

Leonine Pavilion

Summer Magnitude 20

Performing the Ritual

Performing this ritual takes at least 2 minutes of roleplaying. This ritual is most effective when used on a tent or room, where the location aura automatically expands to fill the interior space. If the ritual is performed in an open area, then the space must be clearly defined and no more than 40' across at most. It must be absolutely clear to anyone whether they are inside an enchanted area or not. If for any reason the boundaries shift or move significantly, then the enchantment collapses prematurely.

This spell is an enchantment. A target may only be under one enchantment effect at a time. This is also a location aura. A target may only be under the effect of one aura at a time.

Effects

This ritual enchants an area with a potent aura.

Anyone who enters the area becomes aware of (and subject to) the aura, and experiences a powerful roleplaying effect: you are strongly reminded of your accomplishments, and the deeds you are most proud of. You feel an urge to boast about, discuss, and celebrate those accomplishments.

The area can provide a source of supernatural strength to anyone in the area, allowing them to overcome an unwanted roleplaying effect. This ability requires the character to roleplay talking about, reflecting on, and celebrating their accomplishments and the accomplishments of anyone else in the vicinity. They must also remain in the area. If they leave, the unwanted roleplaying effect returns assuming it has any duration left.

A character who engages in at least fifteen minutes of boasting and carousing in this location aura recovers all lost hero points.

There is no effect if the character is on a battlefield or in a similar stressful environment. If the character makes or suffers an attack during this time, or spends any hero points, then the fifteen minutes is interrupted and must be begun again from scratch. This magic is not sufficient to allow recovery of hero points to any character who is under an effect that prevents recovery of hero points overnight such as *Dreamscape of the Endless Hunt*.

This enchantment is a location aura, similar to that created using the consecration ceremony. A location can only be under one aura at a time. This ritual will replace any standard location aura (including those created by similar rituals), but is not powerful enough to remove a durable location aura. Likewise, any consecration can replace (or remove) this enchantment. A detect magic spell performed in the area determines the realm and magnitude of the effect. The insight skill will not detect any spiritual element to the enchantment.

The effect lasts until the start of the next Profound Decisions Empire event.

OOO Note

This item is a ritual text.

Any character with the Summer Ritual Lore skill can master this ritual. You must have a free slot or experience point to master a new ritual. After an appropriate period of roleplaying spent studying these pages, it should then be brought to a referee who will add the ritual to those you have mastered. Doing this does not 'use up' the ritual text.

This ritual cannot be learned by other means; it cannot be taught by a character who knows it unless the ritual is added to the body of Imperial Lore by the Conclave.

Ribbon ID: 22217



Leonine Pavilion

Ritual of the Realm of Summer

Codified Summer 383YE at the Icy Crag of the Eternal Sun
under Master Ceinwen Eternal



Developing the Ritual

Inspired by conversations with heralds of Eleonaris, Sagua I'Ezmarra commissioned the ritual text from Aquillian Ankarian. It was then codified by the College of Ice and Darkness under the direction of the Master of Ice and Darkness, Ceinwen of the Eternal Family. Work was completed shortly before the Summer Solstice 3834E.

The ritual was originally entitled "Swim the Eternal Sea"; the Master of Ice and Darkness chose to rename it during the codification.

Pride of Summer

The ritual reminds individuals in the enchanted area of the deeds and accomplishments they are most proud of, and encourages them to celebrate them. They are gently urged to ruminate on their successes, and share them with others. Those who partake in the magical aura, especially those with the changeling lineage, feel the urge to speak about and celebrate not only their own accomplishments, but those of other people sharing the area with them.

Comparisons have been drawn with some of the virtuous auras created through liao ceremonies, specifically those created by priests dedicated to the virtue of Pride. Yet from observation and experience, the aura is substantially different to those familiar from centuries of liao use. The tenor of the magical aura is much more about considering and sharing accomplishments and deeds one feels proud of.

Leon of the White Oak, a magister closely involved in the initial codification of the ritual raised concerns that the Summer magic used to create the aura encouraged individuals to "boast" about their deeds and accomplishments.

A fellow magical theorist at the college, the changeling Eduard de de Cassilon, countered that while that was the case the "boasting" was not "vain boasting" but rather a legitimate urge to share ones pride at real accomplishments and deeds. Sadly, Leon was unable to reconcile his concern that the ritual might lead to unvirtuous behaviour among those exposed to it and regretfully quit the project before the completion of the codification.

The ritual is quite similar in design and application to the more well-known rituals The Chamber of Delights, the Solace of Chimes, and the Chamber of Pallas. The aura woven by the magic is distinctive because it has a much more "boisterous" flavour than that of the three rituals already in Impreial Lore.

Rather than quiet conversation, those exposed to the aura are inspired to engage in carousing or celebratory behaviour that can become quite raucous – particularly with people already prone to such things.

As with the other rituals, magicians involved in the codification theorize that were the Leonine Pavilion infused with ilium, the aura would be especially durable. They speculate that in addition to the usual resistance to replacing such an enchantment with an enchantment not also infused with ilium, removing or replacing the aura with the consecration would require true liao. As always, the reticence of the Synod to "waste" true liao on magical experimentation in this means there is still no definitive proof either way.

Performing the Ritual

This appreciation of the individual as a part of larger success and taking pride in your own actions without diminishing the actions of others is presented as a potential aspect to performing this ritual. This might include each of the ritualists adding a personal symbol to the decoration of the chamber they are enchanting; singing a song with themes of heroic or glorious action; or each sharing a short tale of personal accomplishment while passing a goblet or cup between them.

The ritual lends itself well to dramaturgy – the Captain and the Bishop are both resonant personae albeit in very different ways, especially in conjunction with the Cup, the Blade or the Battlefield – while there are many reasons for a person to feel proud of their deeds and accomplishments martial imagery seems especially resonant with the creation of the Leonine Pavilion.

The rune Feresh has undisputed resonance with the ritual and banners depicting the rune may be hung in the and displayed prominently.

Unsurprisingly, goetic magicians would evoke Eleonaris or Barien during the casting of this ritual. Theurgists might evoke the names of any paragon or exemplar they feel a personal connection to – there are few inspirational virtuous figures who have not performed great deeds or accomplishments. A totem mage might use depictions of gryphons, unicorns, or lions in their performance as these beasts resonate strongly both with the Summer realm and the idea of pride and celebration.

Regardless, there are several notes from magicians that the ideal location to perform the ritual is a place with plenty of seats and tables – not so much because it supports the magic but because it is simply easier to go with the urges created by the aura when in a comfortable surrounding.