

LORE

LIVE ACTION ROLEPLAYING

RITUAL RULEBOOK 2025



INTRODUCTION TO RITUAL MAGIC

Rituals are a set of magic skills that are purchased after a wizard is character level 7 and has purchased the ritual magic for their school of magic. To perform rituals, you must have a ritual marshal present with you and have the appropriate skills and items to perform it. Unlike normal magic, rituals require more focus and effort. This can make them more dangerous to perform and can result in flaws and backlashes.

Parts of a Ritual

Ritual Marshals

At Lore we have two types of ritual marshals: Player Ritual Marshals and Event Ritual Marshals. Both types of marshals will be announced at check in and explained what they can do. You **MUST** have a marshal present during **ANY** ritual.

- **Player Ritual Marshal** – These are staff members that are currently playing their characters and are in game. These players can marshal **ONLY** item creation rituals or glyph rituals, that have no effect on the current plot, using only the rules defined in this book.
- **Event Ritual Marshals** – These are the staff that are running the event, these marshals can be part of any ritual, including something that might be plot related.

Casters

Performing a ritual requires a caster of 7th character level, with the Ritual Magic skill purchased for their school of magic, this is known as “ritual proficient.” You may be ritual proficient in multiple schools of magic, if you are of the appropriate character level and have the skill purchased for each school of magic. If you have multiple schools of magic and are participating in a ritual, you must declare which school of magic you are representing. If a ritual requires multiple schools of magic to perform, there **MUST** be a caster for each type. These are known as Primary and Secondary casters.

- **Primary Caster** – The primary caster is the lead of the ritual and the one starting the ritual. The primary caster must contribute at least 50% of the mana during a multi-caster ritual.
- **Second Caster** – The secondary caster is a caster who is joining the ritual and adding another type of magic. There can be multiple secondary casters, each providing a school of magic.

Circles

A circle is the area in which the caster is performing the ritual. During the ritual the casters must remain inside the circle, leaving the circle will result in a backlash of the ritual. A circle can be made from any physical material that can be shaped into a complete circle (no gaps and must be closed), typically this is done with rope or string. If the area in which the ritual is performed is smooth and can support chalk or something similar for the complete circle, this is also acceptable.

If you are performing an item creation ritual, you must have a phys-rep for the item and it must be present in the circle with you.

Crystals

Crystals are the material component used in rituals. These crystals can be found in-game or purchased with Lore Points (20LP each, max of 10 per event.) There are a variety of crystals with a specific color to represent their school, you must use the appropriate color/type of crystal for the school you are casting the ritual for.

Black Crystal	Death	Cloudy Crystal	Air	Purple Crystal	Order	Shimmering Crystal	Time
Glowing Crystal	Life	Orange Crystal	Stone	Swirling Crystal	Chaos	Blue Crystal	Spiritual
Clear Crystal	Force	Frosted Crystal	Water	Radiant Crystal	Solar	Yellow Crystal	Physical
Green Crystal	Nature	Red Crystal	Fire	Shadowy Crystal	Shadow	Opaque Crystal	Psychic

Ritual Mana

Ritual mana is purchased with XP with a 2 to 1 ratio (2XP for 1 mana.) If you have the Ritual Affinity talent, that reduces the mana ratio to 1 to 1 (1XP for 1 mana.) Each ritual will have a different cost for ritual mana, the more powerful the ritual or higher the level, the more mana it will cost. In rituals involving multiple casters, the Primary caster must provide at least 50% of the mana.

Components can be used in place of ritual mana to perform a ritual, and the rarity of the component will grant a set amount of ritual mana. When using components in a ritual by yourself, components cannot cover more than 50% of the rituals cost. When using components in a multi-caster ritual, ritual components you provide cannot cover more than 50% of your mana contribution to the ritual, additionally components in total among all the casters in the ritual cannot cover more than 50% of the entire ritual mana cost.

****There may be items in game or plot reasons on using specific components in rituals that might cover more than 50%****

Common Components provide 5 ritual mana

Uncommon Components provide 10 ritual mana

Rare Components provide 15 ritual mana

Known Rituals

These rituals are present and available on the list on the following pages for players who meet the requirement for the ritual. These rituals have formulas in place already and widely used amongst wizards.

Experimental Ritual

These rituals do not have formulas associated with them and are typically performed during the game when a player is trying to accomplish something plot related. To perform these rituals, you must clearly explain to an **Event Ritual Marshal** the intent of the ritual, how much mana and how many crystals that are going to be used during the ritual. Because these are done in the field where there can be varied results, a circle encompassing the area is not required, but there **MUST** be a circle around the caster.

Casting Multiple Rituals in a Day

Casting multiple rituals in a day can have lasting effects on the caster and the world around them. Casting more than one ritual in a day will result in all aspects of the ritual increasing, this includes: casting time, mana and crystals. The day is considered **Friday at game on till 3pm Saturday** and **Saturday at 3:01pm till Game End**.

Cooldown – As rituals (in-game) are draining to the character, a character can only be the Primary Caster of a ritual once in an hour time frame. This timer begins after the ritual has ended. If you are the Primary Caster of another ritual within that hour time frame, you have a 100% chance of a detrimental effect occurring.

Sages

There are multiple sages that can be taken that will help you perform rituals and reduce your chances of backlash and flaws.

Ancient Arcana - Increases ritual success chance per rank

Arcana Theory – Decreases flaw chance per rank

Ritual Theory – Decreases backlash chance per rank

Backlashes

These are detrimental effects to the casters that are involved with the ritual and potentially any characters that are in proximity of the ritual. Backlashes typically (but not always) occur when:

- The caster or casters inside the ritual circle are struck with an in-game ability, numbered damage, skill or spell.
- If the caster stops performing the ritual, either voluntarily or involuntarily.
- If the circle is interfered with in any way (IE: Someone walking through during the ritual.)
- Any of the components, scrolls, crystals or item is in some way affected.
- There have been multiple rituals from the same caster, casted in a day.
- There has not been a cooldown hour between ritual castings from the same caster.

The listed backlashes are on page 7, other backlashes outside this list can still occur, these are the most known.

Flaws

This is a detrimental effect to the ritual that is being performed. This can be an effect to the components or crystals being used, the item being created or the results of the ritual. Flaws typically (but not always) occur when:

- Not enough mana is used.
- The wrong amount or type of crystal is being used
- There have been multiple rituals from the same caster, casted in a day.
- There has not been a cooldown hour between ritual castings from the same caster.

The listed flaws are on page 7, other flaws outside this list can still occur, these are the most well-known.

Scrolls

Ritual scrolls can be created by a scribe that is able to cast ritual magic. Ritual Scrolls will designate what type of ritual that they are. Ritual scrolls will only cover the cost of the mana, crystals are still required at the time of the ritual to be performed.

Mana Wells

Mana wells are locations in game where mana gathers and creates a location that wizards with the talent of Harvest Mana (10 points of mana for every 3 levels) can recover mana. The location must be found in game, and will vary from town to town. Each mana well will have varying degrees of available mana located within it. Ritual mana can be recovered in the same way as normal mana but at a 2 to 1 ratio.

Magic Items

Creating Magic Items

A player may create magic items by following the rules above for performing a ritual. A player must have a physical object that they are using to create this magic item, in many instances a bracelet, necklace or ring is used, but any object may function as a magic item.

A standard magic item has one magical effect. The cost to create the item depends on the amount of times that effect can be used as well as the spell level of that effect. An item with more than one magical effect is known as an artifact and cannot be extended or modified by a player. There are exceptions to this rule. For example, a sword can have a magical carrier, such as ice, a spell effect and be essence bound and still be a standard magic item. If a second spell effect was added, it would become an artifact.

Extending Magic Items

Magic items **MUST** be extended by the caster type of the magic that is on the item. If it is a Shadow Weapon, it must be renewed with Shadow crystals and ritual mana. The exception to this rule is **Time**. Time can renew ALL magic items, including those that do not have a type:

- Caster Matches – 2 Crystals 5 Ritual Mana (Use this if it is a Time magic based item)
- Time – 3 Shimmering Crystals, 8 Ritual Mana

A caster may extend any number of magic items in day, extending is not subject to a cooldown.

Minor Magic

Some items are marked as “Minor,” and majority of the time these items are one time use only. Minor items can have their expiration dates extended, but they can’t be modified.

Artifact Items

Some items are marked as “Artifact,” and these items are generally of significant power. These items cannot be upgraded OR extended by rituals in any way.

Activating Magic Items

Magic items are activated by verbally saying “Activate Item – Magic Spell Name.” This is an out of game call since it is an item that is being used. In the case of something that provides a buff like Magic Shield – the item must be used and spell placed on the target prior to being hit with spell, per the standard protective rules.

RITUALS

Ritual	Description	Primary Casters	Ritual Mana	Crystal Cost	Duration	Cast time
Glyphs						
Glyph - 1 Use	This ritual creates a glyph that can be placed on the ground. This glyph has no duration and will last until someone steps into the ritual, activating it.	Any	5	2	Until Used	5 Min
Glyph - 1 Hour	This ritual creates a glyph that can be placed on the ground. This glyph has a 1-hour duration and will activate every time someone steps into the circle for that duration.	Any	15	4	1 Hour	5 Min
Glyph - 1 Day	This ritual creates a glyph that can be placed on the ground. This glyph has a 1-day duration and will activate every time someone steps into the circle for that duration.	Any	30	6	1 Day	5 Min
Glyph - Weekend	This ritual creates a glyph that can be placed on the ground. This glyph has a weekend (3 Day) duration and will activate every time someone steps into the circle for that duration.	Any	50	10	1 Day	5 Min
Item Creation						
1x Ever	This ritual imbues an item with a magical spell that can be used once ever. This item retains the expiration of the item being used. If it is a new item, the expiration is 2 years from creation.	Any	3 Per level of spell	2 per level of spell	Until Used / 2years	5 Min
3x Ever	This ritual imbues an item with a magical spell that can be used three times ever. This item retains the expiration of the item being used. If it is a new item, the expiration is 2 years from creation.	Any	5 per level of spell	3 per level of spell	Until Used / 2 years	5 Min
1x Day	This ritual imbues an item with a magical spell that can be used once a day. This item retains the expiration of the item being used. If it is a new item, the expiration is 2 years from creation.	Any	10 per level of spell	4 per level of spell	2 years	5 Min
3x Day	This ritual imbues an item with a magical spell that can be used three times a day. This item retains the expiration of the item being used. If it is a new item, the expiration is 2 years from creation.	Any	14 per level of spell	5 per level of spell	2 years	5 Min
Essence Bound	Binds an item to a player's essence, this weapon cannot travel more than 5ft from the owner without it returning to them. Also, if a player dies this item travels with them through the plane and onto their next life. This item can be disarmed, but cannot be stolen.	Life or Death	100	35	2 years	5 Min
Weapon Carrier	This ritual imbues a weapon with a carrier of the magic cast into it. This item retains the expiration of the item being used.	Any	60	20	2 years	10 Min
Weapon Carrier, Lesser	This ritual imbues a weapon with a carrier of the magic cast into it. and lasts for 3 days. This ritual can be performed safely without backlashes or flaws.	Any	15	5	3 days	5 Minutes

Other Rituals						
Identify	The ritual is used to discern the magical properties of an item.	Any	5	2	Instant	1 Min
Cleanse Air - Area	This ritual allows the caster to clear an area of air that has been fouled.	Air	25	8	Instant	5 Min
Cleanse Water - Area	This ritual allows the caster to clear an area of water that has been fouled.	Water	25	8	Instant	5 Min
Divination	This ritual will allow you to ask a marshal a question that might be outside of your normal knowledge. You may receive correct information; you may also receive misleading or undiscernible information.	Solar or Time	25	8	Instant	5 Min
Locate Object	This ritual will locate the general area of an object, the caster must be familiar with the object to locate it.	Air or Solar	25	8	Instant	5 Min
Move Earth	This ritual allows the caster to move or clear rubble, cave ins or other objects made of stone. You cannot move real earth; this can only be used for plot reasons.	Stone	25	8	Instant	5 Min
Naturalize area	This ritual allows the caster to prevent enchantment or charm effects from occurring within a structure	Order	30	10	1 Day	5 Min
Obscure Tracks	This ritual hides your footprints from anyone tracking.	Nature or Stone	25	8	Instant	5 Min
Remove Curse	This ritual will remove any curse effect from the target	Fire or Order	60	20	Instant	5 Min
Restore Spirit	This ritual will remove any status effects that are inflicted on the caster during a ritual.	Life or Death	60	20	Instant	5 Min
Resurrection	This ritual can bring someone who has permanently died back from the death lands. This ritual is extremely difficult and takes a toll on both the casters and those resurrected.	Life or Death or Nature	500	100	Instant	10 Min
Resurrection Circle	This ritual will create a circle that friendly (To the caster) creatures that have died, may pass through the death lands and into the circle, wherever it is placed.	Life or Death	10	4	3 Days	5 Min
Shade / Obscure	This ritual will hide an object from a locate object ritual. This ritual lasts 3 days.	Shadow or Chaos	25	8	1 Day	5 Min
Speak with Dead	This ritual allows the caster to speak with a spirit from the plane of death.	Death	15	5	10 Min	5 Min

FLAWS AND BACKLASHES

Flaws
Expiration date of item created is reduced by 3 months
All items that are in the ritual circle lose a charge.
All crystals present in the ritual circle are destroyed.
All coins present in the ritual circle are destroyed
All components present in the ritual circle are destroyed
All per-day items present in the ritual circle loses all charges for the day.
Expiration is doubled on any Item Created
No crystals are consumed in the ritual.
Item is overcharged and receive an extra charge
Ritual de-stabilizes and requires 5 crystals to stabilize or ritual fails.

Backlashes
Primary Caster present in the ritual cannot perform any in-game actions for 1 hour.
All magic items present in the ritual circle expire immediately
Primary Caster is dropped to dying count, can be healed with life spell.
All Casters present in the ritual drop to dying count, can be healed with life spell.
Primary Caster loses all remaining mana for the day
All Casters present in the ritual cannot perform any in-game actions for 30 minutes
All Casters present in the ritual are silenced for 1 hour
Primary Caster casts spells at ½ mana for the remainder of the day.

RITUAL SCRIBE

Ritual scribing is available once you are able to cast rituals. All ritual scrolls require at least half uncommon components, with some of the bigger rituals requiring half rare components and eventually all rare components.

Ritual	Description	Production	Common	Uncommon	Rare
Glyphs					
Glyph - 1 Use	This ritual creates a glyph that can be placed on the ground. This glyph has no duration and will last until someone steps into the ritual, activating it.	10	6		1
Glyph - 1 Hour	This ritual creates a glyph that can be placed on the ground. This glyph has a 1-hour duration and will activate every time someone steps into the circle for that duration.	20	6	1	1
Glyph - 1 Day	This ritual creates a glyph that can be placed on the ground. This glyph has a 1-day duration and will activate every time someone steps into the circle for that duration.	30	6	2	1
Glyph - Weekend	This ritual creates a glyph that can be placed on the ground. This glyph has a weekend (3 Day) duration and will activate every time someone steps into the circle for that duration.	60	6	4	3
Item Creation					
Essence Bound	Binds an item to a player's essence, this weapon cannot travel more than 5ft from the owner without it returning to them. Also, if a player dies this item travels with them through the plane and onto their next life. This item can be disarmed, but cannot be stolen.	120	2	6	6
Weapon	This ritual imbues a weapon with a carrier of the magic cast into it. This item retains the expiration of the item being used.	75	2	5	4
Weapon, Lesser	This ritual imbues a weapon with a carrier of the magic cast into it. and lasts for 3 days. This ritual can be performed safely without backlashes or flaws.	25	2	2	1
Other Rituals					
Identify	The ritual is used to discern the magical properties of an item.	15	2	1	1
Cleanse Air - Area	This ritual allows the caster to clear an area of air that has been fouled.	60	6	4	3
Cleanse Water - Area	This ritual allows the caster to clear an area of water that has been fouled.	60	6	4	3
Divination	This ritual will allow you to ask a marshal a question that might be outside of your normal knowledge. You may receive correct information; you may also receive misleading or undiscernible information.	60	6	4	3
Locate Object	This ritual will locate the general area of an object, the caster must be familiar with the object to locate it.	60	6	4	3
Move Earth	This ritual allows the caster to move or clear rubble, cave ins or other objects made of stone. You cannot move real earth; this can only be used for plot reasons.	60	6	4	3
Naturalize area	This ritual allows the caster to prevent enchantment or charm effects from occurring within a structure	60	6	4	3
Obscure Tracks	This ritual hides your footprints from anyone tracking.	60	6	4	3
Remove Curse	This ritual will remove any curse effect from the target.	120	2	6	6
Restore Spirit	This ritual will remove any status effects that are inflicted on the caster during a ritual.	120	2	6	6
Resurrection Circle	This ritual will create a circle that friendly (To the caster) creatures that have died, may pass through the death lands and into the circle, wherever it is placed.	15	2	1	1
Shade / Obscure	This ritual will make an object from a locate object ritual. This ritual lasts 3 days.	60	6	4	3
Speak with Dead	This ritual allows the caster to speak with a spirit from the plane of death.	30	6	2	1

		Level 1				Level 2				Level 3				Level 4				Level 5				Level 6			
Ritual	Description	Prod	CC	UC	RC	Prod	CC	UC	RC	Prod	CC	UC	RC	Prod	CC	UC	RC	Prod	CC	UC	RC	Prod	CC	UC	RC
1x Ever	This ritual imbues an item with a magical spell that can be used once ever. This item retains the expiration of the item being used. If it is a new item, the expiration is 2 years from creation.	7	6	0	1	14	2	1	1	21	2	2	1	28	6	2	1	35	6	2	2	42	6	3	2
3x Ever	This ritual imbues an item with a magical spell that can be used three times ever. This item retains the expiration of the item being used. If it is a new item, the expiration is 2 years from creation.	8	6	0	1	16	6	1	1	24	2	2	1	32	6	2	2	40	2	3	2	48	2	3	3
1x Day	This ritual imbues an item with a magical spell that can be used once a day. This item retains the expiration of the item being used. If it is a new item, the expiration is 2 years from creation.	12	2	1	1	24	2	2	1	36	2	3	2	48	2	3	3	60	6	4	3	72	2	5	4
3x Day	This ritual imbues an item with a magical spell that can be used three times a day. This item retains the expiration of the item being used. If it is a new item, the expiration is 2 years from creation.	16	6	1	1	32	6	2	2	48	2	3	3	64	2	4	4	80	2	5	4	96	2	5	5