

# **Haunting Signals**

Author: Sean Wilt

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<u>Ritualist</u> <u>Exorcism</u> <u>Possession</u>

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## **Ghostly Signs**

This supplement has been designed to attempt to fully bridge the gap from non-haunted to precise haunts to having full-fledged ghosts and other undead in the area by including residual haunting. Beside bridging the gap, there are several new spells, a new feat and a preview of the ritualist class for an upcoming supplement.

The observant can see signs of the supernatural wherever they go. They can tell if a place is haunted or not, even if it just beginning to gather negative energy around it. The signs aren't always obvious and the amount of negative energy is often low enough to escape most detection spells. However, the negative energy flowing among worlds with magic can experience certain spell-like effects.

For your adventurer's safety, be aware of the following:

## List of Signs (Level One)

Negative energy is not static. Indeed, it ebb and flows throughout the house. One sign of this is unexplained noises. They can include footsteps, knocks, banging, rapping, scratching, rattling or things being dropped. The intensity of the negative energy flowing throughout the area determines the loudness of the sounds. Some wizards have taken advantage of this phenomena and used it to create the *ghost sound* spell. Haunted places have been known to have this effect from once per night to several times a night.

Another sign to look for is activity around doorways of any sort. These symbolize the portals between the planes. Doors, cabinets and cupboards are opened and closed but they almost never open in the presence of living beings. The small amount of positive energy among the living disrupts the flow of negative energy enough to stop it from flowing. Beings will either hear the distinct sounds of the doors opening and closing or they may go back to a room and see a door that was opened now closed or vice versa. Other items may be moved but doors are always the first. Latches can be lifted and then the door can still be opened or closed. *Mage hand* and *open/close* spell effects are seen 1-3 times a night.

Torches and lanterns are often put out. by unseen forces. Again, sometimes it will seem like a gust of wind did it or it may just go out for no reason. The negative energy in the area has actually fed on the flame's energy until it went out. The effects have been compared to the wizards and sorcerers *prestidigitation* spell; the effect is seen 1-3 times per night. Items can disappear and then reappear again after a period of time. Beings could search high and low to find an item. The amount of time varies but item is always put back in an obvious area. Some think the planes are thinning and missing items are a symptom of this. *Mage hand* or a variation of *summon instrument* spell can happen maybe once per night.

The creation of shadows are another symptom of a haunted place. They are not true Shadows but they can be seen out of the corner of the eye. The forms are usually humanoid but sometimes they take on the form of animals or even stranger shapes.

Animals and other sensitive creatures can sense negative energy. They will stare at concentrations of it and they will growl if the flow of it is really stirring. This is really noticeable if ghost or incorporeal beings start gathering the area. In the most severe cases, this means the area has been seasoned enough for the negative energy to coalesce and actually form the undead that adventures can be all too familiar.

## List of Signs (Level Two)

Some of these are much like level one signs but they are either more intense or actually witnessed by the naked eye.

The hearing of doors opening or closing now includes seeing this happen. Only a spell like *true seeing* will let them see the force behind it and it will only look like waves of water. *Ghost lights* can sometimes be seen as well. Some beings also feel the presence of unseen beings in the area as well. The number of times that this happens will vary.

Some beings feel something brush past them, something touching their hair or "a hand" on the shoulder. Some feel a gentle poke, push or nudge. See the *Spectral Touch* spell for more information.

Much like the level one effect, sounds are heard but they are sentient sounding. Whispers, growls, conversations, or music can be heard at times.

The temperature of an area is in constant flux. Parts of the room can be hot and yet a single cold spot persists or the opposite can occur. Negative energy drains the area. Hence, the area can be subject to an equivalent to a *control environment* spell. The spots will move around a lot, making the *control environment* spell effect appear frequently but the duration will vary quite a bit depending on the level of negative energy. Another symptom of a potential haunted are distinct odors not native to the area. This phenomenon comes and goes without any apparent cause and may accompany other phenomena, such as shadows and voices. Foul odors can happen in the same way. The area is subjected to the *fragrance* spell and the frequency varies from once per night to several times per night.

## List of Signs (Level Three)

The area is subjected to telekinetic bursts from the excess of negative energy in the area. Objects, large and small alike, are thrown around at random intervals. The effect is equal to a 10th level sorcerer/wizard invoking the *telekinesis* spell.

There is unexplained writing, fingerprints and footprints. In addition, there are sometimes "ghost runes" as well. They are a special group of runes with properties that only incorporeal undead can take advantage of.

Anyone sleeping in the area suffers from a 10th level nightmare spell. Extremely horrifying visions prevent rest, causing fatigue and represents the unconscious mind trying to process the effects of unseen negative energy weakening living creatures.

Weird ideas and actions starting happening in the area. Sane people become either apathetic or aggressive as their mental faculties start to break down under the strain of negative energy. Everyone starts to be subjected to *suggestion* spells with enough power to equate to a 5th level sorcerer/wizard.

The most obvious signs of all, either fully formed haunts or the appearance of undead inhabiting the area.

## Feat: Psychic sensitivity to evil

Your character is able to potentially sense evil in an area without needing to be a spellcaster. (Note this ability is weaker than the *detect evil* spell.

Requirements: Must choose this feat at time of character creation. Perception 1, Sense Motive 1. Look at the table below to see how many this feat can be used.

1st level: Once per day 5th level: Twice per day 10th level: Thrice per day 15th level: Four times per day 20th level: Five times per day

## Find Evil

School divination; Psychic Sensitive Casting Time 1 standard action Component S Range 30 radius on self Duration concentration, up to 1 min./ level (D) Saving Throw none; Spell Resistance no

The caster become sensitive to the presence of any sign of evil. A combination of sensory input and a sixth sense will point to evil. Indeed, the caster gains a +10 bonus to their Perception skill for the purpose listed above. If anyone or anything with an evil aura is trying to be hidden, then a +10 Sense Motive modifier may be appropriate as well. Of course, remember any opponents can use Bluff and Stealth (hidden items or creatures) as well. The skill result will tell what the caster is able to determine to learn about the area. It is not possible to re-roll skill checks in Perception or Sense Motive. The caster must simply move on. In addition, the questions will answered in the order listed below but based on the circumstances, they will be answered in one round.

Perception Skill DCs (Base DCs)

Presence or absence of evil

None: DC 5 Dim: DC 30 Faint: DC 20 Moderate: DC 15 Strong: DC 10 Overwhelming: DC 5

Number of evil auras/most powerful aura

None: DC 5 Dim: DC 30 >5/Faint: DC 20 5-10/Moderate DC 15 11-20/Strong: DC 10 <20/Overwhelming: DC 5

Power and location of each aura

None: DC 5

Dim/Extreme<sup>1</sup>: DC 30 Faint/Long: DC 20 Moderate/Medium: DC 15 Strong/Close: DC 10 Overwhelming/Touch: DC 5 Aura Power: An evil aura's power depends on the type of evil creature or object that you're detecting and its HD, caster level, or (in the case of a cleric) class level; see the table on the previous page. If an aura falls into more than one strength category, the spell indicates the stronger of the two.

Lingering Aura: An evil aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If detect evil is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength Duration of Lingering Aura

Faint Moderate Strong Overwhelming 1d6 rounds 1d6 minutes 1d6 × 10 minutes 1d6 days

Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them. Anyone with actively evil intents count as evil creatures for the purpose of this spell.

Each round, you can walk around to detect evil in a new area. This extraordinary ability can penetrate barriers, but the following will block it: 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

## Feat: Psychic sensitivity to life

Your character is able to potentially sense life in a given area without needing to be a spellcaster. (Note this ability is weaker than the detection spells that cover similar abilities.)

Requirements: Must choose this feat at time of character creation, Perception 1, Sense Motive 1. The possessor of this feat must pick one of the three abilities below. Look at the table below to see how this feat will develop over a period of time.

Level Number of uses per day

1st	Once per day
5th	Twice per day
10th	Thrice per day
15th	Four times per day
20th	Five times per day



## Find Life

School divination [mind-affecting]; Psychic Sensitive Casting Time 1 standard action Components S Range self Area 30 ft radius Duration concentration, up to 1 min./level (D) Saving Throw Will negates; see text; Spell Resistance no

The locator can detect life in all of its forms by reading auras and surface thoughts. The lack of the above can also show the presence of undead as well. The caster gains a +10 bonus to his Perception skill for the purposes of looking for life. The caster can choose to look for general categories (animals, plants or undead) or for a particular type within a certain category. If the caster searches for general types, then he can only answer the question if life (undead) is present/absent in the searcher's current location.

If a specific type of life-form is being searched for by the locator, then the caster can attempt to answer more specific questions. He can tell if they are present/how many are present, their intelligence score, and life strength (HD). The DC of each question is listed below. If he manages to answer the specific questions, he also gains a +10 Sense Motive modifier to see if he can detect their immediate intentions.

#### Presence or absence of life (undead)

Aura Strength Highest HD of lif or undead		DC Rating			
None:	>5/0	DC 5			
Dim:		DC 30			
Faint:	5-10/>2	DC 20			
Moderate:	11-25/3-8	DC 15			
Strong:	26-50/9-20	DC 10			
Overwhelming:	<50/<21	DC 5			
Number of auras	in s	10			
None:	11. 20 1	DC 5			
Dim:		DC 30			
>5:		DC 20			
5-10:		DC 15			
11-20:		DC 10			
<20:		DC 5			
11651		200			
Power and location	n of each aura				
None:		DC 5			
Dim/Extreme(1):		DC 30			

Dim/Extreme(1):	DC 30
Faint/Long:	DC 20
Moderate/Medium:	DC 15
Strong/Close:	DC 10
Overwhelming/Touch:	DC 5

1 = Creature barely seen. If it is hidden or out of sight, tell the player they have a hunch and the general direction. The other ranges are the same as in spell ranges.

Aura Power: An aura's power depends on the type of creature that the caster is detecting and its HD, caster level, or (in the case of a cleric) class level; see the table on the previous page. If an aura falls into multiple strength categories, the spell shows the stronger one.

Lingering Aura: An aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If detect life is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). The aura will remain at the dim level based on its original strength.

Original Strength

Duration of Lingering Aura

Faint Moderate Strong Overwhelming 1d6 rounds 1d6 minutes 1d6 × 10 minutes 1d6 days

## Feat: Psychic Locator

Your character is able to potentially locate items in a given area without needing to be a spellcaster. (Note this ability is weaker than the detection spells that cover similar abilities.)

Requirements: Must choose this feat at time of character creation, Perception 1. Look at the table below to see how this feat will develop over a period of time.

Level Number of uses per day 1st Once per day 5th Twice per day 10th Thrice per day 15th Four times per day 20th Five times per day

### Find Item

School divination; Pyschic Locator Casting Time 1 standard action Components M (Sample of the material type the caster is looking for.) Range touch or self Duration concentration, up to 10 min./level (D) Saving Throw none; Spell Resistance no

The caster can detect any item constructed of natural materials as long as he used the sample of material used in the spell. For instance, a caster looking for anything made of gold might use a gold coin as a sample. The spell does not detect complex items made of a variety of materials if the selected material is only a minor part of the item.

This spell can potentially be used to look for mechanical traps or natural traps if the trap is made of the selected material. If the trap is made of the selected material, the target gets a +10 bonus to their Perception score for the purpose of finding the trap as long as it is actually made of that material or comprises at 25% of the material in question. For instance, if the trap use lots of iron in its construction and the target looks for iron, then the bonus would apply. If the material is closely related (e.g. cold iron verses forged steel, then the DM could still allow the bonus.)

The spell does not detect any sort of magic traps, natural hazards, nor mechanically complex ones not made of the selected material, nor those that have been rendered safe or inactive.



#### Amount of Material

Aura Strength	Pounds of Material	DC Rating		
None:	0	DC 5		
Dim:	>1	DC 30		
Faint:	2-10	DC 20		
Moderate:	11-25	DC 15		
Strong:	26-50	DC 10		
Overwhelming:	<50	DC 5		
e				

#### Number of areas with material in question

None:	DC 5
1:	DC 30
2-4:	DC 20
5-10:	DC 15
11-20:	DC 10
<20:	DC 5

#### Location of each aura

None:	DC 5
Extreme(1):	DC 30
Long:	DC 20
Moderate:	DC 15
Close:	DC 10
Touch:	DC 5



#### New Spell and Variations

Alignment Blur

School abjuration; Level bard 1, cleric 1, paladin 1 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target one creature or object Duration 24 hours Saving Throw Will negates (object); Spell Resistance yes (object)

The DC to detect alignments on an object/creature with the Perception or Sense Motive skill is increased by +10.

#### Control Environment

School evocation; Level cleric 2, druid 2, paladin 2, ranger 2, sorcerer/wizard 2 Casting Time 1 standard action Components V, S Range close (25 ft + 2 ft./level) Target 20' radius Duration 10 min./level

An area under the control environment spell can be a set temperature between -50 and 140 degrees Fahrenheit. Low temperatures require a DC 15 Acrobatics skill check to resist slipping and losing a turn. High temperatures mean a DC 15 Fortitude save is needed to avoid being stunned for one round due to the perceived different in the surrounding environment. In addition, the spell can also be used to temporarily provide refuge from the weather as well

The *endure elements* spell will counter and likewise be counted with the *control environment* spell.

#### Fragrance

School illusion (figment); Level sorcerer/wizard 1 Casting Time 1 standard action Components V, S, M (any strong smelling item) Range close (25 ft. + 5 ft./2 levels) Effect illusory smell Duration 1 round/level (D) Target One Creature Saving Throw Will disbelief; Spell Resistance no

*Fragrance* allows you to affect the target's sense of smell You choose what the target smells when casting it and cannot thereafter change the basic character of the odor. This spell will effect the scent ability of any creature in the If the targeted item's own aura is exceptionally powerful area. They effectively lose this ability for the duration of (if it is an artifact, for instance), magic aura doesn't work. the spell.

spell.

Mislead

School illusion (glamer); Level bard 1, sorcerer/wizard 1 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target one creature or object, up to a 10-ft. cube in size Duration 1 hour/level Saving Throw none or Will negates; see text; Spell Resistance no

By means of this spell, the caster makes it harder for the information from divination spells that reveal auras (detect evil, detect magic, discern lies, and the like). On casting the spell, the caster gains a +10 bluff attempt to fool people into believing he is someone or something else.

Detection spells provide information based on the caster of this spell wants as long as he wins any Bluff verses Perception or Sense Motive For instance, you could make someone believe you are an enchanted statue if a statue were within range at casting: not evil, not lying, not spectral touch receives a Will save to disbelieve. magical, neutral in alignment, and so forth. The subject will see evidence of this statement if the caster wins the Veracity opposed skill contest. This spell does not affect other types of divination magic (augury, detect thoughts, School transmutation; Level bard 3 clairaudience/clairvoyance, and the like).

Magic Touch

School illusion (glamer); Level bard 1, sorcerer/wizard 1 Casting Time 1 standard action Components V, S

Range touch

Target one touched object weighing up to 5 lbs./level

Duration 1 day/level (D)

Saving Throw none; see text; Spell Resistance no

The caster alters an item's aura so that it registers to detect 10 + the caster's level or Bluff score (whichever is higher). have Glibness and Veracity on them at the same time.

Note: A magic weapon, shield, or suit of armor must be a Fragrance can enhance the effectiveness of a silent image masterwork item, so a sword of average make, for example, looks suspicious if it has a magical aura.

Spectral Touch

School illusion (figment); Level bard 0, sorcerer/wizard 0 Casting Time 1 standard action Components V, S, M (a feather or bit of chaff) Range close (25 ft. + 5 ft./2 levels) Effect illusory touch Duration 1 round/level (D) Target One Creature Saving Throw Will disbelief; Spell Resistance no

Spectral touch allows you to make a target feel like they are being touched. You choose what type of touch spectral touch creates when casting it and cannot thereafter change the touch's basic character.

Here are an example of some of the types of touches that can be invoked: Making people feel something brush past them, bugs crawling on them, touching their hair or "a hand" on the shoulder, a gentle poke, push or nudge. However any kind of touch can be done as long as no damage is actually done to the target. Anyone who feels a

Casting Time 1 standard action **Components S** Range personal Target you Duration 10 min./level (D)

The caster's senses and speech become more sensitive and he can easily pick out verbal and nonverbal cues to a person's motives. He gains a +10 bonus on Sense Motive checks made to find out if someone is lying or not. This bonus doesn't apply to other uses of the Sense Motive skill. If a magical effect is used to try and lie (other than Glibness), the user of the effect must succeed on a caster spells (and spells with similar capabilities) as though it level check (1d20 + caster level) against a DC of 15 + your were nonmagical, or a magic item of a kind you specify, or caster level to succeed. If the opponent has the Glibness the subject of a spell you specify. The item is actually spell on them, then the bonuses from each spell are given a Bluff score that acts as the DC to overcome if any suppressed and normal bluff/sense motive rolls are made. Perception skill tests are attempts. The DC to overcome Failure means the the opponent can lie. The caster can't



## **Ritualist**

Alignment: Any. Hit Die: d6.

#### Class Skills

The ritualist's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Intimidate (Cha), Knowledge (arcana), Knowledge (religion) (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

#### **Class Features**

All of the following are class features of the ritualist class.

Weapon and Armor Proficiency: ritualists are skilled with all simple weapons and with light armor but not shields.

Rituals: A ritualist does not have casts spells like most spellcasters. Instead, she refers to her book of rituals. There is no memorization involved but the rituals involve far more time than actual spells. To learn or use a ritual, a ritualist must have a Charisma score equal to at least 14 + the ritual's level. The Difficulty Class for a saving throw against a ritual's spell is 10 + the spell level + the sorcerer's Charisma modifier.

Like other spellcasters, a ritualist can only perform so many rituals a day. She can perform a number of hours as listed in the class table below. The ritualist does not learn additional rituals due to having a high Charisma score. Unlike most spellcaster's limitations, the ritualist limitations are based on time, materials and having the right conditions for the ritual.

A ritualist's selection of spells is extremely limited. A ritualist's begins play knowing four 0-level rituals and two 1st-level rituals of her choice. At each new ritualist level, she gains one or more new rituals, as indicated on Table 3–15. These new spells can be common spells chosen from the ritualist list, or they can be unusual rituals that the ritualist has gained some understanding of through study.

Upon reaching 4th level, and at every even-numbered ritualist level after that (6th, 8th, and so on), a ritualist can choose to learn a new ritual in place of one she already knows. In effect, the ritualist loses the old spell in exchange for the new one. The new ritual's level must be the same as that of the ritual being exchanged. A ritualist may swap only a single ritual at any given level, and must choose whether or not to swap the rituals at the same time that she gains new rituals known for the level.

Unlike a wizard or a cleric, a ritualist need not prepare her rituals in advance. She can cast any rituals she knows at any time, assuming she has enough time in day. The maximum of rituals of a given that can be performed is equal to the number of known rituals or the time limit listed below. The ritual starts with a limit of 4 hours per day and increases with levels.

Bonus Feats: At 5th, 10th, 15th, and 20th level, a ritualist gains a bonus feat. At each such opportunity, she can choose a feat from the following list: Augment Summoning, Craft Magic Arms and Armor, Craft Wondrous Items, Eschew Materials, Greater Spell Focus, Greater Spell Penetration, Improved Familiar, Skill Focus, Spell Focus, Spell Penetration.

The ritualist must still meet all prerequisites for a bonus feat. These bonus feats are in addition to the feats that a character of any class gets from advancing levels. The ritualist is not limited to the bonus feats lists when choosing those feats.



#### Table 14-1: Ritualist

Level	Attack Bonus	Fort/Ref/Will Save	Save Special	Rituals Known 0 1st 2nd 3rd 4th 5th					
1st	+0	+0 +0 +2	Bonus Feat, 4 hours	42					
2nd	+1	+0 +0 +3	Summon familiar	52		<u> </u>			
3rd	+2	+1 +1 +3	5 hours of rituals	53	-				
4th	+3	+1 +1 +4		63	1				
5th	+3	+1 +1 +4	Bonus Feat, 6 hours	64	2		-		
6th	+4	+2 +2 +5	1 - FACAL	74	2	1	( <u>1</u>	·	
7th	+5	+2 +2 +5	7 hours	75	3	2	-		
8th	+6/+1	+2 +2 +6		85	3	2	1		
9th	+6/+1	+3 +3 +6	8 hours	85	4	3	2	-	
10th	+7/+2	+3 +3 +7	Bonus Feat	95	4	3	2	1	
11th	+8/+3	+3 +3 +7	9 hours	95	5	4	3	2	150
12th	+9/+4	+4 +4 +8		95	5	5	3	2	
13th	+9/+4	+4 +4 +8	10 hours	95	5	5	4	3	-A
14th	+10/+5	+4 +4 +9		96	6	5	4	3	
15th	+11/+6/+1	+5 +5 +9	Bonus Feat, 11 hours	96	6	6	4	3	
16th	+12/+7/+2	+5 +5 +10		97	7	6	5	3	
17th	+12/+7+2	+5 +5 +10	12 hours	97	7	7	6	3	
18th	+13/+8/+2	+6 +6 +11		97	7	7	6	4	1
19th	+14/+9/+4	+6 +6 +11	13 hours	97	7	7	7	5	
20th	+15/+10/+5	+6 +6 +12	Bonus Feat	97	7	7	7	6	5

Summon Familiar: At 2nd level, an ritualist can call a familiar, just as a wizard can using the arcane bond ability.

## **Sample Rituals**

#### Exorcism

School abjuration; Level ritualist 2 Casting Time 1 hour (see text) Components V, S, DF Range close (25 ft. + 5 ft./2 levels) Target one extraplanar creature Duration instantaneous Saving Throw Will negates; see text; Spell Resistance yes

This ritual will allow the leader to expel any spirit that possesses another or any extraplanar creature and force it back to its proper plane. The creature or possessed must be bound for the entire length of this ritual. The leader will need at least 4 people to assist with the ritual and must have a caster level of seven or higher. He will pray, perform the necessary actions and direct his assistants in their efforts. At the end of the hour, he will use his faith and willpower to force the creature to leave if it is possessing another being. The subject can make a will saving throw to make the spirit leave. The DC is equal to 10 + the hit die or caster level (whichever is higher). If the entity is present, then it must make a Will save and the DC can be raised as described below. If the spell is successful, the creature is banished back to its home plane.

The ritual leader can have up to seven assistants. I.e. if the leader has 4 levels in fighter and 7 in cleric, then his caster level is seven. Each extra assistant beyond the minimum necessary adds a +2 bonus to the caster level check.

Again, if the ritualist has those same assistants, he can perform this spell and have a +6 bonus to his caster level check or give that same bonus to the possessed.

#### Possession

School necromancy; Level ritualist 4 Casting Time 4 hours (temporary), 8 hours permanent Components V, S, F (victim's hair, blood or personal possession) Range extreme (1 mile/level)

Target one creature

Duration 1 hour/level or permanent

Saving Throw Will negates; see text; Spell Resistance yes

This ritual allows for its invoker to either temporary or permanently possess their target. For either, the ritualist will need the victim present or a part of them (such as some blood, hair or a personal item. Once the ritual is started, it has to be finished or the ritualist dies from it. The spell ends when you send your soul back to your own body or when you disconnect the victim's soul from the body. To cast the spell, the ritualist must be within spell range and must know generally know where the victim is, though you do not need line of sight or line of effect to it. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead if the ritualist is using the temporary version of the spell

While trying to take over the victim's body, the victim can try to make a Will save to resist the ritualist. The DC is equal 10 + the caster's level. There is a delay of one round per mile that the victim is away from the ritualist. The ritualist can sense life-force while he is traveling. In a group of life forces, you can sense a difference of 4 or more HD between one creature and another and can deter mine whether a life force is powered by positive or negative energy. (Undead creatures are fueled by negative energy. Only sentient undead creatures have, or are, souls.)

Attempting to possess a body is a full-round action. It is blocked by protection from evil or a similar ward. You possess the body and subdue the creature's soul into the unless the subject succeeds on a Will save. Failure to take over the host means the ritualist is thrust back into its own body and the ritualist must get another sample from the victim before he can attempt this ritual again.

If the ritualist is successful, his life force occupies the host body, and the host's soul is subdued. The ritualist's keep his Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. The ritualist cannot choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body. The ritualist will control the body for the duration of the spell if the temporary version of the spell is used.

The permanent version of this spell will grant the ritualist full control of the body by pushing the soul of the victim out of the body. However, there is a heavy price for even trying this spell. The ritualist must be slain by an assistant. The ritualist will try to take over the victim's body as with the temporary but the DC for the victim is raised by 10. Failure means the ritualist is dead and only resurrected by a wish spell or miracle spell.

If the host body is slain, the ritualist returns to his own body if the temporary version is used or killed if the permanent version is used. Keeping track of the victim is important because if he is not in range, then the ritualist is killed for nothing if the permanent form of this ritual was used. You cannot try to take over another victim if the ritual fails for some reason.



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