*Advanced Rituals*

Learning an Advanced Ritual costs 25xp and you must have access to it, such as a spell tome or a teacher, and must meet the skill requirements.

* **Neutral**
* *Rite of the Familiar*

*Allows the character to bind a familiar to them, granting a magic companion and unique magic abilities. The ritual requires the caster to acquire a tamed creature from the list below. Each creature grants a unique ability. The actual ritual costs 300 Drakes worth of materials, readily available at any magical institute. A total of 150 magicka must be spent over the hour-long ritual.*

*The caster and creature enter an hour long trance where they link together their minds and souls. This ritual requires the caster to make a successful +10 Wp test at the end of the trance. If they fail, the caster and creature take 1d8 magic damage. If they pass, the ritual is complete and the creature becomes the caster’s familiar. Listed below are the benefits and modifiers to the Caster that come along with this ritual.*

| ***Animal*** | ***Reroll*** | ***Power*** |
| --- | --- | --- |
| *Snake* | *End* | *Gain +3 Max HP* |
| *Bat* | *Prc* | *Gain “Unnatural Sense (Hearing) ‘10* |
| *Wolf/Dog* | *Str* | *Gain +1 Max SP* |
| *Raven* | *Int* | *The Raven understands any spoken language* |
| *Imp* | *Wp* | *Gains Power Well ‘5* |
| *Wyrmling* | *Prs* | *Gains Resist (Magic) ‘1* |
| *Cat* | *Agi* | *Triple move speed while dashing* |
| *Rabbit* | *Lck* | *Gain +1 Lucky Number* |

Add the following effects to the Familiar

* *Gains Telepathy (Caster Only)*
* *Gains Unnatural Sense (Master) ‘75*
* *Gains Power Well ‘5*
* *The Caster can cast spells through their Familiar.*
* *Familiar gains the “Bound” trait.*
* *Caster may Reroll 1 test corresponding to the characteristic listed with the Familiar per session.*

Caster Gains the following Spell

* **Conjure Familiar**

*Level 3 Conjuration Spell* ***(11 MP Cost***)

Summons the Familiar at a location within 5m of the caster.

* **Alteration**
* *Rite of the Briarheart*

*Allows a caster to turn a target creature, or themselves, into a Briarheart. This ritual is known only to the savage Reachmen. It requires the creation of a ritual circle, at the center of which the subject lies on a stone tablet. The edge of the circle is marked with 6 idols of the old gods (created from animal parts). Creating these totems requires a -10 Survival test and a pile of bones from an animal and must also be paired with a Taproot for each totem and 3 units of Heartwood. A total of 700 magicka must be spent over the 6 hour long ritual.*

*Next, the subject must consume a level 7 poison of paralysis made from plants native to the Reach. The paralysis allows them to survive the ordeal. At this point someone else must remove the subject’s heart with a sacrificial knife (Ebony Dagger) and place it into a stone bowl, while replacing it with a large briar seed. Several incantations must be performed, which requires an Alteration skill test at a -20 penalty: this removes a part of the subject’s soul and binds a natural spirit of vengeance to their body. If this test fails, the would-be Briarheart dies. On success the subject will awaken from their deathly state as a savage Briarheart.*

*“ When a character becomes a Briarheart, apply the following changes to their character profile.”*

* *Gain the “From Beyond” trait*
* *Gain the “Tough ‘3” & “Resilient ‘5” traits*
* *Lose 10 Personality*
* *Lose 5 Luck*
* *Gain 10 Agility and Strength*
* *Gain 5 Endurance*
* *Rite of the Hagraven*

*Allows a caster to transform themselves into a Hagraven. This ritual is known only to the witch-covens of the Reachmen, and only works on women. A total of 900 magicka must be spent during this 4 hour long ritual.*

*The ritual requires the creation of a ritual circle. The center of the circle must be marked with a stone bowl containing the head of an animal, while the edge of the circle is marked with 6 idols of the old gods (created from animal parts). Creating these totems requires a -10 Survival test and a pile of bones from an animal and must also be paired with a Taproot and a filled Greater Soul Gem, or better, (1000 SE) for each totem.*

*The ritual also requires a sacrificial victim, who must be placed within the circle, facing north-east when the ritual is performed. Once night has fallen the character must slay the victim with a sacrificial knife (Ebony Dagger), and place their heart into the stone bowl. Several incantations must be performed, which requires a -30 Alteration skill test. If this test is successful, the character who performed the sacrifice will begin their transformation (which takes approximately fifteen minutes). If they fail, all components are destroyed and the would be Hagraven dies*.

*“When a character becomes a Hagraven, apply the following changes to their character profile.”*

* *Gain the Dark Sight trait*
* *Gain the**Magic Resistant trait*
* *Gain the Claws (2d4 Slashing, 1m)*
* *Gain Natural Toughness ‘4*
* *Gain the Power Well (20) trait*
* *Grants access to unique “Totem” talents*
* *Gain the Disturbing Voice negative trait*
* *Gain the Ugly negative trait (& Lose Attractive)*
* *Lose 15 Personality*
* *Lose 10 Luck*
* *Rite of Warding*

*Allows the caster to ward a location from magical intrusion, such as; teleportation, scrying, and passwall. The caster must inscribe a magical glyph on whatever surface they wish it to effect. The glyph will protect a 5m radius from where it was placed. Each glyph requires an Alteration test to make. Making a larger glyph adds a -2 per additional meter to the skill test and costs +10 Magicka per meter. Every 5m takes half an hour to make.*

*These glyphs can also be imbued with other effects, such as a fire blast or invisibility. Adding these effects requires an appropriate skill test (the spell school of the additional spell) and imposes a -10 to the Alteration test made to make the rune. Once the new effect is added, the caster must set a “Trigger” for the effect.*

*Creating these glyphs takes half an hour to make and costs a total of 50 magicka.*

* *Rite of the Lurcher*

*Allows the caster to corrupt a Spriggan, turning it into a Lurcher (stats found in the EB) under their control. This ritual requires a captive Spriggan (EB) to be sacrificed and a Daedra’s Heart. The ritual requires a magic circle to be made. Making this circle requires a -20 Alteration test made by the GM as the result must not be known to the caster.*

*Once the sacrifice, heart, and circle are ready, the caster must spend a total of 500 magicka over a 5 hour long ritual and the caster must pass a -30 Alteration skill test. If they pass, the Spriggan becomes a Lurcher with the “Bound” trait and the heart is destroyed. If they fail, the Spriggan and the heart are destroyed.*

*However, if they pass the second skill test but the circle was improperly made, the Lurcher will lack the “Bound” trait and goes berserk.*

* **Conjuration**
* *Rite of the Hunter’s Call*

*Allows the caster to invoke a spirit animal to be hunted, and the hunter will receive a boon. This ritual requires the use of an item of power, the Totem of Claw & Fang. Performing this ritual requires a passed Conjuration skill test and a total of 100 magicka spent over a 2 hour long ritual.*

*Once the ritual is complete, the caster may select a creature from the list below to be the prey of the hunt, this prey will exist for only 8 hours.*

* ***The Spirit Bear*** *(Snow Bear with Immunity “Magic”)*
* ***The Great Stag*** *(Game Animal with WT 15 and Immunity “Magic”)*

*The one to kill the prey and harvest its heart is deemed the victor of the hunt. The heart can be used as a legendary Restoration Ingredient. The area where the ritual is performed will experience an abundance of game and a merciful winter.*

*The knowledge of this ritual is known to the Skaal of Solstheim who call it the “Ristaag” and a few secluded cults to Hircine and the old nordic goddess Kyne.*

* *Rite of Rebirth*

*Allows the caster to cure someone of Vampirism. This ritual requires a black soul gem filled with a black soul and a potion made from the following ingredients; a sprig of Bloodgrass from Oblivion, a clove of Garlic, some petals of Nightshade, the Blood of an Argonian, and the Ash of an Ancient Vampire. Making this potion requires twelve hours to brew and a successful -20 Alchemy skill test.*

*Then the caster and the vampire seeking the cure must go to a place of power, the easiest source would be a Standing Stone, 2 hours before dawn.*

*At the ritual site, the vampire must drink the potion and then the caster must transfer the Vampire’s curse to the poor soul trapped in the black soul gem. This transfer requires a successful -10 Conjuration skill test.*

*Once transferred, the Vampire must witness the coming dawn to complete the ritual. If any of the tests failed however, the vampire will not be cured and will begin to burn.*

* **Destruction**
* *Rite of the Falling Star*

*Allows the caster to call down a massive ball of fire to decimate a large area. The caster must first create a magic circle by making a -20 Destruction skill test. This skill test must be made by the GM and kept secret from the caster. The circle also requires 800 Drakes worth of material along with 10 units of Fire Salt and a Daedra’s Heart. This circle is nine meters in diameter and takes 3 hours to create.*

*When the caster wishes to complete the ritual, they must enter the circle and perform an hour long incantation that requires a -10 Destruction skill test and 800 magicka must be spent over the hour long incantation. If the incantation fails, the Daedra’s Heart and the Fire Salts are destroyed. If the incantation is successful, a massive fireball is created 100 meters above the magic circle and can be launched to any location within 100 kilometers of the ritual site. Anyone standing within the circle are protected from the fire and the blast, if it was close enough. The surrounding area however is scorched in a 120 meter area.*

*The fireball will destroy any non-magically protected area, leaving it a scorched pile of cinder.*

* *Rite of the Vampiric Cloud*
* **Illusion**
* *Vision of the Tenth Eye*

*Allows the caster to see through any illusion and to see things the mortal eye cannot normally see. The ritual requires the caster to meditate for 1 hour and spend a total of 80 magicka during the meditation. After the meditation ends, the caster must make a -10 Illusion skill test. If the test fails, nothing happens. If the test is successful, the caster gains the ability to see through any illusion and can see things that are invisible for the next 10 minutes.*

*While affected by this spell, the caster can also tell if someone is lying to them while speaking to them. For the duration of this spell, the caster’s eyes glow an extremely obvious aqua color.*

* **Mysticism**
* *Rite of Far-Sight*

*Allows a caster to cast their vision great distances, even across time. Requires the use of either a Scrying Stone (exceedingly rare artifacts), or a live animal/person to sacrifice. Knowledge of this ritual is uncommon outside advanced students of Mysticism.*

*This ritual can only be performed at night, and requires the stone to be exposed to moonlight. The character must perform a set of incantations beginning ten minutes prior to midnight, which requires a Mysticism skill test with a -10 penalty. During this time the caster must mentally focus on the person, place, event, or thing they wish to scry. The caster can only scry things within the Mundus.*

*Alternatively, the caster can do away with a Scrying Stone, instead killing a live animal or person and reading their entrails just before midnight under the light of the moon. This still requires the Mysticism test, but it is at an additional -20 penalty if the victim has a White soul (animals, beasts, and so forth). Either way, on success when the clock strikes midnight the character begins to receive visions of the desired target. These visions appear either in the stone, or mentally as the caster reads the entrails of their victim. The nature of the visions is left to the GM. They can be visions of the past, present, or future of the target. The more degrees of success achieved on the test, the more information the caster receives.*

* *Rite of Transplacement*

*Allows a caster to teleport themselves, or several people,*

*over vast distances. The ritual requires a magic circle to be created, which requires a Mysticism skill test. The GM should make this test for the caster in secret, and noting the results. Knowledge of this ritual is uncommon to most mages, and only usually employed by experts in Mysticism.*

*The ritual itself is an hour long incantation, requiring a*

*Mysticism skill test with a -20 penalty. The character must also spend 150 magicka during the hour-long period. Any characters who will be teleported must be within the circle throughout the incantation.*

*When the caster makes the test, he must choose a target*

*location. This can be anywhere that they have ever been, or scried, as long as he can clearly picture the location in his mind. If they pass the test, any characters within the circle (which can include himself ) are instantly transported to that location. If the character fails the test by more degrees of failure than their Willpower bonus, the characters are sent to a random location instead (chosen by the GM).*

*Alternatively, the caster can utilize the memories of some other character (assuming they are within the circle) to determine the target location. This requires a Willpower test on the part of the character providing the memories, and adds a -10 penalty to the caster’s Mysticism test.*

* *Rite of Planar Transference*

*This ritual allows the caster to traverse the void and enter the daedric planes. The ritual requires a magic circle to be created, which requires a -10 Mysticism skill test. The GM should make this test for the character in secret, and note the results. This is one of the rarest rituals known to modern mages.The ritual itself is an hour long incantation, requiring a Mysticism skill test with a -30 penalty. The character must also spend 700 magicka during the hour long period. Any characters who will be teleported must be within the circle throughout the incantation.*

*When the caster makes the test, they must choose which daedric plane they wish to travel to. In order to travel to a plane, a component native to that plane is required, such as the heart of a Golden Saint to travel to the Shivering Isles and other such things (GM’s Discretion). If the caster passes the test, any characters within the circle (which can include themselves ) are instantly transported to a relatively “safe” location in that plane.*

* **Restoration**
* *Rite of Consecration*

*Allows the caster to ward an area from dark forces. A selected area will become “Consecrated Ground”. The size of this area is rather arbitrary, with it affecting massive chapels or simply the area visible to a shrine of the divines.*

*The ritual costs 500 drakes worth of materials and takes 4 hours to complete. The caster must spend a total of 100 magicka over the 4 hour period. The ritual can only be done in a place dedicated to one of the Aedra. The caster must also make a +10 Restoration skill test to perform the ritual.*

*The consecrated area is warded from any undead and daedra that attempt to enter it. Any that enter the affected area are banished back to Oblivion or the magic animating them is dispelled.*

*The area will persist for one month, but can be maintained by performing an hour long incantation that will require 10 drakes worth of incense. Performing this incantation will extend the ritual for one week.*

* *Last Rites of Arkay*

*Performing the Last Rites of Arkay on a new slain corpse will prevent any necromancy to be performed on the remains. The rites require the caster to make a +20 Restoration skill test and an amount of special incense worth 25 drakes. The ritual takes half an hour of speaking the proper incantations and prayers and the caster must spend 20 magicka during this period.*

*Once performed, the remains will become protected and any attempt to use them for Necromancy will automatically fail. This effect is indefinite and can only be broken under the light of the “Shade of the Revenant”.*

*The caster receives a minor blessing from Arkay when they successfully perform this ritual, restoring 1 point of fatigue, 2 HP, and 1 spent luck point.*

* *Rite of the Wolf-Giver*

*Allows the caster to cure a creature of Lycanthropy. This ritual requires the creation of a potion consisting of Wolfsbane petals and Ripened Belladonna Berries. It also requires an innocent mortal sacrifice.*

*Creating the potion requires both of the ingredients and takes twelve hours to brew, requiring a -20 Alchemy skill test to make.*

*The sacrifice must be of pure heart and innocent soul, must be placed on a stone altar and must have their heart removed with a silver dagger.*

*The ritual begins when the lycanthrope drinks the potion. Then the lycanthrope must remove the sacrifice’s heart. The caster must perform a set of incantations to transfer the lycanthrope’s curse from them to the heart of the sacrifice, this requires the caster to make a -10 Restoration skill test. Then the heart must be returned to the innocent, where they shall return to life and be forced into the form of the lycanthrope, the previous lycanthrope must slay the innocent and in doing so will be cured, forever immune to the disease.*

* *Rite of the Starfrost*

*This ritual allows the caster to bless a target creature, called the “Champion”, with the Starfrost. The Starfrost is a form of protective barrier that becomes more effective with a greater amount of people participating in the ritual.*

*The ritual requires the heart of a Gehenoth and 200 drakes worth of materials. The caster then enters a trance, along with as many participants that are willing to lend their life to the ritual. So long as the caster maintains the trance, any damage that the Champion receives will be divided equally across all of the participants. If the end damage result is less than one, then no damage is taken. If the Champion takes enough damage to inflict a wound, each participant loses one point of stamina, they are removed from the ritual if their stamina drops to zero.*

*When the ritual ends, the champion will become vulnerable again and will receive two levels of fatigue.*

*When the ritual begins, the heart of the Gehenoth is consumed.*

* **Alchemy**
* *Rite of the Homunculus*

*Allows the caster to create their own Homunculus companion. Creating a Homunculus requires the creation of a magic circle that takes 3 hours , doing so requires a successful -10 Conjuration test and costs 100 drakes worth of components. Once the circle is made, it will not be destroyed if the creation fails. Then, over a long rest, the character must make a -20 Alchemy test to prepare the ingredients. Failing this destroys 1d6 of the daedric ingredients of the GM’s choice. After the circle is prepared and the ingredients are ready, the character must make a -10 Restoration test over a short rest to animate the Homunculus, this is when the creator must spend 1 point of their HP (which is permanently lost). Over a long rest, the creator can teach the Homunculus a spell that they know by spending 5 x Spell Level ExP. Player made Homunculi lack the “Spellcaster” trait, they instead learn spells from their creator and track their own magicka.*

*The ingredients required are; Daedra’s Heart, Scamp Skin, Hunger’s Tongue, Clannfear Claws, An Ogrim’s Horn, and the creator’s choice of Fire, Frost, or Void Salt.*

* **Enchanting**
* *Rite of Focus*

*Allows a character to turn a weapon into a magical “focus”*

*through which Magicka can be channeled. Requires an hour of ritual preparation followed by a five minute ritual and an Enchant test made at a +0 bonus. The caster must also pay 100 magicka from any source. On success, the item gains the “Focus” quality. If failed, the material is lost.*

*Additionally, the caster may imbue a magical source to the focus making it more attuned to a specific school of magic. Granting the user of this focus a bonus when using spells from that school. Listed below are the different components required to do this and what benefits it gives.*

| ***Material*** | ***School +10 TN*** |
| --- | --- |
| *“Element” Salt* | *Destruction* |
| *Daedra’s Heart* | *Conjuration* |
| *Vampire Dust* | *Illusion* |
| *Greater Soul Gem* | *Mysticism* |
| *Pearl (Min. 300dr)* | *Restoration* |
| *Diamond (Min. 300dr)* | *Alteration* |
| *Black Soul Gem* | *Necromancy* |

*! = Made by the Daedra to resist Control*

* *Rite of Morpholithic Inscription*

*Allows a caster to create a Sigil Stone. This requires a rare Daedric morpholith: a variety of soul gems found only in Oblivion. This ritual is guarded knowledge, known only to the most experienced masters of Conjuration and Mysticism. The character must first prepare a chamber, sealed against all daylight and disturbances, roofed and walled with white stone and floored with black tiles. All surfaces within the chamber must be ritually purified with a solution of void salts (an extremely rare mysticism ingredient).*

*A four square table must be placed in the center of a room, with a dish to receive the morpholith. Four censers shall be prepared with incense compounded from gorvix (an extremely rare mysticism ingredient) and harrada (an extremely rare conjuration ingredient]). On the equinox, the caster must place the morpholith in the dish and intone the rites specified in the Book of Law, beginning at dawn and continuing without end until sunset of the same day. He must also choose a Daedric Prince who he is attempting to contact, and make a Conjuration skill test with a -20 penalty to see if he successfully performed the rites. The caster may then present the purified morpholith to the Daedric Prince for his inscription, assuming the Prince deems him worthy.*

*Once inscribed, the morpholith is transformed into a Sigil Stone. Such an inscription represents a pact between the caster and the Prince in question, which may be invoked through further use of the Sigil Stone. If the character fails the conjuration test, the ritual backfires. Roll a d6 on the Conjuration backfire effect table and add their degrees of failure to determine the result.*

***Using Sigil Stones***

*In the future, if caster communicates directly with the*

*Daedric Prince who inscribed the Sigil Stone, he may invoke*

*the compact (known as the conjurational charter) between*

*the two of them. The caster then activates the charged Sigil Stone (with a Mysticism skill test). This transports the stone through the liminal barrier, opening a portal between Mundus and the Prince’s realm of Oblivion. The portal may only remain open for a short period of time (a minute at most), and it is the Daedric Prince who gets to decide where the portal leads within their realm.*

*If the caster fails the Mysticism test, the ritual backfires. Roll a d6 on the mysticism backfire effect table and add their degrees of failure to determine the result.*

*Alternatively, one could use the Sigil Stone as a power source in the same fashion as a filled soul gem. A Sigil stone has a soul energy of 2000 and using a Sigil Stone to enchant an item is free of any monetary cost for materials.*

* **Source Magic**

*Throughout Tamriel one can find ancient sources of powerful magicks, such as the many Daedric Shrines, the Standing Stones, the ageless Wyrd trees of High Rock, and the Word Walls of the old Dragon Cult. Alongside these, one may forcefully draw power from more “personal” sources, such as the souls trapped in gems and the spilling of innocent blood.*

***The Shade of the Revenant***

*The Shade of the Revenant shines once every month and lasts for 8 hours. Necromancy spells are cast with a +10 bonus to their TN during these hours and corpses with the blessing of Arkay can be used for necromancy.*

*The use of a Necromantic Altar amplifies the shade’s power even further, halving the magicka cost on any necromancy spell or ritual cast with the corpse lying on the altar.*

*Additionally, casting a necromancy spell during this period will automatically bind the undead, without the need of an opposed Wp test.*

***Standing Stones***

*These ancient stones, believed to have been erected by the Nedes and infused with “Nirncrux '' and attuned them to the stars. Each of these stones confers a blessing to one who could attune themselves to them.*

*Attuning to a standing stone requires one to spend a long rest meditating and forming a bond with the stone.*

*These are the “Standing Stones” in the Player’s Handbook. While attuned to a stone, and being within sight of the stone, all of your spells are cast at a -5 to the MP cost.*

*Additionally, while attuned, if you perform a ritual within the immediate area of the stone, you gain Power Well ‘10\*WpB for use during the ritual.*

***Daedric Shrines***

*While within the immediate area of a Daedric shrine, summoning spells made to summon a daedra native to the depicted prince’s plane are made at a +10 to their TN. If you are currently a “Pact Bearer” with the depicted prince, the bonus is a +20 instead.*

*Performing the “Rite of Binding” ritual will, in addition to the above ability, cost 25% less magicka to perform.*

***Wyrd Trees***

*These massive ancient trees can be found across High Rock, they are tended to and revered by the “Wyress Coven”. A small band of nature witches who work to uphold the balance of nature, they are well known as kind but reclusive people.*

*Using a Wyrd tree as a power source grants you with a +10 to your target number to cast spells. Rituals performed in the immediate area of the tree lend a +30 to any test made during the ritual.*

*Wyrd trees embody the balance of nature, no “Dark Magics” can benefit from the trees blessing. Dark Magic can encompass Necromancy, Daedra Summoning, Destruction and any other ritual or spell that twists and corrupts nature.*

***Word Walls***

*These ancient walls made during the reign of the dragons hold knowledge of the Thu’um. Meditating at one of these walls grants a +10 to one’s Thu’um skill for the following day.*

*One can meditate at one of these walls in an attempt to learn the word of power. In order to do so, one must first translate the word from Dovahzul and then must spend a long rest meditating on this word. At the end of this long rest, you must pass a Thu’um skill test at a -80 penalty, you gain a +2 bonus to this test for each time you meditate on the word.*

*Translating a Word of Power takes a short rest and requires either a successful Thu’um test or a Lore (Dovahzul) skill test. (NOTE: Must have the Dovahzul specialization)*

*You may learn the Thu’um skill by being taught it by someone who knows or by first translating a word of power through the Lore skill and then successfully learning the word by using the method above on how to meditate on the word while untrained, with a total penalty of -100.*

*(NOTE: Once you translate the word, you no longer need to stay at the Wall, unless you want the +10 to your Thu’um skill)*

***Blood Sacrifice***

*The spilling of mortal blood allows one to forcefully draw on the souls own power. Sacrificing a mortal lends Power Well “2\*The Sacrifice’s max magicka. If the sacrifice is an “Innocent” (GM discretion), the multiplier is 3 instead. This extra magicka is lost at the end of the ritual.*

*One can also sacrifice a piece of themselves for greater magical power. You may choose to permanently lose 1d6 max HP, doing so grants you Power Well ‘5\*the amount of HP lost. You keep this magicka forever.*

***Soul Channeling***

*A caster can harness the power trapped in soul gems to fuel their rituals. Doing this destroys the soul gem. You can siphon 1/10 of the soul gems Soul Energy as magicka to fuel a ritual.*

***Coven Casting***

*Multiple casters with knowledge of the Ritual may lend their Magicka Pools to the casting of the Ritual. Though only the “Ritual Lead” makes the tests required.*

What to expect in vol. 4,

***The Wild Magics of Mundus***

* Component Casting
* Rune Carving
* Totems
* Woad Painting

What to expect in vol. 5,

***Mannimarco’s Manuscript***

* New Necromancy Spells
* New Lich Talents
* Necromantic Altars
* Rite of Undeath: Death Hound
* Rite of the Black Wind
* Rite of Mortal Flesh

**Author’s Note**

*The following rituals are conversions from the 2e “Arcane Arts” expansion, all credit goes to the astonishing team of developers; Rite of the Hagraven, Rite of the Briarheart, Rite of Transplacement (Rite of Motion), Rite of Far-Sight (Rite of Sight), the Rite of Morpholithic Transcription, and the first half of the Rite of Focus.*

*The remaining rituals are the work of myself and the various sources of inspiration i cough….steal….cough from.*