

# Everyman Minis

## Occult Singularity Ritual



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## ABOUT EVERYMAN GAMING, LLC

Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

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## Welcome to Everyman Minis!

From the company that brought you jewels such as *ULTIMATE CHARISMA*, *MICROSIZED ADVENTURES*, and the *EVERYMAN UNCHAINED* series, *EVERYMAN MINIS* is a serious attempt to answer the eternal question that every publisher has—can we do more for you, the customers of Everyman Gaming LLC? Can we provide more for you? Can we create small snippets of interesting ideas on a weekly basis that will genuinely help to improve your game? We sincerely believe that the answer to all these questions is, “Yes,” and so *EVERYMAN MINIS* was born!

*EVERYMAN MINIS* combines top *PATHFINDER ROLEPLAYING GAME* talent with the creative minds who have been producing the Everyman Gaming content that you know and love from the very beginning. They focus on a single theme—an idea that takes a variety of forms. Some *EVERYMAN MINIS* are designed to offer small snippets of support to existing Everyman Gaming products, while others contain ideas that while cool, are often too specialized for other Everyman Gaming products. Some are simply vetting grounds for new ideas, while others are tried and true. Regardless of the theme or idea, all *EVERYMAN MINIS* are intended to add something cool or weird to the *PATHFINDER ROLEPLAYING GAME*. We believe that every Everyman Gaming product is something special and wonderful, no matter how small, and hopefully after reading this installment of *EVERYMAN MINIS* you’ll feel the same!

~ Alexander Augunas

## What’s an Occult Ritual?

This installment of *EVERYMAN MINIS* introduces a weird, new occult ritual designed to transform ordinary creatures into magical vestments for peculiar individuals seeking to use their victims’ likeness for their own purposes, be they nefarious or benign. Occult rituals are special incantations that anyone can cast, even characters who are unable to cast spells. Rituals involve a number of esoteric components and sometimes allow one or more secondary casters to assist the ritual’s primary caster, but despite this they function like spells in most regards. Rituals must be learned before they can be cast, though only the primary caster needs to fully understand the ritual’s intricacies. Rituals cannot be cast without cost, and include both a harsh penalty if the ritual’s casting fails as well as a backlash that befalls its casters regardless of success or failure. All rituals include one or more material components as well as focus components that harness and focus the ritual’s power; even if a ritual’s component doesn’t include a cost, it is seldom easy to procure and is never assumed to be easily available or within a spell component pouch.

For more information regarding the discovery and casting of occult rituals, consult the occult rituals section in Chapter 5 of *PATHFINDER ROLEPLAYING GAME OCCULT ADVENTURES*.



## New Ritual

The following new ritual uses the rules found in Chapter 5 of *PATHFINDER ROLEPLAYING GAME: OCCULT ADVENTURES*.

### MACABRE PLEDGE OF OCCULTIC SINGULARITY

**School** enchantment (compulsion) [evil]; **Level** 5th

**Casting Time** 5 hours

**Components** V, S, M (18 black candles each mixed with a pinch of ash from a victim who was sacrificed in the name of the object of the cult's veneration; one set of identical regalia worth at least 500 gp per primary caster, secondary caster, and target; trappings and food suitable for a seven-course feast for the primary caster and all secondary casters worth at least 1,500 gold), F (an alter worth 5,000 gp that has been adorned with ebony, onyx, and obsidian), SC (up to the primary caster's Leadership score, minimum 10; see text).

**Skill Checks** Knowledge (nobility), Perform (any), or Profession (any), DC 30, 3 successes; Knowledge (religion), DC 30, 1 success; Knowledge (arcana) or Spellcraft, DC 30, 1 success

**Ranged** touch

**Target** Primary and secondary casters, plus up to 5 creatures with an Intelligence of 3 or higher.

**Duration** 1 month; see text

**Saving Throw** Will partial (see text)

**Backlash** All primary and secondary targets are overcome with carnal bliss, causing them to become stunned for 1 round, then exhausted.

**Failure** The primary caster dies and rises from death into a ghost (*PATHFINDER ROLEPLAYING GAME: BESTIARY*) with the following special attacks, taken in order: corrupting touch and revenant abilities, telekinesis, draining touch, frightful moan, corrupting gaze, malevolence. The revenant (*PATHFINDER ROLEPLAYING GAME: BESTIARY 2*) abilities that the primary caster gains are reason to hate, self-loathing, and sense murderer.

#### EFFECT

This ritual must be performed outdoors where the sun's light does not shine, such as beneath heavy cloud-cover or during nighttime, and can only be performed by a unified coven, cult, or similar organization. When the ceremony begins, the primary caster beckons forth all secondary casters, who are garbed in identical regalia to his own (though the primary caster is permitted to wear more resplendent attire if she chooses). The primary caster—who must be a prominent member of the cult—assumes the role of the ritual's lord, while each secondary caster—who must be the primary caster's subordinates in some regard—is appointed a role by the lord based upon their rank in the cult, such as servant (lowest-ranking), party-goer (mid-ranking), noble (high-ranking), or member of the lord's court (highest-ranking). The lord can grant as many or as few secondary casters the rank of servant, party-goer, or noble as she pleases, but the number of secondary casters she can appoint to her court is limited to a number equal to her Charisma modifier (minimum 0). Although servant, party-goer, noble, and court

member alike are all considered secondary casters, only court members can attempt skill checks in the primary caster's place to perform the ritual—none lesser are worthy. In addition, unlike most occult rituals, the skill bonus that casters gain from having secondary casters is equal to +1 for every 10 secondary casters instead of the usual +1 for every four (to a maximum of +5 for 50 secondary casters).

Once the ritual begins in proper, the servants immediately begin assembling a grand feast while attending to the other members of the cult, bringing food and providing entertainment as requested by the lord. Other members descend into a grotesque and wordless bacchanal of profane dance and carnality. Every 10 minutes, a secondary caster lights a black candle whose wax was mixed with a pinch of ash from a creature with an Intelligence of 3 or higher who was sacrificed by the cult within the past month and wordlessly places it on the alter.

After 3 hours, the lord invites all to be inducted into the cult to the alter, and proceeds to chant religious tidings while secondary casters paint the cult's sign or symbol onto their chests, as well as those of their targets. This process takes 1 hour. At the end of this hour, the lord and all secondary casters join hands while chanting eldritch words of binding that secure themselves together as a single, unified collective. This ritual is foiled if, at any point during its casting, the mask worn by the primary caster is disturbed or removed, and any secondary caster who has its regalia disturbed or removed cannot act as a secondary caster for the rest of the ritual.

When the ritual has finished, all secondary casters and targets are bound to the primary caster, creating an occultic singularity for the ritual's duration. Unwilling targets may attempt a Will save to negate the ritual's effects. Those affected by the ritual gain a number of benefits. First, any scrying attempt that seeks to target any member of the occultic singularity instead simultaneously reveals all members of the occultic singularity, ruining the divination attempt and causing the caster to take 1d8 points of damage per caster level of the ritual (Will half). This damage is a mind-affecting divination effect. This ability does not prevent the occult singularity's primary caster from targeting members of the occult singularity with the *witness* spell (see below).

Second, this bond causes those targeted by the ritual who did not serve as primary or secondary casters to become mentally bombarded with subliminal commands, decrees and visions that sway them to the cult's cause. Those targets act as if helpful to all members of the cult, and consider all requests and courses of action proposed by senior cult members to be reasonable if they further the goal's goals and aims, even if they would normally be obviously harmful. Targets are also compelled to zealously venerate the object of the cult's veneration, and view the primary caster as a divine prophet. If prevented from venerating the cult or carrying out the cult's goals or commands, it is affected as if it were prevented from carrying out a *geas*. This brainwashing can only be undone by *psychic surgery*<sup>OA</sup> or a higher-level spell. If left untreated for 1 month, the brainwashing becomes permanent and can only be removed via a powerful use of *miracle* or *wish*.

Third, the primary caster gains the ability to cast *witness*<sup>UM</sup> as a spell-like ability on all members of the occultic singularity at will with a range of 1 mile per caster level. While viewing a creature with this spell-like ability, that creature immediately becomes aware of its master's gaze and can transmit information to the primary caster using its senses. For example, the creature could write a note to its master and look down at it with its eyes, knowing full well that the sensory information it sees will be instantly transferred to its master via *witness*. As a full-round action, the primary caster can strengthen the bond between itself and any creature it views with its *witness* spell-like ability, allowing it to transfer beneficial abilities over vast distances. In this manner, the primary caster can grant a creature the benefits of its bardic performances and auras as if it were adjacent to the creature, and it can cast any 4th-level or lower spell with a range of touch, short, medium, or long on the target as if it were adjacent to the creature. Finally, the creature counts as if it were the primary caster herself for all effects while under the influence of this strengthened bond. These benefits (including the duration of any spell cast on the bonded target) immediately ends with the primary caster's *witness* spell ends.

Finally, any member of the occultic singularity can attempt to force the ritual's power on those they've bested in combat. Whenever any member of the occultic singularity reduces a foe to –1 or fewer hit points, they can choose to stabilize the target at –1 hit points, forgoing all excess damage. In doing so, the unconscious target is affected as if by *dominate monster*, using the ritual's caster level and save DC as the spell's caster level and DC. For every 10 points of damage that was prevented in this manner, the save DC increases by 1. No more than 5 creatures can be dominated at once in this fashion, although the primary spellcaster can dismiss this effect at will as a standard action, regardless of distance.

## Enhancing the Ritual

You can add additional material components, foci, or requirements to the ritual in order to modify its effects.

- » **Dress:** If the primary caster and all secondary casters and targets have their hair styled in the same way and are carrying and wielding the same assortment of equipment (including weapons and armor), reduce the DC of all skill checks to cast the ritual by 1.
- » **Language:** If the primary caster and all secondary casters know and speak a secret language of their (or the target of their veneration's) design, reduce the DC of all skill checks to cast the ritual by 1.
- » **Physical Traits:** Choose one physical trait, such as age, hair color, eye color, or race. If the primary caster and all secondary casters and targets have the same physical trait, reduce the DC of all skill checks to cast the ritual by 1.
- » **Sacrifice:** If the primary caster and all secondary casters have bleed into a darkwood chalice worth 150 gp, reduce the DC of all skill checks to cast the ritual by 2. In order to qualify as having been bleed, a creature must have taken at least 2 points of Constitution damage.

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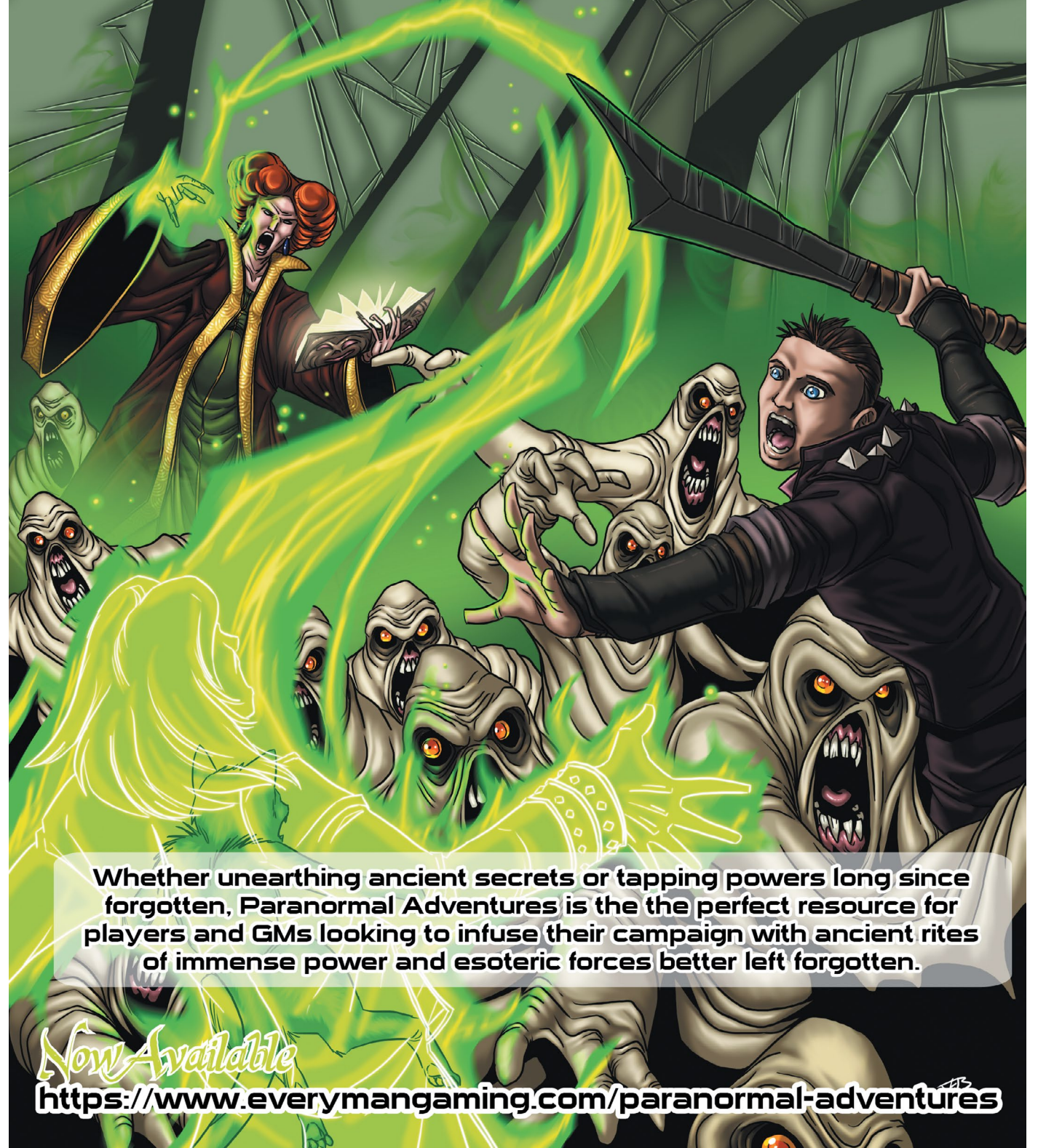
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