The Ritual List

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

The First Circle

Center / 1
ALIGNMENT: white
RANGE: none
AREA: self
DURATION: 1 day
MATERIAL: the mistic’s talim
CALLING: 100 words
EVCATION:
I, <insert name>, evoke the Path of White to bring clarity, calm, and Center!

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

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

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

This ritual requires the presence of an Elder.

Imbue Path* / 1
ALIGNMENT: special
RANGE: touch
AREA: 1 item
DURATION: permanent
MATERIAL: the mistic’s talim
CALLING: 100 words
EVCATION:
I, <insert name>, imbue Path to this item with the Power of the Mists!

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

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

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

This ritual may require the presence of an Elder.

Minor Circle of Protection / 1
ALIGNMENT: white
RANGE: none
AREA: special
DURATION: 1 day
MATERIAL: the mistic’s talim, a 3’ diameter circle
CALLING: 100 words
EVCATION:
I, <insert name>, evoke the Path of White to protect me with a Minor Circle of Protection!

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

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

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

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

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

Sense Magic / 1
ALIGNMENT: white
RANGE: none
AREA: 10’ radius
DURATION: concentration
MATERIAL: the mistic’s talim
CALLING: 100 words
EVCATION:
I, <insert name>, evoke the Path of White to grant me the ability to Sense Magic!

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

This ritual requires the presence of an Elder.

Sense Misticism / 1
ALIGNMENT: white
RANGE: none
AREA: 10’ radius
DURATION: concentration
MATERIAL: the mistic’s talim
CALLING: 100 words
EVCATION:
I, <insert name>, evoke the Path of White to grant me the ability to Sense Misticism!

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

This ritual requires the presence of an Elder.

Yes-Or-No Augury / 1
ALIGNMENT: white
RANGE: none
AREA: self
DURATION: concentration
MATERIAL: the mistic’s talim, a coin
CALLING: 100 words
EVCATION:
I, <insert name>, evoke the Path of White to grant me a moment of insight!

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

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

This ritual requires the presence of an Elder.
Chapter Six

The Second Circle

Identify / 2
ALIGNMENT: white
RANGE: touch
AREA: one item
DURATION: instant
MATERIAL: the mistic's talim
CALLING: 200 words
EVOCATION:
I, <insert name>, evoke the Path of White to grant me insight into this item’s nature!
DESCRIPTION:
This ritual of divination allows the mistic to identify any magical, mistical, or special properties an item may possess. This ritual does not necessarily reveal all of the properties and additional evocations may be required. Depending on the nature of the item, the amount and detail of the information gained will vary.

Mistic’s Armor* / 2
ALIGNMENT: white
RANGE: none
AREA: self
DURATION: special
MATERIAL: the mistic’s talim, a white-gray-black headband
CALLING: 200 words
EVOCATION:
I, <insert name>, evoke the Path of White to grant me the Armor of the Mists!
DESCRIPTION:
Created by the warrior-mistic Esshien, the ritual creates a suit of ghostly armor about the mistic allowing the character to take one hit from most weapons and from most damaging spells that are equivalent to weapon hits. The Mistic’s Armor absorbs the very next hit after evocation; the player cannot choose the hit to be protected against.

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

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

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

Mistic’s Light / 2
ALIGNMENT: white
RANGE: none
AREA: 20’ radius
DURATION: 30 minutes
MATERIAL: the mistic’s talim, a small hand-held flashlight
CALLING: 200 words
EVOCATION:
I, <insert name>, evoke the Path of White to grant me illumination!

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

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

Moment of Strength* / 2
ALIGNMENT: gray
RANGE: none
AREA: self
DURATION: special
MATERIAL: the mistic’s talim, a white-gray-black armband
CALLING: 200 words
EVOCATION:
I, <insert name>, evoke the Path of Gray to grant me a Moment of Strength!

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

Quiet / 2
ALIGNMENT: white
RANGE: none
AREA: self
DURATION: 30 minutes
MATERIAL: the mistic’s talim
CALLING: 200 words
EVOCATION:
I, <insert name>, evoke the Path of White to grant me calm and Quiet!

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

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

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

This ritual may require the presence of an Elder.

Translation* / 2
ALIGNMENT: white
RANGE: none
AREA: self
DURATION: 30 minutes
MATERIAL: the mistic’s talim
CALLING: 200 words
EVOCATION:
I, <insert name>, evoke the Path of White to grant me the power of comprehension!

DESCRIPTION:
Calling upon the divinatory powers of the Path of White, this ritual grants the mistic the ability to understand any spoken and written language (as per the spell Comprehend Language).

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

This ritual may require the presence of an Elder.

Chapter Six

Identify / 2
ALIGNMENT: white
RANGE: touch
AREA: one item
DURATION: instant
MATERIAL: the mistic’s talim
CALLING: 200 words
EVOCATION:
I, <insert name>, evoke the Path of White to grant me insight into this item’s nature!
DESCRIPTION:
This ritual of divination allows the mistic to identify any magical, mistical, or special properties an item may possess. This ritual does not necessarily reveal all of the properties and additional evocations may be required. Depending on the nature of the item, the amount and detail of the information gained will vary.

This ritual requires the presence of an Elder.

Mistic’s Armor* / 2
ALIGNMENT: white
RANGE: none
AREA: self
DURATION: special
MATERIAL: the mistic’s talim, a white-gray-black headband
CALLING: 200 words
EVOCATION:
I, <insert name>, evoke the Path of White to grant me the Armor of the Mists!
DESCRIPTION:
Created by the warrior-mistic Esshien, the ritual creates a suit of ghostly armor about the mistic allowing the character to take one hit from most weapons and from most damaging spells that are equivalent to weapon hits. The Mistic’s Armor absorbs the very next hit after evocation; the player cannot choose the hit to be protected against.

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

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

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

Mistic’s Light / 2
ALIGNMENT: white
RANGE: none
AREA: 20’ radius
DURATION: 30 minutes
MATERIAL: the mistic’s talim, a small hand-held flashlight
CALLING: 200 words
EVOCATION:
I, <insert name>, evoke the Path of White to grant me illumination!

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

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

Moment of Strength* / 2
ALIGNMENT: gray
RANGE: none
AREA: self
DURATION: special
MATERIAL: the mistic’s talim, a white-gray-black armband
CALLING: 200 words
EVOCATION:
I, <insert name>, evoke the Path of Gray to grant me a Moment of Strength!

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

Quiet / 2
ALIGNMENT: white
RANGE: none
AREA: self
DURATION: 30 minutes
MATERIAL: the mistic’s talim
CALLING: 200 words
EVOCATION:
I, <insert name>, evoke the Path of White to grant me calm and Quiet!

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

This ritual may require the presence of an Elder.

Translation* / 2
ALIGNMENT: white
RANGE: none
AREA: self
DURATION: 30 minutes
MATERIAL: the mistic’s talim
CALLING: 200 words
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