

# **Glorious Triumph of the Self**

## **Summer Magnitude 10**

### **Performing the Ritual**

Performing this ritual takes at least 2 minutes of roleplaying. At the end of the ritual one of the contributors is chosen to deliver the curse with a pronouncement of doom.

This effect is a curse. A target may be under more than one curse at a time.

### **Effects**

The target is filled with intense feelings of strong personal confidence, strength, and prowess. They experience a roleplaying effect: You find it hard to turn down a challenge and dislike the prospect of external assistance. Using potions, magical items, or enchantments feels as though it will diminish your achievements.

The effect of the ritual lasts for a year (until the start of the Profound Decisions Empire event four events from now).

### **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: 14589**



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### Ritual of the Realm of Summer

Codified Summer 381YE at the Icy Crag of the Eternal Sun, under supervision by Brother Luke of the Shattered Tower of Highguard who serves as Master of Ice and Darkness

