

OCCULT RITUALS OF THE NECRONOMICON

VOL. 1: UNDEAD



PATHFINDER
ROLEPLAYING GAME COMPATIBLE



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The following text is a copy from a moldering document found in an ancient ruin. I believe this text is at least part of the Necronomicon, or another caster's copy of said tome. Described within are foul rituals that blend the caster with undead strength, fiendish powers, or eldritch might. Do not take these rituals lightly.

In a time when magic was raw and untamed, a time before it was divided amongst power-hungry individuals, all people could use the magic found within occult rituals. These small samples of rituals appear to use death as their fuel and influence. Experiments with Unnatural Appetite have resulted in the victims becoming cannibals, while Worm Feast has ended in mild plague. Eternal Slumber left corpses perfectly preserved, while Vampire's Flesh has made my body guards much tougher in combat situations. Rise from the Grave has brought Eternal Slumber corpses back from death, even years later. Under the Skin works as an excellent torture tool and occasionally leaves them a drooling mess. The ritual Curse of Binding Rot has resulted in a zombie assistant, while Ward of Pain has made it much harder for "adventurers" to penetrate my chambers. It appears that Crafted Companion can make a construct more powerful, while Flesh of Sand can be used to transform myself into a Mummy Lord, an interesting idea. Land of the Damned would be an excellent choice for a graveyard or battlefield, while Walk the Ages may be the best way to ensure an eternal life.

-Mezmock, Court Librarian of Morhed

Unnatural Appetite

School Necromancy; Level 4

CASTING

Casting Time 4 Hours

Components V, F (The focal component of the meal requires a fresh corpse of a humanoid type the same as the target of the spell. The corpse must also have been killed strictly for the purpose of being served up as a meal to the target.) SC (The caster may have up to 4 assistants, that may or may not know what is actually going on.)

Skill Checks Knowledge (religion) DC 32, 1 success; Perform (sing) DC 32, 1 success; Profession (cooking) DC 32, 2 successes

EFFECT

Range Touch

Duration Permanent

Saving Throw Fort; **Spell Resistance** yes

Backlash 2d6 damage, and the caster is exhausted for 8 hours

Failure The spirit of the creature who was killed as the focus for the ritual, manifests as a ghost (use the creature's game statistics before it died, and apply the [ghost template](#)) and attempts to slay the casters, one by one. The ghost is active each night from dusk until dawn for 1d10 days, killing as many of the casters as it can during that time. At dawn on the final day, the ghost's spirit returns to its resting place

DESCRIPTION

This ritual involves preparing a cursed meal that will force the target to consume flesh as a cannibal. The meal is usually a meat pie of some sort, but other meals such as stews are not unheard of. The important thing about the meal's presentation is that the meat source not be obvious. The verbal component of the spell is a macabre nursery rhyme that must be sung, in a whispered tone, during the entire preparation of the meal. The rhyme is a twisted tale about starvation, childhood, murder, and ultimately desperate cannibalism.

If the target fails its save, the meal will taste better than any other meal the target has ever had. If the save is made however, the meal will taste off, and the target will be unable to eat it.

In the case of the failed save the target will find themselves ravenously hungry, and unable to satisfy their appetite with even favorite meals. Everything will be bland, and unfulfilling, and provide no nutritional qualities. The target will begin to starve as the [starvation](#) environmental rules, as they slowly begin to feel an urging hunger when looking at other humanoids. The target has a hard choice, starve, or eat the flesh of other humanoids. Consuming 1d2 pounds of humanoid flesh per day will allow the character to eat normally for that day.

A [Remove Curse](#) spell can end this spell.

Worm Feast

School Necromancy; Level 4th

CASTING

Casting Time 4 hours

Components V, M, F (the caster must burn a mixture of incense mixed with intestinal parasites worth 500 gp).

Skill Checks Heal DC 33, 3 successes; Knowledge (religion) DC 33, 1 success

EFFECT

Range Food or water source within 60 feet

Duration Permanent, until expelled

Saving Throw Fort; **Spell Resistance** yes

Backlash The caster is [exhausted](#) for 12 hours after casting.

Failure The caster becomes the host to the colony of parasites instead of the target.

DESCRIPTION

This ritual is cast on food, a food source, water or a water source, before it is to be consumed. The caster chants an unholy incantation over the targeted foodstuffs, while burning a mixture of incense and intestinal parasites.

This ritual causes the target(s) which consume the foodstuffs to become ill with Worm Guts (see below). It is important to note that neither the caster, nor the target will know if the spell has taken hold until the 3rd day (the Game Master should roll the save). It is on the 3rd day that the target becomes [sickened](#), a condition that will remain indefinitely until a [Remove Disease](#) or [Remove Curse](#) spell is cast on the target. Use of the heal skill will have the same effect as

[Remove Disease](#), while higher level spells that cure diseases such as [Heal](#), or even [Hero's Feast](#) totally destroy the infestation without worry of contaminating other food or water sources.

Worm Guts

Individually, these tiny parasites are almost invisible to the naked eye, yet en masse they're capable of taking down even the strongest animals. Entering the body through consumption of infested foods or water, these thin worms quickly migrate to the intestines and begin reproducing. The infestation is typically evidenced by a rash of the rectum, abdominal pain, and diarrhea. Examining the intestines or stool of a late-stage victim reveals a living carpet of thousands of tiny parasites.

Type disease (parasite), contact or ingestion;
Save Fortitude DC 14

Onset 3 day; **Frequency** 1/day

Effect 1d3 Con damage and target is fatigued and staggered; **Cure** 2 consecutive saves

Eternal Slumber

School Necromancy; **Level** 5

CASTING

Casting Time 50 minutes

Components V, S, M (rose water)

Skill Checks Heal DC 33, 1 success;
Knowledge (arcana) DC 33, 3 successes;
Knowledge (planes) DC 33, 1 success

EFFECT

Range Touch, target corpse

Duration permanent

Saving Throw None (harmless); **Spell**

Resistance no (harmless)

Backlash Caster takes 2d6 points of damage.

Failure Caster gains a temporary negative level (DC = 16 + caster's Charisma bonus to remove after the first day), and the caster is afflicted with a more potent version of the [Zombie Rot](#) disease (DC 17; 2 saves; 1d2 Con; 1/day).

DESCRIPTION

Through a ceremony of meditation and recitation, the caster of this ritual baths the body of the corpse in the rose water.

Once the ritual is complete, the caster preserves the remains of a dead creature so that they do not decay. Doing so effectively extends the time limit on raising that creature from the dead (see [Raise Dead](#)). The effects of the ritual are permanent. Additionally, this ritual makes transporting a slain (and thus decaying) comrade less unpleasant. In fact, the body exudes the scent of roses as long as it's under the effects of the ritual. The ritual also works on severed body parts and the like.

Vampire's Flesh

School Transmutation; **Level** 5

CASTING

Casting Time 50 minutes

Components V, M (the wing of a bat, a bottle of red wine), F (finger from an undead creature worth 50 gp), SC (1+primary caster's willpower modifier)

Skill Checks Heal DC 31, 2 successes;
Knowledge (dungeoneering) DC 31, 3 successes

EFFECT

Range 50 feet

Target primary and secondary casters

Duration 1 hour per caster level

Saving Throw Will negates (harmless); **Spell**

Resistance yes (harmless)

Backlash caster is [exhausted](#)

Failure caster suffers from the [daybane](#) curse for duration of spell.

DESCRIPTION

The caster grinds the bat wing in a bowl. This mixture is then poured into the bottle of red wine. The finger from an undead creature is dropped into the bottle of wine, while occult symbols are drawn onto the bottle with wax or acid. Each caster must drink from the bottle to gain the ritual's effects.

Once consumed, the primary and secondary caster's skin becomes pale, and cold to the touch. This effect grants damage reduction 5/silver and fast heal 1. Once the ritual has prevented a total of 5 points of damage per caster level (maximum 50 points), it is destroyed and the spell is discharged. This spell has no effect if you have damage reduction from another source.

Rise from the Grave

School Necromancy; Level 6

CASTING

Casting Time 60 minutes

Components V, S, M (incenses burned in a bowl filled with grave earth, a circle of salt cast to perform the ritual inside of), F (diamond worth 5,000 gp), SC (up to the Intelligence modifier of the primary caster)

Skill Checks Heal DC 34, 1 success;
Knowledge (planes) DC 34, 2 successes;
Knowledge (religion) DC 34, 3 successes

EFFECT

Range touch

Target dead creatures touched, up to primary caster's wisdom modifier

Duration instantaneous

Saving Throw None, see text; **Spell**

Resistance yes (harmless)

Backlash The primary caster is [exhausted](#)

Failure The targets of the ritual rise up as if under a [Create Undead](#) spell. The casters have no control over these undead.

DESCRIPTION

The primary caster draws an intricate circle adorned with occult symbols around the corpses to be raised and themselves. The secondary casters stand outside the circle.

If the incantation is successful, the diamond used in the ritual will flash with a white light and the corpses touched raise as the spell [Raise Dead](#) had been cast on each of them. If the ritual fails, the diamond used in the ritual will flash with a red light and each corpse touched raises as if the spell [Create Undead](#) had been cast on them. The casters have no control over these undead.

Under the Skin

School Necromancy; Level 6th

CASTING

Casting Time 60 minutes

Components S, M (A paintbrush made from the target's hair), F (Ink or paint made from the body of a giant spider worth 500GP), SC (The caster may commission a professional painter.)

Skill Checks Craft (paint) DC 30, 2 successes;
Knowledge (arcana) DC 30, 2 successes;
Knowledge (religion) DC 30, 2 successes

EFFECT

Range 60 feet

Duration 10 rounds

Saving Throw Fort; **SR** Yes

Backlash The primary and secondary casters suffers a negative -6 penalty to strength, which can only be removed with [Remove Curse](#) or [Break Enchantment](#).

Failure Role for a random [madness](#) which is focused around spiders.

DESCRIPTION

The ritual begins with the primary caster gathering a small amount of the target's hair, from which the caster carefully creates a paint brush marked with occult runes. The next step requires the primary caster catch a size large or larger spider. The primary caster must then kill the vermin and carefully mix its body fluids with the ink or paint. Once satisfied with the mixed ink or paints the primary (or secondary) caster can then begin the act of painting.

This step in the process produces a hellishly twisted painting of the target, with bursting lesions pouring out with tiny spiders. The painted scene will show the target in anguish as they are painfully being consumed by arachnids from within their own body. After the painting is nearly done, the primary caster must complete it by signing their name on it in their own blood. Often, out of pride, the caster(s) may spend much longer on the painting to get it "just right". In these cases the painting can sit unfinished for weeks. The ritual is only truly done after it is signed in blood. When this is done, the ritual takes immediate effect.

This ritual creates 3 tumor-like growths on the target that quickly expand, and then rupture releasing 3 separate swarms of spiders. After an initial 6d4 points of damage the target must then deal with the 3 swarms (as the [Spider Swarm](#) creature) that will begin to devour the target. The spiders do not begin their assault until after the 1st of the 10 rounds of the duration. At the end of the ritual the spiders will dissipate, leaving the target either dead, or traumatized.

Curse of Binding Rot

School Necromancy; Level 7

CASTING

Casting Time 7 hours

Components V, S, M, F (the body of the target soul to be entrapped, and an object of deep significance to the target in life), SC (The caster may have up to 2 assistants in this ritual.)

Skill Checks Perform (comedy) DC 31, 2 successes; Perform (dance) DC 31, 2 successes; Knowledge (arcana) DC 31, 1 success; Knowledge (religion) DC 31, 2 successes

EFFECT

Range 30 feet

Duration Permanent

Saving Throw None; **SR** no

Backlash Each caster suffers 4d6 damage

Failure Each caster suffers 2 negative levels until a [Remove Curse](#) spell is cast on them.

DESCRIPTION

During the darkest night of a new moon, this foul ritual defiles the grave of the target by committing acts of lengthy, angry vandalism, such as, the act of dancing on the targets grave, breaking headstones, urinating on the grave, defecation...etc. Additionally, insults, cursing the name of the target, and shouting damningly untrue (or perhaps true) words about the target are required. These acts are meant to attract a dead target's spiritual attention in order to trap the spirit in its old body as a slave to the caster.

As the caster speaks each cruel utterance about the deceased target, the spirit is drawn closer and closer to the magical trap, in order to create a slave of the angry undead tricked into returning into a prepared necromantic trap. The

returned spirit is forced back into its decaying body to serve the caster as an unwilling slave. This slave has all of its old abilities, but is now a [Juju Zombie](#) under the primary caster's control. This ritual will only work if the undead created is equal to, or lower in level than the primary caster. Otherwise it automatically ends in failure, as above.



Ward of Pain

School Necromancy; Level 7

CASTING

Casting Time 7 Hours

Components V, S, M (ashes from a burnt tree)

Skill Checks Heal DC 34, 4 successes; Knowledge (religion) DC 34, 3 successes

EFFECT

Range 50 feet

Duration Permanent

Saving Throw Ref; **Spell Resistance** yes

Backlash Caster is [exhausted](#)

Failure The caster suffers 3d10 points of damage

DESCRIPTION

This ritual involves scattering the ashes of a burnt tree over the area to be warded. During the casting of the ritual, the caster names anyone to be excluded from its effect; anyone else that steps into the warded area suffers 3d10 points of negative energy damage as long as they remain in the warded area.

Crafted Companion

School necromancy; Level 8

CASTING

Casting Time 1 week

Components V, S, M (sap from an evergreen tree, powdered iron), F (special tools and reagents worth 5,000 gp), SC (up to the Intelligence modifier of the primary caster)

Skill Checks Heal DC 42, 4 successes, Knowledge (arcana) DC 42, 2 successes, Knowledge (religion) DC 42, 2 successes

EFFECT

Range touch

Target one construct under primary caster's control

Duration permanent

Saving Throw None; **Spell Resistance** no

Backlash caster gains a permanent negative level

Failure the target construct goes berserk even if it normally isn't able to do this, targeting the casters for the next year.

DESCRIPTION

In a workshop designed to build constructs, the primary caster boils a mixture of tree sap, powdered iron, and special reagents in a pot from which they will work over the course of the week. This mixture is used to paint occult symbols on the walls of the workshop as well as on the target construct.

Upon the completion of the ritual, the target construct advances by 1 CR. Adjust hit dice, and modify its ability scores. The construct does not gain any additional skills or feats. Add one additional universal monster ability. These changes are permanent.

Over the course of a week, the casters work on a target construct's body, performing modifications that will make the creature more powerful. This may include cutting open the monster and adding additional parts, reinforcing the skeletal structure or framework, or grafting other body parts onto the creature.

Berserk (Ex)

When a golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

Flesh of Sand

School Necromancy; Level 8

CASTING

Casting Time 8 Hours

Components V, S, M (bandages and spices), F (rare herbs, oils, and other mummification materials worth at least 50,000 GP [as described in template])

Skill Checks Heal DC 30, 3 successes; Knowledge (planes) DC 30, 2 successes; Knowledge (religion) DC 30, 3 successes

EFFECT

Range Self

Duration Permanent

Saving Throw None; **Spell Resistance** no

Backlash Caster gains 2 permanent negative levels

Failure The caster is [exhausted](#) and suffers from [Mummy Rot](#)

DESCRIPTION

With several hours of preparation, the caster seals themselves into an occult symbol covered coffin filled with sand. The ritual slowly drains

the life force from the caster, and replaces it with the powers of the undead. Hours later, the caster rises from the coffin, with the powers and abilities of a Mummy Lord.

Mummy Lord (CR +2)

Many cultures practice the sacred art of mummification, though the sinister magical techniques used to imbue corpses with undead vitality are far less widespread. In certain ancient lands, such blasphemous techniques have been refined through centuries of ceremony and countless deaths, giving rise to mummies of terrible power. On rare occasions, if the deceased was of great rank and exceeding malevolence, he might undergo such elaborate rituals, rising from his tomb as a fearful mummy lord. Similarly, a ruler known for his malice or who died in a moment of great [rage](#) might spontaneously arise as such a vengeful despot. Regardless of the exact circumstances of his resurrection, a mummy lord retains the abilities he had in life, becoming a creature consumed by the desire to restore his rule and dominate both the living and dead.

Creating a Mummy Lord

"*Mummy lord*" is an acquired template that can be added to any living corporeal creature (referred to hereafter as the base creature) that has at least 8 [Hit Dice](#). The process of creating a mummy lord requires 50,000 gp worth of rare herbs, oils, and other mummification materials. The mummy lord retains all of the base creature's statistics and special abilities, except as listed below.

Challenge Rating: Base creature's CR + 2.

Alignment: Any evil [alignment](#).

Type: The creature's type changes to [undead](#) ([augmented](#)). Do not recalculate its [base attack bonus](#), saves, or skill ranks.

Senses: A mummy lord gains [darkvision](#) with a range of 60 feet.

Aura: A mummy lord gains the following aura.

Great Despair Aura (Su)

All creatures within a 30-foot radius that see a mummy lord must succeed at a [Will](#) saving throw or be [paralyzed](#) with [fear](#) for 1d4 rounds, then [shaken](#) for the following 1d4 rounds. Whether or not the saving throw is successful, that creature cannot be affected again by the same mummy lord's great despair aura ability for 24 hours. This is a [mind-affecting paralysis](#) and [fear](#) affect. The save DC is [Charisma](#)-based.

Armor Class: A mummy lord has either a +1 [natural armor bonus](#) for every 2 [Hit Dice](#) it possesses or the base creature's [natural armor bonus](#), whichever of the two leads to a higher result.

Hit Dice: Change the creature's racial [Hit Dice](#) to d8s. All [Hit Dice](#) derived from class levels remain unchanged. As [undead](#), mummy lords use their [Charisma](#) modifiers to determine bonus [hit points](#).

Defensive Abilities: A mummy lord gains [channel resistance](#) +4, [DR](#) 10/—, [immunity](#) to cold and electricity (in addition to the immunities granted by its [undead traits](#)), and the following defensive ability.

Rejuvenation (Su)

One day after a mummy lord is destroyed; the necromantic energies that created the abomination begin to rebuild its body. This process takes 1d10 days. If the body is destroyed before that time passes, the process starts anew. After this time, the mummy lord awakens fully healed in its tomb. To permanently destroy a mummy lord, it must be destroyed and then its remains must be targeted by [consecrate](#), [hallow](#), and then [dispel evil](#), cast in consecutive rounds and in that order.

Attacks: The mummification process hardens the mummy lord's bones to a stone-like density, granting it a powerful slam attack if the base creature has no other [natural attacks](#). This slam attack deals damage based on the mummy lord's size, treating the creature as if it were one size category larger. Those hit by a mummy lord's slam attack also run the risk of succumbing to insidious mummy rot (see Special Attacks below).

Special Attacks: A mummy lord gains the following special attacks. The attacks' save DCs are equal to 10 + 1/2 the mummy lord's [Hit Dice](#) + the mummy lord's [Charisma](#) modifier unless otherwise noted.

Channel Rot (Su)

A mummy lord can deliver its insidious mummy rot through melee weapon attacks, its slam attack, and any [natural attacks](#) it possesses.

Insidious Mummy Rot (Su)

[Curse](#) and [disease](#)—slam; save [Fortitude](#) DC 10 + 1/2 the mummy lord's [Hit Dice](#) + its [Charisma](#) modifier; onset 1 minute; frequency 1/day; effect 2d4 [Constitution](#) and 2d4 [Charisma](#) damage; cure —.

Insidious [mummy](#) rot is both a curse and [disease](#), and can be cured only by first removing the curse and then curing the [disease](#). Even after the curse element of insidious [mummy](#) rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a [conjuration \(healing\)](#) spell on the afflicted creature must succeed at a [caster level](#) check (DC = 20 or 11 + the mummy lord's CR, whichever is higher), or the spell is wasted and the [healing](#) has no effect. Anyone who dies from insidious mummy rot transforms into a pile of sand and cannot be raised by means other than [resurrection](#) or greater magic.

Sandstorm Wrath (Su)

Three times per day as a [standard action](#), a mummy lord can exhale a blast of superheated sand in a 40-foot cone. The blast deals 2d8 points of fire and slashing damage for every 3 [Hit Dice](#) a mummy lord possesses. A successful [Reflex](#) save halves this damage.

Creatures that fail this save are [blinded](#) for 2d4 rounds.

Undead Mastery (Su)

As a [standard action](#), a mummy lord can

attempt to bend any [undead](#) creature within 50 feet to its will. The targeted [undead](#) must succeed at a [Will](#) save or fall under the mummy lord's control (the save DC is Charisma-based).

An [undead](#) with an [Intelligence](#) score is allowed an additional save every day to break free of the mummy lord's control; for [undead](#) without an [Intelligence](#) score, the control is permanent. A creature that succeeds at its [Will](#) save cannot be affected again by the same mummy lord's undead mastery for 24 hours. A mummy lord can control 6 [Hit Dice](#) of [undead](#) creatures for every [Hit Die](#) it has.

If the mummy lord exceeds this limit, any excess [undead](#) from earlier uses of this ability become uncontrolled, as per [animate dead](#). If another creature is currently controlling an [undead](#) that fails its save against undead mastery, the mummy lord must roll an opposed [Charisma](#) check against the current controller. If the mummy lord succeeds, it wrests away control of the [undead](#). Otherwise, the mummy lord's undead mastery attempt has no effect.



Ability Scores: [Strength](#) +8, [Charisma](#) +6. As an [undead](#) creature, a mummy lord has no [Constitution](#) score.

Skills: A mummy lord gains a +8 [racial bonus](#) on [Intimidate](#), [Sense Motive](#), and [Stealth](#) checks. It always treats [Climb](#), [Disguise](#), [Fly](#), [Intimidate](#), [Knowledge](#) (arcana), [Knowledge](#) (religion), [Perception](#), [Sense Motive](#), [Spellcraft](#), and [Stealth](#) as class skills. Otherwise, its skills are the same as those of the base creature.

Feats : A mummy lord gains [Toughness](#) as a

bonus feat.

Land of the Damned

School necromancy; Level 9

CASTING

Casting Time 9 hour

Components V, S, M (Sea Salt), F (Onyx statue of death worth 10,000GP)

Skill Checks Knowledge (arcana) DC 33, 3 successes; Knowledge (nature) DC 33, 3 success; Knowledge (religion) DC 33, 3 success

EFFECT

Range touch

Duration permanent

Saving Throw none; **Spell Resistance** no

Backlash Caster is exhausted

Failure the caster is afflicted with a more potent version of the [Zombie Rot](#) disease (DC 17; 2 saves; 1d2 Con; 1/day).

DESCRIPTION

Under the light of a waning moon, the caster makes a large circle of occult symbols with the sea salt. Inside this circle, the caster buries the onyx statue beneath the soil, while performing an ancient curse.

Any creatures of Small size or larger killed within a one mile radius of the buried statue rise as uncontrolled [zombies](#) 24 hours after their death, as do corpses buried in the area. Burning or dismembering the corpses prevents them from rising as [zombies](#).

Walk the Ages

School Necromancy; Level 9

CASTING

Casting Time 9 hours

Components V, S, F (Materials needed are a rare rock from the astral plane valued at 5,000 gold pieces, an ink mixture valued at 25,000 gold pieces, and a masterwork book valued at 25,000 gold pieces), SC (Up to 2 secondary casters may assist)

Skill Checks Craft (books) DC 12, 1 success; Craft (calligraphy) DC 12, 1 success; Craft

(stonemasonry) DC 12, 1 success; Knowledge (arcana) DC 12, 1 success; Knowledge (history) DC 12, 1 success; Knowledge (local) DC 12, 1 success; Knowledge (nature) DC 12, 1 success; Knowledge (planes) DC 12, 1 success; Knowledge (religion) DC 12, 1 success

EFFECT

Range Self

Duration Permanent

Saving Throw None; **Spell Resistance** no

Backlash The caster receives 4 temporary negative levels for 4 days, as well as suffering 8d6 damage

Failure Improperly casting the ritual does not have any immediate effect on the caster, but if the caster dies, they cannot be raised from the dead by any means.

DESCRIPTION

The primary caster begins this dangerous ritual on the date of their birth by starting a genealogical record of the caster, going back at least 10 generations, which must be perfect. Strong divinations are often used to make certain the book is indeed complete, because even one missed entry will cause the ritual to fail.

Once the book is finished, on the primary caster's birthday, the ritual is continued by taking the rock from the astral plane, grinding it into a fine powder, and using it to create a highly intricate, circular diagram on the floor. The purpose of the diagram is to create a small zone that the astral plane no longer touches, which the ritualist will sit in the center of. The primary caster will at this point undress, and then cover their body in arcane runes. These arcane markings serve a multitude of functions, as they allow the caster to take control of their own destiny, by severing their ties to the planes, and force the natural world to reincarnate their soul.

The ritual is completed as the caster slowly reads aloud from the book containing the complete genealogical record going back at least 10 generations, ripping out each page after it is read, and burning the pages in a small pile within the circle. It is at this point that many ritualist's feel intense fear, for it is now time to leave the protection of the circle. Once the

caster steps over the circle boundary, they suffer the full Backlash. If the Backlash fails to kill the ritualist they can rise to their new existence, which can be nearly without end.

A side effect of successfully completing this ritual is that the ritualist is no longer a natural creature. This manifest as the ritualist's type changing to Aberration, with all the negative and positive side effects of the change. All subtypes are still maintained.

From this point on, the death of the primary caster means only a new beginning. A number of years (2d6) later they will always be reincarnated into a new body to start anew. The caster has only vague control of the form they return in, with sex, race, and nation being the three aspects they can control. The exact appearance of the new body can vary greatly, but the new body is always born on the same birth date, and may have some odd carry overs from their previous life to their new life.

Often the new body will have elaborate birthmarks with significance that only the primary caster may know. As a child they will have only a fractured memory of their old life, but as the years wear on, their memory will sharpen. This sharpening of memory will continue until they are 5+5d4 years old, when everything floods back into the caster's mind. The primary caster will regain most of their old levels, with only one level lost as a cost of cheating death.

The new life of the caster is often very far from perfect. From the moment of birth, many will feel as though something is "off" about the new, strange child. The added fact that they are usually born with very odd birthmarks doesn't help them fit in either. Unusual birthmarks seen are one, or both eyes being discolored (entirely black eyes are the most often see), some marks that look like scars (usually the point of a fatal blow), or having a strange skin color (this usually happens if the caster changes race, such as from Drow to human). Also, the caster is never born into a prominent role. This seems to be because of the lack of a destined role for the caster to fill. Though, in the end they can affect the world, they are doomed to be the child of people the world would never notice, time after time.

Despite this new and nearly endless life, there are things that can still destroy, or entrap, the

primary caster. Soul destroying magic or soul eating creatures (such as Devourers, and Demi-liches being prime examples) can put an end to their great walk. As can magics that trap souls (such as Trap the Soul).



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