The Elder Scrolls Unchosen

House Rules

Ritual Magic in the core UESRPG is very lacking - *one* school of magic is mostly composed of ritual spells, while most other schools have none whatsoever.

My first attempt at ritual spellcasting rules left a lot to be desired, however; whilst some of its potential applications were *amusing*, others were quite simply *broken*. To some extent, brokenness should be possible, but it was too *easy* to do so. This is an attempt at making anew a set of ritual magic rules.

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# Ritual Magic Overview

## Ritual Magic

Some spells are Rituals; not all Rituals are Spells. Ritual Spells are covered in the core list of houseruled magic.

### Who may perform a magical Ritual?

Any spellcaster with at least Journeyman training in the School of magic that the Ritual belongs to may *perform* a Ritual. If the character has Specialized in [Ritual Magic] they may do so at Apprentice level. They may be assisted by a number of helpers equal to their effective level of training in the School of Magic which they are casting with. (Being Specialized in [Ritual Magic] increases the number of helpers by +1.)

In addition to the usual benefit of having assistance (one (1) reroll if they fail the spellcasting test), the assistants may contribute Magica towards the cost of the ritual (see Option 3 under Ritual Costs.)

To be an assistant at a Ritual spell, a character must either have Lore raised to Journeyman *and* the [Ritual Magic] Specialization, or the appropriate School of Magic raised to Apprentice. Otherwise you’re just a Magica battery.

### Ritual Magica Costs

Rituals always have a rather *high* cost in Magicka, and it is one that must be paid; however, there are options available to ensure that it need not be paid all at once, or else may be paid by some means other than a spellcaster’s Magicka pool. Some costs are so high that it defies imagination that any mortal - or, indeed, any immortal - spellcaster would *have* a Magicka pool high enough to pay it all in one go in any event! To meet the costs of Ritual magic, the following options are available:

* **Option 1:** Simple Payment. The basic and most obvious option, the person performing the Ritual may simply expend the requisite Magica themselves, in one lump sum, if they have a Magica pool deep enough to do so.
* **Option 2:** Installments. If your Magica pool is not deep enough to pay for a Ritual spell in one go, a second, ‘sub’-ritual, may be employed to save up Magica. This is wildly inefficient, in that you only bank 1/4th of the Magica expended, but it only requires time (unless you’re an Atronach).
* **Option 3:** Multiple Party Payment: If you have collaborators, you can expend the Magica of anyone or everyone involved. Anyone who isn’t the primary ritual leader, but is participating in the ritual (IE, an assistant in the Ritual), contributes 1/2 of the Magica they expend towards the Ritual. Anyone else (anyone who is serving *only* as a source of Magica) contributes only 1/4th.
* **Option 4:** Soul Energy may be expended from a Soul Gem on a 1:1 basis to power a magical Ritual. The Ritual leader or a collaborator may test Mysticism +0 to expend *only* that much Soul Energy and preserve the Soul Gem for future use; on a failure (or if they’re unaware that it’s even possible to do this), the Soul Gem itself is destroyed as if it had been used in Enchanting.
  + A Black Soul Gem’s contents are “solid” for this purpose, and the Black Soul will always be expended in its entirety. The Black Soul Gem may still be retained (empty) by testing Mysticism +0, however.
* **Option 5:** Improvise. In a desperate circumstance, a character attempting a ritual may attempt to use anything they can get their hands on with magical potency - alchemical ingredients, Charged magic items, *non-*charged magic items (if they’re willing to sacrifice an enchanted item), Welkynd Stones, even sacrificing living things for their Soul Energy, which need not be a Black Soul, though it tends to run through goats quickly. Performing the ritual on a magical site which can provide the required power can also work.

### Other Ritual Costs

Rituals may, and often will, have costs associated with them other than Magica. Some may *require* Soul Energy (in addition to expending Soul Energy to provide Magica, if you choose to do so), while most will require a number of Drakes worth of abstracted miscellaneous magical components. Necromancy in particular is notorious for requiring gruesome and grisly components in addition to the fact that most people take a *dim* view of mucking about with souls and corpses.

### Committed Magica

Some Rituals may require a special investment from the spellcaster; a commitment of Magica. Magica which has been Committed to a ritual (usually as a means of extending the duration of a normal spell) is Magica which is not expended, but “locked off” in the character’s Magica pool. This *functionally* reduces the character’s Magica pool by that amount, until the Ritual’s duration ends, at which point that Magica vanishes, leaving a hole in the character’s Magica pool which may be filled normally.

### Ritual Skill Requirements

A Ritual will have a listed rank; this will be at minimum Journeyman, as Journeyman is usually the minimum skill level at which a spellcaster may even *attempt* to perform a Ritual. The ranks listed are the usual rankings; Journeyman, Adept, Expert, Master, Grandmaster. As usual, a character attempting a Ritual which is beyond their skill level not only incurs a -10 penalty per rank’s difference, but they risk a magical Backfire with the usual (unpleasant) effects. A character with one relevant Specialization (such as [Ritual Magic]) treats their skill rank as being one higher than it is for the purpose of determining if they are under any penalties, in addition to the usual bonus of +10. A character with *four* relevant Specializations treats their skill level as if it were two higher than it is, in addition to the usual bonus of +20.

### Ritual Potions

Some rituals may be made as Potions. If this is possible, the Ritual in question will have the **Potion** tag, the same as a spell effect would. The Potion will require an ingredient of the same Alchemical school of the level of the Ritual’s effect (IE, a Journeyman Ritual is level 3, so they would require a Common ingredient at the least), and will require any Magica and extra material/soul energy costs be paid to be brewed successfully. The alchemist tests Alchemy, but the relevant school of magic Limits their Alchemy.

### The Ritual’s Rituals

Three rituals are presented in the UESRPG core rulebook, but they are all, by Core rules, associated with a specific Birthsign. Since two of these are the *only* core ways to remove Wounds and restore Crippled limbs, I find that ill-suiting. *Blessed Touch* has been changed to a Ritual associated with the School of Restoration.

# Rituals

## General Rituals

### Extended [Spell] (Varies; Ritual level is Spell Level, Journeyman minimum)

**Ritual Spell**

To know this Ritual, the character has to be intimately familiar with a normal spell; they have to have researched it from first principles, in other words. The spell will thus always be Unconventional unless the character in question is capable of making Conventional spells on their own.

Casting an Extended Spell has a Magica cost of 50, and requires magical components equal to [Ritual Spell Level]×10 Drakes. Casting an Extended spell in this manner has a **Committed Magica** cost equal to the spell’s Casting/Upkeep cost. (Restraint applies.)

An Extended spell lasts for as long as the character may concentrate on it; it ends if the character goes unconscious or otherwise is put into a state that would preclude concentrating on a spell, such as Frenzy.

### Magicka Storage (General)

The ‘Sub’-Ritual mentioned as Option 2 under paying ritual costs, to employ this ritual one need not make any spellcasting tests; one simply prepares ahead of time for *another* ritual, with the Magicka Storage ritual. 1 out of every 4 Magicka paid into this Ritual may be used to pay for another Ritual at a later time. This is wildly inefficient, but it costs you only time; one may over a period of many days spend 400 Magicka to save up 100 Magicka for a ritual.

Only the person who will be leading the main Ritual may pay into Magicka Storage and store 1 Magicka for use in a later ritual for every 4 they have spent on Magicka Storage. Any persons who will be Assisting in the Ritual later may store 1 for every 8 - but the later ritual, no matter what it is, will fail if you try to perform it by using a Magicka Storage ritual which was paid into at 1/8th by Assistants who do not Assist in the actual Ritual spellcasting.

You can get uninvolved parties to assist in Magicka Storage on a strictly “mercenary” basis, but Magicka Storage only makes available 1 Magicka for every 16 Magicka paid by such “mercenary” Magicka sources, making it wildly inefficient indeed.

Living things may be sacrificed to store their soul energy at a 1:1 ratio. Naturally, this means that a sapient will almost definitely power any Ritual you can think of - but most folks understandably tend to frown on this practice.

## Alteration

### Blessing of Fertility (Journeyman)

**Also a Restoration Ritual; Potion**

The Blessing of Fertility is not an uncommon one these days. To perform it, the Ritualist needs to gather together magical ingredients worth 50 Drakes, and two Uncommon Restoration Ingredients (for a total cost of 100 Drakes worth of supplies.) They must expend 25 Magica, and spend two hours performing the Ritual.

If the Blessing of Fertility is successful, the subject of the Ritual is *sure* to either become gravid, or make someone gravid, the next time they have sex within a number of weeks equal to the Ritualist’s Degrees of Success, if it is at all *possible,* regardless of the odds. Even a barren woman may become pregnant with this spell, provided she’s physically intact. Additionally, this spell ensures that the pregnancy will be successful (barring physical trauma or intentional abortion via alchemical or magical means), without risk to the mother’s life, and that the child so born will be healthy and meet all the norms for their race.

If the Blessing is *not* successful, the subject’s fertility can be adversely impacted; it may render them infertile for weeks equal to the Degrees of Failure (this result may be intentionally invoked with this ritual if so desired; in the highly unlikely event of competing Blessings of Fertility, the Blessing with more DoS takes precedence), or, on a critical failure, it may render them fertile but ensure a dangerous (life-threatening) pregnancy, or ensure a child born with life-defining crippling handicaps. (These results can *also* be intentionally invoked, if the Ritual caster is a *bastard lunatic).*

### Shelter of Silence (Journeyman)

**Also an Illusion ritual**

Shelter of Silence is a simple but useful Ritual for persons concerned about being overheard - or who simply wish to get a good night’s sleep in a busy inn. This ritual alters the fundamental properties of any enclosed space (such as a room) so that no sound enters or leaves. This lasts until the sheltered space is breached such that it does not wholly contain the space anymore - for instance, a door into or out of the area opening. Obviously, the ritual requires an enclosed space to work.

Shelter of Silence requires only 5 Drakes worth of ordinary magecraft components which are in common with scrollmaking. It costs 20 Magicka, requires only a minute to perform and lasts indefinitely, but ends the moment the area so modified is breached.

### Blessing of Mastery (Adept)

The Blessing of Mastery imbues an object, such as a blacksmith’s tools or a warrior’s blade, with a measure of skill relating to its uses. This ritual costs 50 Magica and requires material components equal to 30 Drakes. Casting this Ritual has a **Committed Magica** cost of 20.

For the duration of the Ritual, a number of rolls made with the blessed implement, up to the Ritualist’s Degrees of Success, are made at a +10 bonus. Then the Ritual ends.

### Bane of Approaching Axes (Adept)

**Also a Mysticism Ritual**

This rather unpleasant ritual requires something, anything, that was ever at one point a part of the body of the victim the Ritualist wishes to doom. Hair, blood staining a weapon, a finger hacked off in a melee, or more disgusting things are all viable options. It requires a dagger (of any sort) which has been created with the appropriate runes to level the curse at the victim; this is a Runed Dagger, but the runes must be customized to the specific victim during the forging process, either by being made by the Ritualist or to their exacting instructions. (At a -10 penalty to the ritual per step removed, a dagger made for one member of a bloodline may be used against another member).

The Ritual requires unpleasant and eyebrow-raising magical ingredients worth 75 Drakes, and has a Magica cost of 75, along with a Soul Energy cost of 250. To perform it, the Ritualist must create some sort of effigy; this can be a straw-stuffed doll with a clump of the victim’s hair within, or a strip of leather stained with their blood, or, really, anything to that effect. The effigy and the dagger must be chanted over for not fewer than four hours a day, on four consecutive days. Once this is complete, make the Ritual Spellcasting test. If the ritual test is successful, the final step (which may be held in abeyance until an opportune moment), to enacting the Ritual is to pierce the effigy with the dagger and leave it in.

The victim so cursed experiences woeful failure in combat. For the Ritualist’s Degrees of Success number of subsequent attempts to defend themselves in combat, by whatever means provided it is rolled, the victim so-cursed must roll twice and take the *worst* result. If they are entitled to any re-rolls wherein they may take the better result, they roll three times and take the middle-of-the-road result. When the Victim’s number of cursed rolls expires, the effigy auto-immolates, even if it is made of a material that should not burn, leaving a blackened, but perfectly functional (and cleanable), Runed Dagger behind.

### Boon of Averted Arrows (Adept)

**Also a Mysticism Ritual**

Essentially the mirror of Bane of Approaching Axes (above) except that one requires a Runed Shield (which may be a Buckler or Targe) attuned to the beneficiary. The costs are the same (though the components are mundane), and the effect, once activated, is to grant the beneficiary of the boon a number of rerolls from which they may take the better option when making defensive rolls in combat, up to the Ritualist’s Degrees of Success.

### Secured Shelter (Expert)

**Also an Illusion Ritual**

*Secured Shelter* is as unto *Shelter of Silence* as the fortress walls of Whiterun are to a stone fence erected to keep cattle from wandering. It’s relatively cheap and quick, requiring 55 Drakes worth of ordinary magical components and ten minutes’ ritual casting time, but an expensive 50 Magicka. *Secured Shelter* affects the same sort of space that a *Shelter of Silence* may affect. It is advisable to have a number of keys on-hand equal to the number of persons to be granted free access in and out.

Once it has been secured thusly, only those who were within the ritual space when the ritual was cast may come and go freely; all doors, windows are sealed as if they had been subjected to a Spell Strength 6 *Lock* spell, gaining a **Magical Lock (12)**, and all entrances, portals, windows, and walls harden to the strength of solid stone if they were of a lesser material. Other than picking the locks, gaining forcible entry will require not less than a Threshold 20 test to force the doors or windows. All the **Magical Locks** will open when used with the keys that were used in the ritual (even if they are wildly dissimilar to one another), but if anyone who was not present when the *Secured Shelter* was enacted enters (through any means), everyone within is alerted to the intrusion’s location and whether or not they entered forcibly. Additionally if forcible entry is attempted by means other than picking of locks, everyone within who was there when the ritual was enacted is alerted magically, even awoken from slumber.

A Secure Shelter can be seen out of if the space permits, but it cannot be seen into (windows will appear to be frosted from outside; slats and the like will appear to show the interior as only darkness, even to dark-vision). The ritual caster must choose when the ritual is enacted whether they wish to permit sound in or out; or they might enact the *Secure Shelter* ritual upon an entire building, and enact *Shelter of Silence* upon a room within when they wish to sleep.

A Secure Shelter is *exceptionally* resistant to fire and physical damage, even from siege weaponry, but it is not immune.

### Material Transmutation (Master)

Sometimes you have an abundance of one material and require a supply of another. *Material Transmutation* is a ritual to fulfill such requirements, though one must pay a considerable premium in Magica for the privilege. This Ritual allows you to transform a given quantity of any ordinary material into any other ordinary material. Materials with specific magical properties (e.g. Soulgems) are not affected by, nor can they be created with, this ritual, nor can Voidstone, which is impervious to magic.

The ritual has a base cost of 50 Drakes worth of magical components and 50 Magicka, but the price can go up quite significantly if you are trying to transmute lead to gold, for example.

The Rite of Material Transmutation can take any of the [materials used for crafting arms and armor](https://docs.google.com/document/d/1llBhGYjtsDxXD0428WnVc_IKGXB0tF53Lykho98e6Dc/edit#heading=h.dgq0ii9itkhu) and convert them to any other such material. To do so requires additional magical components equal to 1/2 the difference in list price per ingot if the material being converted to is more expensive, and Magicka equal to 50×[the number of ingots being transmuted at once], and an additional 50 Magicka per tier’s difference in the materials being converted. Like must be converted to like; bone could not be converted to Adamant Quicksteel, but it could be converted to Dragonbone. Linen could be turned into Ancestor Silk but not a Legendary gemstone. For the price of gemstones, use the price floor for a given tier.

One may also convert alchemical ingredients using this Ritual. The base cost alone suffices to convert an Ingredient of one School to an Ingredient of another. If one wishes to upcycle ingredients, once must use a number of ingredients whose total cost equals one ingredient of the level they wish; for example, it would take an absurd hoard of 1,000 *Ubiquitous Restoration Ingredients* to create one Daedra’s Heart (a *Legendary Restoration Ingredient).* One can use ingredients of any sort provided they’re of uniform Strength when upcycling, but if you mix ingredient types, roll randomly to determine what school ingredient you get.

### Rites of Bodily Alteration

Obscure and probably harder to procure knowledge of thanks to the Alessian order’s crusade against all Ayleid knowledge, these Alteration Rituals result from the late era of Ayleid existence, after the Ayleid empire had fallen, and were an attempt by ‘reformed’ Ayleid flesh sorcerers, or Ayleids who had taken in survivors knowledgeable thereof, to reformat the entire process of Ayleid Pain Magic into something less horrible and sinister, using conventional Magicka instead of horror and agony. The results were never as impressive as proper Ayleid Flesh Magic, but they also didn’t require horrific and brutal abuses of scores of slaves, either.

Rituals of Bodily Alteration also include subtle changes to the subject’s mind to make them comfortable with the new state of affairs - provided the subject was willing in the first place.

#### Rite of Bodily Alteration: Features (Journeyman)

**Potion**

The Rite of Bodily Alteration: Features allows the ritual caster to alter their, or another’s, personal features in significant ways, within the bounds of their race’s norms for a person of their age, gender and characteristic scores; they may change the tone of their skin, fur or scales; alter hair, scale, horn or fur colors and patterns, alter their weight and height within the norms of their race, and so on. This is the perfect way to change one’s identity, or simply to look like the you that you’ve always wanted to look like. Voice also falls under the purview of this spell.

This Ritual requires a ritual space prepared with 150 Drakes worth of unremarkable magical materials, and costs 50 Magica to cast. The Ritual takes two hours, and if it fails the changes go off-script somehow, possibly close enough to satisfy the Ritual’s intent (if someone simply wishes to change their features, they may not mind not getting exactly what they had in mind) unless they are meant to imitate another person or perform exacting changes. On a critical failure, the Ritual goes wildly off intent; and the alteration to the character’s mind fails to take place properly, leaving them deeply perturbed when they look at themselves.

This Ritual can bestow or remove any Feature-related Traits, such as Attractive, Unremarkable, or Ugly. If the character gains a positive trait, they go into Experience Debt for the CrP cost of the trait, and half of their XP income automatically goes to servicing the debt. If they relinquish such a trait, or take a Negative one, Mundus goes into Experience Debt to them, doubling their XP gain until they have received the value of the trait they lost (or gained). If they somehow “gained” a relevant negative trait after character generation without XP compensation, using this Rite to remove it has no XP cost.

#### Rite of Bodily Alteration: Gender & Sex (Adept)

**Potion**

The Rite of Bodily Alteration: Gender & Sex allows the Ritual caster to alter their, or another’s, gender and sex in significant ways, most typically being to switch to the other half of the normal gender binary. The Ritual caster may, however, at a -10 penalty to the Ritual test, alter the subject’s gender and sex in ways that do *not* confirm to the typical binary, or which do not conform to the norms of their race, such as making them hermaphroditic, asexual, wintered, or something else entirely; it may also be used to make more minor alterations to a character’s gender and sex that do not conform to the norms of their race, such as altering the number of genitals. This spell can also be used to modify fertility; to cure infertility, or to remove fertility without impacting sexual function at all.

The Rite of Bodily Alteration: Gender & Sex consumes magical materials worth 300 Drakes, and costs 75 Magicka to cast. It takes two hours, and if it fails the changes tend to go off-script in unintended ways; such as giving a man the penis of a Khajiit (without meaning to do so), or leaving the character mentally attuned to another gender (possibly an impossible one), and will likely require another (successful) casting of the Ritual to rectify.

#### Rites of Bodily Alteration: Enhance Characteristics (Expert)

**Potion**

The Rites of Bodily Alteration: Characteristics allow the Ritual caster to alter their, or another’s, characteristics - any of them save Luck. (This enhances mental characteristics, such as Intelligence, by enhancing the structure of the mind.)

The cost varies by the Bonus of the Characteristic being modified: Magical components equal to 100×[Characteristic Bonus] Drakes, Magicka equal to the same value, and Soul Energy equal to the same value must be expended. If successful, the character gains a permanent, effective bonus to the relevant characteristic of 5+DoS. This bonus is not a Fortification or an Advancement, but it may not be stacked upon itself; though it may be repeated in the hopes of a better roll. If the spell fails, the character suffers a permanent malus to the affected characteristic which is equivalent to the permanent characteristic damage from surviving an illness, and may be removed with the Miraculous Touch or better Restoration Ritual equal to the Degree of Failure. If the Ritual critically fails, the malus is 10.

#### Rites of Bodily Alteration: Change Race (Master)

**Potion**

The Rites of Bodily Alteration: Change Race allows the character to change their race to any related race; in short terms, a man may become any form of man, a mer may become any form of mer, a Khajiit may become any Furstock, and an Argonian may change their tribal type. Modify the character’s baseline characteristics appropriately (reduce them all by their race’s baseline, and increase them by the baseline of their new race), remove all non-upbringing-related traits from their old race, and apply any non-upbringing traits from their new race.

For example, an Altmer who wanted to change themselves into a Colovian Ayleid would reduce their characteristics by the Altmer baseline (-20 STR, -23 END, -23 AGI, -30 INT, -28 WP, -25 PRC, -25 PRS), and then raise them by the Colovian Ayleid baseline (+22 STR, +26 END, +25 AGI, +24 INT, +25 WP, +25 PRC, +26 PRS). The former Altmer would not lose their Mental Strength racial trait, if the GM rules it to be based on upbringing rather than biology; they would not however gain the Colovian Ayleid’s Flesh Shaping racial trait (based on education) or their Restoration/Enchanting raised to Novice for free. They would gain the Colovian Ayleid’s North-Elf, Resist Frost (1), Power Well (5), and Empowered by Starlight traits. A female character who undergoes this ritual reproduces true; as is the usual rule on Nirn, the baby’s race is that of the mother.

This Ritual requires magical components worth 500 Drakes, 500 Magica, and 1,500 Soul Energy to fuel it. It also requires *some* kind of body part from an example of the race the character wishes to become; this need not be an injurious component (a lock of hair will suffice) and can be fairly trivial if, say, a Breton wishes for whatever reason to be a Nord, but it could be very, very, *very* non-trivial indeed if, say, that Breton wished to bodily become a Kothringi, or a Maormer wished to become Dwemer. (Parts taken off animate undead and long-preserved corpses qualify, thankfully).

In theory, a Lycanthrope could use this Ritual to change their were- type, and a Vampire could use it to change their Bloodline.

#### Rites of Bodily Alteration: Set Age (Master)

**Potion**

The Rites of Bodily Alteration: Set Age allow the Ritual caster to change the age of the subject of the Ritual; they may choose to make the old youthful, or curse a young man with crippling age. Although this change does not affect their memories, it affects their personality in the way that having a body of their new age would have; someone made young is likely to be impulsive, rash and leap before thinking. This change is whole; a human on the verge of expiring of old age, rejuvenated to the age of 15, will have an entirely new life ahead of them. This change only alters characteristic scores in that it undoes any penalties one may have for having aged. If a character’s age is set *too* low it may penalize them again for being a child; and if it is set too high, the character will immediately suffer the negative impact of geriatric age.

This spell can go wrong; if it does, the age of the character is altered to within the rough vicinity of their target age, but it is off by 1d10×[DoF] in a random direction; roll 1d2. If it’s heads (one) the character is too young, else they’re too old.

A character cannot die immediately of old age if aged beyond the bounds of their race, but they will likely deteriorate rapidly even if they were in fantastic health before. A character also cannot be aged below late childhood (approximately 10 years of age as man and mer reckon) by this spell. On a critical failure, the DoF are considered to be equal to 10.

This Ritual requires magical components worth 500 Drakes, 500 Magica, and 1,500 Soul Energy to fuel it.

#### Rites of Bodily Alteration: Transformation (Grandmaster)

**Potion**

The Rite of Total Transformation allows the character to make massive and sweeping, or subtle but powerful, changes to themselves. A mortal may change their race to that of any other sapient race native to Nirn; an Argonian could become an Ogre, a Lamia could become a Spriggan, a Nord could become a Giant, a Dunmer could become Senche-Raht. Alternatively, they might choose to make impossible changes to themselves; granting themselves eternal youth, or four arms, or enormous functional wings; they might even grant themselves magical racial traits like an Ayleid’s *Empowered by Starlight* trait, or knock off negative traits they no longer wish, such as an Altmer’s Weakness (Magic, 2).

This Ritual has some extreme costs, however; it begins at magical components which cost approximately 5,000 Drakes, a massive well of 5,000 Magica, and a staggering 7,500 Soul Energy. Granting oneself traits that are unnatural, or removing traits that are, carries a cost in XP; the GM decides how much losing a negative trait, or gaining a positive trait, is worth, and the character goes into XP Debt for it. Only one such change may be made at once, and major changes other than revising one’s race are at a penalty of -10 to -30 to successfully cast the Ritual, depending on how major the change. (Knocking off an “invisible” negative trait like a Lycanthrope’s Silver-Scarred is -10. Giving yourselves four arms is -30).

Lastly, each such Ritual must be researched as if it were a Level 8 spell; changing an Argonian into a Nord is not the same as changing an Argonian into a Dagi-Raht. Researching these transformations would take time, and expend resources in and of themselves, the same as researching a spell.

## Conjuration

Conjuration Rituals have a bad reputation (though not *quite* so bad as those of Necromancy), because mortals tend to take a *dim* view of trucking with Daedric entities. Conjuration rituals require Ritual Circles - although most Rituals *do* as well, all Conjuration rituals are fantastically expensive compared to others, using magical resources that tend to raise eyebrows (and potentially draw attention from the likes of the Vigilants of Stendarr) if you try to acquire it all at once in one place.

### Conjuration Ritual Rule: the Conjuration Circle

Conjuration ritual Circles all have a fantastic cost attached to them; furthermore, owing to the nature of Daedric summoning, they must be exact to a degree that not even the circles required for achieving lichdom are. Creating these circles uses Conjuration, but Lore is a Limiting skill; in this case, an applicable Lore specialty, such as [Conjuration] or [Ritual Magic] would raise Lore’s effective rank. Thus, to perform the Rite of Conjuring (an Expert ritual) without penalty, one must have Conjuration [Ritual Magic] at least at Adept level, *and* Lore [Ritual Magic] at Adept level. Otherwise, you take the usual -10 penalty per difference in your skill and the difficulty of the Ritual you wish to perform.

If the Ritual you are preparing is hostile to the Daedra it would target (IE, something that would *compel* service), the GM makes the test for you in secret, as failing on this test has some very serious consequences. You must test Observe limited by your Lore to determine if there is a flaw. If it would not be hostile to the Conjuration, the consequences are less severe, as the Conjuration simply fails without a properly formed circle.

### Conjuration Ritual Rule: Daedric Names

Daedra have three types of names, though not all of them will have them: Daedric Princes, Demiprinces and Daedric Lords have **Public Names**, such as Fa-Nuit-Hen (the most well-known of Daedric Demiprinces). They may be addressed as such and answer to that name, but knowing that name confers no benefit to them.

A Daedra may have a **Private Name** given to them by anyone, including another Daedra, but they may usually choose to reject it. Knowing a Private Name given to a Daedra by someone else, and taught to you *by* someone else, confers no advantage, and many lesser Daedra will swap Private Names with another Daedra, a trusted party, and they will introduce each *other*. This effectively gives Daedra a **Public Name** that others may address them by and which they may answer to, but which confer no benefits for a third party to know.

All Daedra have a **True Name**, known only to them when they are created; not even Daedric Princes may *easily* wrest these names from even the lowliest of Daedra. Compelling a Daedra to give you their True Name is incredibly difficult, and will earn their enmity forever. Even the Princes have **True Names**.

### Rite of Communion (Journeyman)

The Ritual Circle to perform the Rite of Communion is actually a figure-8, and requires 250 Drakes worth of mystic incense, candles, paints, and similar, and requires two hours of work to create properly. The Rite of Communion is an obscure one, used for intraplanar communication; as mortals on Mundus and Daedra in Oblivion rarely have things to talk about, it does not see much use. You may use a name that you know for a specific Daedra if you wish, and commune with that Daedra; otherwise you may simply Commune with a given type of Daedra, by researching the correct circle to do so.

To activate the Rite of Communion, the Ritual spellcaster must test Conjuration +0 and channel 50 Magicka into the ritual circle. When this happens, the interior of half of the circle vanishes from Mundus and appears in Oblivion in front of the Daedra you wish to commune with; its place is taken by a slice of the plane of Oblivion which you are communing with. The Daedra you successfully Communed with is *very* temporarily compelled to step into their side of the circle and speak with you. (If you fail, the Daedra is not so-compelled, and may refuse to talk to you, or destroy the circle immediately.)

The Rite of Communion is *only* useful for communication. Attempts to attack with weapons or magic across this ephemeral planar boundary disrupt the Circle and spoil the spell. The spell can be disrupted or destroyed at any time by scuffing out any part of the circle. If you wish, you may attempt an opposed Willpower test to force the Daedra in question to answer one (1) brief question truthfully with an opposed Willpower test, but it gains a +100 bonus and two (2) rerolls on this test if you demand its True Name. A Daedra whose **Private Name** you know cannot roll; you can only fail. A Daedra whose **True Name** you already know must answer any and all questions put to it, regardless of length or complexity, and it must tell the truth, the whole truth, nothing but the truth, and provide any necessary elaboration even if you did not think to ask for it.

Daedric Lords and Demiprinces cannot be compelled to appear by this Ritual, but they have the option to do so; you will get an underling, unless they *wish* to speak with you. Daedric Princes cannot be Communed with via this Ritual. You may attempt to *give* a Daedra a Private Name, or receive one from it, but it is unlikely to succeed unless you somehow have information it has of value, or are attempting to tempt it with an offer to bind it to Mundus without binding it to a task, thus freeing it to do as it pleases.

Communion may be used to prearrange a Bargain (see the Rite of Bargaining, below).

### Rite of Bargaining (Adept)

The Rite of Bargaining is much the same as the Rite of Conjuring, though the circle costs half as much, and instead of bending a Daedra to your will, you bargain for its services instead. This tends to be very expensive, and the price demanded may not be one easily met regardless of how much wealth one has; you call a Daedra to Mundus, and make an accord with it via Persuade (if you propose something other than a mercenary transaction of service in exchange for goods of value to the Daedra) or Commerce (if you are proposing to pay for its services in things it considers valuable).

A Daedra brought into the Conjuring Circle is not permanently Bound until an accord has been met; and if it feels that you’re wasting its time (it is compelled to hear out your first offer, but that it all it is required to hear), *it* may strike out the circle, sending itself home.

Daedra tend to prefer payment in Soul Gems; they typically highball your first offer by demanding a filled Black Soulgem for one task, or one day’s work guarding your person. They may be willing to accept large quantities of higher-tier materials however, or sometimes they may find enchanted items to be of value to them. A Daedra might be willing to trade service for service, if for some reason it has a task that it finds preferable to entrust to you to complete. A Daedra may even be an otherworldly broker, able and willing to provide materials more readily sourced in Oblivion for those more readily sourced in Mundus; though such Daedra tend to have far higher Social skills than their peers.

A Daedra so summoned will bargain for the completion of one task at a suitable pay rate. For example, a Daedric Enchanter or smith could be summoned to enchant something which is beyond your means to enchant, or to create one masterful weapon - but you must supply the materials and workspace. Meanwhile, a Daedric sellsword could be hired for one day’s work as a sword-for-hire (demeaning, but profitable), or a period of time doing something relatively safe, such as a month of guard duty. If summoned for a lucrative but dangerous venture such as ruin-delving, a Daedric privateer will typically insist on taking a full share of any gains as well as its hire cost.

A Daedra will not willingly part with any of its own equipment unless you’re offering it something it considers to be greater utility in trade; a Dremora would not likely part with its Daedric Broadsword, unless you are somehow in a position to offer it a weapon that it would find more valuable (such as something which is *exceptionally* good at killing other Daedra, which is a Dremora’s primary occupation in life).

A Daedra conjured by the Rite of Bargaining and with whom an accord has been met is Permanently Bound to Mundus for the agreed-upon duration; it is prohibited from attacking its Conjurer or anyone else present when it is Conjured, and in general it will behave in a manner which will not serve to draw immediate wrath and ire from others (IE, it will not simply begin slaughtering), as this is not in its interests; if you give it a command *not* to do something and it disobeys, you may attack it without consequences, and claim its goods freely. If attacked however, or even provoked, it will retaliate, and if you attack it in turn, this will be treated as a betrayal. You may also, if you wish to risk the consequences, simply betray it and attack it to take its things.

If you are a dealbreaker, further Daedra are likely to be aware of your reputation as such. (Roll 1d10 and if the roll is the number of times you broke faith with a bargained-with Daedra, it is aware of your treachery; if it is the Daedra you betrayed, or knows that Daedra personally, it simply knows). The results can be disastrous; a Daedra who is aware you have betrayed a bargain *is not compelled to not attack you or otherwise act against your interests*. It will likely make a deal simply to solidify the Conjuring and gain access to Mundus, and then it may attack freely.

Daedra who are Conjured by the Rite of Bargaining will return to Oblivion at the expiry of their task or agreed-upon duration. If the duration is indefinite, they remain until banished or slain unless the agreement permits them to return home at will, in which case they may do so (though this requires that they themselves use a minor ritual, which cannot be done expediently enough to escape imminent combat).

If you have a name associated with a Daedra and given to them by themselves or by you, you gain +1 success on any successful rolls made to bargain or convince. If you have the Daedra’s True Name, it simply cannot succeed on its roll to bargain, and so tends to bargain poorly.

Demiprinces that a mortal attempts to Bargain with may choose to send an underling in their place, and the Conjurer has no recourse but to bargain with the underling or send it away, except by using a private name. Daedric Lords have no such luxury, and must answer this call.

### Rite of Conjuring (Expert)

The Circle required for the Rite of Conjuring costs 1,000 Drakes, and takes 5 hours of work. This is a hostile Ritual, and as such its roll should be made in secret. Once the Ritual circle is complete, it is activated by casting any Conjure Daedra spell the spellcaster knows into it. This causes the Daedra in question to appear.

An opposed Willpower test then ensues; the interval is one round, and there is no set Threshold; the first party to reach ten successes over the other prevails. The Conjurer suffers the usual Mindlock condition while this is ongoing. Every minute (every ten rounds), the Conjurer must pay the Upkeep cost of the spell again, or the spell ends and the Daedra is banished.

If the Conjurer wins, the Daedra becomes permanently Bound; it loses the Summoned trait, and the Conjurer loses the Mindlock. The Conjurer may give it orders as they see fit, and the Daedra must obey the letter of the order. It may not under any circumstances attack the Conjurer or any parties present when it is Conjured unless attacked first. The Conjurer might order it to travel alongside him and guard his person; they might order it to guard a place, or perform a task (such as creating arms and armor using provided materials). The Daedra in question cannot intentionally sabotage its work (it cannot intentionally make inferior weapons; it cannot leave its post unguarded or allow interlopers to pass, or provide interlopers with instructions to bypass it without fighting it, it cannot fail to protect its caster with all of its capability), but it ***is*** hostile to the Conjurer, and will seek to subvert them in any way that it can.

For example; it may attack any other parties it sees on sight unless ordered not to in the hopes of provoking a fight that will cause its Conjurer to die (despite its efforts) or that will cause it to be slain (and thus return it to Oblivion, which it considers preferable). If it is ordered to guard a place it may boastfully brag about its exact capabilities and use double-speak to inform an interloper of its vulnerabilities, or via boastfulness and innuendo proclaim exactly the place it guards (and thus by exclusions the places it is not obliged to guard). If a Daedra ordered to guard its summoner is given orders *not* to attack anyone unless the Conjurer orders them to do so, that is exactly what it will do, and it will not retaliate even against a direct attack on the Conjurer’s person; one ordered to proceed ahead and take point in a barrow or a dungeon may do just that, sprinting ahead recklessly, alarming the inhabitants and ignoring them until it runs into a trap and dies, or reaches some mighty foe, and challenges them directly; often proclaiming exactly who ordered them to do so and why. It may also offer its Conjurer some sort of material gift, without making a demand in turn; this is overwhelmingly likely an attempt to catch a Conjurer off guard, as if the Conjurer takes any gift from a Conjured Daedra without explicitly stating what is given in return, the Daedra can name anything it wishes inside its head; this is usually freedom from all compulsions, and will allow it to attack its Conjurer. The only thing it ***cannot*** be ordered to do is to surrender its **True Name**, but you may give it a **Private Name** it will *have* to answer to, or demand it give you a preexisting one.

If you already have a Daedra’s **Private Name**, you gain one degree of success at every interval. If you have its **True Name**, it may not roll to oppose you unless you have previously betrayed it in some fashion (such as attacking it after permanently binding it, in order to kill it and lay claim to its equipment), in which case knowing its **True Name** provides only the benefit of its **Private Name** on opposed rolls to summon it. However, in all cases, a Daedra whose **True Name** is known to you is likely to be better-behaved than one which is not, as you may cause it great difficulty if it angers you.

Demiprinces may not be summoned with the Rite of Conjuring without at least the benefit of a **Private Name**. They have no protections against the use of their True Name in this ritual. Princes may not be summoned with this Ritual.

### Rite of Princely Summoning (Master)

This Ritual (there is actually a unique Ritual for every Prince), has no material cost and requires no circle; it does, however, require a grueling ritual recitation, and must be performed on the Prince’s Summoning Day. This is an Extended test with a Threshold of fifteen, and an interval of one hour. Degrees of Failure subtract from previously-accrued Degrees of Success, and a critical fail botches the ritual. If this is successful, however, the Prince hears the summon and is compelled to answer without attacking.

That is all a Daedric Prince is compelled to do; answer the call and not smite you. If they think you’re boring, they can simply leave again. They may be bargained with, or be entreated for a quest, or asked for information. They are under no obligation to respond, though they may if it amuses them or they find it in their interests to do so. They may bestow a boon if they wish, or demand something that it is within the immediate power of those present to bestow upon them (though they may not demand anyone kill themselves or anyone else present) - and which, if they are not given it, may lash out angrily in retaliation about. They may even form friendships of a strange sort with mortals in this manner.

A Daedric Prince may choose to send an underling in their place, but even a Daedric Prince’s seneschal is likely to be a very powerful entity; and one which speaks with its master’s authority. If more than one Conjurer attempts to Conjure a prince at the same time, the Prince may choose which one to answer, and sends an underling to answer the others. Also, if it is storming when and where a Prince is summoned, roll d10 upon successful performance of the ritual; on 8+, Sheogorath answers instead (conversely, if it is storming on Sheogorath’s Summoning Day, on an 8+ another Daedric Prince is compelled to answer the summons).

If this ritual is performed on a day other than the Prince’s Summoning Day, roll d10. On a 10, the Prince entertains the summon anyway. On 4-9, nothing happens. On 2-3, the Prince shows up, but immediately gives the conjurer some probably-lethal quest to perform and a time limit. On a 1, the Prince simply jolts the conjurer with however much Magic damage they see fit to throw at them, which cannot be Reacted to.

If one has a Daedric Prince’s **Private Name**, they may perform the Rite of Princely Summoning at any time. This is usually only given out to those who swear their service to a Prince in the furtherance of some plot, and then only to trusted and powerful champions. It also reduces the threshold to one.

If a mortal gains a Daedric Prince’s **True Name**... Well, things get Interesting. In principle, that Mortal could command the Daedric Prince to act/not act, or direct their agents, as long as it is not in a manner which directly contradicts their Sphere, or they might attempt to Mantle the Prince in question (indeed, it would be very difficult to prevent oneself from *summarily* Mantling Molag Bal if one were to learn the Prince of Domination’s True Name and use it in the Rite of Princely Summoning).

## Destruction

Destruction rituals are typically used in siege warfare, as even the shortest Ritual to enact tends to be *rather longer* than one wishes to be standing around chanting in the middle of a skirmish or a field battle. It also tends to expose expensive mages to hostile spellcasters, marksmen and skirmishers making a raid on your Ritual spellcasters, so even in the days before cannons largely took the place of Destruction rituals in warfare, they were not that common. Nevertheless, they can be quite effective.

### Disintegrate (Journeyman)

If you have a lot of time, Magicka, patience, an abundance of ritual materials and you *absolutely have to* **excise** something whose very existence *offends* you from Mundus, this Ritual is probably you best bet. The Ritual of Disintegration requires magical components (paints, chalks, etc) equal to 25×[Durability(DUR)] of the offending article which you wish to remove, and one-fifth as much Magicka. The paints (etc) are applied to that which offends by its existence, and the Ritualist chants *loudly* for five minutes, then tests Destruction.

If the Ritualist is successful, the object quite literally marked for removal potentially suffers Magic damage equal to the amount of DUR the Ritual paid to destroy. If this damage would be sufficient to reduce its DUR to zero, it disintegrates, evaporating into nothingness in an impressive show of light that gives off some heat. If the Magic damage which the Ritual would inflict is insufficient to completely destroy the target, nothing happens to it.

This Ritual can be used (with slight modifications) to destroy an object placed atop a ritual circle instead - the rules are otherwise the same. This may be used to destroy corpses (which have DUR equal to an object of their owner’s size) as an alternative to burial or, indeed, as a means of executing someone (DUR = HP in that case,) although the screaming and squirming that is typical in such cases tends to impose a steep penalty to the Ritualist’s test - and if the victim manages to squirm enough to get out of the designated destruction zone or disrupt the circle, the ritual fails.

The Ritual may also be used to destroy a container, including its contents; the DUR damage will be applied to all contents of the container (if one wishes simply to gain access to the container’s contents, one should instead disintegrate only the lid). In this case, any contents which somehow have more DUR than the container are left intact.

As a reminder, here is the table of materials and their DUR value.

| **Object/Example** | **DUR/Modifier** | **Object/Example** | **DUR/Modifier** |
| --- | --- | --- | --- |
| Armor (Unmodified AR) | AR × 2 | Weapon (Maximum Roll + Material Modifier) | Max Damage |
| Puny Item (Jewelry, Lock) | 4 | Tiny Item (Jewelry Box, Tools) | 6 |
| Small Item (Chest, Trap Door, Chest Lid) | 8 | Standard Item (Coffin, Door) | 10 |
| Large Item (Castle Gate, Statue) | 12 | Huge Item (Wall, Boat) | 20 |
| Massive Item (House, Ship) | 40 | Quality - Inferior | ×0.5 |
| Quality - Superior | +5 | Reinforced (e.g. Metal Door, banded chest) | +5 |

### Extend Range (Adept)

**Also a Mysticism Ritual**

The *Extend Range* Ritual is used to cast a spell at far greater range than it normally would be capable of reaching. That spell need not necessarily be a Destruction spell, or a harmful spell; a spell of any sort other than a touch-ranged spell may be Extended with this Ritual. The Ritualist may, but does not have to be, the spellcaster who casts the spell in question, but the Ritualist’s Destruction (modified by having relevant talents) is always going to be a Limiting factor on any other rolls.

The Ritual to Extend Range requires the expenditure of an alchemical ingredient of the school of the spell being extended whose Depth at minimum equals the spell’s level. For example, if you wanted to cast a Grandmaster Poisonbloom spell with this Ritual, you would be required to expend an Extremely Rare or Legendary ingredient. The Ritual costs Soul Energy equal to the unmodified Magicka cost of the Spell whose range you wish to extend, and it requires a relatively quick chant of only 18 seconds - three rounds, during which the spellcaster cannot make attack actions nor defend himself in any manner. They then cast the spell they wished to extend.

If successful, the spell’s range is extended to anything the spellcaster can see well enough to focus on, through any means available to them (which may include scrying of some sort, or simply a telescope), as long as there is a clear line of effect between them and their target. This will *always* be blatantly obvious, drawing an unmistakable magical effect through the air which absolutely ruins any hope of stealth and gives away the spellcaster’s position.

### [Type] Eruption (Expert)

More useful typically on the defensive than offensive, a [Type] Eruption requires a considerable amount of setup, but its effects can be spectacular. It requires that the Ritualist have, or construct, a reasonably accurate scale model of the place they wish to cause mayhem at, using at least *some* of the natural terrain from that immediate vicinity. Permanent structures and trees must be included, but temporary structures (such as tents) don’t have to be. To perform the ritual, the Ritualist must be within half a mile horizontally (800m) of the target, and have an unobstructed line of sight and effect. They then begin preparing for the ritual by surrounding their model with a ritual diagram, consuming 500 Drakes worth of magical materials and an equal quantity of Magicka, and proceed to chant over their model laboriously for one hour before casting a harmful spell which deals damage of only *one* type known to them of at least Expert level upon the model.

If the Ritual worked properly, the results differ depending upon the damage of the spell you cast, though all effects have a delay of two round before the destruction occurs, giving mobile victims in the area time to potentially save themselves. The effect has a radius of 30m, and it may be targeted upon or under a permanent structure you have line of sight to. Note that *Eruptions* are an area of effect power, and - unless otherwise noted - may be Evaded normally (IE, the victim takes half damage on a successful roll, and takes no damage if their Evasion roll takes them out of the affected area).

#### Fire

The earth heaves as a torrent of magma races to the surface, eager to become lava. The designated location is the subject of an explosion of earth and stone (in and of itself harmful, and the reason this Ritual is called *Eruption* as this is by far the most popular choice) that deals 3d4 (Crushing = WpB) physical damage to all persons caught in the area, followed a round later by a geyser of choking ash and magma that splashes out to the edge of area and begins to run normally as it cools into stone. The area becomes an intolerable zone of [hazards](https://docs.google.com/document/d/14WQyPCMXL1mRbU4ljnwo-OGqD2L6keJW30utZ7Gay1c/edit#heading=h.rd88zvvstts6), both suffused (temporarily) with superheated air (1d10 Fire damage) and a lava flow (2d6 Fire just to be in close proximity to - 2d8 if you’re above it). This eruption is brief, lasting only ten rounds, but needless to say it causes *mayhem* in the camp of a besieging army if properly executed; or it can be employed to topple fortifications or cause devastating pandemonium inside them, what with all the buildings and people set on fire.

The magma unleashed by a *Fire Eruption*, devoid of continual heat after the eruption ends, will cool and harden to stone over the course of a day or so, and the area will be safe enough to (cautiously) traverse in a matter of about ten minutes.

#### Frost

An alarming show of auroral lights and a sudden drop in temperature precedes the destruction of a *Frost Eruption*, as the targeted point becomes the epicenter of the draining of all warmth from the area, preceding a devastating explosion of ice shards which manifest on every surface in the area and explode violently outward. The devastation is comprehensively brutal; all subjects still within the destruction zone of a *Frost Eruption* are subjected to 3d4 (Slashing = WpB) physical damage, and (3d4+WpB) Frost Damage.

When the ice-shards settle, the devastation zone remains frozen solid, and the ice so-formed will begin to melt (or not melt) as appropriate to the ambient environment. This can cause damage to buildings and other structures, subjected to significant material constriction and the sudden expansion of ice in and around it, but it is not likely to topple fortifications immediately.

#### Magic

Ominous red glowing balls of light making a beeline for the exact epicenter of a *Magic Eruption* inform even the most dim-witted of victims that *mostly* ***bad*** *things* are about to happen in the immediate vicinity. When a *Magic Eruption* goes off, a 30m-radius sphere centered on the epicenter is entirely subjected to destructive Magicka which attempts to disrupt the Creatia that makes it up - disintegration, in other words. Everyone, and everything, within the destruction zone immediately takes (3d4+WpB) Magic damage. Persons whose HP are depleted to zero by this, and objects whose DUR is overcome, are disintegrated utterly, leaving no trace. The equipment upon the persons of characters who survive this are exempt from damage.

Evasion cannot halve the damage of a *Magic Eruption* - it can only carry the victim entirely outside the destruction zone, or else they take full damage. However, a character injured but not disintegrated outright by a *Magic Eruption* cannot be Wounded by it; the damage is diffused throughout their entire bodies, with no single part taking enough damage to impair them, and they may be healed to full magically without repercussion. Characters whose EndB equals or exceeds the spellcaster’s WpB may test Endurance and, if successful, survive at 1HP, and characters with a Luck score may survive using it normally.

#### Shock

The subtlest of Eruptions, a *Shock Eruption* has the *potential* to go unnoticed; heralds of the destruction are tingling and the standing-up of hair as an intense field of static electricity builds up in the area, and a sudden darkening of the skies (if it is daylight), as roiling black clouds roll in. However, the target area requires an unobstructed overhead line of sight from the designated devastation zone to the skies.

The wise will flee; the unwise will wonder what is going on. When it erupts, a bolt of lightning joins the cloud cover and the targeted area, causing a small explosion of earth or stone or whatever was targeted that deals 1d4 (Crushing = WpB) to all victims in the destruction zone who are not behind hard cover, and lashing whips of electricity erupts from the epicenter, passing through hard cover as if it weren’t there, dealing (3d4+WpB) Shock damage to all persons in the zone. Aftershocks linger for ten rounds; anyone left in the zone, or who enters it, will be subjected to a bolt for (1d4+WpB) Shock damage.

#### Poison

By far the longest-lasting Eruption, Poison’s utility is somewhat limited in that Argonians ignore it entirely. The eruption is preceded by the ground suddenly becoming swampy and goopy, spongy and rapidly begins to submerge, along with hissing, violently green vapors escaping from the earth. This makes retreating somewhat difficult, as feet sink into the rapidly-inundating landscape, and characters must test Athletics or else be forced to move at half speed.

When the *Poison Eruption* occurs, the landscape sinks into a dramatic, knee-deep morass of violently green toxic liquid, and equally-poisonous fumes billow forth to poison and kill anyone who happened to have the foresight to leap onto an object which would float but not enough to evacuate the area. Everyone caught in the area who is vulnerable (IE, who must breathe, or whose skin comes into contact with the morass, and who is not immune to poison) takes (3d4+WpB) Poison damage per round they are exposed, until they escape the area or expire. This devastation lasts for ten rounds.

Afterwards, what’s left is a muddy morass of lethal, green toxic liquid, though it does not give off poisonous vapors in and of itself. The poison remains just as deadly until it drains away, either naturally or cleaned up by some interested party. If it drains into the water table or is diluted by rainfall, the landscape around will become poisoned and blighted; all small growing things will die rapidly, within a week; trees will become dead husks in two months, and the water in the area will be pernicious and unwholesome to drink for years to come. Needless to say, this is by far the least-used *Eruption*, as Eruptions are most often used defensively rather than offensively, and very few people are willing to poison their own water tables - even Argonians, who may be immune to poison, typically eat things which are *not*.

#### Sunlight

An obvious, glowing hairline rift begins in Mundus, surrounded by an aura of intense golden light, is the herald to the destruction that is a *Sunlight Eruption*. When the *Sunlight Eruption* hits, it tears a tiny, hairline crack in space, through which pours a measure of the intense light of Magnus. This is the broadest-reaching *Eruption*, as it deals (3d4+WpB) Sunlight damage within its usual radius, (2d4+WpB) in twice that radius, and (1d4+WpB) out to thrice the usual radius, for a period of ten rounds. Flammable persons and objects caught within this radius will catch fire, but hard cover protects entirely (an Evasion check against a *Sunlight Eruption* that can move a character into hard cover protects them from all damage). Furthermore, this rift of Sunlight illuminates out to the horizon as if it were a sliver of the sun; any creatures caught in this light which have the [Sun Scarred] trait and are outside the farthest damage radius still take (WpB) Sunlight damage as long as they are exposed.

Needless to say, a *Sunlight Eruption* is a fantastic way to deal with vampires, but most people don’t appreciate you turning their midnights to daylight, even if they aren’t vampires.

### Devastating Storm (Master)

This incredible - and incredibly *expensive* - Ritual calls down the skies in wrath. It’s ruinous cost totals up to material components worth 5,000 Drakes, 1,500 Soul Energy, and 1,500 Magicka, and performing it requires a *grueling* eight-hour ritual during which time Magicka surges forth into the skies. The storm front formed by this Ritual can be directed and sustained by reasonably high-level spells and other powers of similar nature (such as the Thu’um). It is not, however, capable of being constrained to only devastate one’s foes.

The storm front which occurs is the worst imaginable sort of weather which can take place in the place where it is summoned; a terrifying winter electrical blizzard in Winterhold, for instance, a sandstorm which flenses flesh from bone in Elsweyr, a hurricane if performed out to sea or on the Summerset Isles, and so forth and so on. Largely this must be up to the GM to adjudicate, but as lightning can happen anywhere, there will *always* be a lightning storm element; random victims (whether persons or objects) in any given vicinity will be struck every 1d10 rounds, for 6d6 Shock damage.

The storm encompasses a vast area, as it is a meteorological phenomena. On its own, it will last for a day, but it may be sustained far more cheaply than it was created, and spells and powers such as the Thu’um might direct it to move (uncaring of the natural prevailing winds) at speeds of up to fifteen miles in an hour. Undirected, they will drift with the natural prevailing air currents.

## Illusion

### Illuminated Place (Journeyman)

Used by both dramatic or paranoid noblemen, ecclestasical organizations and eccentric mages, the Illuminated Place ritual takes a lot of time to set up, requiring 5 Drakes worth of magical paints, powders or chalks for every square meter of location to be so enchanted. The enchantment’s Magicka cost similarly scales, requiring equal Magicka to five times the sundry materials cost. When the space to be illuminated is prepared properly, the Ritualist chants for four hours whilst standing in some part of the space to be illuminated and tests Illusion. If successful, everyone and everything within the designated space will be illuminated as if from a torch even if there are no light sources. No shadows will fall into the space, and concealment will be commensurately difficult - though not impossible, as concealment may take many forms, including hiding behind an object.

Nothing at all prevents multiple Illuminated Places from being placed side-by-side to form a space which is effectively contiguous; there is a caveat however, in that there must be at least *one* light source active within the illuminated space. In the case of tiled Illuminated Places, they remain magically distinct zones.

### Muffled Place (Journeyman)

Muffled Places are prepared in exactly the same manner as an Illuminated Place, and indeed the material costs of the rituals may be conservated if both Rituals are conducted simultaneously. A Muffled Place muffles all incidental noise - footfalls, the sound of a weapon slapping on a guard’s thigh as he walks, and so forth and so on, but it will not in the slightest bit mute intentional speech unless this is desired; if this is the case, then conversational speech cannot be overheard from more than 3m distance except as a tiny, indistinct sound, unless one or more designated privileged speaking places are in the Muffled Place. In this case, everyone within will hear the person(s) in the designated spot(s) clearly.

Naturally, this is quite a convenience in courtrooms, legislatures and temples.

### Fearsome Mein (Adept)

**Potion**

A character who uses this Ritual upon themselves or another person enhances that character’s ability to inspire awe and fear. This ritual costs 50 Magicka and 100 Drakes worth of magical sundries; and four hours of ritual casting time.

When the Ritual is finished and successfully cast, the character gains a bonus every time they would be affected by fear, and every time they would cause fear, to a maximum number of times equal to the Ritualist’s Degrees of Success. Specifically, the character in question cannot have their rolls *against* fear or horror penalized (they will test Willpower alone at most) regardless of the strength of the effect opposing them, and they will reduce any rolls opposing their own Fear effects by -10. This means all sources of fear, whether from casting the Panic or Horror spells, or from a Nord’s Battle Cry.

### Permanent Seeming (Adept)

A character may use this Ritual to effectively disguise their persons indefinitely, at a cost. A Permanent Seeming Ritual requires the expenditure of 100 Drakes worth of magical supplies and 25 Soul Energy from a filled Soulgem. When completed, the Ritual of Permanent Seeming commits 25 of the Ritualist’s Magicka (Spell Restraint applies). To perform the ritual, the Ritualist requires a body part from the type of character they wish to impersonate, if they wish to become something unlike themselves; for instance a female Nord could disguise herself as a different female Nord, but would require hair or blood or something from a male Altmer if she wished to appear as such.

The effects of Permanent Seeming are comprehensive, including altering the character’s voice, but do not extend to the tangible, and they cannot make a character appear to be meaningfully different in size or shape as a result. Any parts severed from the character (such as hair, or limbs) will return to appearing to their normal forms.

A Permanent Seeming may be dropped by its Ritualist at any time. It may be dispelled with spells such as Dispel, and it counts as a 4th-level Spell Effect.

### Sanctuary Space (Adept or greater)

The *Sanctuary Space* Ritual creates an entire place which is enchanted with a *Sanctuary* effect. One must prepare the location beforehand similar to the manner in which an Illuminated Place is prepared, though the preparations are different and cannot overlap, and preparing a Sanctuary Space costs 25 Drakes per square meter per level. (Beginning at Adept level.) The Magicka cost is twice the cost in Drakes’ worth of materials.

A *Sanctuary Space* provides a [Ritual Strength] Sanctuary effect to all persons within, as per the spell of the same name. The starting Strength (Adept) is 4 - at each additional level (Expert, Master, and Grandmaster) the cost and [Ritual Strength] go up. It is not known to distinguish between types of creature save that nonsapient animate actors do not receive the benefit of it - beasts, animunculi and the lowest of undead, specifically (in principle, one might engineer a form that distinguishes between types of character).

### Permanent Feature (Expert)

The *Permanent Feature* Ritual allows an Illusionist to create an illusionary terrain or architectural feature that is quite difficult to see through, and just as difficult to penetrate. This flexible ritual may be used to disguise a ditch as flat land or make a chasm appear in a plain, but these are potentially foolish uses as the illusion is ruined if forcible movement (including gravity) causes a person to move through such an illusionary feature (or fail to move when they should).

It is more powerful when used to disguise a feature as solid wall; such a feature is solid to mortal minds even if they push against it; a character can heave and heave with all their might against an illusionary wall and it will not avail them, as their hands will feel the resistance of it and their body will refuse to move past it. This, too, can be overcome - for instance, hurling oneself at the wall - but it is difficult to do so, as it requires literally ignoring all of one’s senses and hurling oneself at what one wholeheartedly believes to be a solid wall.

Daedra and other creatures immune to mind-altering effects are to some degree resistant to this; while they will still *see* a fake wall, as that illusion is bent light, if they probe it their hand will go right through, and they will see the illusion for what it is. To some extent mortals can attempt to probe what they’re *certain* is a fake wall by hurling objects at it, but the illusion will generate an illusionary copy of whatever was hurled at it, that will ricochet as might be expected. This is temporary, but lasts for a whole scene - long enough that the character in question will likely have discarded their illusionary rock long before it vanishes.

Conditions *may* be set to allow some characters but not others to ignore the illusionary wall. Such conditions may be arbitrary, but they cannot depend on social constructs, and if they are to be tied to something like a specific bloodline, at least some physical link must be present. For example, one may not create a wall which only those loyal to a particular person may perceive as illusionary; but one *may* make a wall that persons born in Skyrim, or born under the Lover starsign, can see through.

Creating a *Permanent Feature* requires 750 Drakes of magical materials, 250 Soul Energy, and 250 Magicka. The Ritualist, having assembled these things, uses their magical materials to create a facsimile of the feature to be installed, along with a temporary ritual circle to chant in, and performs the Ritual, which takes only half an hour. When it is complete, if successful, the *Permanent Feature* is installed. Some might use this for sheer vanity; others will use it to conceal their passages.

If someone has reason to believe that a Permanent Feature is at play, they may attempt to dispel it as any other spell, though it has an effective Spell Strength of 5. If successfully disrupted, a Permanent Feature will return after a Scene unless additional steps are taken to render it permanently destroyed, but anyone who saw it collapse will no longer be fooled.

### Masterful Seeming (Master)

The character may use this incredible Ritual to enact a massive illusory change on an arbitrary number of persons, ranging from effectively using *Seeming* on an adventuring group, to making the entire population of a townful of sapient, animate skeletons appear to be the persons they were in life, or even simply to make a more durable and effective *Seeming* effect upon themselves without locking away a portion of their own Magicka Pool.

Masterful Seeming is like Permanent Seeming, and the preparations are similar, but it requires 250 Drakes’ worth of ritual components, plus 250 per person to be affected. It requires 100 Soul Energy per person to be affected, plus 1,500 Soul Energy to power the whole Ritual for an indefinite period in lieu of committing their own Magicka.

No body parts are required; the ritual space may be altered in subtle ways to allow for variations in the persons being altered. Every person to be affected by the *Seeming* effect must be present for the entire duration of the Ritual, and must remain in their designated place.

*Masterful Seeming* is more durable than *Permanent Seeming,* and it incorporates a tangible component; not only will the recipient of the effect feel as if they are what they appear to be, but others will perceive them as such when they touch them. In a very real sense, this Seeming is in fact being - unless it is dispelled or disrupted magically. *Masterful Seeming* counts as a sixth-level spell effect for the purposes of being dispelled.

Masterful Seeming cannot, however, overcome the subject’s true limitations. A subject made to feel young again is still whatever age they were; pushing their aged body as much as their falsified youthful senses tells them they can is a sure way to tire and injure themselves quickly, and this effect cannot stave off aging or its effects, including death from old age.

## Mysticism

### Transmute Soulgem (Journeyman)

**Also an Alteration Ritual**

Soulgems can be found, but they may also be transmuted from [ordinary gemstones](https://docs.google.com/document/d/1llBhGYjtsDxXD0428WnVc_IKGXB0tF53Lykho98e6Dc/edit#heading=h.dgq0ii9itkhu) into Soulgems. This process requires a four-hour long ritual that expends 50 Magicka and requires the use of an Enchanting table or other Enchanting workshop, and consumes magical materials worth 1/10th the list cost of the soulgem being created.

One transmutes a gemstone or quantity of gemstones into a soulgem based upon list price alone; only one Soulgem is created, regardless of how many ordinary gems are consumed and fused into one soulgem in the making. It is wasteful, potentially hideously so, to use Storied or Legendary gems in this process, as the largest size of Soulgem which can be created is a Grand Soulgem, with a cost of 2,500 Drakes.

**Reminder: the Soul Gem table appears in two places in the Core Rulebook, and they disagree. The correct table is found on *Page 119.***

One may also upcycle empty Soulgems if one wishes. One may upcycle an arbitrary number of empty Soulgems which one possesses, even transmuting a hoard of 100 Petty soulgems into one Grand Soulgem.

### Rites of Restfulness (Journeyman)

Known as the **Rites of Arkay** to the faithful of Arkay - and, indeed, the faithful learned priests of all other Aedric deities as well - the Rites of Restfulness, performed properly, are *nearly* perfect insurance for a corpse against the arts of necromancy being used to animate it.

These Rites are not particularly arduous, and they have no cost if performed by a faithful priest of Arkay; Arkay stands for the costs when performed as the Rites of Arkay by one of his priests. All other who wish to perform it, including Priests of other divinities and Sorcerers versed in Mysticism, must pay the cost themselves.

The Rites of Restfulness have a cost of 50 Drakes worth of common magical components, and a cost of only 25 Magicka. The face or bare chest of the deceased (or, if those parts have been obliterated, whatever largest part remains intact) are rubbed with magical oils, and the ritualist chants for ten minutes, and tests Mysticism. When performed by a trained Priest (whether of Arkay or not), this test is a Simple Success even if they are Untrained in the art of Mysticism, as they have been drilled in the ritual by rote (their target number may well be woeful, but it’s a moot point as they *simply will succeed,* and the Ritual only requires 1 DoS).

Successfully completed, the Rites of Restfulness ensure that the departed spirit reaches Aetherius and their designated hereafter, unless a Daedric Prince has a standing claim upon their soul (lycanthropes will find their way to Hircine’s Hunting Grounds, for instance). Separately but just as importantly (to those who care about such things), the Rites of Restfulness cause the corpse in question to be useless for any necromantic or alchemical purposes; and this will not be known to any would-be necromancer or alchemist who attempts such purposes, until they find their spells or rituals or potions fizzling out because of it.

### Trap Ambient Magicka (Adept)

An extremely obscure Ritual that would be prized by mages who were born with the Atronach birthsign if it were not quite so slow and oftentimes annoying to use, Trap Ambient Magicka offers an alternative to guzzling potions or getting friends to dump Magicka into you with the Replenish spell. It’s also astonishingly cheap - free, in fact, save for that it requires significant amounts of *time.*

The Trap Ambient Magicka ritual allows a sorcerer to capture ambient wisps of magica, provided they have a place to do so in peace. The Sorcerer focuses on drawing ambient wisps of Magicka to their person. Every hour they spend performing the ritual, they test Mysticism. If they succeed, they replenish at least one point of Magicka. If they fail, they do not. Any break in the ritual (for example, to eat), costs a whole hour of ritual time. Spending more than eight hours of a day doing this becomes extremely mentally and physically taxing; in addition to testing Mysticism, they must test Endurance. If they fail the Endurance roll, it costs them a Stamina point, though it does not necessarily cause the Ritual to fail if they succeed their Mysticism test; but the Mysticism test may not be a Simple Success if they do not have full Stamina Points.

The amount of Magicka trapped and stored may vary depending upon location. It will not be fewer than one point, however. Use only the highest applicable value.

| **Location** | **Magicka** | **Location** | **Magicka** |
| --- | --- | --- | --- |
| Anywhere not otherwise described | 1 | In a relaxing environ (home, spa, etc) | 1d2 |
| Under Starlight | 1d3 | Under Daylight | 1d4 |
| Magical Environs (Temple, Ancestor Glade, etc) | 1d6 | Site of Power (Word Wall, Standing Stones) | 2d4 |
| Magicka Focus (Mage’s Guild, High Temples) | 3d3 | Magickal Site (Shrine to Magnus, College of Winterhold) | 4d4 |
| Oblivion | 4d6 | Aetherius | Full |

This Ritual may also be used to trap ambient Magicka for some other purposes as well; it cannot be used to refill expended charges from a charged magic item, but it may be used to charge up other things which may store a quantity of Magicka (e.g. Welkynd Moonstone Armor).

### Transmute Creatia (Expert)

**Also an Alteration Ritual**

This Ritual is used, primarily by Daedra and frequent travelers to Oblivion, to cause things of utility to come into being by transmuting Chaotic Creatia. Godlike entities, such as Daedric Princes, may be able to gesture to a pool of Chaotic Creatia and call forth an enchanted, Daedric-like set of arms and armor, but for most others, such a feat would be impossible. Even most Daedra who make use of this ritual use it for the far-simpler task of conjuring raw materials to be worked conventionally.

This is an arduous, laborious process, which references the [materials table](https://docs.google.com/document/d/1llBhGYjtsDxXD0428WnVc_IKGXB0tF53Lykho98e6Dc/edit#heading=h.dgq0ii9itkhu) if being used to create conventional materials. The ritualist requires an enchanting laboratory and a supply of Chaotic Creatia. Creating materials to be used later requires a steep supply of Magicka; 100 Magicka per material tier. Once the Magicka supply is ready, and presuming the ritual is provisioned with Creatia in a readily-worked form, the spellcaster begins the ritual, chanting and focusing their Will into the Creatia at their disposal. This is an Extended test, with an interval of one hour, and a threshold test equal to 1/10th the list cost of the material being made. (For this reason, many who use this ritual and have an *abundance* of time on their hands prefer to expend Magicka lavishly and create one-tenth, one-fifth, or half-ingots at one time). After eight hours of constant effort, the Ritualist must begin testing Endurance in addition to Mysticism. If they fail their Endurance test, they lose one Stamina point. If at any time the ritual is interrupted (for instance to eat) the ritual fails.

If one wished to create other things, Creatia could be used to do so as well; to create an Alchemical ingredient, for example, the Magicka cost is 75×[Depth], and the threshold is 1/10th the ingredient’s list price (minimum 1, rounded up).

One could also use this ritual to create the various forms of magical miscellany used in rituals and scroll making and enchantment. In this case, the Magicka cost equals thrice the list price of the desired magical miscellany, and the Ritualist creates 10 Drakes’ worth per Degree of Success per Interval, until they or the supply of Magicka they paid for is exhausted.

To perform this Ritual, one must use a supply of Chaotic Creatia equal in physical dimensions to the material one wishes to create; that is all. An ingot of steel and an ingot of Ebony would both require a physical proportion of Creatia the size of an ingot of metal. Then one must perform the Ritual. There are complications however; the Aetherial nature of Mundus (though not as Aetherial as Aetherius itself) resists the transmutation of Creatia, inflicting a -30 penalty on ritual tests. This does not preclude those tests from being Simple Successes, however.

Coalescing Creatia from Oblivion itself, as opposed to making use of a ready supply, is possible as part of this ritual; however, it caps the user’s maximum number of successes per interval at the Ritualist’s Willpower Bonus. This also tends to be quite *draining*, causing Endurance tests after four intervals, as well as making the environment quite arid, which may or may not suit the Ritualist.

#### Chaotic Creatia

Chaotic Creatia is a material considered valueless by the inhabitants of Tamriel, as its uses are obscure and a supply is difficult to come by. It is also considered valueless by the inhabitants of Oblivion, as literally everything *is* Chaotic Creatia. It can take many forms depending on the plane from which it hails; for instance, the Chaotic Creatlia of Coldharbour appears to be an azure-blue liquid, while the Chaotic Creatia of Mundus, if concentrated, is a rich amber, while the Chaotic Creatia of such obscure demi-realms as The Infinite Library can take forms such as a thick, black ink streaked with ink of gold or other colors, that forms words when viewed.

Acquiring Chaotic Creatia in Tamriel is a difficult task, as it cannot be simply coalesced out of the air, nor can it be made by any known alchemical process; this is further complicated because, as it is not valued, no known magical supply chains bother to produce it. The Hist of Black Marsh are known to pour forth an amber-orange liquid known as Amber Plasm which is in fact the Chaotic Creatia of Tamriel, but it is sometimes difficult to differentiate it from actual Hist Sap, which appears very similar. The easiest means to refine Chaotic Creatia on Mundus is in fact to permanently Bind a Daedric entity, slay it, and refine it from the Daedra’s remains (or use a Daedra which someone else helpfully Bound previously).

In Oblivion, however, Creatia can be coalesced out of the very air, using the Transmute Creatia ritual itself! Although the cost in Magicka is quite steep at 300 Magicka, it isn’t arduous at all; one simply coalesces 1 cup per Degree of Success (capped at WpB) per Interval.

### Fill Soulgem (Master)

This Ritual allows one to charge a Soulgem with what is effectively (for all intents and purposes) soul energy, without requiring any necromancy, even the “tolerated” necromancy that is using White Souls. This Ritual is hellishly expensive however, requiring Magicka equal to the amount of faux Soul Energy you wish to imbue into your Soul Gem - a mind-blowing 1,500 if one wishes to fill a Grand Soulgem! It also requires magical material supplies in common with Enchanting and Scrollmaking equal to the same value - again, 1,500 Drakes worth if one were to wish to fill a Grand Soulgem.

For all that, however, it isn’t a particularly onerous Ritual to perform. One simply needs the empty or partially-empty soulgem, an enchanting laboratory, and the ability to cast *Soul Trap*. Simply provide the Magicka, the materials, prepare the ritual space appropriately and begin chanting. This Ritual is an Extended test with a Threshold of 10 and an interval of one hour. When the Ritual threshold has been met, the Ritualist must cast *Soul Trap* upon the Soulgem. If it worked, the material supplies will be consumed in magical fire and the soulgem will be charged up with what is, for all intents and purposes, Soul Energy.

This Ritual can fill a Black Soulgem as well as any White Soulgem, but Black Soulgems are boolean - they *only* contain either 1,500, or 0, Soul Energy. Performing the Rite of soul Sight on a Black Soulgem filled with this ritual is hazardous to one’s mental health.

## Necromancy

### Rite of Preservation (Journeyman)

**Also an Alteration Ritual**

The Rite of Preservation is a simple ritual used by necromancers who need to keep corpses fresh for a time. It requires a mere 10 minutes and the expenditure of 50 Drakes’ worth of unremarkable alchemical ingredients. If performed correctly, a corpse (or part of one) will not be altered in the slightest bit by the passage of time for a number of months equal to the ritual caster’s Degrees of Success. Failure is pretty disgusting however; the corpse rots instantaneously, as if it had been left out for a number of months equal to Degrees of Failure.

A critical failure (or intentionally misusing this Ritual to cause the effect) instantly decomposes the corpse to nothing but a skeleton. If so desired, this Ritual may be used for this purpose with no test required instead; if one would prefer to have a skeleton than a corpse, for instance.

### Rite of Necromantic Transcendence (Journeyman)

The Rite of Necromantic Transcendence is a relatively simple one if the conditions are correct; if they are not correct then it is a pure beast, but it can be done by the most learned Necromancers. This Rite is the means by which most Black Soul Gems are fashioned, and it is often the first thing any Magician who begins dabbling in Necromancy wants; often simply because they feel that the back-roads are full of highwaymen and the alleyways are full of footpads whom nobody on Tamriel will miss, but whose life-force could be put to good use on an Enchanting table.

To perform the Rite of Necromantic Transcendence, the Necromancer places a Grand Soul Gem into a vessel on the altar, chants for five minutes, and casts any form of *Soul Trap* spell upon the Soul Gem itself, blackening it. The window of opportunity is open only for about an hour, so one necromancer will be able to make at most a dozen Black Soul Gems. More than one Necromancer may work simultaneously however; up to two assistants both able to keep up with the ritual leader may convert up to thirty-six soulgems in one Shade of the Revenant. There is no associated Necromancy test or Magica cost with performing the Ritual; the Mysticism (or Necromancy) test and Magica cost of *Soul Trap* are enough.

#### The Necromantic Altar

Preparing a Necromantic Altar suitable for the creation of a Black Soulgem is not terribly difficult; an Altar’s preparation takes roughly six hours and requires thirty Drakes worth of materials that are not out-of-the-ordinary for any arcane practitioner to possess or seek. Giant stone slabs embellished with skulls and figures of the tormented damned are *traditional,* but not at all required; this altar may be as simple as a wooden dining table carted out to the right place, adorned with paint, chalk or charcoal, and set with the appropriate fixtures. This is quite simple to get correct.

#### Shade of the Revenant

Properly performing the Rite of Necromantic Transcendence requires waiting for the correct coordination of stars to shine their light on a necromantic altar, known as the Shade of the Revenant. Some such altars are known to exist in locations inscribed in ancient texts (and, if the altar itself has been destroyed by some well-meaning hero, is easily-enough replaced with some preplanning), while in principle such an altar may be prepared literally anywhere open to starlight - even atop the Great Temple of Mara if one were mad enough, if one computes the correct configuration of stars to determine the correct time. If one *knows* of a place and time where the Shade of the Revenant will be, one needs take no further action than being present at the correct time and place and preparing the altar.

Otherwise, computing when the Shade of the Revenant will occur is an act of mathematics, astronomy, and necromantic knowledge. Doing so requires the would-be Necromancer to test Lore, limited by *both* their Survival (unless they have *exacting* coordinates for where they are) *and* their Necromancy skills. (If playing with the Navigation skill in play, use that instead of Survival).

Shades occur once every two moons in any given spot.

#### The True Rite of Necromantic Transcendence (Master)

Essentially the same ritual as the proper Rite of Necromantic Transcendence, the True Rite allows a Necromancer to convert a Grand Soulgem to a Black Soulgem anywhere, and anywhen they damn well please. The requirements to prepare an altar are the same, but in addition to having a much higher skill requirement, the necromancer must stand for a cost of 50 Magicka per Soul Gem and an additional 250 Drakes of unremarkable magical components are consumed. Or the Necromancer may make use of an Enchanting table instead.

### Rite of Soul Sight (Journeyman)

This simple ritual allows a Necromancer to peer into the mind of a Black Soul that they’ve captured within a Soulgem. White Souls are not useful for this purpose; no ego and memory, no AE in the magical parlance. They are only animating force.

The Rite of Soul Sight consumes ten minutes of time and 10 Magica; it requires no material components other than a filled Black Soul Gem. The Necromancer tests Necromancy +20; this is opposed by a -10 Willpower test on the part of the target Soul (using the statistics it had when it was alive.) If the Necromancer succeeds by more DoS than the Soul in question, the Necromancer gains answers to up to as many questions as they have Degrees of Success over the Soul. If the Necromancer succeeds and the Soul fails, they read the Soul like a book. If the Soul succeeds, the Necromancer gains no information. If the Soul succeeds and the Necromancer fails, the Soul in question escapes the Soul Gem, departing to whatever afterlife they’re destined for, and the Necromancer is left with an empty, but intact, black soulgem. This is not really a test opposed by a conscious mind, and so the Soul in the Gem cannot choose to reveal information if it wishes - it is not animate enough to make that choice.

A Necromancer may also use this Ritual to simply *release* a Black Soul if they wish to do so; no test is required in this case.

### Rite of Mortal Transference (Expert)

This quite horrible ritual allows a character to extend their own life through the use of necromantic arts. It is typically found only in obscure black texts, and quite understandably a lot of Tamriel's governments take pains to destroy these texts when found. The more intelligent ones offer a bounty on turning the text in which is competitive, taken together with official amnesty for owning the text and any related crimes involved in obtaining it, to what one might get from a necromancer seeking it. The less intelligent ones imprison those who are found with copies for exceedingly long times regardless of the circumstances.

The Rite of Mortal Transference may only be performed at night, or in such a place that no sunlight reaches it, and it requires the character to prepare an altar ahead of time. Preparing this altar requires 300 Drakes worth of materials which tend to raise eyebrows when requested for purchase and a fairly significant amount of craftsmanship that will likely raise eyebrows if one simply commissions a stone-carver to fashion a great big altar festooned with skulls and blasphemous runes. (The skulls are optional; the runes are not). Creating the altar out of stone and not mucking it up requires a [Profession: Crafter](https://docs.google.com/document/d/1llBhGYjtsDxXD0428WnVc_IKGXB0tF53Lykho98e6Dc/edit#heading=h.7740qcekmu30) test with an extended threshold of 300, and Limited by one’s Necromancy (though a Necromancer may assist a stone-carver in doing so). Or one can find an altar which was made eras ago and is still fit-for-purpose. Considering that the entire point of this ritual is to extend one’s life (or faux-life, for liches), those who invested in them tended to build them to last, and frequently they outlasted their long-lived owners.

The ritual requires the heart of a creature which has been slain in the last day at most (the Rite of Preservation applies normally). It’s most commonly thought-of as being performed upon the hearts of Black-souled creatures, but this is not required. It also requires a weapon, any weapon, with the Magical property; even a runed iron dagger will do (a Daedric Great Flail is gross overkill), and a ritual chalice which has an [Enchantment Level of at least 300](https://docs.google.com/document/d/1llBhGYjtsDxXD0428WnVc_IKGXB0tF53Lykho98e6Dc/edit#heading=h.dgq0ii9itkhu). Both the weapon and the chalice must be prepared beforehand with 25 Drakes’ worth of magical components that are unremarkable; preparing the weapon and the chalice is effectively a Journeyman-level Ritual, and once prepared, they stay ready until used in any fashion.

Having gathered a heart, a prepared altar, the chalice and the weapon, the necromancer places the heart upon the altar and strikes it with the weapon. The blood which remains on the weapon must then be drained, every drop, into the chalice and drank within five minutes of the blow being struck.

If the ritual succeeds, the character extends his lifespan based on the type of creature the heart came from. If the character was a Lich (or Draugr or something similar), they prevent their body from decomposing (withering, etc), for this timeframe instead:

| **Type of Creature** | **Lifespan Gained** | **Type of Creature** | **Lifespan Gained** |
| --- | --- | --- | --- |
| Inconsequential (Rat, Fox) | 1 Year | Man (Bretons, Nords, etc.) | 50+5d10 Years |
| Small (Goat, Wolf) | 2 Years | Orsimer | 50+5d10 Years |
| Medium (Deer, Elk) | 5 Years | Khajiit, Argonian | 50+5d10 Years |
| Large (Sabercat, Horse) | 10 Years | Mer (Altmer, Dunmer, etc.) | 100+20d10 Years |
| Huge (Mammoth) | 25 Years | Vicious (Trolls, Dreugh, etc.) | 25+5d10 Years |
| Magical (Spriggan, Lamia, etc). | 100+5d10 Years | Dov | *Seriously!?* Agelessness\* |

\*Good luck! You’re gonna need it. A vacay to Oblivion is probably in order.

This Ritual has a special backfire if it fails: the character *ages* by [DoF]d10×5 years. A Lich simply decomposes.

### Rite of Unlife (Master)

The Rite of Unlife is the means by which a necromancer achieves Lichdom, and it is no simple task to complete; indeed it is not a simple task to even *learn.* It requires several steps, and essentially amounts to enchanting one’s own corpse with one’s own soul. The entire process takes roughly two weeks, and the steps that are performed are as follows:

#### Step One: Create a Phylactery

The character must perform a ritual which binds their soul into a vessel known as a Phylactery, but first it must be made using a Black Soul Gem. This is an extended Crafting test and amounts to creating a fancy trinket, the same as [crafting Jewelry](https://docs.google.com/document/d/1llBhGYjtsDxXD0428WnVc_IKGXB0tF53Lykho98e6Dc/edit#heading=h.q52d0kuo85al), and in addition to the Black Soul Gem, requires a housing for said Black Soul Gem be fabricated out of a material with at least EL 500 of Intricacy 3. (Using a Black Soul Gem alone results only in trapping yourself in a Soul Gem). A better Phylactery results in a bonus on the upcoming test tests; if the final result would have an EL of 1,000 you gain a +5 bonus; if it would have EL of 1,500 instead, it grants a +10 bonus.

#### Step Two: Prepare the Phylactery for your soul

Preparing the Phylactery to contain a soul without absorbing it entirely or stopping it from controlling its body requires a number of minor but time-consuming rites that consume 500 Drakes worth of ingredients that traditionally will make even most dabblers in the art of Necromancy balk at providing, if a price can even be put upon them at all! Most halfhearted Lichdom seekers turn away at this stage and either repent, or go looking for alternative ingredients (a search which has not yet been known to bear fruit but which is not hypothetically impossible), or alternative means of immortality.

Most of these ingredients will require the cold-blooded murder of an innocent of some description or another; an infant’s heart, a virgin’s genitals, a Moth Priest’s eyes taken after he has made his penultimate Reading but before the Elder Scroll reading which would rob him of his sight entirely, etc. Seven ingredients are required, the application of which requires one day each and a successful Necromancy test. Any failures will send the whole Rite of Unlife awry.

#### Step Three: Transfer yourself to the Phylactery

Transferring the character’s soul to the Phylactery begins when they complete the final Necromancy test which begins transferring their soul to the Phylactery. During this time they must remain three meters of the Phylactery, or the ritual fails, snapping your soul (painfully) back into your body. Fortunately, it requires no test!

Once successful, the character’s soul is bound into their Phylactery, but they remain in control of their body. If there is ever a distance of greater than three meters between the two, the link is severed; the character dies immediately, and because of the three-meter distance between their animating force (which can escape) and their AE (trapped in a Soulgem), their soul is effectively destroyed, unless some *very* kind (or very, *very* cruel) person decides to turn them into a Vestige or Soul-Shriven. The character may remain this way as long as they please, but for obvious reasons the overwhelming majority who have come this far prefer to get on with it.

#### Step Four: Lichdom

The character must remain in their Phylactery-Body state of symbiosis for not less than one week’s time; attempting to hurry this procedure along simply kills the character normally. They must, after at least one week in this state, conduct one final Necromancy ritual, which takes eight hours. If completed successfully, the character’s body dies and is simultaneously reinhabited by their soul, causing their body to “forget” that it has died, and consequently it will keep running as normal. The character’s body ages normally for a member of their race, and when it would expire of natural causes, begins to decompose if this period is not extended with the Rite of Mortal Transference or some other means.

#### Are Draugr a form of Lich?

It stands to reason that one who is both familiar with Skyrim’s Draugr and the Rite of Unlife must necessarily draw some parallels between the two. There certainly *are* similarities, but Draugr are not Liches in the sense that a Lich who has performed the Rite of Unlife is. However, it does stand to reason that a Lich who preserved his corporeal form’s remains through similar means to those undertaken by the ancient followers of the Dragon Cult could retain lifelike animation and pallor for at least an Era, and would ultimately (barring further intervention) come to rest in a similar state of dessicated mummification to that of the Draugr.

### Soulsnare (Grandmaster)

A Soulsnare is an Aetherial net that captures souls from miles away. Whenever a being with a Black Soul dies within the net, instead of immediately passing on to whatever hereafter they were destined for, they are drawn into the snare.

To erect a Soulsnare, a necromancer requires an altar similar to the one used for Mortal Transference (indeed, it may *be* an altar erected for that purpose, though the altar may not be used for both purposes simultaneously), which has been fitted with an ornate Soul Urn; a mysterious, priceless artifact, whose creation is no longer an art known to exist on Tamriel. Not many are known to exist, but it is known that if one is *destroyed*, or possessed too long by the same person, it reappears whole in some forgotten corner of Tamriel, much like Daedric (and some other) Artifacts tend to.

To erect the Soul Snare, the necromancer tests Necromancy in a ritual that requires twelve hours, and consumes the contents of five filled Black Soul Gems, though it leaves the Soul Gems intact, as well as 1,500 Drakes worth of material components unremarkable save for the rarity and price of buying them all at once.

If successfully performed, the Soulsnare erects an Aetherial net that draws in souls from 50×[DoS]km away. Black Souls who die within the range are drawn into the Urn, where they swirl and clatter until transferred to a soulgem. Averting this fate is not a simple task, but it can be done; a soul which is already marked for possession by a Daedric Prince ignores a Soul Urn entirely, as their souls are drawn to the Padomaic energy of Oblivion, not the faux-Aetherial energy of the Soul Urn. A truly *pious* individual, faithful to the teaching of an Aedra, will be guided to their correct afterlife by the god they devoted themselves to. Someone who dies on consecrated ground will be safe, as will someone who has the Rites of Arkay performed for them *quickly* - the rite must begin within one minute of death at most. Lastly, the Soul Urn may simply be *emptied*, freeing its contents to their proper hereafter; a necessary step for the Ritual to end, and which must happen to move the Urn from the Altar.

The contents of the Soul Urn are treated as if it were a filled Soul Gem for most purposes. Souls within may be probed by the Rite of Soul Sight; they may be used to recharge charged magic items, to pay whatever costs may be demanded by the type of entity which requires payment in Soul Energy, and they may be used in Enchanting. However, the Urn, while the ritual is active, greatly excites spirits of all sorts, and may cause corpses which have not been properly consecrated with the Rite of Arkay to spontaneously animate. While it isn’t a magical beacon that can be detected by common spells or magical talents, it won’t be too long before interested parties begin plotting a map of anomalies and start homing in.

### Rites of Undeath (Varies)

All the Rites of Undeath require corpses (either singly or plural), which (depending on the Rite) may be skeletons or fresh, and may or may not require the corpse(s) to be of man, beastfolk or mer. A corpse cannot (under normal circumstances) be used if it was buried using the proper Rites of Arkay, which is common essentially everywhere.

An Undead raised by these Rites exists permanently, until destroyed or otherwise vanquished. When created, the Necromancer issues a single, simple order; its Binding Words, and the undead is bound to this task to the exception of all others. The Necromancer who raised an Undead may make a +20 Necromancy test as an Action to command his undead with a new order, which they will attempt to fulfill before resuming the duties of their Binding Words.

The profane rituals of animating the dead requires different components and levels of expertise. Each is a separate ritual. Failing these rituals results in a lot of wasted time and material. Critically failing raised the undead, but it is not bound, and is hostile to everything that is not also undead. In the event its animator is *also* undead, it exempts them from its unhostility-to-the-undead, and attacks them anyway.

#### Rite of Undeath: Repair (Journeyman)

A Necromancer may repair any of his undead to full HP with a 30-minute ritual using supplies worth a number of drakes, and Magcka, equal to the HP healed. Failing this test simply wastes your time and resources, and this is the worst result possible.

#### Rite of Undeath: Zombie (Journeyman)

Raising a Zombie requires a relatively fresh corpse (need not be humanoid, though it is expected), 25 Magicka, and 30 minutes of Ritual time. A zombie must be properly wrapped or embalmed or it will decay to the point that it is non-functional and collapses within a week. Embalming requires 6 hours of work and 25 Drakes’ worth of embalming supplies, but this is entirely optional if the Necromancer decides it’s not worth his time or money.

A character may raise multiple Zombies at once, adding +10 Magicka and requiring a fresh corpse (embalmed or not) for each additional zombie. Every five zombies added increases the effective rank requirement by one step. (IE, Journeyman to Apprentice for 5-9 zombies, etc.)

#### Rite of Undeath: Skeleton (Adept)

Skeletons require 50 Magicka to raise, and require 30 minutes of ritual time. They are made from an at least *mostly* intact humanoid skeleton. The limbs must be reinforced with metal spikes or straps, exactly in the same manner as a Bonewolf (above). It may be given a weapon or clad in armor, and it will rise proficient in their use.

A character may raise multiple Skeletons at once, exactly as raising multiple Bone wolves.

#### Rite of Undeath: Bonewolf (Adept)

Bonewolves require 50 Magicka to raise, and require 30 minutes of ritual time. A bonewolf requires a wolf-sized skeleton, though it doesn’t need to be a wolf; a large cat, hound, or miscellaneous bones lashed together will do just fine. A bonewolf must be assembled with a Profession: Crafter test, which takes at least 25 Drakes worth of materials and requires two hours worth of work; the workmanship need not be workmanlike, since it is fel magic that holds it together properly rather than craftsmanship. It just needs to be done without falling apart before it’s animated.

A character may raise multiple Bonewolves at once as a pack, adding +25 Magicka and another prepared Bonewolf skeleton per additional Bonewolf. Every five added in this way increases the rank requirement by one step.

#### Rite of Undeath: Dread Zombie (Expert)

Raising a Dread Zombie requires 100 Magicka, and 30 minutes of ritual time. It must be properly embalmed or wrapped, as per a normal Zombie (above). It must be imbued with a Mysticism alchemical ingredient of at least Uncommon quality, or it will not have its **Diseased** trait.

#### Rite of Undeath: Bonewalker (Expert)

Raising a Bonewalker requires 100 Magicka, and 30 minutes of ritual time. It requires a fresh humanoid corpse, and an additional humanoid skeleton. The skeleton’s bones are broken and embedded into the bonewalker in a gruesome process which requires 4 hours, and the body must be washed in sacred ointments and oils, which takes an additional hour and requires supplies worth 100 Drakes.

A Bonewalker must be imbued with the sorceries it can cast, and as a result must be charged with Paralyzing magic. A Bonewalker requires a Level 5 Paralyze spell cast upon it before it is reanimated, as part of the ending of its raising ritual; if this is not done, the Bonewalker will not have its Paralyzing Touch or Drain abilities.

#### Rite of Undeath: Skeletal Champion (Master)

Skeletal Champions require 200 Magicka to raise, a mostly-intact humanoid skeleton, and 30 minutes of ritual time. Its limbs must be reinforced with premium metal spikes and leather straps, a Profession: Crafter test which takes four hours and requires 50 Drakes worth of supplies. It can be armed with weapons and armor, and is proficient in their use.

#### Rite of Undeath: Bonelord (Grandmaster)

Raising a Bonelord requires 300 Magica, and 2 hours of ritual time. To fashion one requires two humanoid skeletons, and it must have its limbs reinforced with metal spikes and leather straps in a workmanlike fashion, and it must be scrimshawed with sacred inscriptions. This whole process takes eight hours, costs 100 Drakes worth of supplies, and Limits the Profession: Crafter test by the crafter’s Lore ability. If this fails, one skeleton is spoiled and a new one must be procured. A Bonelord must be infused with spells; up to six spells of any school and up to level 4 may be imbued upon it by casting them upon it during its animating ritual.

## Restoration

### Healing Touch (Journeyman)

The Healing Touch ritual takes one hour to perform, requires materials equal to 50 Drakes, and requires 25 Magicka to be expended. The touched character is healed to full HP, and if Wounded, does *not* develop a Crippled condition. It doesn’t remove the Wound or the effects thereof, however.

### Recovering Circle (Journeyman)

The Recovering Circle ritual is somewhat misnamed; it requires a ritual space that has been prepared in advance, both architecturally (costing at least 10,000 Drakes regardless the size of the space, and requiring at least a year of work in addition to whatever cost goes into erecting the structure it is usually put into), and a preparation of the space beforehand, requiring magical ingredients worth 500 Drakes for every 50 persons the Ritual space is sized to effect. The cost is based on the size of the space, not the total number of persons *actually* affected; a space that can affect 500 persons requires 5,000 Drakes’ worth of preparatory materials, whether there’s 500 persons attending or 5.

The Recovering Circle ritual affects all persons it possibly can affect, up to the maximum the space was designed for. (If more persons than the ritual space is built for cram themselves in, latecomers are just ignored.) The ritual takes an hour, and tends to involve a sermon when being conducted by a priest, but this is not required.

At the end of the hour, if the Ritual was successful with at least one DoS, all characters affected (which may include the Ritual leader), are cured of all Common diseases and healed to full HP. If any such characters are Wounded, they *do not* develop a Crippled condition, but do not remove the Wound or effects thereof.

If the Ritual was successful with at least three DoS, all characters affected are cured of all Magical diseases as well.

### Blessed Touch (Adept)

Most frequently associated with Mara, and specifically her Priesthood, the Blessed Touch ritual may be used by any sufficiently-advanced Restorer. The Blessed Touch Ritual requires that the Restorer conduct an hour-long ritual, which removes a Wound from a character. This requires common magical ingredients worth 50 Drakes, and requires the expenditure of 50 Magicka, and heals the touched character to full HP in the process.

### Miraculous Touch (Expert)

The Miraculous Touch ritual is similar to Blessed Touch; it takes two hours to complete, requires the expenditure of 75 Magicka, and ingredients worth 500 Drakes. The Touched character is relieved of one Crippling condition, and healed to full HP in the process. Miraculous Touch will also remove any permanent damage to the character’s attribute scores other than Luck, such as from diseases which have run their course.

### Regenerative Touch (Master)

The Regenerative Touch ritual is similar to Miraculous and Blessed Touch: it takes three hours, requires the expenditure of 100 Magicka, and ingredients worth 1,000 Drakes. The Touched character is relieved of all Crippling conditions and regenerates any missing body parts, as well as restoring any permanently-lost attribute scores other than Luck.

### Resurrection (Grandmaster)

An exceptionally *obscure* rite which is in modern times thought to be more or less a myth, the Resurrection Ritual is *real* - it’s just that there’s a vanishing handful of people on Mundus who *can* perform it, and even fewer who *will.* Priests of Arkay in particular tend to see it as a blasphemy - not a necromantic act, but blasphemous all the same. Even Emperors have failed to command the Rite of Resurrection to be performed, most notably (and tragically) though apocryphally, when the body of the executed teenaged Empress Kintyra II was apparently brought to the highest priest (tales are not specific as to of whom) in High Rock by a loyal retainer, who was prepared to give anything up to and including their own lives for hers, but to no avail.

Regardless, it *is* possible. In times past, Resurrection was sometimes written of as being granted, for reasons known only to the priests involved, on vanishingly rare occasions, during the Old Life Festival.

The truth of the matter is that to truly, properly Resurrect someone, their soul must be guided back into their body, and their body fully healed. They must have died of injurious causes - disease and age need not apply - and their body must be in reasonably fresh condition, either from having been preserved (though most of the priests capable of performing Resurrection will look balefully upon you as a necromancer if you’re capable of doing so), or from having been felled recently.

Resurrections can be done anytime, but the cost is exorbitant and prohibitive in most cases, requiring 50,000 Drakes worth of rare magical components, at least ten of which must be Legendary Restoration Ingredients, and a prepared ritual space suitable for a Recovering Circle. The Magicka cost is also prohibitive; 500 Magica.

The costs, however, may be waived if in fact the Resurrection is a divine miracle, which is where the source of the old custom of parading the recently-deceased through temples in High Rock comes from. During the Old Life Festival, priests of the Divines may be instructed by their primary Divine to perform the ritual on the spot, even without any magical components whatever, for reasons known only to the Divines. The Divine stands for the costs, through mechanisms of their own, and the felled person is restored to life. This phenomena has not been credibly attributed to happen since the Warp in the West, however.

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