

The Ritual List

The ritual list is arranged by level or *circle*. The rituals for each level are listed alphabetically with full descriptions. Remember that each ritual is defined for a particular mystical alignment. Furthermore, the evocations shown in all capitals must be shouted. Rituals marked with an asterisk (*) are lost and must be found during adventuring.

The First Circle

Center / 1

ALIGNMENT: white
 RANGE: none
 AREA: self
 DURATION: 1 day
 MATERIAL: the mystic's talim
 CALLING: 100 words
 EVOCATION:

I, <insert name>, evoke the Path of White to bring clarity, calm, and Center!

DESCRIPTION:

This simple ritual of meditation allows a mystic to find his or her spiritual *Center*. This ritual brings clarity to the mystic's thoughts and opens the mystic to his or her mystical senses. If the mystic is *Curi*, this ritual sharpens their *Curi Sense* and grants added and detailed information to their premonitions. Furthermore, this ritual may aid the mystic when invoking the rites of *Augury* or *Greater Augury*.

However, because the mystic becomes more aware of his or her abilities, he or she may be more susceptible to effects or attacks made via his or her mystic senses. In addition, while affected by *Center*, the mystic cannot evoke the second level ritual *Quiet*.

The clarity of *Center* lasts for one day and may be ended at any time by the mystic. This ritual may be evoked only once per day.

This ritual requires the presence of an Elder.

Imbue Path* / 1

ALIGNMENT: special
 RANGE: touch
 AREA: 1 item
 DURATION: permanent
 MATERIAL: the mystic's talim
 CALLING: 100 words
 EVOCATION:

I, <insert name>, evoke <insert Path> to touch this item with the Power of the Mists!

DESCRIPTION:

With this simple ritual, the mystic weaves threads of the elusive Mists into the substance and essence of a single item (of no more mass than a great sword). Multiple evocations or a joined evocation may be made to affected a larger item. This ritual is used primarily to dedicate an object (or, with enough power, a place) to a particular Path.

Upon completion of the rite, the mystic determines the Path imbued in the item. The mystic's alignment change is appropriate to the Path evoked. Once touched by the ritual, the item radiates the chosen Path. A *Sense Mysticism* and *Sense Alignment* will detect the item.

The item gains no other special benefit or power (e.g. the *Imbue* is not strong enough to allow a weapon to strike a creature only affected by magical or mystical attacks). An *Imbue Path of Gray* will cancel a previous *Imbue* (even an item already dedicated to the Path of Gray) and render the item pathless; an *Unraveling* will also undo an *Imbue*. Powerful magic and mystical items may be resistant to this ritual.

This ritual may require the presence of an Elder.

Minor Circle of Protection / 1

ALIGNMENT: white
 RANGE: none
 AREA: self
 DURATION: special
 MATERIAL: the mystic's talim, a 3' diameter circle
 CALLING: 100 words
 EVOCATION:

I, <insert name>, evoke the Path of White to protect me with a Minor Circle of Protection!

DESCRIPTION:

With this ritual, the mystic prepares a circle on the ground (e.g. etching it into the earth, drawing it with chalk, or laying a length of rope) large enough for him or her to stand within.

Upon evocation, the *Minor Circle of Protection* prevents any creature of the Path of Black from entering the *circle* or engaging the warded mystic. This ritual affects all evil summoned, extra-dimensional, and undead creatures. Furthermore, any 1st through 3rd level magics invoked by such creatures cannot enter the *circle* or affect the protected mystic. However, normal missiles such as arrows can be fired at the mystic. Regardless, no first through third level Spirit spell may enter the *circle*.

The mystic may speak, act, use skills, invoke spells, or evoke White or Gray rituals while inside the *circle*.

Remember, a villain character or an evil human is not considered a creature of the Path of Black though they may follow the powers of Night. Only very powerful characters, who have gained a great deal from the Path of Black, become corrupted enough to be affected by the *circle*. This ritual may require the adjudication of an Elder.

The *circle* remains until canceled by the mystic, until the mystic leaves the *circle*, or until the *circle* is physically broken. Creatures who are affected by the *circle* cannot break the *circle*.

Sense Magic / 1

ALIGNMENT: white
 RANGE: none
 AREA: 10' radius
 DURATION: concentration
 MATERIAL: the mystic's talim
 CALLING: 100 words
 EVOCATION:

I, <insert name>, evoke the Path of White to grant me the ability to Sense Magic!

DESCRIPTION:

Upon evocation, this ritual allows the mystic to detect and locate the presence of magic in a ten foot radius. Extremely thick walls or barriers will block this ritual. This ritual does not identify the type or nature of the magic. The detection remains as long as the mystic concentrates.

This ritual requires the presence of an Elder.

Sense Mysticism / 1

ALIGNMENT: white
 RANGE: none
 AREA: 10' radius
 DURATION: concentration
 MATERIAL: the mystic's talim
 CALLING: 100 words
 EVOCATION:

I, <insert name>, evoke the Path of White to grant me the ability to Sense Mysticism!

DESCRIPTION:

Upon evocation, this ritual allows the mystic to detect and locate the presence of mysticism in a ten foot radius. Extremely thick walls or barriers will block this ritual. This ritual does not identify the type or nature of the mysticism. The detection remains as long as the mystic concentrates.

This ritual requires the presence of an Elder.

Yes-Or-No Augury / 1

ALIGNMENT: white
 RANGE: none
 AREA: self
 DURATION: concentration
 MATERIAL: the mystic's talim, a coin
 CALLING: 100 words
 EVOCATION:

I, <insert name>, evoke the Path of White to grant me a moment of insight!

DESCRIPTION:

Upon evocation, the mystic asks a single yes-or-no question and flips a coin. The question may be about a person, place, thing, or deed. Depending on the question, the answer will be yes or no or unknown. If the answer is uncertain, the mystic will drop the coin.

This ritual may only be evoked once per level of the mystic per day. For example, a mystic of level 3 *Mistic Ability* may evoke *Yes-Or-No Augury* only three times a day. Attempting to use the ritual beyond the allowed chances may result into misfortune for the mystic.

This ritual requires the presence of an Elder.

Chapter Six

The Second Circle

Identify / 2

ALIGNMENT: white

RANGE: touch

AREA: one item

DURATION: instant

MATERIAL: the mystic's talim

CALLING: 200 words

EVOCATION:

I, <insert name>, evoke the Path of White to grant me insight into this item's nature!

DESCRIPTION:

This ritual of divination allows the mystic to identify any magical, mystical, or special properties an item may possess. This ritual does not necessarily reveal all of the properties and additional evocations may be required. Depending on the nature of the item, the amount and detail of the information gained will vary.

This ritual requires the presence of an Elder.

Mistic's Armor* / 2

ALIGNMENT: white

RANGE: none

AREA: self

DURATION: special

MATERIAL: the mystic's talim, a white-gray-black headband

CALLING: 200 words

EVOCATION:

I, <insert name>, evoke the Path of White to grant me the Armor of the Mists!

DESCRIPTION:

Created by the warrior-mystic Esshien, the ritual creates a suit of ghostly armor about the mystic allowing the character to take *one hit* from most weapons and from most damaging spells that are equivalent to weapon hits. The *Mistic's Armor* absorbs the very next hit after evocation; the player cannot choose the hit to be protected against.

This ritual does not protect against Death weapons, which ignore and negate the protective power of *Mistic's Armor*.

However, *Mistic's Armor* does not protect against spells or effects that do damage and destroy armor. The fifth level Earth spell *Fist of Stone* and the sixth level Fire spell *Fireball* both ignore and negate the protective power of *Armor*. The seventh level Plant spell *Nature's Fury* ignores the *Mistic's Armor* but does not negate it. Spells such as the *Cause Wound* spells, *Fire Touch*, and *Dehydrate* count as a hit towards *Mistic's Armor*. Touch spells such as *Touch of Paralysis* and *Treeform* ignore *Mistic's Armor* but do not negate it.

The mystic must wear a tricolor headband to signify the activation of the ritual.

Mistic's Light / 2

ALIGNMENT: white

RANGE: none

AREA: 20' radius

DURATION: 30 minutes

MATERIAL: the mystic's talim, a small hand-held flashlight

CALLING: 200 words

EVOCATION:

I, <insert name>, evoke the Path of White to grant me illumination!

DESCRIPTION:

This ritual creates a shimmering area of pale, white light to illuminate a small area. The *Mistic's Light* is represented by a small, hand-held flashlight. Once the ritual is evoked, the *Light* may be used for a total of thirty minutes; the *Light* does not have to be on continuously but may be activated and deactivated at will.

The beam of the flashlight must always be directed toward the ground and must stay within a twenty-foot radius from the mystic. The beam of the flashlight should never be directed at another player's face. No one except the mystic may use the flashlight. The *Light* cannot be dispelled by *Dispel Magic*.

Moment of Strength* / 2

ALIGNMENT: gray

RANGE: none

AREA: self

DURATION: special

MATERIAL: the mystic's talim, a white-gray-black armband

CALLING: 200 words

EVOCATION:

I, <insert name>, evoke the Path of Gray to grant me a Moment of Strength!

DESCRIPTION:

Created by the warrior-mystic Esshien, the ritual grants the mystic a *Moment of Strength*. In other words, the mystic gains a single *Feat of Strength* to be used when needed. Upon evocation, the mystic wears a tri-colored armband of white, gray, and black to signify the activation of the ritual. The *Moment of Strength* lasts until used and the armband is removed. The mystic must call "FEAT OF STRENGTH!" The mystic may have only one *Moment of Strength* active at any given time. This ritual may be combined with *Moment of Fortune*.



Quiet / 2

ALIGNMENT: white

RANGE: none

AREA: self

DURATION: special

MATERIAL: the mystic's talim

CALLING: 200 words

EVOCATION:

I, <insert name>, evoke the Path of White to grant me calm and Quiet!

DESCRIPTION:

Used primarily as a ritual of meditation and introspection, this evocation quiets and calms the presence, the voices, the empathy of the mystic's sense of the Three Paths (including the special sense of the Curi). For the duration of the meditation, the mystic becomes removed from the extrasensory and the whisperings of the Paths. The *Quiet* aids the mystic in rediscovering his or her center and to gain new focus.

While under the influence of *Quiet*, the mystic cannot be affected via his or her mystical senses—for good or for bad. However, unlike a *Feat of Will*, this ritual offers no direct protection versus spells of the arche of Mind or magical mental attacks. Furthermore, while *Quiet*, the mystic cannot evoke any rituals.

The *Quiet* lasts as long as the mystic requires the peace. The mystic may move, act, speak, fight, and use other skills while *Quiet*. At any time, he or she can end the meditation.

This ritual may require the presence of an Elder.

Translation* / 2

ALIGNMENT: white

RANGE: none

AREA: self

DURATION: 30 minutes

MATERIAL: the mystic's talim

CALLING: 200 words

EVOCATION:

I, <insert name>, evoke the Path of White to grant me the power of comprehension!

DESCRIPTION:

Calling upon the divinatory powers of the Path of White, this ritual grants the mystic the ability to understand any spoken and written language (as per the spell *Comprehend Languages*).

Though the mystic understands all languages, the ritual does not give the mystic the ability to speak or write any language. Magical languages, extremely rare languages, and purely arbitrary languages (e.g. codes) may not be translated by the power of this ritual. Only the mystic gains the benefit of this rite.

This ritual may require the presence of an Elder.