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# RITUAL GUIDE

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This guide will tell you what rituals are, how they are performed, and how they are scored, as well as give you example ritual forms.

Rituals in Beyond Ragnarok has many possibilities, and is an ability found in the Seidr skill tree, and are meant to be an exploratory path of magic.

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# RITUAL MAGIC

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## WHAT ARE RITUALS?

Rituals are the one of the most powerful and complex form of Magic. A Ritual can be used to perform wondrous and devastating feats. Unlike casting a spell or harnessing magic in melee combat, Rituals are a freeform magic where power is released and controlled within the confines of a Ritual Circle, and moulded to achieve the Ritualist's desires.

Typically, Rituals were the remit of the Gods, whose innate knowledge of magic allowed them to draw power from the cosmos into a Ritual Circle to perform magic. Mere mortals, having no understanding of the true nature of magic and the cosmos, could historically never hope to achieve such feats of power.

However, with the discovery of the Runes in their crystalline form, mortal beings learnt how to release the power contained within them into a Ritual Circle and harness that power to perform rituals.

*Throughout the course of this guide, we will use an example of one such mortal preparing and performing a Ritual to extend the Expiry of a crafted Runic Item; a Sword of Through. The example will be highlighted in a grey box, such as this one.*

## THE RITUAL CIRCLE

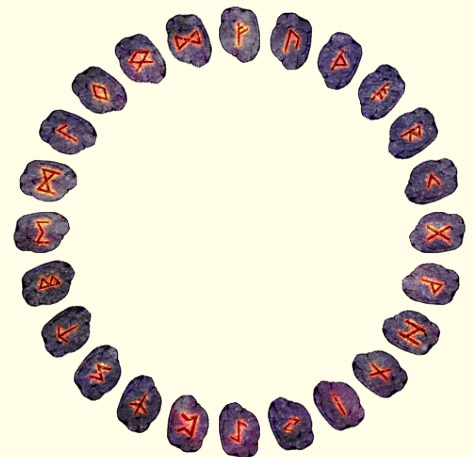
The Ritual Circle is a place of power in which Rituals can be performed. The Circle is made up of 24 stones, each of which has one of the 24 Runes of Magic carved upon them.

With the exception of using a Rite it is only possible to perform Rituals within a Ritual Circle. The Ritual Circle itself can only be used at certain times of the day, when the Ritual Circle can accept and hold power drawn into it.

In-Character, this is commonly known as the Ritual Circle being 'open'. The Ritual Circle is typically open at the following times over the course of an event:

- Friday: 11pm to 1am
- Saturday: 11am to 1pm
- Saturday: 5pm to 7pm
- Saturday: 11pm to 1am
- Sunday: 11am to 1pm

From an Out-of-Character perspective, these times are referred to as 'Ritual Sessions.'



**NOTE:** There is not a ward that manifests when you are doing a ritual. This means that your rituals can be interrupted. This may adversely affect the outcome of the ritual.

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## THE RITUAL SKILL

Anyone with the **Ritual Skill** may lead a Ritual. As standard this allows the Ritualist to control **5 Points of Power**. Enhancement Skills and Runic Items may increase this amount, typically in additions of 3.

In addition, anyone with the Ritual skill may **contribute** to another person's Ritual, as if they had the **Contribute** skill and can control the same amount of **Power** as though they were leading the ritual.

Anyone with the **Contribute** Skill may contribute to a ritual, allowing them to control **1 Point of Power** for each level of Contribute they have purchased, but they cannot lead a ritual using this skill.

Anyone who does not have the Ritual or Contribute skills may participate in a ritual, to help with the performance of a ritual, but does not impact the power that can be controlled in the Ritual.

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## POWER

In the context of Rituals, **Power** does not relate to the amount of Rune Cards, or Runic Charges. Instead, each rarity of card has a **Power Value (PV)**, as follows:

- Quartz Runes: 1PV
- Hematite Runes: 3PV
- Obsidian Runes: 6PV

It is possible to use runes that equal more than the power that a Ritualist and their Contributors can control. However, any excess power is considered **Uncontrolled** and will affect the result of the Ritual

### **Example - A Ritual to extend the expiry date of a runic item by one year**

*Ritualist A has the Ritual Skill with no enhancements and can control 5 Power.*

*They are joined by three Contributors, each with Contribute 3.*

*The total Power they can control is:  $5 + 3 + 3 + 3 = 14$  Power*

# THE RITUAL PROCESS

## STEP 1: COLLECT YOUR RITUAL FORM

Before performing any ritual, you will need to complete the Ritual Form. These can be collected at GOD at any point whenever GOD is open. These forms are required to ensure that it is clear what the intended result of the Ritual is, and so that the information required to perform the ritual is provided to the Ritualist performing the Ritual. Therefore, only a character with the **Ritualist Skill** can submit a Ritual Form.

An example of a Ritual Form is included at the end of this guide.

## STEP 2: COMPLETE PART A

Every Ritual will have a minimum **Power Requirement** to perform the Ritual. The Power Requirement will depend on what you want to achieve in the Ritual. Complete Part A by detailing the following information:

- Your Character Name and Player ID
- The Purpose of the Ritual, including the desired effect.
- The Runes you wish to use in the ritual. These are the runes you associate with the ritual, not necessarily the Rune Cards you will be using to power the Ritual
- Any items you wish to use in the ritual, and their purpose.

### Example - A Ritual to extend the expiry date of a runic item by one year

Having collected the Ritual Form from GOD, Ritualist A completes Part A of the Ritual Form:

1. They write their character name and Player ID in the 'Character Name/PID' box.
2. They write what they hope to achieve with the ritual in the 'Purpose of Ritual' box.
3. They write the runes they associate with the ritual in the 'Runes' box. For the purposes of this Ritual, Ritualist A chooses *Thurisaz*, as this represents 'Offence' relating to the weapon being extended, and *Jera*, as this represents 'Time'.
4. They write the item being extended into the 'Items / Purpose'

CHARACTER NAME/PID	Ritualist A / PID: 123456	RITUAL ID	
PURPOSE OF RITUAL		RUNES	
To extend the expiry date of a Sword of Through by one year		<i>Thurisaz</i> <i>Jera</i>	
ITEMS / PURPOSE		POWER REQUIREMENT	
Sword of Through – Item being extended			
TO BE COMPLETED BY GOD			

## STEP 3: GO TO GOD

GOD will assign a Power Requirement for your Ritual and provide your paperwork with a unique Ritual ID. The Power requirement is the minimum amount of **Power** required to perform the ritual. GOD may request further information or seek guidance from a Ritual Ref in order to determine your ritual's Power Requirement correctly

**NOTE:** At no point will GOD provide the method used to calculate the Power Requirement. Be aware; depending on what you wish to achieve in your Ritual, the Power Requirement may be quite high.

### Example - A Ritual to extend the expiry date of a runic item by one year

Ritualist A takes their Ritual Form to GOD who assigns the Ritual ID and the Power Requirement for the ritual.

CHARACTER NAME/PID	Ritualist A / PID: 123456	RITUAL ID	R0001
PURPOSE OF RITUAL		RUNES	
To extend the expiry date of a Sword of Through by one year		<u>Thurisaz</u> <u>Jera</u>	
ITEMS / PURPOSE		POWER REQUIREMENT	
Sword of Through - Item being extended		12	
		TO BE COMPLETED BY GOD	

## STEP 4: COMPLETE PART B

Once you have your Power Requirement, you will need to prepare your Ritual, by gathering the required resources and support from Ritualists or Contributors in order to perform the Ritual. As you prepare, you should complete **Part B** of the form and detail the following:

- Your Name and the Power you can control, including any enhancements to your Ritual Skill
- Any Ritualists/Contributors contributing to your Ritual, and the Power they can control, including any enhancements and levels of Contribute.

This will allow the Ritual Ref to determine whether you can control enough Power to perform the Ritual or not, and any surplus Uncontrolled Power, based on the Rune Cards you provide.

### Example - A Ritual to extend the expiry date of a runic item by one year

Ritualist A gathers their contributors and determines how much power they can control within the Ritual Circle and writes the character names and power each character can control in Part B

NAME	POWER	NAME	POWER
<i>Ritualist A</i>	<i>5</i>		
<i>Contributor B</i>	<i>3</i>		
<i>Contributor C</i>	<i>3</i>		
<i>Contributor D</i>	<i>3</i>		

## STEP 5: BOOK A RITUAL SLOT

Once you are ready to perform the Ritual, you will need to book a Ritual Slot at GOD. Ritual Slots can be booked in advance at any point when GOD is open. You will be asked to pick from available slots within the Ritual Session you want.

15 minutes before a Ritual Session starts, the schedule for that Session will be handed to the Ritual Refs and taken to the Ritual Circle. After this time, you will be unable to book a slot for that Session at GOD, as the schedule paperwork has already left with the Ritual Ref. This does not mean that you will be unable to perform a ritual within said Session if one is available, but you will instead need to talk to a Ritual Ref present at the Ritual Circle to do so.

### Example - A Ritual to extend the expiry date of a runic item by one year

Ritualist A goes to GOD at 10:50pm on a Friday to book their Ritual Slot. They decide to book a slot at 11:30am on Saturday.

However, they also realise that there is an available slot at 11:45pm that night. Should they choose to, they could go straight to the Ritual Ref and book that slot during the Friday Ritual Session, rather than waiting until the next day.

Ritualist A decides that they would prefer to wait until the Saturday to perform the ritual, as their Contributors have gone out drinking!

# STEP 6: PERFORM YOUR RITUAL

## BEFORE YOUR RITUAL

When you arrive at the Ritual Circle at your allotted time, you will need to hand your ritual paperwork and any Rune Cards you are using to the Ritual Ref. We would advise arriving 5 minutes prior to your allotted time to ensure you have plenty of time to perform your ritual.

## START YOUR RITUAL

Gather your contributors and any props you want to use during the performance. You must clearly indicate you are starting your Ritual to the Ritual Ref, as time is a key element of any ritual.

## TIMING

Unless specified otherwise by a Referee, all rituals should be between 5 and 10 minutes long. Longer ritual times are possible, but these are still typically the remit of the Gods and beings of great magical power. The duration of a Ritual is important as the timing may affect the outcome of the ritual:

- **0 to 5 minutes:** The Ritual fails! The power used in the ritual dissipates as the ritualist has not managed to contain the power within the Ritual Circle
- **5 to 10 minutes:** The Sweet Spot! The Ritual is scored as per the **Scoring Rules** which determines the final outcome of the Ritual.
- **10 to 15 minutes:** Danger Zone! The power contained within the Ritual Circle begins to destabilise and become dangerous. The Ritual will be scored as per normal, but secondary effects may occur as a result of the uncontrolled power.
- **15 minutes:** Explosion! The power contained within the Ritual Circle detonates, killing everyone within. There is no bleed count and this effect cannot be resisted in any way.

## SCORING

During your Ritual, the Ritual Ref will score the performance of the ritual depending on a number of factors:

### Timing:

- *Pacing* – Is the ritual well-paced, or is it rushed? A good ritual will be paced well, taking a good length of time with key aspects of the Ritual given a healthy consideration within the timeframe of the Ritual
- *Structure* – Does the Ritual have structure? A well-structured Ritual will have a clear start, middle and end.
- *Story* – Does the ritual tell a story? Does each part of the ritual flow well into the next? The Story of a good ritual will bridge the gap between each structured stage of the ritual and make sense.

### Performance:

- *Roleplay* – Is everyone in the ritual roleplaying or are they just standing around? A good ritual will be filled with interesting roleplay. Your participants should feel invested in the ritual and the story you are telling
- *Contributors* – Are your contributors being used to their fullest potential? Your contributors have knowledge and skills which can be used to tell the story and help the ritual make sense. A good ritual will utilise the Contributors as much as possible
- *Entertainment* – Is your ritual entertaining and enjoyable? A good ritual, like any performance, should play on the emotions of those involved and those watching. Does your ritual make people laugh or cry? Does it draw them in?

## Relevance:

- **Runes** – Do the runes make sense? Every ritual should be associated with at least one Rune, which should be called upon during the course of the ritual. A good ritual will use the runes and associate their meanings to the content of the Ritual
- **Content** – Is the content relevant to what you want to achieve? The content of a good ritual will be relevant to the story you are telling throughout the ritual. Saying one thing, whilst hoping to get another will result in a bad score.
- **Traditions** – Does your ritual embody the characteristics of your people or your home world's culture? A good ritual will be in keeping with your character's race, home world and their beliefs and traditions, such as calling upon chosen Deities, or Ancestors, Seasons and so on.

**NOTE:** The wording in your ritual is very important; be careful about what you ask for and how you ask for it! You may get your desired effect, but it may not happen in the way you expect.

## END YOUR RITUAL

When you have finished your ritual, you must make it clear that the ritual has ended to the Ritual Ref. At this point, if the ritual was completed within an acceptable time frame (i.e. between 5 and 15 minutes), they will total your score out of a maximum of 27 (9 points per category).

The Ritual Ref will then give you your Ritual Result, and return your paperwork to you with the scoring to take to GOD.

### **For Example - A Ritual to extend the expiry date of a runic item by one year**

*Ritualist A gathers their contributors and props for their ritual, arriving 5 minutes before their Ritual Slot at 11:30am on Saturday.*

*They give the Ritual Ref their Ritual Form, 6 Quartz Runes (6 x 1PV = 6PV) and 2 Hematite Runes (2 x 3PV = 6PV) which gives a total Power being put into the Ritual of 12PV. The Ritual Ref will check that the Ritualist and their contributors can handle this level of Power by checking Part B of the Ritual Form. As the total power the Ritual Team can control is 14, this amount of Power can be easily controlled by the Ritual Team.*

*Ritualist A starts the Ritual. As a Svartalgar, they call upon their Ancestors to witness the Ritual to clearly indicate they have started, and that the Ritual Ref should start their timer.*

*The ritualist explains of how such a weapon was forged; the metal, the keen edge, the rune that was crafted and forged into the sword. One of their contributors is a Weaponsmith, so they ask for the weapon smith's aid in telling the story, portraying the Weaponsmiths skill and knowledge throughout the ritual.*

*The Ritualist then tells a story about how this weapon was used to slay a powerful foe. The story is dramatic and entertaining with participants of the ritual acting out the battle. The Ritualist uses this story to demonstrate why this weapon is worthy of being empowered for longer rather than being replaced by another.*

*Ritualist A then calls upon the power of Thurisaz to empower the weapon so that it may continue to be used as an offensive weapon, to lay waste to the enemies of Svartalfheim. They also call upon Jera, to extend the time that the weapon will remain empowered for by a year.*

*They then thank the Ancestors for witnessing their ritual, indicating to the Ritual Ref that the Ritual is complete, who then stops the timer.*

*The Ritual lasted 9 minutes and 54 seconds, just within the safe timeframe for the ritual. The Ritual Ref totals up the score on the Ritual Form. Success! The Ritualist scored a 16!*

*The Ritual Ref returns the form to the Ritualist to take to GOD*



### Score Example

#### TIMING

PACING				STRUCTURE				STORY				TOTAL
0	<del>1</del>	2	3	0	1	<del>2</del>	3	0	1	<del>2</del>	3	5

#### PERFORMANCE

ROLEPLAY				CONTRIBUTORS				ENTERTAINMENT				TOTAL
0	<del>1</del>	2	3	0	1	<del>2</del>	3	0	1	<del>2</del>	3	5

#### RELEVANCE

RUNES				CONTENT				GODS/DEITIES				TOTAL
0	1	<del>2</del>	3	0	1	<del>2</del>	3	0	1	<del>2</del>	3	6

#### RESULTS


TOTAL SCORE	TOTAL TIME	RESULT	
16	9m 54s	<del>PASS</del>	FAIL

## STEP 7: COLLECT YOUR RESULTS

If the ritual was successful, you may take your paperwork to GOD at any point when GOD is open. GOD will take the paperwork off you and provide you with your Lammie or Loresheet, which will depend on the nature of the ritual you performed.

### Example - A Ritual to extend the expiry date of a runic item by one year

Ritualist A goes to GOD with their scored Ritual Form. GOD takes the form from them and provides them with a new Lammie for their Sword of Through

<p><b>Breastplate of Resist Crush</b></p> <p>Allows anyone with Heavy Armour to add 'Resist Crus h' to their repertoire of available skills when they crack a Hematite rune.</p> <p>Expiry: End E 3 2022      Durability: 2</p>	<p>TEAR TO SALVAGE</p>	<p>TEAR TO SALVAGE</p>	<p>Associated Rune</p> <div style="text-align: center;">  </div>	<p>Can be Salvaged</p>
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# RITUAL FORM

## PART A

DAY/TIME: SATURDAY 11:30AM

CHARACTER NAME/PID	Ritualist A / PID: 123456	RITUAL ID	R0001
PURPOSE OF RITUAL		RUNES	
To extend the expiry date of a Sword of Through by one year		Thurisaz Jera	
ITEMS / PURPOSE		POWER REQUIREMENT	
Sword of Through - Item being extended		12  TO BE COMPLETED BY GOD	

## PART B

NAME	POWER	NAME	POWER
Ritualist A	5		
Contributor B	3		
Contributor C	3		
Contributor D	3		

# RITUAL FORM

## SCORING

### TIMING

PACING				STRUCTURE				STORY				TOTAL
0	<del>1</del>	2	3	0	1	<del>2</del>	3	0	1	<del>2</del>	3	5

### PERFORMANCE

ROLEPLAY				CONTRIBUTORS				ENTERTAINMENT				TOTAL
0	<del>1</del>	2	3	0	1	<del>2</del>	3	0	1	<del>2</del>	3	5

### RELEVANCE

RUNES				CONTENT				GODS/DEITIES				TOTAL
0	1	<del>2</del>	3	0	1	<del>2</del>	3	0	1	<del>2</del>	3	6

## RESULTS

TOTAL SCORE	TOTAL TIME	RESULT	
16	9m 54s	<del>PASS</del>	FAIL

NOTES:  
None