

Underworld LARP Synergies Rulebook

V 1.1



Ritual Magic, Chemistry, and Artificing

Ritual Casting, Chemistry and Artificing are advanced methods of casting powerful magic or crafting incredible wonders using Ritual Scrolls, Chemistry Formulas, or Artifice Blueprints. These advanced skills are called Synergies. All of them first require a character to study and train hard in their chosen field. Obtaining this level of skill is a long and arduous task and once perfected, still puts the character in great danger should mistakes be made. All three synergies have a chance at failure; this can be affected by enlisting helpers, using more catalysts or via other means found within the game. Failure can result in anything from a simple ruined attempt to loss of materials to multiple deaths on spirit. These paths should not be chosen lightly.

Ritual Scrolls, Blueprints and Formulas

Ritual magic, Chemistry and Artifice are performed via instructions contained on Ritual Scrolls, Chemistry Formulas and Artifice Blueprints respectively. These are one-page instructions that tell the user how to prepare the project or magic and what is required to do so. Details such as catalysts required, level, special instructions and other materials required will be listed. The pages that they appear on are normal and they can be destroyed as if they were simple paper.

Anyone who has the Read and Write skill can read the title of the page and learn its name and the type of synergy it is to be used for. However, one must be able to use the instructions to read all the details below.

Each Scroll, Formula and Blueprint has a certain number of charges stored within. Every use will reduce the charges by one. When all charges are extended the page will turn blank. Having 1 to 3 charges is common, although finding more are possible but rare.

All Scrolls, Blueprints and Formula range from level 1 to level 20. Any Ritual, Blueprint or Formula above level 10 is considered very rare and powerful, and your character will probably never see one.

Acquiring a blueprint, formula or ritual generally costs about 3-5 Gold per charge per difficulty or level. This means that purchasing a level 5 ritual scroll with 1 charge will generally cost around 15-25 Gold. Some rare or highly sought-after synergies can cost more than this average and other less valued synergies may cost less, though these extremes are uncommon.

Ingredients

Catalysts

All Synergy skills are powered by five different catalysts which act as energy sources for their success. Different types of catalysts glow different colours. These catalysts are:

- Creation (white)
- Destruction (black)
- Alteration (red)
- Transmutation (blue)
- Conjuration (yellow) and
- Discord (purple)



Every Ritual Scroll, Formula, and Blueprint requires some combination of these catalysts in their use. Required Catalysts are also called Master Catalysts and are indicated on the scroll, formula or blueprint. Unless otherwise noted, all Catalysts are used up the moment a ritual or production attempt begins. The Master Catalysts for a ritual scroll tend to depend on the ritual's effect, whereas formulas and blueprints rely less on Catalyst type and more on added production expenditures.

Discord catalysts are never Master Catalysts and may be used as a substitution for any single Master Catalyst. However, when they are used a moderate random effect always occurs, whether the synergy attempt is a success or failure. Discord Catalysts possess wild magic and their effects, positive or negative, are determined after the Synergy is completed.

A ritual casting Mage can choose to use any Catalyst in their circle assuming it's the correct type, even if held by someone else. They don't have to touch it if they are aware that it is there. Chemists and Artificers are slightly more restricted and are required to physically hold the Catalysts as they work their craft.

Raw Materials

Synergies often require Raw Materials (or RM) to create each effect. Raw materials are always consumed by the process of using them in a synergy. Artificing generally required Blacksmithing RM and Chemistry generally requires Alchemy RM while Rituals may require any types of RM.

Other Items

Rituals sometimes require other items. These may be tagged and phys-repped items or just phys-reps as indicated by the scroll. These items are generally not consumed by a ritual, unless it is stated otherwise on the scroll.

Targeting Weapons, Armour, Shields and Items

Weapons, Armour and Shields that are to be the target of a Ritual are required to be Master Crafted (unless otherwise stated). All Ritual effects that are added to an object must be added within the same ritual chain unless specified otherwise by the scroll. This means you cannot ritually enchant an object more than once outside of a ritual chain, attempting additional enchantments will fail.

Weapons, shields and armour to be the base for Artificing must be Legendary (unless otherwise stated). Multiple blueprints can be placed on the same item with any amount of time between them.

Items which are not weapons, shields or armour do not need to be specially crafted otherwise, they do need to be tagged. It is important to note that placing a ritual effect of any kind on an item does not render it indestructible (unless the scroll states otherwise). You can enchant a stick to cast Life once per day and it will remain as delicate and flammable as the original stick.

Durations

All ritual scrolls will indicate the duration of the ritual magic. Most rituals have a base duration of 5 days. Persistent effects are active for the duration. Rituals which grant the use of an ability will remain on the spirit until used or until the duration expires, whichever happens first. In most cases, rituals which grant "once ever" or single use effects upon the first act of extending the duration (by any means) it will become



a “once per day” effect. Further applications of extension will then increase the duration unless otherwise specified on the scroll. There are several rituals which can extend durations via Ritual Chains.

Chemistry which is created but not used will expire a year after creation. Durations for chemistry after activation will be indicated on the Formula.

All Artifice items created via Blueprints will have a duration of 1 year. This duration can be extended by multiplying the materials used. For each time the materials (RM + Catalysts) are doubled an additional year will be added to the duration. Example: If a level 1 Blueprint requires 100RM and 1 catalyst, by spending 300RM and 3 catalysts it will last for 3 years instead.

When a duration from a ritual or artifice expires on an item it will revert to the state it was prior to being the target of the scroll or blueprint.



Ritual Magic

Ritual Magic is the advanced Synergy by which powerful spellcasters can utilize the raw and sometimes unpredictable power of ritual spells to create effects far more potent than the limited Battle Magic spells allow. Ritual Magic is much more complicated than Battle Magic and requires much more planning to be cast successfully. However, the effects can be truly impressive.

Once a mage has achieved at least one 9th level Battle Magic slot, they may begin purchasing ritual magic slots. These are purchased in columns rather than pyramids. Each column is one slot wide and can be up to 10 slots high. Column slots must be purchased in order (1st rank, then 2nd, and so on).

Ritual spells rank from Circle 1 to 20, are tied to spheres, and can only be cast by casters who possess those spheres. There are also advanced magic spheres which have no battle magic spells at all. To cast advanced rituals a caster must have at least ONE ritual slot and purchase the Advance Ritual Casting skill. Rituals require 10 minutes to cast, plus 1 minute per level of the ritual and they cannot be ended early. Unlike Battle Magic, ritual scrolls must be present for every casting.

Casting Requirements

In order to cast a ritual spell, the caster must have a copy of the scroll on which the spell is inscribed, the required Master Catalyst(s) and items, a means to cast the ritual such as a ritual circle, a primary caster able to use a ritual slot and possessing the sphere of magic corresponding to the ritual spell, and a ritual magic marshal. The primary caster requires their foci for the sphere of ritual being cast. The foci must remain in their possession for the entire ritual or it will fail.

The ritual marshal will provide a bag of white, red and black stones used to determine the result of the ritual, as well as the list of potential flaws and backlashes. At the end of a ritual casters will blindly pull stones from a bag to determine the success of the ritual. A white stone indicates success, a black stone indicates failure and a red stone indicates failure with a backlash. Players are encouraged to provide their own bag and enough stones to calculate the results of their rituals, however these must be approved by the ritual marshal.

Ritual Circles

All Ritual Circles must be represented by a rope or other clearly defined border. The base size of a Ritual Circle is 10ft across, which may be increased by stacking the ritual during creation. Each additional casting in the stack will add another 5ft, up to a maximum of 30ft. The space occupied by a Ritual Circle is a sphere. It passes above and below the ground/floor.

A Primary Ritual Caster is limited to one circle for every Sphere of magic they can cast, plus one. Any circles created beyond this limit will expire one hour after they first step outside the circle. No circle of any kind (Battle Magic, Ritual, or Ability) may occupy the same space as any other circle of any kind unless the ritual specifically states otherwise. The exception to this is a Power Nexus, which may occupy the same space as the circle, but may not intersect any borders. This means the Power Nexus may match the borders of the existing circle, or exist within the borders of a larger circle, but may not be partially within the existing circle while being partially outside it.



It is possible to create a means of layering circles via powerful Enchantment Augmentations. All augment rituals require the presence of all lower level augments within the same sphere to be applied to a circle of that sphere. All roleplay for rituals must take place within the boundaries of the circle, both IG and OOG unless specifically stated on the scroll. Reference to the edge of a circle is always based on the 10ft size and sphere shape for role-play purposes. When casting a ritual, the casters may choose to use circle dimensions from the minimum up to the existing size of the circle. Circle size must be a legitimate increment of circle dimensions and can never be larger than the existing circle. The choice must be made before the ritual starts. The circle's edge will refer to the chosen circle size and sphere shape for the purposes of the casting.

Circles with a barrier must have a small white flag (or other approved indicator) placed at the edge of the circle to represent when the barrier is present (up) or not (down). In addition, all Ritual Circles require an OOG Log Book which remains in the circle always. This book will serve as the item tag for the circle. If it is lost or destroyed by the elements, it will be treated as any other lost or destroyed item tag. This could result in the loss of the circle and any active rituals connected to it.

The book should include the following:

- Names of all invested members (IG and OOG)
- Dates when rituals were cast and their expiration
- Secondary casters involved in each ritual
- Results of each pull for each ritual
- The name of the Marshal who presided over each ritual
- Active effects on the circle
- The tags for invested caster's items

Secondary Casters

Secondary casters are ritual casters who take part in another mage's ritual and help to prevent disaster. It is not necessary for a secondary caster know the same sphere the ritual spell is from, but they must expend a ritual slot of any level to assist in the ritual. There is no limit to the number of secondary casters a mage can use, but each must use a ritual slot and participate in the roleplay requirements indicated on the scroll. Secondary casters do not require foci for the sphere being cast; only for the sphere(s) they know.

Secondary casters will allow a mage to pull a "mulligan" if the result is a failure or backlash. If the primary caster pulls a black or red stone, he may place that stone back in the bag and allow his secondary caster to pull again. Each secondary caster may pull a "mulligan" in the same way.

The Mage class ability "Familiar" will act as a secondary caster for one ritual per day.

Stacking Rituals

Stacking is casting the same ritual multiple times to multiply its effect. When a ritual is stacked, the roleplay requirements and time limit are carried out as if there was only one ritual occurring. The catalysts and ritual charges consumed will be the usual amounts for the rituals, multiplied by the number of times it is being stacked. Ritual success will be calculated as if each ritual was being performed in sequence, each requiring its own spell slot. The result of each ritual in the stack does not impact the result of any other part of the stack. All flaws and backlashes are applied after all success/failures are determined. There is no increase in ritual level difficulty when stacking.



Ritual Chains

A Ritual Chain is the act of casting different rituals in sequence to link their effects, usually to extend a ritual's duration or apply multiple effects to a single target. When rituals are chained, they are resolved in the same way as other rituals, with the following exceptions:

1. Each ritual must be performed within 10 minutes of the previous one.
2. None of the casters may leave the circle between rituals.
3. If one of the rituals fails or backlashes, the chain ends. Except,
 - a. If one of the rituals is a stack and *any* of the stack succeeds, the chain does not end.

Once a chain has ended, through whatever means, any future rituals cannot be chained to the earlier chain of rituals.

Investing and Divesting

Investment in a circle may be achieved through participation in the creation of a circle, or after its creation by having the Primary Investee (Primary Caster) perform a short (5-10 minute) roleplay ritual of their own design. The Primary Investee may invest people equal to their highest Ritual slot rank (maximum 10 at 10th rank ritual slot), in addition to themselves.

Divesting requires a Divest ritual scroll of the same sphere as the base circle. Even after final death, the circle recognizes the investment made. While that character's item is part of the circle, they are counted as an investee. A Primary Investee may divest themselves from a circle. If they do, the circle will fade over the next 5 days. The same is true if the Primary Investee suffers final death. If the Primary Investee neglects their circle for three consecutive events, the circle may become dormant, or fade completely. This means if a player stops attending without notice and misses three consecutive events, the marshals may choose to remove the circle from play temporarily or permanently as they see fit. Items invested may not be returned and the Primary Investee will need to speak with the lead ritual marshal to resolve the status of their circle when they return.

Investees have full control over the circles they are invested in granting them any abilities from the circle and its augments. Anyone who is invested in a base circle is automatically invested in any advanced circle augmenting it.

Casting the Ritual

Once the necessary items are gathered the ritual can begin. The primary caster will announce "Begin Ritual". At this time the Ritual Marshal will call "Begin Ritual Hold" to confirm each caster has the requisite spell foci, all casters have the required unused ritual slots, the ritual scroll for the ritual being cast is present and all Master Catalyst(s) are present. If any of these requirements are not met the ritual fails and each caster marks their lowest level free ritual slot as used. Except if the primary caster does not have a free ritual slot, in which case the ritual cannot occur and nothing happens.

The Ritual Marshal will prepare the results bag with 1 white stone, 1 black stone and 1 red stone, if this is an advanced ritual the bag will contain only 1 white stone and 1 red stone. The marshal will then add 1 white stone for every level the primary caster's slot is above the ritual level or 1 red stone for every level the primary caster's ritual slot is below the ritual level. They will also add stones as required by any active effects or abilities which pertain to the ritual being cast.



At this point the Master Catalyst(s) used for the ritual will vanish (be given to the Ritual Marshal) and the Ritual Marshal will call “Lay On”.

All casters involved in the ritual must then perform the ritual as described on the scroll. All rituals have some roleplay component. This component increases in complexity the more powerful the ritual. If the ritual refers to the primary caster performing some task, only the primary caster needs to perform said task, otherwise all casters involved must perform the task. All casters must participate in some way.

While the ritual is being cast the marshal may add black stones if:

- Casters perform any actions other than what the scroll describes. Minor conversation or instruction is allowed unless the scroll states otherwise. Casters not performing a task should remain silent and focus on harnessing the magic when not performing a required task. A black stone will be added for each additional action as determined by the marshal.
- Casters take damage to Body that is not a requirement of the ritual. A black stone will be added for every point of Body lost.
- A spell is cast that is not required by the ritual.
- Anyone or anything crosses the barrier of the circle when not specifically allowed by the ritual. A black stone will be added for each instance in either direction.

Ritual Resolution Process

Once the roleplay requirements have been performed and it is time to determine the results of the ritual, the presiding Ritual marshal should call “Ritual Result Hold” within the circle. They may describe this effect to those outside the circle as the magic coalescing and obscuring the occupants of the circle from view. The circle calcifies and no one and nothing may enter or leave the circle. Everything outside the circle proceeds as normal.

Inside the circle, the results of the rituals should all be kept as quiet as possible until all rituals have been resolved. This way it does not indicate to anyone outside the circle they are safe or in danger, and they cannot act on that information. The mini-hold within the circle does not end until all ritual results are resolved and the ritual marshal marks used charges for each ritual and stack cast, at which point all the results will occur simultaneously and the mini-hold within the circle will end. Marshals may describe these effects in any creative way they wish, provided the results are kept quiet until the end, and only those within the circle are held up in a hold.

If time runs out before the roleplay requirements are completed stones are pulled as normal and results are as follows:

- If a white stone is pulled last nothing happens.
- If only black stones are pulled an applicable flaw occurs (if the flaw is not applicable reroll until an applicable flaw is rolled).
- If only red or a combination of red and black stones are pulled a backlash occurs.

Determining Success

Success is determined by the casters pulling from the ritual bag. The primary caster will pull a stone from the bag.

1. If it is White, the ritual succeeds, the process ends here.
2. If it is Black, the ritual fails (nothing happens).



3. If it is Red, the ritual backlashes.

If the primary caster pulls either a black or red stone, they may place it back in the bag and each secondary caster may pull a “mulligan” stone from the bag to reroll the result.

1. If it is white the ritual succeeds but is flawed. This is true no matter how many red or black stones are pulled before a white stone turns up.
2. If the final stone pulled is Black, the ritual fails (nothing happens).
3. If the final stone pulled is Red, the ritual backlashes.

Determining Ritual Flaws and Backlashes

If a ritual result indicates that a flaw or backlash has occurred the ritual marshal will randomize the result on a table of 100 flaws or 100 backlashes respectively. Rolling two 10-sided dice (2d10) or using a random number generator are acceptable means of determining this result.

Discord Catalysts

If a discord catalyst is used in place of a Master Catalyst, a discord effect occurs for each. The discord result is performed immediately after resolving the ritual, but before applying the results to the intended target(s). The marshal will have a list of discord effects. There are 3 lists, each with a different order of the same 20 possible results. The Primary Caster will choose which of the three lists to use. Rolling a 20-sided dice (d20) or using a random number generator are acceptable means of determining this result on the chosen list.

Summary of Mechanics

1. All rituals begin with 1 white stone, 1 black stone and 1 red stone.
 - a. Advanced Rituals do not start with a black stone.
2. For every level the Ritual Slot is *above* the Ritual Level, add 1 White stone. OR
3. For every level the Ritual Slot is *below* the Ritual Level, add 1 Red stone
4. Take account of skills and abilities which may add or remove stones, such as Power Nexus.

For each mistake in the ritual, 1 Black stone is added.

The following count as mistakes:

- Casters perform any actions other than what the scroll describes. Minor conversation or instruction is allowed unless the scroll states otherwise. Casters not performing a task should remain silent and focus on harnessing the magic when not performing a required task. A black stone will be added for each additional action as determined by the marshal.
- Casters take damage to Body that is not a requirement of the ritual. A black stone will be added for every point of Body lost.
- Casting a spell is cast that is not required by the ritual.
- Anyone or anything crossing the barrier of the circle when not specifically allowed by the ritual. A black stone will be added for each instance in either direction.

To determine success

The primary caster will pull a stone from the bag.

1. If it is White, the ritual succeeds, the process ends here.
2. If it is Black, the ritual fails (nothing happens).
3. If it is Red, the ritual backlashes.



If the primary caster pulls either a black or red stone, they may place it back in the bag and each secondary caster may pull a “mulligan” stone from the bag to reroll the result.

1. If it is white the ritual succeeds but is flawed. This is true no matter how many red or black stones are pulled before a white stone turns up.
2. If the final stone pulled is Black, the ritual fails (nothing happens).
3. If the final stone pulled is Red, the ritual backlashes.

Automatic failure

If any of the following are true, the ritual does not begin and all casters expend their lowest level ritual slot. Marshals must check for these before the ritual begins but after the primary caster says, “Begin Ritual”.

- The primary caster is missing the relevant spell focus.
- Any secondary caster is missing their personal spell focus.
- The catalyst requirements are not met when the ritual begins.
- The ritual scroll is not in the circle when the ritual begins.
- Any of the secondary casters do not have a free ritual slot to use.

If the primary caster does not have a free ritual slot nothing happens.

If time runs out before the ritual is completed

Stones are pulled as normal and results are as follows:

- If a white stone is pulled last nothing happens.
- If only black stones are pulled an applicable flaw occurs (if the flaw is not applicable reroll until an applicable flaw is rolled).
- If only red or a combination of red and black stones are pulled a backlash occurs.

Ritual Identification

All circles can identify magic that shares a sphere with it. This process requires a full minute of roleplay studying the target without interruption. The person doing the identification may ask for the effect(s), flaw(s), activation word, expiry, and any other relevant traits on the target. This may be done on an item or person and is a noticeable action. The person must be invested in the circle to use identification and may do so by stating ‘Ritual Identification: <Sphere>’. This will not identify the effect(s), flaw(s), activation words or expiry which are not of the same sphere(s) as the circle.

Advanced Ritual Spheres

Advanced sphere ritual casting is the same as regular ritual casting. The only difference is they begin with 1 white stone and 1 red stone only.

Circles for the advanced spheres are considered augments. This means that they require an existing circle from a battle magic or frag sphere to be cast. Some advanced rituals will require a specific combination of advanced sphere and another sphere. Only one advanced circle augment may be applied to a circle unless the circle is augmented to allow more.

Ritual Circle Augments

Ritual circles may be augmented by casting specific rituals that share the same sphere with the target circle. Augments will expire when the circle they are cast upon expires and may be cast upon a circle any time



before the circle expires. They are not required to be cast as part of a chain of rituals. A circle may only have one augment at each level unless the circle has been augmented to allow otherwise.

The exceptions to this rule are Advanced Ritual Circles, which are themselves both a circle and an augment, and Divine or Draconic ritual circles, which have their own rules as outlined on their scrolls.

Destruction of Ritual Magic

Ritual magics are among the most potent magics available to players and are notoriously difficult to destroy or resist. Destroying rituals on an item may be as simple as destroying the item itself. Rituals on a spirit are much more difficult to unweave. There are a small number of racial, occupational and ritual abilities which can nullify a ritualist's hard work, and few ways of safeguarding against those abilities.

Protecting your Ritual magic can be done by applying a Ritual Mask to items, or a Spirit Mask to targets with spirits. If a Ritual is Masked, the Mask must be destroyed before any ritual it is protecting can be targeted by anyone for removal. The exact nature of applying a Mask and how they work are outlined on their respective scrolls.

The most direct means of removing unwanted ritual effects from your spirit is to resurrect. When a character experiences a death, they may choose to resurrect without specific ritual effects persisting. Not all rituals can be removed in this way and it will state this on the scroll. Once a ritual is purged from your spirit in this manner, it cannot be added back to your spirit on subsequent resurrections. The ritual would need to be recast to apply it to your spirit once more. Other methods are outlined within the specific racial, occupational and ritual abilities capable of destroying ritual magics. A marshal or ritual caster should be very clear on the exact mechanics of how these abilities work. The presence of a Mask effect or getting the name of the targeted ritual wrong will severely impact the results of these abilities.



Crafting Chemistry and Artifice

Chemistry

Chemistry is the advanced synergy for master alchemists. By using special formulas, a chemist can create incredible concoctions that can match powerful magic. Once an alchemist has obtained a rank of Chemistry they can begin to attempt more complicated creations. Chemistry can only be produced through logistics.

Artificing

Artificing is the term used to describe the now legendary skills of a blacksmith. By using special blueprints, a blacksmith can craft weapons, armour and accessories that become the stuff of legends.

Items with Blueprints crafted on them are naturally resistant to magic. Any ritual placed on them will fade very quickly after being cast. This can be anywhere between 10 minutes and a few days as determined by the ritual marshal.

Blueprints can be stacked with other Blueprints and can be crafted multiple times after creation, unless otherwise specified. Should the Blueprint crafting fail the legendary item is not consumed or destroyed.

Crafting Chemistry and Artifice

The process of crafting from a formula or blueprint is identical. All formulas and blueprints range in difficulty from 1 to 20. On the formula or blueprint will be the Master Catalysts required, the difficulty level, the required RM types and possibly, although rare, specific items of note. Both formulas and blueprints are considered regular paper and can be easily destroyed, so protect them!

All crafting attempts are made at logistics and cannot be attempted once logistics is closed.

Crafting Requirements and Durations

The crafter must have the physical formula or blueprint, the required Master Catalyst(s) and 1 unused rank in the respective Synergy skill (Artificing or Chemistry) for each synergy they wish to create. The logistics marshal will provide a bag of black and white stones used to determine the result of the production. Players may provide their own bag and stones; however, these must be approved by the marshal.

Artifice

Artifice has set RM requirements based on the difficulty of the blueprint. A difficulty 1 Blueprint requires 100RM and 1 Master Catalyst, as specified on the blueprint. Each additional level will add +25RM and +1 Master Catalyst requirements. Some blueprints will also require special materials and ways to prepare them.

All items created via Artifice will have a default expiry of 1 year. This may be extended by multiplying the RM and catalysts required. For each multiplication, 1 year will be added to the expiry. Extending the duration will not use extra charges. Example: If a Blueprint required 200RM and 5 Master Catalysts, then using 600RM and 15 Master Catalysts in its creation will give it an expiry of 3 years.

Additional catalysts may optionally be used to increase the odds of success.



Chemistry

Chemistry Formulas have different RM and catalyst requirements based on the difficulty of the formula. A difficulty 1 Formula requires 50RM and 1 Master Catalyst, as specified on the Formula. Each additional level will add +10RM and +1 Master Catalyst. All chemistry will expire 1 year after creation if unused. This expiry cannot be increased during production.

Additional catalysts may optionally be used to increase the odds of success.

Stacking

Stacking a blueprint is creating the same blueprint multiple times on an item to multiply its effect. When a blueprint is stacked the catalysts, charges and Synergy skill ranks consumed will be the usual amounts for the blueprint, multiplied by the number of times it is being stacked. Success will be calculated separately for each stack. The result of each blueprint in the stack does not impact the result of any other part of the stack. There is no increase in difficulty when stacking. A blueprint will indicate if it cannot be stacked.

The Crafting Process

Once the necessary items are gathered the craft can begin. It is possible to begin a craft without the correct Master Catalysts but doing so greatly increases the chance of failure. The required Raw Materials cost cannot be negated, and the craft will fail if the Raw Materials are not provided.

The Crafter will show the marshal the Synergy slots they will be expending and the tags for the blueprints or formulas they will be creating. Once these have been confirmed they will give the marshal their Raw Material and catalyst tags. Artificers will let the marshal know if they will be extending the expiry. These items are considered used regardless of success or failure. The marshal will mark a charge as used at this point.

The marshal will prepare the bag of stones with 20 white stones. They will add black stones equal to the difficulty of the formula or blueprint and 5 black stones for each missing Master Catalyst, any catalysts used to extend the duration of a blueprint are considered Master Catalysts. They will also add 1 white stone for each catalyst provided in excess of the required Master Catalysts.

Determining Success

The crafter will blindly pull a single stone from the bag. A white stone means the craft was a success. A black stone means the craft has failed.

Discord Catalysts

If a Discord Catalyst was used in place of a Master Catalyst or as an additional catalyst a discord effect occurs for each. The discord result is performed after the craft finishes. The marshal will have a list of discord effects. There are 3 lists, each with a different order of the same 20 possible results. The crafter will choose which of the three lists to use. Rolling a 20-sided dice (d20) or using a random number generator are acceptable means of determining this result on the chosen list.

