

Tempest Jade Substitution

During the Summer Solstice, any caster who has mastered one of the following rituals may choose to substitute tempest jade for crystal mana when contributing to it. Every 2 ingots of tempest jade spent counts as 1 crystal mana when contributing to the ritual. This is pretty standard substitution rules.

The rituals effected are: **Thunderous Deluge, Rivers of Life, Rivers Run Red, Regrow the Land's Heart, Hallow of the Green World, and Call Down Lightning's Wrath.**

Special Effects on Casinea

By targeting certain territory-wide rituals on Casinea their effects will be distorted, and will spread across the entire Empire: **Thunderous Deluge, Rivers of Life, Rivers Run Red, and Regrow the Lands Heart.**

If one of these rituals is targeted at a different territory, even if the Imperial regio is used, then it simply has normal effects. Also, you *cannot* target one of these rituals at Casinea and *not* have it expand to cover the Empire and get distorted.

Empire can only be under the effect of either Rivers Run Red or Rivers of Life at any given time, but either ritual could be combined with Thunderous Deluge or Regrow the Land's Heart. Combining curses in this way will likely have unpredictable results - the best guess is that the effects of multiple rituals will try to take place.

If one of these targets Casinea, we need to make a note of it at the regio. There's also a bunch of different effects listed on the plot wiki but I don't think you'll need them specifically in your hands when processing rituals.

Divining the Regio

Detect Magic can be used to determine if the Imperial regio has been caused to resonate with one or more of these effects

During the Summer Solstice, any magician can cast detect magic at the Imperial regio to determine if one of the four effects listed above has been invoked during the event. This is a special use of divination that only applies during this conjunction.

The only information will be which (if any) of these rituals has been cast to target Casinea during the event. It will provide no information about when the ritual was performed, or who cast it. It'll also tell you if RIVERS RUN RED or RIVERS OF LIFE is currently in effect (given how those rituals cancel each other)

Foam and Spittle of the Furious Sea

During the Summer Solstice this ritual can be cast on territories adjoining the Semmerlak

This event, ritual can be cast to target Holberg, Semmerholm, Weirwater, Karov, Karsk, or Ossium. If one of these territories is targeted, the effect will expand to effect *every* territory adjacent to the Semmerlak.

You'll need to process the ritual as normal but force it to accept the territory. The notes on the ritual will reflect thi.

Also has other special effects as per Wind of Fortune (creates more gentle rains inland that provide bonuses to farms)

Call Down Lightning's Wrath

Call Down Lightning's Wrath has an additional effect during the Summer Solstice and it can be made permanent for significantly less ilium than normal

Cast at Summer Solstice, has additional effect.

While it lasts the target will also be able to cast the repel spell as if they knew it. If they already know the repel spell, whether through personal mastery or a magic item, will be able to cast the spell once each day without spending any personal mana.

Also comes with a roleplaying effect (that I'm planning to make permanent change to ritual): *while the enchantment lasts you experience bursts of exuberant energy that make you want to get things done right now, especially when it comes to removing immediate obstacles to your ambitions. This effect is particularly strong if you have the briar lineage.*

For this event, requires only 8 rings of ilium to make the enchantment permanent. The extra powers - the repel ability - only applies until start of Autumn Equinox then "just" reverts to permanent Call Down Lightings Wrath.

Any unlineaged human receiving the permanent enchantment may choose to gain the briar lineage in the three months following the Summer Solstice.

Remind player if they get permanent enchantment that they can't get *another* enchantment unless it is also made permanent, in which case it replaces this one but only if cast with more than 24 ilium.

The altered details of this are included in the NOTES section on the ritual description.

Ride the Noble Steed

The Ride the Noble Steed ritual has additional fixed details during the Summer Solstice

During the Summer Solstice, the dreams this ritual provides are changed.

The horse dream will always involve powerful storms and rain, lightning, lashing winds, and open water. It is much more likely to include explicitly fantastical elements - riding a flying mount or a half-fish half-horse creature that dives deep beneath the waves. In addition to providing a sense of wonder, the dream is extremely exhilarating.

For the rest of the day after awakening from this magical dream they experience an effect similar to the Boundless Vitality power of the briar - if they are exposed to any roleplay effect that causes them to feel tired, weary, or weak they can respond by becoming energetic and alert. This isn't an enchantment – it's just a thing that is happening. It's probably worth double-checking that they know it works on *roleplaying effects only* – it doesn't make you immune to WEAKNESS calls.

Again, I'll summarize this in the ref notes for the ritual on the database.