

RITUAL DETAILS GENERATOR



Preface

Ritual Details Generator

Any spell, ritual or incantation normally requires something to be uttered or chanted. Does it have candles? What is that incense you can smell and when and where is it taking place?

Although this is aimed at a RPG market, it can be used for writers of stories to help create that authentic sounding ritual or incantation.

If you need a name for your ritual, then the "Ritual Name Generator" by Ennead Games is the perfect product for you.

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Rituals Details Generator

The incantation, sometimes called a spell or even a ritual is something that is a staple of any fantasy setting.

They are used for many reasons. To commune with forces beyond mortal understanding, to summon and bind powers to do your bidding, or simply to impress others with their command of arcane and demonic forces.

Your players and readers may wish to know just what it is the cultists are chanting, how many candles and what colour are they, what symbols adorn the floor, is there a sacrifice, plus many others.

Each of the options listed later can be used on their own or together with others to help give details about the incantation or to spark off your own ideas.

The main categories are:

- Candles
- Circle
- Chant
- Effect/Reason
- Incense
- Location
- Participants
- Symbols & Language
- Sacrifice
- Time
- Tools

Candles

No ritual is complete without candles of some kind. Coming in various colours, shapes and materials.

Circle

Most rituals take place around a circle or other shape, but are called a circle for simplicity. Is it done in chalk, blood or something else? What does it look like?

Chant

What are the participants in the ritual chanting?

Effect/Reason

Just why is this incantation taking place? Has 20 broad categories to get you started.

Incense

Not used in all rituals, but can add to the atmosphere and may be a key component.

Location

Where is the ritual taking place? Does it have to be here? Is this place used for a particular reason?

Participants

Who is actually taking part in this ritual?

Symbols & Language

What types of symbols are used in the ritual or is it simply in another language?

Sacrifice

It is a rare cultist ritual that doesn't require some kind of sacrifice, from a small personal object to a sentient life form; a sacrifice is a potent way of getting the attention of those from beyond.

Time

Does the ritual have to take place on a certain day and at a certain time? Many do and this section will help determine what time frame that could be.

Tools & Materials

Are any other tools or items needed for the ritual? Some may be simply ceremonial whereas others may require a more active use in proceedings.

Candles

To save time, it can be assumed that each candle is the same, but for major rituals you may wish for one or two centralised candles to be different.

of Candles

How many candles are present in the ritual area?

D10	# of Candles
1	1
2	3
3	4
4	6
5	12
6	20
7	4d4
8	4d6
9	4d8
10	4d10

Colour

What colour is the candle?

D100	Candle Colour
01 - 20	White
21 - 35	Black
36 - 40	Beige
41 - 45	Blue
46 - 50	Brown
51 - 55	Gold
56 - 60	Green
61 - 65	Maroon
66 - 70	Orange
71 - 75	Pink
76 - 80	Purple
81 - 85	Red
86 - 90	Silver/Grey
91 - 95	Yellow
96 - 00	Other Colour

Size

Height – Roll 2d6 for the height of the candle in inches.

Width – Roll 1d6 for the width of the candle in inches.

Smoke

What type of smoke does the candle give off when it is alight?

D20	Smoke Details
1	Clings to anything for a few seconds, that makes contact with it
2	Dissipates quickly
3	Expands and spreads out quickly
4	Goes straight up until it hits an obstacle, then behaves like normal smoke
5	Has a pleasant fragrance
6	Has a unpleasant fragrance
7	Has sparkles within it
8	Heavy smoke
9	Is heavy and drops to floor
10	Leaves no ash/dirt
11	Moves even when there is no breeze
12	Rises quickly
13	Roll on colour chart to determine candle smoke
14	Settles as ash very quickly
15	Smoke is invisible
16	Smoke is same colour as candle
17	Standard Grey/Black smoke
18	Very thin smoke
19	Roll again twice and combine
20	Something else

Smoothness

Is the candle smooth and straight or something else?

D10	Smoothness
1 - 4	Smooth
5	Ridged
6	Rippled
7	Carved – Simple
8	Carved - Complex
9	Broken
10	Something Else

Type/Material

What material is the main body of the candle from? Some materials will be harder and more dangerous to acquire than others.

D20	Type/Material
1 - 5	Paraffin wax
6 - 8	Beeswax
9 - 11	Stearin
12 - 14	Misc. plant wax
15 - 17	Animal fat
18 - 19	Humanoid fat
20	Monster fat

Holder

What is the candle held in, if anything, to stop it from falling over during the ritual?

D10	Holder
1	Nothing
2 - 5	Candle Holder
6	Ceremonial Plate
7	Skull - Humanoid
8	Skull – Animal
9	Skull - Unknown
10	Something else

Circle

The area where the ritual takes place.

of circles

Roll a d10. One circle will be the main circle and others will be the locations where participants, sacrifices or symbols will go.

Position of Other Circles

D6	Position
1	Equal distance around edge of main circle, not overlapping
2	As many of the cardinal points as possible, not overlapping
3	Equal distance around edge of main circle, overlapping main circle
4	As many of the cardinal points as possible, overlapping main circle
5	Inside main circle
6	In equal bunches around edge as much as possible

Shape

D20	Shape
1 - 4	Circle
5 - 6	Square/Rectangle
7 - 8	Triangle
9 - 10	Pentagon (5 sides)
11	Hexagon (6 sides)
12	Heptagon (7 sides)
13	Octagon (8 sides)
14	Decagon (10 sides)
15	Dodecagon (12 Sides)
16	Star (4 points)
17	Star (5 points)
18	Star (6 points)
19	Star (8 points)
20	Star (2d6 points)

Size

The area below is measured in feet, with 12 inches to a foot. The size of the circle is the approximate square feet it covers.

Main Circle

2d6 square feet

Secondary Circle(s)

1d4 square feet

Must be no larger than the main circle

Composition

What is the circle made from? How is it drawn on the ground? The entire circle can be the same style or it can be a mixture.

D100	Material
01 - 10	Chalk - White
11 - 20	Chalk - Yellow
21 - 30	Chalk - Black
31 - 40	Chalk - Red
41 - 50	Chalk - Grey
51 - 60	Chalk - Other Colour
61 - 70	Blood - Animal
71 - 74	Blood - Humanoid
75	Blood - Something else
76 - 80	Bones
81	Carved into the ground
82	Cloth
83	Crushed Gems/Glass
84	Dirt
85 - 86	Metal Flakes
87	Plant Life
88	Metal Powder
89	Rope
90 - 91	Sanctified Stones
95 - 96	Sand
97 - 98	Wood
99	Weapons
00	Something Else

Chant

Very few rituals are done silently. The rest have some kind of chant or incantation to go along with the rest of the ritual. The chant itself takes 10d6 minutes to complete.

Language

Real world languages are used as examples for the style of language the participants may be using.

D100	Language Example
01 - 15	Speakers own language
16 - 30	Latin
31 - 35	Ancient - Aztec
36 - 40	Ancient - Egypt
41 - 45	Ancient - Gaelic
46 - 50	Ancient - Greek
51 - 55	Ancient - Roman
56 - 60	Ancient - Sumerian
61 - 62	Arabic - Modern
63 - 64	Arabic - Pre modern
65 - 66	English - Modern
67 - 68	English - Pre modern
69 - 70	Germanic - Modern
71 - 72	Germanic - Pre-modern
73 - 74	Mandarin - Modern
75 - 76	Mandarin - Pre modern
77 - 78	Spanish - Modern
79 - 80	Spanish - Pre Modern
81 - 80	Other Ancient Language
86 - 90	Other Modern
91 - 95	Other Pre-Modern
96 - 00	Unknown/Otherworldly Language

Modern/Pre-Modern

The modern language is one that is spoken today. The pre-modern one is the language that was spoken at least 100 years ago, normally more but is different enough that it warrants a separate entry and could even be thought of as a different language by some.

Effect/Reason

What is the main reason for this ritual? Why is it taking place? There is some overlap in the various categories, such as Control and Manipulate.

D20	Effect/Reason
1	Alteration
2	Appeasement
3	Banishment
4	Communication
5	Control
6	Cure
7	Curse
8	Detection
9	Inflict
10	Injure
11	Kidnap
12	Kill
13	Knowledge
14	Manipulate
15	Protection
16	Summon
17	Transmutation
18	Transportation
19	Tribute/Offering
20	Ward

Alteration

This is the act of changing something without, hopefully, damaging it and keeping it vaguely similar.

Example: A mass of lead is changed into a more valuable material, such as gold or uranium.

Appeasement

A power from beyond needs energy, or simply something to keep them from attacking this realm.

Example: The Dark Lord Gr'yaya requires regular sacrifice or he will attack the local area.

Banishment

Never summon up something you can't put down. Alternately, an enemy has a creature you can't kill – This allows you to get rid of them for a long time.

Example: Dark Lord Gr'yaya is banished by the local heroes from this realm for 1000 years and a day.

Communication

One of the simplest rituals, this is for sending a message over a vast distance. Although not as fast as other communication methods, it cannot be intercepted by any method known to mortals.

Example: Taking to another branch of the cult about a major event being planned when they are the other side of the world.

Control

A control ritual is designed to take over or guide the will of another sentient being. Some powerful rituals can override even the most steadfast and strongest held beliefs and wishes, including that of self-preservation.

Example: Making someone kill another, such as a family member.

Cure

Not all rituals have a negative reason for their existence. Some are designed to help another. But the price paid may be too high for some.

Example: Removing cancer from the leader's only child.

Curse

Vengeance is a strong motivator for this type of ritual being used. Some believe that their victims should suffer a long and painful life.

Example: A cheated wife curses her unfaithful husband with a massive increase in his lust but prevents him from being able to do anything about it.

Detection

Could be argued to be the same as the knowledge ritual type, the detection ritual, also called the finding ritual, is designed for finding the location of a specific item. A simple version of this would tell you the rough distance of the object you desire, with a more complex ritual telling the exact GPS location, down to the nearest millimetre.

Example: Trying to find the lost book that contains the knowledge required to banish a fowl creature or even kill it.

Inflict

This is a version of the curse ritual that is designed to inflict a single person, group or area with a malady. This could be a disease or anything that could occur naturally.

Example: The local police station has been inflicted with legionaries' disease, shutting it down, giving the local criminals the run of the town.

Injure

Sometimes, all you want is to hurt someone, to let them know they are in your sights and can be injured at any time.

Example: A bullied child breaks the nose of his bully after one too many attacks.

Kidnap

This is for getting those who you want to your location when you can't do it yourself. Some beings teleport the victim, others prefer the more direct and messy approach.

Example: The highly guarded mayor is kidnapped by the local cult after his crackdown on illegal practices.

Kill

Sometimes you just want someone dead. It could be quick and painless, or messy and downright sickening; it all depends on the ritual used.

Example: A corrupt and well-guarded politician is assassinated by local cults who believe they are acting for the greater good.

Knowledge

There is saying that knowledge is power. For those with access to this ritual, their only limits to their knowledge is their imagination, will and the being from beyond they end up dealing with.

Example: Trying to blackmail a powerful company owner, the rituals grants the users knowledge about any nefarious deeds in the owners' history.

Manipulate

A manipulation ritual is designed to nudge and guide forces that would normally not be able to be controlled by the hands of mortals, such as the weather or a heard of animals.

Example: A storm is made worse to damage the local crops, when without it would have simply been a strong shower of rain.

Protection

Another of the beneficial rituals that are designed to help rather than hinder. This type of ritual is meant to prevent harm to one person or group. The more complex the protection request, the more often some kind of loophole. Of course there are ways to corrupt this ritual for nefarious means.

Example: A worried father wishes to protect his wife who is in the army and just been stationed to a very dangerous area of the world.

Summon

Probably the most famous and popular type of ritual, this brings another to the rituals location for the purpose of one or more tasks. One these have been performed to the letter of the contract the summoned being is returned home. Some smart creatures will do exactly what the contract requires, interpreting the rules they are given in their favour.

Example: The Seeker of Death is summoned to kill all in a rival cult.

Transmutation

One of the darkest rituals around, this transmutes a living being into something else. This something else can be another being or something inorganic such as stone. There is a good chance the victim does not survive the transmutation attempt.

Example: A vengeful cult leader captures his most hated enemy and turns them into a statue for his throne room.

Transportation

These rituals come in two main types, those that move organic materials and those that don't. They both move an object from the ritual location to a desired area. It is easier to move an inorganic item when compared to a living being.

From the point of view of the being that is unlucky enough to be being transported, the effect can either be instant or have duration. The second option is easier, but runs the risk of inflicting insanity on the poor being exposed to the realms beyond. It is advised that the one being transported like this be asleep.

Example: a rare and powerful artifact is being transported halfway around the world. The two areas have a ritual taking place, one to send and another to receive to make it easier and reduce chances of things going wrong.

Tribute/Offering

Some otherworld beings simply require a regular supply of mystical energy that is supplied by this ritual for their services.

Example: Hijary the Undaunted requires a ritual performed in her honour at least once every 6 months to sate her anger.

Ward

Similar to a protection ritual, the ward protect an area and can't be moved, but can often be more complex or powerful when compared to protection rituals.

Example: An ancient protects their home base with a ward to stops any modern styles guns from working within the area.

Incense

Roll on the incense type and once on the odour material table to determine what incense is, if any, being used.

D20	Type/Container
1	No Incense
2	1 stick
3 - 6	2d4 sticks
7 - 8	Cone
9 - 10	Infused Candle
11	Coil
12	Powder
13	Infused Paper
14	Infused String/Rope
15	Reed Diffuser
16	Pot – Ceramic
17	Spray/Mister
18	Tray
19	Censer
20	Thrown into the air

D20	Odour/Material
1	Amber
2	Cedar wood
3	Cinnamon
4	Copal
5	Desert Sage
6	Eucalyptus
7	Frankincense
8	Ginger
9	Jasmine
10	Lavender
11	Lotus
12	Masala
13	Musk
14	Myrrh
15	Nag Champa
16	Opium
17	Patchouli
18	Rose
19	Sandalwood
20	Vanilla

Location

Where is the ritual taking place?

D100	Possible Location
01 - 03	Abandoned Church
04 - 06	Arctic Tundra
07 - 09	Attic
10 - 12	Basement
13 - 15	Battle site
16 - 18	Concert Hall
19 - 21	Crossroads
22 - 24	Dessert Oasis
25 - 27	Dungeon
28 - 30	Factory
31 - 33	Forge/Blacksmith
34 - 36	Graveyard
37 - 39	Guild Hall
40 - 42	Henge
43 - 45	Hired Room
46 - 48	Holy Site
49 - 51	Mansion
52 - 54	Maze/Labyrinth
55 - 57	Mine (Active or abandoned)
58 - 60	Monster Liar
61 - 63	Natural Cave
64 - 66	Near/Above a Volcano
67 - 69	On a boat/River/Water
70 - 72	Prison
73 - 75	Private Gardens
76 - 78	Public Park
79 - 81	Roof-top
82 - 84	Ruined Temple
85 - 87	School/University
88 - 90	Tavern/Bar
91 - 93	Torture Chamber
94 - 96	Woodland grove
97 - 00	Zoo
00	Somewhere else

These are just some suggested locations you can use for rituals. They can be simple and apparently boring to an outsider, or complex and dangerous because the site was once the location of another, more foul rite that took place.

Participants

of Participants

For rituals with one than one person, there is normally some kind of ritual leader who directs the chanting and the point at which sacrifices etc. are made.

D6	# of Participants
1	1
2	2
3	3
4	4
5	2d6
6	2d10

Clothing Style

The leader of the ritual, assuming there is more than one person taking part, normally has more flamboyant or other markings to indicate they are the one leading the ritual.

D20	Clothing Style
1 - 7	Ceremonial Robes
8	Head coverings and undergarments only
9	Just head coverings
10 - 11	None/Naked
12 - 13	Normal – With Masks
14 - 15	Normal Clothing
16 - 18	Furs/animal hides
19 - 20	Undergarments only

Leader Style

D8	Leader Clothing Style
1	Normal Clothing
2	None/Naked
3	Same as other participants
4	More ornate version
5	Plain compared to others
6	Inverse colouration
7	Same basic style as others, but hooded
8	Darker version (if possible)

Symbols & Written Language

Symbols/Language/Style

This is for any symbols or writing pertaining to the ritual, from notes for the leader to any markings made during the event itself.

Like the spoken language, there are many, many more written languages that can be used and the ones listed below are just some suggestions to get you started.

D20	Suggested Written Language
1	Leaders or participants native language
2	English
3	Latin
4	Arabic
5	Cherokee
6	Cuneiform
7	Cyrillic
8	Germanic
9	Hànyǔ/Chinese
10	Hebrew
11	Hieroglyphs
12	Indus Script
13	Linear B
14	Nahuatl
15	Runes
16	Spanish
17	Arcane symbols
18	One invented by the cult or the leader
19	Alien/Otherworldly
20	Roll again but with some variation, such as mirrored, or written in a different way (e.g. an Arabic language written left to right instead of right to left)

Sacrifice

What is the main sacrifice, if any, that is offered up in the ritual?

D100	Suggested Sacrifice
01 - 10	No Sacrifice
11 - 25	Animal
26 - 30	Blood - Animal
31 - 32	Blood - Leader
33 - 34	Blood - Other human
35 - 36	Blood - Participants
37 - 38	Blood - something else
39 - 40	Food/Drink - Normal
41 - 42	Food/Drink - Fouled/spoiled
43 - 46	Food/Drink - High Quality
47 - 50	Human - Unwilling
51 - 55	Human - Willing
56 - 60	Item - Possession
61 - 64	Item - Possession - valuable
65 - 68	Item - (un)holy object
69	Item - Gem
70	Item - Money
71 - 72	Item - Something relevant to nature of the ritual
73	Life-force/Life span
74 - 75	Soul/Item bound with a soul
76	Rare Plant
77 - 78	Item - Gem - Rare
79 - 80	Item - One made by the leader or a participant
81 - 82	Human - Blood relative of the leader
83 - 85	Drug/Chemical
86 - 88	Rare Plant
89 - 90	One of the participants
91 - 92	All of the participants, excluding leader
93 - 94	One or more of the participants
95 - 96	Leader of ritual
97 - 98	All of the participants, including the leader
99	Roll twice more and combine, re-rolling if you get "All of the participants, including the leader"
00	Something Else

Sacrifice Method

If there is a sacrifice, how is it done? Some methods work better for some sacrifice types, others are a test of the participants resolve, with others being a symbolic act. Some sacrifices like a soul or life-force may simply require a symbolic item to be sacrificed, but the result is still the same (e.g. the life-force is drained or the soul is taken)

D10	Method of sacrifice
1	Buried - Dirt
2	Buried - Sand
3 - 4	Burned
5 - 6	Dissolved in acid
7	Eaten
8	Thrown into a pit
9	Destroyed/Broken/Killed
10	Left to decay/die/rot/etc.

Time

What time does the ritual take place? Can it only take place at this time or is this time frame used for mealy symbolic or traditional reasons?

D20	At the next...
1	Autumnal/Fall Equinox
2	Full Moon
3	Lunar Eclipse
4	New Moon
5 - 6	Solar Eclipse
7	Spring Equinox
8	Summer Solstice
9	Winter Solstice
10	Dawn
11	Dusk
12 - 14	Midnight
15	Midday
16	New Year's Eve/Day
17	Anniversary of an event
18	Particular celestial alignment
19	Other time frame
20	Roll twice again and combine, re-rolling contradictory results

Tools & Materials

Roll 1d4 times on this table for some example tools and other materials that could be used in the ritual.

They could be placed around the ritual area (use the circle tables to help determine where or place where you feel) or even just nearby in a random pattern.

D100	Tools and Materials
01 - 05	Alchemy Equipment
06 - 10	Altar – Ornate
11 - 20	Altar – Simple
21 - 22	Blood vials
23 - 25	Bones
26 - 30	Book Stands and Books
31	Brushes
32 - 33	Caged Animals
34 - 35	Chalk sticks
36 - 38	Charcoal
39 - 40	Chemical Vials
41 - 43	Dagger – Ornate/Ceremonial
44 - 46	Dagger - Simple
47 - 49	Organs/Body Parts - Animal
50 - 55	Organs/Body Parts - Human
56 - 57	Gems – Fake
58 - 60	Gems – Real
61 - 70	Goblets/Glasses/Chalice
71 - 72	Internal Organs
73 - 76	Oils
77 - 79	Rope/Chains
80 - 82	Skull - Animal
83 - 85	Skull – Human
86	Skull – Unknown/Mutant
87 - 90	Sword – Ornate/Ceremonial
91 - 92	Sword - Simple
93 - 95	Small animals
96 - 97	Statue/Figurine
98 - 99	Misc. Tool
00	Something Else

Coming Soon

Summoned Being Generator

You have the ritual name, the details of the ritual...but what exactly is it you have summoned? What is their name? What do they look like?

Fantastic Feats Volume 20 Wizards

It's the turn of the Wizards to get their feats in Fantastic Feats, most of them based around their schools of magic they use

Spell Generator

This is a system neutral system for creating spell effect, such as range, measure of power and the effects

Country Name Generator

First part of the Country Kit, this creates a name for your country or other empire or kingdom

Helpful List Amusing Names

These are the names you find amusing, such as I.P. Freely and Amanda Hugankiss and any similarity to real names are honestly a coincidence.