

Rituals

Ritualists can perform actions and prayers so that angels may bless them with miracles. The favor of the gods is required for these rituals to take effect, and ritualists must hold the tenants of the gods to gain and stay in their favor.

Rituals have three components: preparation, execution, and reward. When performing a Ritual, start by making the proper arrangements that are described in the Preparations section. Once the preparations are complete, execute the ritual by following the instructions in the Execution section. Once the ritual is executed, you reap the ritual's rewards as dictated in the Reward section. Rituals may reap no reward even if properly executed, either because you are not in the favor of your god or because it is deemed unwise by the angels who reward the miracle.

Favor and Tenets of the Gods:

Each god has three tenets. Each ritual requires one or more of these tenets to be fulfilled for the ritual to take effect. You can have all tenets of all gods fulfilled at once. Rituals that have multiple effects based on how much favor you have always take the maximum effect.

When you complete a tenet, you can mark that you have the favor of that god for that tenet. When you do something that would cause you to lose a tenet, or fail to maintain a tenet, you can mark that you do not have the favor of that god for that tenet.

Some rituals can benefit non-ritualists, but must still have the tenets of the gods maintained. Keeping a log of your allies and the tenets they have kept or broken, as well as any unforgivable laws they have broken, is important to make sure they can participate in a spell.

Unforgivable Laws

Each god has an unforgivable law that must not be broken by the ritualist. If the law is broken, then the ritualist becomes disgraced in the eyes of that god, and cannot receive the reward of any ritual that the god provides.

A ritualist can redeem themselves from breaking an unforgivable law. Redeeming a ritualist requires a drastic action or sacrifice. Once redeemed, they can again perform rituals for that god.

Ritual Example:

Ritual Name: Description of ritual.

Preparation: Description of preparations that need to be made.

Execution: Description of action taken with prepared material to complete ritual.

Reward: Description of reward or benefit of successfully completing the ritual.

Forjah

Forjah is the god of anarchy, the hunt, and the sky. Known as the Hunter, Forjah blesses not only the strong, but also the quick and the clever. Forjah has dominion over all beasts and dragons, as well as every star and the sun itself. Although the Wyld is Forjah's creation, Forjah has no known seat of power in any realm because the god is almost always present in Cael, the material plane, within a limited avatar form that allows the god to hunt dragons and leviathans without the benefit of its awesome overwhelming powers. Although it is often assumed that Forjah is the god of the moon, there is no known association between Forjah and the celestial body, which has led to debates about the moon's purpose and existence. Forjah's angels are the stars in the sky which guide those below, but rarely intervene. The symbol of Forjah is a Halo.

You can gain favor from Forjah in the following ways:

Sharpened Claws - Enter Combat daily. Combat does not need to be deadly. Favor gained after maintained for a week.

Effigy - Create and maintain a burning effigy to mimic the stars. The effigy is created using the head of a hunted animal which is lit on fire. As long as the effigy remains lit, you gain this favor. Multiple persons can participate in the maintenance of an effigy.

Vigilance - Do not allow yourself to be taken by surprised in combat. Gain this favor after subverting a trap or ambush, and keep until you are surprised.

Forjah Unforgivable - Do not die or become wounded in Combat. Redeem self by sacrificing all weapons, armor, and Magic Items.

Forjah Rituals

Guiding Star: The stars are always watching, pay homage to them for their guidance. By burning an effigy of a target, the stars will light the way and guide you to them.

Preparation: You must create a small effigy that resembles the creature or object you want to find, and the more accurate the effigy the better chance to find the target.

Execution: Burn the effigy in a 10 minute ritual.

Reward: A bright star appears in the sky overhead the target. This star is visible to all around them. The star remains in the sky for one round if you have no favor with Forjah, one minute if you have one favor, for one hour if you have two favor, and one day if you have three favor.

One with Nature: Every rock, tree, and beast has a spirit that you can communicate with.

Preparation: You must collect a quarter-pound of wild herbs.

Execution: Smoke the prepared herbs in a pipe.

Reward: You can commune telepathically with beasts, plants, and even stones. Each have their own personality and are not necessarily helpful or truthful. The knowledge of each is limited to their own business: A wolf pack could tell you about people who have trespassed through their land, a tree could tell you of a woodcutter who passed by, and a boulder could tell that it is often moved. This ability lasts for one round if you have no favor with Forjah, one minute if you have one favor, for ten minutes if you have two favor, and one hour if you have three favor.

Infuse the Wyld: An item can evolve and adapt, changing its properties at a whim to better serve its master.

Preparation: Find a nest with unhatched eggs.

Execution: Leave the item with the nest, and wait for the eggs to hatch and leave.

Reward: The item is able to shift its form to emulate similar items with the same function. As a part action, the wielder of the item can shift its physical properties, such as: Lanterns into torches, shovels into pickaxes, a lock into a chain, or a sword into an axe. Weapons are able to change one physical property with another of the same weapon type, but cannot change a magical property or multiple properties. This ability of the item will cease to function when the wielder has less than three favor with Forjah.

Fairy Ring: You can create a fairy ring, allowing a controlled breach into the Shattered Span.

Preparation: You must hunt down and kill a wild creature, and recover their body.

Execution: Bury the dead creature in the ground as part of a 10 minute ritual.

Reward: A 5ft ring of mushrooms spring up around the buried animal. While the mushrooms are present, the circle acts as a breach into the Shattered Span, leading to a realm of your choice which is decided when you start the ritual. You must have three favor with Forjah to perform this ritual. Anyone may enter into this circle to enter the realm of your choice. The exit on the other side is invisible, and unless the location is memorized, the ritualist may become trapped in their destination.

When you return from that realm, if you or anyone passing through has less than one favor with Forjah, the mushrooms disappear

and the gate is closed from the origin side only. They may reappear again in the spring of next year.

Rain Dance: You can conjure rain from the sky.

Preparation: You must create a small fire that is fueled by wood.

Execution: You must perform a loud 1 hour dance around the fire. Others can join in the dance to reduce the time required by 10 minutes per person, to a minimum of 10 minutes.

Reward: A rain begins to fall over a 1 mile radius around the ritual's location. There does not need to be clouds above to create rain, and clouds do not form when the rain begins to fall.

This storm lasts for one round if you have no favor with Forjah, one hour if you have one favor, for one day if you have two favor, and one week if you have three favor.

Animality: You infuse your body with the might of the Wyld.

Preparation: Hunt a beast, slay it, and remove its claws, horns and teeth.

Execution: While holding the prepared materials, roar in the nature of the beast you slayed in the preparation.

Reward: You become overgrown with natural weapons, and your body becomes a simple weapon with which you have proficiency. These attacks have the Keen property which add +1 to your attack's chance to hit. The natural weapons persist for one round if you have no favor with Forjah, one minute if you have one favor, for ten minutes if you have two favor, and one hour if you have three favor.

Consecrate Land: You bless the land, making it fertile and pure.

Preparation: Gather enough coals to completely cover the area you wish to consecrate.

Execution: Set fire to the coals, and lay the burning coals on the land at dusk and let them sit until dawn.

Reward: The land becomes consecrated and holy, with wildlife bursting through the coals. When the ritualist has two favor with Forjah, the dead who are buried in this land will not become undead. When the ritualist has three favor with Forjah, the land becomes wild and fruitful, providing a higher yield for all crops.

Curse of the Beast: You cause a target to transform into a beast.

Preparation: You must create an effigy in the image of your target, as well as hunting and killing a wild animal and removing their heart.

Execution: During the night, place the animal heart into the prepared effigy and burn it in a 10 minute ritual.

Reward: The target temporarily transforms into a beast. You must have at least 3 favor with Forjah for this ritual to take effect. Their personality does not change, but they are more likely to act out their passions and desires. They return to normal at dawn, and they are unaware of the change when they wake up, although they may be in a different place.

The animal they transform into is based on their personality, and not the animal you used in the ritual. For example, a greedy noble may transform into a pig, while a watchful guard may transform into a dog. The Game Master decides what beast they transform into based on their personality.

Deelug

Deelug is the god of order, death, and noise. Known as the Reaper, Deelug takes from those who have had enough. Deelug exists within the Shadow Realm, where it oversees all dead souls and also Cael'Iter, the Soul Grinder, which allows the dead to reincarnate and return to Cael. The god of Noise, Deelug's symbol is the bell and is both revered and reviled by Bards. The god of order, Deelug does not condone those who break the natural cycle of life by becoming undead or resurrecting from the dead. The angels of Deelug are Shadows who are crafted from darkness and made living. The symbol of Deelug is the bell, as well as many frequently used symbols of death, such as a skull or sickle.

You can gain favor from Deelug in the following ways:

Integrity - Tell the truth, and do not try and cheat or exploit others. Gained after it has been maintained for one week.

Dusk Worship - Pray for one hour during dusk daily, and do not consume any food during sunless hours. Favor gained after maintained for a week.

Clear the Rot - Tolerate no undeath. Kill undeath where you find it, and allow no undead to live. After killing an undead, keep this favor until you refuse to kill an undead you encounter.

Deelug Unforgivable - Do not facilitate or participate in the Resurrection of a creature. Redeem self by sacrificing all wealth and magic items.

Deelug Rituals:

Vision Quest: People tend to see things when they are exhausted, and Deelug's shadows can use these mirages to show their disciples a vision of the future.

Preparation: Refuse to eat, drink, or sleep.

Execution: Become exhausted at least a day after preparing for the ritual.

Reward: You will go unconscious. While in this unconscious state you will be visited by a Shadow from the Shadow Realm. The Shadow will show you a possible future which ends in your death. This future can be changed. You must have at least two favor with Deelug to see this vision.

One with the Dead: Sacrifice your body and temporarily enter the Shadow Realm; the realm of death where all souls go when they die.

Preparation: No preparation necessary.

Execution: Allow yourself to become wounded or knocked unconscious on purpose. You can do this yourself or be assisted, but the damage must be lethal.

Reward: Your spirit enters the Shadow Realm. You return when you become exhausted or when your body becomes stabilized, but if you die you remain in the Shadow Realm. You must have at least 3 favor with Deelug to perform this ritual.

You are able to bring objects you are holding back from the Shadow Realm, but it will be as if you violated Deelug's Unforgivable Law if you do.

Haruspicy: You can divine the future using the organs of animals.

Preparation: You must obtain a small wild beast to be sacrificed as part of the ritual.

Execution: Kill the prepared animal.

Reward: The organs of the animal and how they fall out of the beast inform you on

the future. You learn of a creature that you will face along a certain path or route. You must have at least one favor with Deelug to perform this ritual.

Shadow Forge: The greatest tool for creation, allows for anything to be created quickly.

Preparation: Create a fire in the Shadow Realm.

Execution: Light a fire in Cael where the fire is currently burning in the Shadow Realm.

Reward: The Shadow Forge comes to life, creating a glowing altar of green deathly flames that basks the area in light. Items crafted within 150ft of the Shadow Forge and are in contact with the light of this forge lose their time requirement for creation, and instead only require one hour total. After an hour, the flames of this forge die out. You must have at least three favor with Deelug to perform this ritual.

Apparition: Let your spirit leave your body and appear to specific people.

Preparation: No preparation necessary.

Execution: You must meditate in silence for 10 minutes.

Reward: A Shadow delivers your spirit to a known person within the realm you occupy. This communication lasts up to 10 minutes or until you choose to end it. You are unable to see the person's surroundings, and they are able to see a spectral version of yourself. Once the apparition ends, the Shadow that delivered you will demand you spend another hour meditating, without speaking or moving, or it will be as if you violated Deelug's Unforgivable Law.

Infuse the Shadow Realm: The item becomes possessed by a shadow and can wield itself.

Preparation: Bury the item with the recently interred.

Execution: Unearth the dead and retrieve the item after ten days.

Reward: The item becomes an ally, capable of levitation with a speed of up to 15ft per round. The item has an action that it can use to activate its own abilities or to attack with itself if it is a weapon. The item can perform actions independent of its creator or wielder, and can be commanded to perform actions in line with the tenants of Deelug. This ability of the item will cease to function when the wielder has less than three favor with Deelug.

Azurath

Azurath is a god of goodness who resides in the elemental plane of water. Also known as the Soulmith, Fateweaver, and the Ocean, Azurath is the crafter of each soul, making each one with a specific purpose and destiny. Often called the Ocean, Azurath is worshiped by sailors, fishers, and travelers who believe that Azurath is the ocean itself. Azurath is the god of mercy and charity, and is worshiped by goodly creatures all over Cael. Angels of Azurath are most often empowered souls and ice elementals, generally taking the form of winged humanoids, cherubs, and the shifting forms of water and ice. Azurath's symbol is a snowflake, as well as the winking eye.

You can gain favor from Azurath in the following ways:

Poverty - Accept no reward for a morally good deed. Gain this favor only after its maintained for at least a week, and lose it after accepting a reward for a morally good deed.

Mercy - Spare an enemy, and allow them to leave your presence unharmed. Keep this favor until you kill a wounded, unconscious, or surrendering foe.

Iron Whispers - Never share a secret entrusted to you. Gain this favor after keeping a secret for at least a month, and lose it by sharing a secret.

Azurath Unforgivable - You cannot Take an Innocent Life from a Beast or Humanoid. Redeem self by sacrificing all wealth and magic items.

Azurath Rituals

Speak in Tongues: As long as you speak in one continuous act, you can communicate your message to anyone.

Preparation: You must fill a chalice made from precious metals with pure or blessed water.

Execution: Drink the contents of the chalice.

Reward: You begin to speak. Everyone who hears you understands you as if you were speaking their native language. The effect ends when you end your speech, and the chalice turns to glass. You must have at least one favor with Azurath to perform this ritual.

Bless: You purify a substance and make it holy.

Preparation: Select an object you wish to bless.

Execution: You must bathe the object you are blessing in a pure substance, such as running water, sunlight, or silver in a 10 minute ritual.

Reward: The object becomes blessed. It deals magical damage when used in an attack, and damages undead, demons, and devils as if it were acidic, dealing 1d6 magical damage. This blessing lasts for 24 hours, unless the object is naturally pure, in which case it remains blessed forever. You must have at least Two favor with Azurath to perform this ritual.

Infuse the Ocean: The item becomes a liquid state that can crystallize at a moment's notice.

Preparation: Prepare a bath of Blessed water that can completely submerge an item.

Execution: At the end of the item's construction, plunge its entirety into the pool of blessed water.

Reward: The object gains the ability to liquefy or crystallize as a minor action. While solid, it can be liquified into normal water and be stored as if one size smaller in a canteen, waterskin, or jar. While liquid, the item can crystallize in the hand or on the body, allowing armor to be donned instantly or weapons to be concealed in bottles. This ability of the item will cease to function when the wielder has less than three favor with Azurath, with liquid items remaining in their liquid state.

Mana Spring: Create a small geyser of magic that generates mana.

Preparation: You require a tall candle made from beeswax.

Execution: Sit with the candle in meditation, and allow it to burn out in your hand in a one hour ritual.

Reward: As the candle reaches its last light, the flame bursts and becomes mana. You regain your lowest level spell slot or a single mana. This has no effect if the Ritualist has not already exhausted the mana or spell slot. You must have at least one favor with Azurath to perform this ritual.

Return Harmony: Heal someone of a disease or magical ailment using a Healing Wheel.

Preparation: Spend 2 hours creating a wheel from wood and string, then spin the wheel any amount of hours to wind up the string.

Execution: Place the wheel over a wounded or sick person and let the string go.

Reward: The wheel begins to spin, and the creature underneath the wheel has advantage on all saves and checks against diseases and harmful conditions while the wheel spins. The wheel spins for the number of hours that it was spun during the preparation. You must have at least two favor with Azurath to perform this ritual.

Ward against Evil: You create a circular ward against evil.

Preparation: Have enough salt to completely encircle an area or object.

Execution: Pour the salt in a continuous ring that has no breaks.

Reward: Demons, Devils, and the Undead are unable to cross the line of salt as long as it is unbroken, and cannot interact with the salt itself. You must have at least one favor with Azurath to perform this ritual.

Unfinished Business: A creature is revived as ice to see through their unfinished business.

Preparation: Craft a coffin of ice and place a dead creature within the coffin.

Execution: Bury the coffin in a at least 5ft underground in a 1 hour ritual.

Reward: The deceased is reborn of ice, and exist until they complete a task. The Ritualist decides the task during the ritual, which must be a specific task and in line with the tenants of Azurath. Once the task is complete, the ice-like body of the deceased melts and their soul enters the Shadow Realm. You must have at least three favor with Azurath to perform this ritual.

If the reborn creature dies, they are again reborn in the ice coffin where they were buried, unless their task is complete or the coffin is destroyed. While their form is ice, the reborn creature will feel cold to the touch, although they are otherwise the same as before.

Absorb Knowledge: You can absorb the knowledge of a book or map in an instant.

Preparation: Create a 5ft circle from candle wax.

Execution: Sit in the center of the circle with a book in a 10 minute ritual.

Reward: The words and images of the books climb up your arms and slip into the slits in your eyes. The book becomes blank, and you memorize the entirety of the book's texts and images, regardless of your ability to read it or understand the language.