Wurm Blight. If Target had no Wurm Blight they Die. If Target has Wurm Blight, then they Die and lose a point of Tether for every 2 points of Wurm Bligh they have (rounded down, so if they only have 1 point of Wurm Blight, they lose no Tether). If Blight was removed as a result of this Ritual, all involved gain a single use of the Skill "Slay Wurm". This Ritual may also be used to completely kill any Wurm Blighted NPC. The subject of this Ritual does not have to be willing, but must remain with the Sanctified area for the duration. As part of this Ritual, there must be a bowl of clean water, a ceremonial knife (Iarp safe), and fake blood. The Ritual involves literally cutting the blight away from the focus. This Ritual can only be done in a place where fake blood is easy to clean, and the focus should be prepared ahead of time.

Great Alpha and Great Omega Rituals and Invocations

Invocation of the Flesh Hunt - 4 Build - Alpha and Omega Zealot - Place an Invocation upon a Target, and name a non-Machine organic "Favored Enemy". Target has "Favored Enemy" against that Target for 1 hour or until the end of the Next Combat whichever is longer. If Target has the Skill "Favored Enemy" against that Target already they do an additional +1 Damage against that Target. If Target of this Invocation is a Maneater they gain the Skill "Death Toll" for the duration.

Invocation of Blood - 3 Build - Alpha and Omega Zealot Invocation - Requires the "Empowerment" Invocation. In addition to the effects of "Empowerment" Target also does Bleed Damage for the Duration. This Invocation may only be done on an Anointed of the Great Alpha and Great Omega and may be cast upon yourself.

Invocation of Ashes - 3 Build - Alpha and Omega Zealot Invocation - Place this Invocation upon someone in their Death Count. Target Dies and turns to ash. This Invocation bypasses any immunity (save for immunity to Instant Death) the Target may have that would prevent them from being Killing Blowed.

The Endless Hunt - 4 Build - Alpha and Omega Ritual - This Ritual can only be done at night, and must be done by torchlight, and requires a live animal (fake) to serve as sacrifice. All who take part in this Ritual must be Anointed of the Alpha and Omega or of the Nameless. The effects of this Ritual last until the end of the Event. As part of the Ritual you must name a specific singular enemy. Everyone involved with the Ritual gain the following which can only be used against that enemy; +1 Damage, "Charge" by spending 2 Stamina, and if that enemy uses any Traverse Skill or Teleportation Skill you may call the name of this Ritual and spend 2/4 (2 if Traverse, 4 if Teleportation) Stamina to follow them. This Ritual prematurely if the named enemy dies.

Labyrinth - 4 Build - Alpha and Omega Zealot Ritual - This Ritual must be done in a place Sanctified to the Nameless. Everyone who participations in this Ritual is effected by this Ritual, but only you may activate the effects of this Ritual. For everyone except for you, this Ritual does not count as the 1 Ritual you may have on yourself at a time. To active the effects of this Ritual, you must spend 1 minute concentrating, crack a violet glow stick, after which you become the doorway of the Labyrinth. You may keep the doorway open for as long as you wish, but no one may traverse through the Labyrinth until have declared the entrance closed. Only those who took part in the initial ritual may utilize the Labyrinth. The Labyrinth can be used freely for roleplay purposes, however if used purely mechanically, it allows all within the Labyrinth to travel directly back to the place where the initial Ritual was performed. If using it for this latter purpose, all who travel the path must link hands in a chain, with you at the front. If the chain is broken, everyone behind the break Dies and loses a point of Tether. Once you reach your destination, the effects of this Ritual end.

Life and Death Mates - 2 Build - Alpha and Omega Zealot Ritual - This requires the "Wedding" Ritual. The effects of this Ritual are considered permanent. Target's engaging in this Ritual must seek OOG approval beforehand. Wedded partners each gain the following; they each have +4 Body while within Traverse Distance of one another. They each gain the Skill "Life Mate" which can be used on the partner when in the Critical Stage of their Death Count Once Per Event to bring that partner out of their Death count and restore them to 1 body (this takes 1 minute of Roleplay). While one of the partners is in their Death Count, the other partner does +2 Damage for the duration, and gains a free use of the Skill "Taunt" against the one who Downed their partner, they may also choose to become Enraged. When one Dies and loses a point of Tether, the other partner may choose to take that Tether loss instead. If one partner Dies permanently, the other partner Dies at any time of their choosing by the end of the following Event. If the Wedding is dissolved for any reason, all Tether lost as a result remains lost. This Wedding cannot be dissolved after one partner has died. This Ritual requires the partners going on a hunt as part of the ceremony against a particularly deadly, and preferably sapient quarry. This Ritual may only be done on either 2 PCs or 2 NPCs. This wedding Ritual may only have 2 Targets.