IDBN X cjsomedays

GRAND RITUALS

ATOP A MANY-TIERED ZIGGURAT, A HIGH priestess screams to her gods through an eagle-like mask as she slashes a volcanic glass dagger across a sacrificial goat's neck. As the blood dribbles into a pot of sandy soil, a sphere of storm clouds begins to form on the horizon. The rains will come again.

In the thickest parts of the dark woods where carts can not travel, women and men sing and dance around an ancient skeletal tree. They chant curses against the greedy king who has driven them back into this forest. Somewhere in the capital, a man begins to cough, the first to catch a contagion that will consume the kingdom.

Deep below the earth, dwarvish children hum a mournful tune tracing their fingers around the stone tomb of their ancient mythic hero. The stones begin to crack as flesh and bone reform within ancient armor. The king of orphans walks the earth again after a long millennium.

Every citizen of the great floating city watches in equal parts awe and horror as their wizard queen drinks the molten mithral and the noontime sky turns to midnight. The heart-stone of the city shines its light on her as she ascends, brushing against godhood.

Floating cities from an empire long forgotten, lichen-covered statues of a village turned to stone, massive titans that awaken when their home is in dire need, ceaseless storms that circumnavigate the globe, ageless wanderers who have long outlived even their most remote descendants; the echoes of great magic litter the world, if you know where to look. These kinds of persisting effects are yet possible, though not with the flash or ease of modern sorcery. To achieve these great feats you must seek the wisdom of older, slower magic: *Grand Rituals.*

Grand rituals are long and complex workings of old magic that manipulate the fundamental magical forces at the foundation of the world. They require great amounts of time, careful preparation, esoteric components, and diverse skills. Even when all the pieces are brought together, there is no guarantee that the ritual will provide the desired outcome.

But if you want to see true, lasting magic, these rituals are your only options short of appealing to the gods directly.

TABLE OF CONTENTS

GRAND RITUAL EFFECTS

Just like common magic, grand rituals can be classified into various levels based on their scale and power. In fact, any common spell can be elevated to a grand ritual.

A grand ritual versions of a spell spell can not be resisted, if the spell requires the target to make a saving throw, the target automatically fails. Additionally a grand ritual version of a spell has one of the following alterations made to its effects:

- Grand Scale: Multiply the range/ number of targets/ area of effect by 10.
- Grand Duration: The effects last for 10 times the normal duration without concentration.
- Grand Effect: Increase the power of the effect or add an additional effect.

Additional alterations may be applied to increase the level of the grand ritual by 1 for each additional alteration made. You may apply the same alteration multiple times, compounding the effect each time you do; so if you increase a spell's duration twice, a spell that lasted for 1 hour now lasts for 100 hours.

As the level of a grand ritual increases, so too does its power and complexity. Consult the Grand Ritual Table to see how long your ritual will take to complete, its difficulty class, and the rarity of the components needed to enact the ritual.

The Grand Ritual Table Below presents the rarity of the components needed for a grand ritual, the time it will take to complete such a ritual, and the DC of the ritual checks needed for the ritual.

GRAND RITUAL TABLE

LEVEL	RARITY	DC	TIME
0th	Trivial	10	10 minutes
1st	Common	10	1 hour
2nd	Common	10	1 hour
3rd	Uncommon	15	2 hours
4th	Uncommon	15	2 hours
5th	Rare	20	4 hours
6th	Rare	20	4 hours
7th	Very Rare	25	6 hours
8th	Very Rare	25	8 hours
9th	Legendary	30	12 hours
10th	Legendary	30	18 hours
11th	Artifact	35	24 hours
12th	Artifact	35	48 hours
13th	Artifact	35	72 hours

GRAND RITUAL EXAMPLES

You might want to create a grand ritual for a jump spell that increases your jump distance by 30 times for 10 minutes, that would be a 2nd-level grand ritual. Multiplying the effect by 10 makes the spell a grand ritual, then multiplying the duration by 10 increases its level from a 1st-level grand ritual to a 2nd-level grand ritual.

If you wanted to transform yourself into a god-like creature for a little over an hour you might start with a 6th-level spell that transforms you, multiply its duration by 10, and then add 6 additional effects to create a 12th-level grand ritual.

COMPONENTS

Grand rituals require special components beyond the normal components required for spell casting. Acquiring these components may become the focus of an adventure or an arc. The difficulty it takes to acquire these requirements is what keeps grand rituals from becoming commonplace; some of the most powerful rituals ever devised require things that have been lost to the ages or currently may only exist in theory. In the fiction of your game, the description of a ritual might require a very specific item, as long as something matches the requirements of a ritual, different items may be used interchangeably, meaning rituals that appear very different may produce the same result.

Every Grand ritual requires five special components: Material, Temporal, Geographic, Ceremonial, and Essential.

Material components comprise the most important physical elements for a ritual like ancestral bones, ceremonial daggers, blessed soil, magical floating stone orbs, or opalized fossils.

Temporal components describe the circumstances or moment that a ritual must be conducted to catch the magic of the world. They can range from things as simple as the time it takes a freshly baked loaf of bread to cool, to rarer moments like three days after the death of a monarch by natural causes, or the moment when all the planets align in the night sky.

Where a ritual must take place is its **Geographic** component. Some rituals must be conducted at the junction of ley lines, some might need to be performed within a temple blessed by the gods, and others might require the presence of a rift to an elemental plane.

Ceremonial components represent the unique theatrics or esoteric knowledge that a ritual requires. You might be required to sing a tune that has been lost to the ages, shout the true name of a highly ranked celestial, recite a poem that was divided between 5 princes, or the craft to bargain with a monster from beyond time and space.

And finally, **Essential** components provide the magical energies that power the ritual. This might come from the heart of the dragon, a human sacrifice, or the willing gift of an archdevil.

These components come in 4 classes depending on their magical association: Mundane, Arcane, Divine, and Primal.

Mundane components are usually things that are not inherently magical, but often bear the weight and power of cultural importance, mundane meaning, and individual belief. They are usually associated with humanoids and beasts.

Arcane components are the strange and magical things that interact with raw magic itself or the esoteric powers beyond the edges of the world. Eldritch, occult, esoteric, and academic, these components are often delicate, engineered, or created by mortal hands, and they are often associated with aberrations, constructs, some monstrosities, and the undead.

Divine components are imbued with magic from their proximity to beings of immense power, sometimes gods or celestials, but other times fiends, giants, or fey.

Lastly, *Primal* components thrum with the energies of the natural world and the primordial chaos that preceded it. Such items are often connected with dragons, elementals, fey, giants, oozes, plants, and monstrosities.

Like magic items; these components range in rarity from trivial trinkets to legendary artifacts. Where a common item might require you to find a peddler to acquire, an entire nation might dedicate itself to finding a legendary item for a century or more.

Ultimately though grand rituals do not require specific components, instead, they require a component that matches a combination of rarity, type, and class. One rare divine temporal component is just as powerful as another rare divine temporal component. Ritual components of the same class, type, and rarity are interchangeable. However, the specific thing used in a ritual does do an important job of telling the story of the people enacting the ritual. You may find that while a pool of blood collected from apostate clerics is just as effective as a vial of holy water blessed by an angel, the people of the world may respond differently to using one or the other.

INTERCHANGEABLE COMPONENTS

In the fiction, a legend might say that a sword slick with the blood of a sphinx was used in a ritual, mechanically that would be a very rare arcane essence and any other thing that could be called a very rare arcane essential component would suffice for the ritual.

A ritual that requires a Legendary Primal Temporal component would work with either a solar eclipse at noon on the longest day of summer or the eruption of a volcano that has been dormant for a century.

CASTING GRAND RITUALS

At the appointed hour, once all the components have been gathered and the conditions have been met, the casting of a grand ritual can commence. These rituals can be massive undertakings that require a great deal of time to complete. Consult the Grand Ritual Table to see how long it will take to enact your ritual. Casting a grand ritual can be broken up into three steps: preparing the ritual, performing the ritual, and then determining the rewards and consequences.

STEP 1: PREPARATION

Before many ritualists begin performing a ritual they begin by preparing themselves and the components so that the ritual might go as smoothly as possible. A priest may spend time in holy meditation clearing their mind for for the task at hand, a shrine maiden might take time to carefully cleanse themselves and each delicate tool, where a wizard may spend hours preparing making sure all of their notes are within easy reach and legable. Before you begin a ritual you may spend an amount of time equal to the length of the ritual preparing. Once these preparations are complete you may make an Arcana check with a DC equal to the DC of the level of grand ritual that you are attempting. If you succeed you gain a point of Preparation. You may use a point of preparation to reroll one of the ability checks you make while performing the ritual.

Additional points of preparation may be awarded by the GM for expert assistance, particularly powerful or effective components, support from many or powerful individuals, or other beneficial circumstances.

STEP 2: PERFORMING THE RITUAL

Grand rituals require proficiency in a variety of skills. They must be carried out precisely and accurately because improperly performed rituals can have disastrous consequences.

Over the course of a Grand Ritual, you will make an ability check for each of the five components necessary for the ritual. The DC of these ability checks is listed in the Grand Ritual Table.

The type of each ability check is determined by the class of the component. Each class has three skills associated with it.

When you attempt one of the skill checks, describe what you are doing with the component as part of the ritual and the associated skill you will be using, then roll the die. Keep track of the successes and failures to determin the results of the ritual as a whole.

COMPONENT CLASSES	SKILLS
Mundane	Athletics, History, or Sleight of Hand
Arcane	Arcana, History, or Medicine
Divine	Religion, Performance, or Persuasion
Primal	Nature, Sleight of Hand, or Survival

Any number of creatures may participate in the ritual and different creatures may attempt different ability checks. However, the creature attempting the ability check connected to the Essential component of the ritual must be capable of casting a spell of the same level as the Grand Ritual being performed. (Spell slots of 10th level or higher can be acquired by means of a grand ritual. See *10th level and beyond* in the appended toolbox.

Each ability check takes roughly one-fifth of the time it takes to complete the ritual. So for a 1-hour ritual, it would take roughly 8 minutes to complete one portion of the ritual, while completing one section of a ritual that spans 8 hours would take roughly an hour and a half. During the time that a creature is completing an ability check it is considered to be Leading the ritual.

While a creature is Leading a ritual it must focus exclusively on that activity, so it can not take other actions, nor can it benefit from the help action or other external effects that might add a bonus to its rolls. However, the leader of a ritual is surrounded by an incredible influx of raw magic that protects them; while leading a grand ritual a creature is immune to spells and magical effects, and attacks that target it are made at disadvantage. If other forces appear to try to interfere with a ritual the creature leading the ritual is responsible for maintaining the ritual and correcting any issues that may arise. See the appended Grand Ritual Toolbox for rules about Interrupting and Usurping Rituals. If the creature leading the ritual is incapacitated, killed, or rendered unable to continue another creature may use their reaction to make an Intelligence(arcana) check with a DC equal to the ritual's DC to take control of the ritual. The new leader proceeds from the current point of the ritual.

STEP 3: REWARDS AND CONSEQUENCES

Once a ritual is completed total the successes and failures of the skill checks. If at least half of checks(rounded up) succeed, the ritual produces the intended results. Grand Rituals are powerful and unpredictable things that tap into truly inexplicable magic and so they rarely ever go exactly as planned. Sometimes that works in your favor, if you complete a ritual without failing a single ability check the ritual ends up being more powerful than anticipated, you may select one additional grand alteration to apply to the result for free. Often, however, Grand Rituals will come with unintended consequences. If you fail at least one ability check during a ritual the GM may choose a side effect that occurs. The effect of a spell from the wizard spell list of a level equal to the ritual being performed, chosen by the GM, would be appropriate. If all of the ability checks resulted in failure, the GM may choose a spell one level higher than the performed ritual.

EXAMPLE OF PLAY

The lich Plemaxe Yalpfo wishes to regain their body after an unforeseen curse sent them to wander the border between life and death. So they construct a Grand Ritual Version of the 7th Level spell Resurrection. They apply the Grand Modifications of effect to return them to a body not only unaffected by the normal penalties of resurrection but capable of overcoming the curse.

Consulting the Grand Ritual Table we see that, as an 8th-level ritual, this will take 8 hours, require Very Rare components, and have a DC of 25. The GM determines that the ritual will require the following components:

- *A very rare mundane material component*
- *A very rare mundane temporal component*
- *A very rare primal geographic component*
- *A very rare divine ceremonial component*
- *A very rare arcane essential component*

The lich collects the following to fulfill the requirements: Material: the bone of a prince ordained by the gods; Temporal: within a day of a great victory over another nation; Geographic: A graveyard where four ley lines meet; Ceremonial: An a corrupted version of the oath or the sepharim; Essential: a lich's soul.

The lich Plemaxe Yalpfo spends 8 hours before the ritual making sure that his servant prepares everything for this ritual. He rolls an 11 and adds his +19 arcana bonus. That is more than enough to make sure that the moment is properly prepared for.

Leading the first section of the ritual, Yalpfo's servant chants the history of Yalpfo's family and deeds, symbolically tying the litch the people of this land to
claim the energy of their recent victory. They make a history check for the mundane temporal component. They roll a 1. Even with a +5 bonus that failures.

Disgusted by his servant's performance Yalpfo steps forward and takes the lead. He describes reciting a perverted version of the sepharic oath. He declares that he is making an arcana check arcane ceremonial component. He rolls a 16+19, 35. Another success.

Yalpfo steps back and his servant describes how they go around the graveyard taking a trowel full of soil from each grave and adding it to a cauldron over a blazing fire. They roll survival for this check connected with the Primal geographic component: A 6+6: 12, does not give them enough to succeed.

Yalpfo steps in to take the lead again and takes responsibility for the mundane material component. He recites the history of the line of princes, from which these ground bones hailed. For this he rolls a history check, he rolls a 2, but decides to use the point of preparation to reroll that check. The new roll is a 12. With his +11 that is just enough to make that a successful roll.

Yalpfo remains the leader of the ritual for the last section, the essential component. He tosses himself into the boiling caldron, intending to transend his twisted condition. Making an Arcana check for the final component, Yalpfo makes one last roll: a 3. The ritual fails as the caldron explodes and the ley lines snap, cloaking the area in the effects of the Antimagic Field spell for the next hour.

Yalpfo's servant rushes forward and grabs the litch's mangled body and flees.Plemaxe Yalpfo is already planning for his next attempt.

GRAND RITUAL TOOLBOX
ADDITIONAL RULES, SUBSYSTEMS, AND EXAMPLES TO EXPAND GRAND RITUALS

DISCOVERING RITUALS

Locked within rare old tomes and hidden in plain sight in nursery rhymes, the secrets of grand magic are scattered across the world. If you are lucky you may have been given or discovered the description of the ritual you intend to make. But many times the ritual you need is a novel or utterly lost to the ages. In such cases you will need to design the formula for your Grand Ritual.

Choosing the correct components for a ritual can be a long and difficult process. One miscalculation with the conceptual algebra and the ritual will produce nothing, or worse. You may spend time equal to the intended ritual's duration, as listed in the Grand Ritual Table, studying and calculating. Then make an Intelligence(arcana) check, the DC of which matches the DC for the intended ritual as listed in the Grand Ritual Table. If you are successful you learn the class and type of one of the unknown components and an example of such a component.

ALTERING A GRAND RITUAL

There are many rituals that require components of such rarity that they are nigh unobtainable or are so complex that no ordinary mortal could ever hope to accomplish them. For those with enough time and expertise it is possible to alter a known formula to create variants of a ritual that are easier to complete or require more accessible components.

You may spend up to 8 hours in careful study and attempt an Intelligence(arcana) check to alter a grand ritual. If you meet or exceed the DC of the intended ritual as listed in the Grand Ritual Table you are able to successfully alter the intended grand ritual. The new variant ritual requires one additional component of any type and one lesser rarity than the original ritual, your DM will inform you of the requirements for the new component and takes an additional hour to complete, however you may make one of the following changes to the ritual

- Decrease the rarity of one of the ritual's components
- Decrease the DC of the ritual by 2
- Change the class of one of the ritual's components

Now, when you perform the ritual you must make an additional ability check for each new component added by altering the ritual.

The research necessary for creating or altering ritual is difficult and esoteric work. It often requires the aid of vast libraries, knowledgeable experts, and lost or hidden information. The number of places that you can do may be limited. Your GM may tell you that you can not even attempt to make one of these checks, or may impose disadvantage, if you do not have access to these vital resources.

10TH LEVEL AND BEYOND

While there are stories of truely amazing rituals conducted in ages hence that allowed mortals to stand upon the cusp of god-hood, there are none alive today who can lead them unaided. There are however, whispers of rituals that can bestow capacity and capability to reach beyond the mortal limits. You may enact a grand ritual to give a creature a single spell slot one level higher than the conducted grand ritual. An example of one of these grand rituals of greater power can be found amongst the examples listed at the end of this document.

However, those that intend to use these rituals to replicate the myths and climb their way to godhood often find themselves opposed. Lacking the magical power to perform these rituals is far from the smallest hurdle on the road to apotheosis.

INTERRUPTING AND USURPING RITUALS

Grand Rituals can reshape the world into new and terrible forms, so they tend to attract attention. Often people and forces will conspire to interrupt or usurp grand rituals as they are enacted. Regardless of whether a creature hopes to cut short a ritual or take over it for their own end it must first identify the components of the ritual. A creature may attempt an Intelligence(Arcana) Check, DC equal to the ritual's DC. If successful the creature learns the components of the grand ritual and which creature is currently leading the ritual.

DISRUPTING A RITUAL

Once a component is identified a creature may attempt to disrupt or usurp it. This could be by attempting to seal or damage an object, interrupt or overpower an incantation, delay the ceremony until the conditions for the temporal component are no longer met, utter a counter ritual, or by some other means, shining bottled sunlight into the midnight sky, or some other fictionally

appropriate action. Once a creature declares what action it is attempting to take to interfere with the ritual they may make the appropriate attack or ability check.If the result of the roll exceed the Ritual's DC the result of the ritual check associated with that component is disrupted. A disrupted component is considered to be a failure. If more than half of the components become disrupted the ritual immediately fails and all the associated consequences occur.

However, the creature currently leading the ritual may use its reaction to reattempt the ritual check associated with that component, if it succeeds the component is prevented from becoming disrupted.

USURPING A RITUAL

If, however, a creature wishes to instead steal control of the ritual away from the current leader they may attempt an ability check matching a component of the ritual. If the check succeeds the creature usurps that component. If more than half of the components become usurped, each of the creatures in control of at least one of the usurped components may attempt an Intelligence(arcana) check against the ritual's DC. If it succeeds it becomes the new leader of the ritual and may proceed with all prior successes and failures. If the new creature leading the ritual is attempting the check associated with the Essential component and is not capable of casting a spell of the same level as the ritual, the ritual immediately fails and all the associated consequences occur.

The creature currently leading a ritual may use their reaction to contest an usurpation attempt. If it does, the ritual leader contests the usurpation attempt with their own Intelligence(arcana) check. If it wins the contested check the component is not usurped.

USING GRAND RITUALS TO PLAN
CAMPAIGNS, ADVENTURES, ENCOUNTERS

This Grand Ritual system is intended to potentially help structure different scales of a game. Researching, Creating, and performing a high level ritual may form the backbone of a longer campaign. Acquiring appropriate components may take a couple of dedicated scenes at lower levels but as the rarity of these items grows whole adventures may be necessary to seek out the rare things needed for a ritual. And performing a ritual itself can create any number of interesting and evocative non-combat encounters. The rules for disrupting or usurping a ritual provide additional win and loss conditions for a combat encounter beyond the classic "drop the enemy to zero hit points."

These rules are meant to be read and understood by players and game masters alike so that they can collaborate on directing the story they are telling together. I hope that you can use these rules to help you tell interesting and meaningful stories and play fun games with good friends.

DECIDING WHAT MIGHT COUNT AS A COMPONENT

If you have consulted some of the tables that explain the various types, classifications, and rarities of a component and still don't have a good idea of what should constitute a component for a grand ritual, this section is meant to be an additional reference to help.

Some things might qualify as different components in different situations. As a GM, consider what detail of the thing is being leveraged. For example, a psalter written with dragon blood might provide an uncommon divine ceremonial component if the hymns inside are used in a ritual. Still, it could also provide a rare primal essential component if the dragon blood is being used to power a ritual. However, it could also be used as a very rare divine material component if the ritual burns it.

MATERIAL

Material components are probably the most approachable, as they are tangible objects that can be held or touched. If a component can be purchased, it is probably a material component. The rarity of a trivial component can be determined by its price or value, with more expensive components being rarer. Anything that costs less than 2 silver is likely a trivial component, while things that cost 10,000 or more gold are likely very rare components. An object's rarity may also be determined by its special associations or unique history. For example, a newly forged sword may be considered uncommon, while an old sword wielded by a conquering king could be rare or very rare. Finally, many material components of higher rarities end up being magical items.

A material component's classification is often determined by its history or how it was created. Mundane material components are typically objects created or shaped by mortals, such as art pieces, tools, weapons, and so on.

Divine material components may be similar objects that have been blessed or cursed by a greater power, or they could be objects actually created by celestial or fiendish hands, such as the harp of an angel or chains forged in the fires of hell.

Arcane material components are often magical items that don't require attunement to a class associated with the divine. (Such items would typically be classified as divine material components.)

Lastly, primal material components are typically objects that have only been shaped by natural forces. They may be rare stones or crystals, obscure plants, or materials taken from extreme environments. However, primal components could also be mundane items that have absorbed natural magic from places overflowing with it.

GEOGRAPHIC

Geographic components are the next most concrete type of component, describing the physical location where a ritual takes place.

A mundane geographic component leverages a location's history or cultural association, often places like cities, battlefields, monuments, houses, castles, or palaces.

Arcane class geographic components tend to be more secretive spaces or places specifically designed for these kinds of activities. For example, a "Class 3 Warded Ritual Chamber" in a magical college could work for your ritual or a library filled with cursed books might also suffice. Sometimes a creature may be able to build such an arcane geographic component, though it may be easier to find a place that someone else has already built.

Divine geographic components are often places that hold some kind of holy or profane significance, such as temples, places where miracles are said to have happened, or sacred places preferred by celestials. However, they can also be places cursed by great evil, haunted by ghosts or fiends, or where a vile betrayal took place. It may be possible to create a new place that could be used as a divine geographic component if you can enlist the aid of a powerful priest, heavenly aid, or demonic emissary.

Primal geographic components, however, are almost impossible to create. Being nexuses of natural energy, they are usually wild and untamed places. They are often remote and can range from a wooded glen, to an oasis in the desert, to a planar rift to the plane of fire in the middle of a frozen tundra.

TEMPORAL

Temporal components have to deal with time, yes, but more often they deal with the circumstances that have to be met before a ritual can be effective. Common components may occur once or twice a week, while uncommon components may happen every few months, such as during a holiday or lunar cycle. Rare components may require odd conditions to be met. These could be natural alignments that you have to anticipate like a lunar eclipse, but they could also be situations that a creature could help engineer, like a marriage between an elf and a human. Higher rarity components may require several difficult conditions to be fulfilled.

Mundane temporal components are often connected to the normal lives of creatures, local traditions, or the rhythm of a nation's politics. If it seems like it is connected to the ordinary cycle of life, it is likely a mundane component. Examples include the founding day of a nation, the anniversary of a king's death, the day a child reaches maturity, the coronation of a new queen, or a distant bell ringing three times.

Primal components are often natural phenomena that a ritualist can leverage, such as dawn or dusk, the longest or coldest days of the year, solar eclipses, forest fires, or earthquakes.

The line between primal and arcane temporal components can sometimes blur due to the way wizards study the natural world. Arcane temporal components focus on mathematics, symbology, or symmetries of a situation. As a rule of thumb, an average farmer likely would not notice an arcane temporal component, but they would probably notice a primal one.

Divine temporal components are directly tied to the caprice of powerful entities and the traditions of their followers. Holidays, both orthodox and heretical, are often used for divine temporal components, but other events like the death of a patriarch, the birth of a new angel, or a feast hosted by an archdevil may also be used as a temporal component.

CEREMONIAL

While a ceremonial component is supposed to be the theatrics of a ritual, an equally important facet is the knowledge of how to perform said theatrics. This knowledge can take many forms, including incantations hidden in a child's nursery rhyme, cultural dances passed down through a single lineage of shrine keepers, or well-kept secret names known only to one person. The rarer the component, the more obscure and inaccessible the knowledge of it becomes. Knowledge is power, so if a player has discovered a powerful secret and kept it, it might be used as a component for a grand ritual.

Mundane components are often bits of tradition or knowledge that have become so ingrained in a culture that they have lost their original meaning. However, the history or cultural cache that has built up around them still gives these theatrics power. The rarity of a mundane ceremonial component might also be expressed in the difficulty of performing the act. For example, a dance that usually requires a decade to master or flawlessly reciting the full lineage of an individual from the ancient emperors to the present could both be excellent very rare mundane ceremonial components.

As for Arcane, Divine, and Primal ceremonial components, the types of people and creatures that keep a secret or find meaning in a performance determine what class it falls under. The recipe for a philosopher's stone, a perfectly inscribed summoning circle, or a perfectly pronounced incantation spoken in the language of the Outsiders would impress Arcane creatures but would be uninteresting or ineffective in Divine and Primal traditions. Wild druidic dancing, a pageant parade symbolically depicting the passing of the seasons, or an individual braving four challenges of the elements might channel primal energies for a ritual. A Divine ceremonial component could be a song from an ancient psalter, a ceremonial sacrifice carried out by an ordained elder, or even something as simple as a public announcement of forgiveness.

ESSENTIAL

Essential components are the most esoteric of the ritual components, and they come in the widest variety. These components are typically associated with life force, energy, or power. Sacrifices are one type of essential component, but they are not always required. What is important is the power or authority that the component conveys.

In some cases, essential components can be a greater amount of a more common essence, or they could be energy from a rarer or more powerful source. For example, a lower-level ritual might require a good night's sleep from a creature, leaving them tired and grumpy. In contrast, a higher-level ritual might require a year's worth of sleep taken from three hundred people, or the blood from a dream demon.

Essential components are often particular elements harvested from, or given by, creatures of great power. The classification of the component is determined by the association of the creature. For instance, a dragon egg might be a rare primal essential component. The ichor of a creature from beyond the veil of stars could provide the energy for a rare arcane essential component. While a divine component could be a brass orb containing the captured breath of an archangel.

Essential components can sometimes overlap with material components. The energy that makes an essential component powerful often has to be contained within or transported via a material container. When deciding which type to assign to an item, consider what is the most thematically interesting. If the composition, craftsmanship, or history of an item is more intriguing, it is likely a material component. On the other hand, if the metaphysical associations or raw magical potential of an object are more compelling, it should be considered an essential component.

THE CONVERSATION

Ultimately, selecting components is more of an art than a science. GMs could have a conversation with their players to come to a consensus as a group. As long as all parties approach the conversation with the intention of telling a good story, playing a fun game, and acting as collaborative friends, new discoveries will come up that make the story and game even more interesting.

As always, play to find out what happens.

CONSUMED COMPONENTS

Sometimes it makes sense for a component to be consumed or rendered unusable by a grand ritual. Other times, the fiction might suggest that a component should survive the process of a grand ritual unscathed. This is a decision that should be made on a case-by-case basis during the game. However, the creatures conducting a ritual should be aware of what a ritual entails and how to conduct it properly, so they should also know if a component will be consumed by a ritual before they begin. GMs, make sure to tell your players if a component will not be usable after a ritual.

EXAMPLE GRAND RITUALS

GREATER WIZARDLY POWER

Base Spell: None
Level: 9th-level
Component Rarity: Legendary
Ritual DC: 30
Casting Time: 12 Hours
Effect: The target of this ritual gains a 10th level spell slot

TYPE	CLASS	EXAMPLE
Material	Arcane	A staff of the Magi
Temporal	Primal	A solar eclipse during the height of summer
Geographic	Mundane	A city housing more than 1 Million People
Ceremonial	Divine	A passage from the research notes of the goddess of magic
Essential	Essential	A frozen heart of a sorcerer capable of casting an 8th level spell

Suggested Consequence:

The Imprisonment spell affects the target of the ritual trapping them in a brilliant ruby, (Save DC 21)

PETRIFYING LIGHT

Base Spell: Flesh To Stone
Level: 6th
Component Rarity: Rare
Ritual DC: 20
Casting Time: 4 Hours
Effect: The effects of Flesh to Stone, targeting up to 10 creatures you can see

TYPE	CLASS	EXAMPLE
Material	Primal	An igneous stone taken from the caldera of an active volcano
Temporal	Arcane	At midnight when the moon is in the house of the scorpion
Geographic	Mundane	A house cursed by it neighbors
Ceremonial	Arcane	A curse written out by an by a vengeful wizard
Essential	Divine	The captured breath of a demon

Suggested Consequence:

The effects of the Circle of Death spell blossom at the feet of the creature leading the ritual. (Save DC 18)

EVIL EYE

Base Spell: Hex
Level: 3rd
Component Rarity: Uncommon
Ritual DC: 15
Casting Time: 2 hours
Effect: The effects of the Hex spell, with a duration of 100 hours (just over 4 days) and choose two abilities instead of just one.

TYPE	CLASS	EXAMPLE
Material	Arcane	A black pearl nazar bearing the name of the target
Temporal	Primal	During a new moon at midnight
Geographic	Divine	An abandoned temple defaced by heretical iconography
Ceremonial	Arcane	A tarot reading in infernal of your own reflection
Essential	Mundane	The life of seven rodents, caught seven days in a row

Suggested Consequence:

Two quasits are summoned as if Summon Lesser Demon was cast. These quasits are invisble upon being summoned and spend the next hour tormenting those involved with the ritual.

ILLUMINATION RITE

Base Spell: Light
Level: 0th (Cantrip)
Component Rarity: Trivial
Ritual DC: 10
Casting Time: 10 Minutes
Effect: The effects of the Light spell, sheds bright light in a 200-foot radius and dim light for an additional 200 feet.

TYPE	CLASS	EXAMPLE
Material	Divine	A holy symbol, entrusted by its owner
Temporal	Mundane	When the first pang of hunger strikes
Geographic	Mundane	A room cloaked in complete darkness
Ceremonial	Arcane	An equilateral triangle etched into stone
Essential	Primal	The life of a firefly

Suggested Consequence:

The effects of the Create Bonfire spell erupt at the feet of the creature leading the ritual. (Save DC 10)

GRAND RITUALS STEP BY STEP

I) CREATE A GRAND RITUAL

1. Select a spell
2. Add a Grand Ritual Effects
3. Increase the level of the Grand Ritual to add an additional Grand Ritual Effect
4. Consult the Grand Ritual Table to determine the Grand Ritual's Component Rarity, DC, and Duration

II) DISCOVER THE COMPONENTS

If you do not have the complete formula for the grand ritual you, you may spend time equal to the duration of the ritual studying to make an Intelligence(arcana) check to attempt to discover one of the unknown components. If you meet the ritual's DC you learn one unknown component.

III) ALTER A GRAND RITUAL

You may spend 8 hours studying to attempt an Intelligence(arcana) check to create a variation of the ritual. If you meet the ritual's DC you may add one component of one lesser rarity and make one Alteration from the Ritual Alterations Table

IV) COLLECT COMPONENTS

You may need to go on adventures to acquire rare items, conduct research to discover unique conditions, or talk to NPCs to learn secret knowledge to acquire all the components for your ritual.

V) ENACT THE RITUAL

1. **Preparation:** Before you begin a ritual you may spend an amount of time equal to the duration of the ritual preparing yourself, your tools, and your components so that the ritual may go smoothly. Then make an Intelligence(arcana) check, if you meet the ritual's DC you gain a point of preparation.
   - A GM may award additional points of preparation to account for outside assistance, quality components, or other beneficial circumstances
2. **Perform the Ritual:** Make a skill check from the Ritual Ability Checks table for each component used in the ritual. Record the result. Each check takes a roughly equal amount of time. Record each result.
   - A point of preparation may be spent to reroll a ritual ability check.
   - The creature attempting the ritual check for the essential component must be capable of casting an equal level spell

3. **Rewards and Consequences:** After the ritual is completed or ends, tally the number of successes and failures.

- If half or more of the skill checks succeeded the intended effect of the ritual occurs
- If all of the skill checks succeeded you may apply a bonus grand alteration to the effect
- If at least one skill check fails, consequences occur. The effects of a spell of equal level from the wizard spell list would be appropriate.

VI) INTERFERING

Creatures may interfere with a ritual in three ways

1. Attack the leader
   i) The creature currently leading a ritual and attempting the ritual ability check can not take actions other than continuing the ritual. However, it is immune to spells and magical effects, and attacks that target it have disadvantage.
   ii) If the creature leading a ritual is removed, drops to 0hp, falls unconscious, or is incapacitated, another creature may make an Intelligence(arcana) check against the ritual DC to become the new leader.
   iii)If a ritual has no leader it immediately ends.
2. Disrupting a Ritual:
   i) Make an Intelligence(arcana) ability check against the ritual's DC, on a success you identify all the components of a ritual, and the creature currently leading it.
   ii) Choose an identified component and make an attack roll or ability check against it, the components AC equals the ritual's DC
   iii) The ritual leader may use its reaction to make an Intelligence(arcana) check (DC equal to the component's DC) to stabilize the ritual. If it fails or does not use its reaction the result of that component's ritual check becomes a failure.
3. Usurping a Ritual:
   i) Make an Intelligence(arcana) ability check against the ritual's DC, on a success you identify all the components of a ritual, and the creature currently leading it.
   ii) Choose an identified component and make an ability check matching its component class, the DC in the Grand Ritual Table. On a success you usurp the component.
   iii) The creature leading the ritual may use its reaction to contest the usurpation attempt with its own Intelligence(arcana) check.
   iv) If more than half of a ritual's components are usurped by another creature, they become the new leader of the ritual, picking up with all prior successes and failures. (If the only component left is the essential component and the new leader is incapable of casting an equal level spell, the ritual ability check immediately fails)

GRAND RITUALS
AT A GLANCE

GRAND RITUAL TABLE

LEVEL	RARITY	DC	TIME
0th	Trivial	10	10 minutes
1st	Common	10	1 hour
2nd	Common	10	1 hour
3rd	Uncommon	15	2 hours
4th	Uncommon	15	2 hours
5th	Rare	20	4 hours
6th	Rare	20	4 hours
7th	Very Rare	25	6 hours
8th	Very Rare	25	8 hours
9th	Legendary	30	12 hours
10th	Legendary	30	18 hours
11th	Artifact	35	24 hours
12th	Artifact	35	48 hours
13th	Artifact	35	72 hours

RITUAL COMPONENT RARITY TABLE

RARITY	EFFORT FOR A NORMAL PERSON TO AQUIRE
Trivial	Almost always at hand
Common	Less than a day
Uncommon	A week to a couple of months
Rare	Months to years
Very Rare	A lifetime
Legendary	Decades to Centuries
Artifacts	Millennia, may not exist at all

RITUAL COMPONENT TYPE

TYPE	DEFINITION	EXAMPLES
Temporal	The time or circumstances that must be met	Time of day, a day of the year, a specific circumstance
Geographic	The kind of place that the ritual is conducted in	Beneath a tree, A climate or environment, a temple or city
Material	The unique materials that are required	Gems, weapons, important cultural artifacts
Ceremonial	The theatrics that channel and direct the magic	A chant in an esoteric language, a perfectly symmetric ritual circle, or wild but evocative dancing
Essential*	Strange and powerful energies used to power the magic	Blood of a type of creature, the donation of magical energy, the ernest emotion of a particular kind of person

*The creature making the ability check associated with the essential component must be a creature capable of casting a spell of equal level with the grand ritual

GRAND RITUAL EFFECTS

IRRESISTABLE (FREE)	TARGETS FAIL ALL REQUIRED SAVING THROWS
Grand Scale	Multiply the range/ number of targets/ area of effect by 10.
Grand Duration	The effects last for 10 times the normal duration without concentration.
Grand Effect	Increase the power of the effect or add an additional effect.

RITUAL ABILITY CHECKS

COMPONENT CLASSES	SKILLS
Mundane	Athletics, History, or Sleight of Hand
Arcane	Arcana, History, or Medicine
Divine	Religion, Performance, or Persuasion
Primal	Nature, Sleight of Hand, or Survival

RITUAL COMPONENT CLASS

CLASS	EXPLANATION	ASSOCIATED CREATURES
Mundane	Not inherently magical, but associated with cultural importance, mundane meaning, or belief.	Beasts, humanoids, and some giants and monstrosities
Arcane	Things interact with the edges of the world. Eldritch, Occult, Esoteric, and Academic. Often delicate, engineered, or created.	Arcane spell casters, abominations, constructs, undead, some monstrosities or oozes
Divine	Embedded with power from proximity to beings of immense metaphysical power.	Divine spellcasters, celestials, fiends, some giants, some fey
Primal	Driven by the natural order of the world or the primal chaos before it. Elemental, Natural, and Chaotic.	Primal spellcasters, elementals, fey, giants, monstrosities, and oozes

RITUAL ALTERATIONS
ADD AN ADDITIONAL COMPONENT OF ONE LESSER RARITY TO DO ONE OF THE FOLLOWING

Decrease the rarity of one of the ritual's components

Decrease the DC of the ritual by 2

Change the class of one of the ritual's components