

Everyman Minis The Skinsuit Ritual



Everyman Minis

The Skinsuit 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 Occult Ritual

The following occult ritual allows a primary caster to transform her victims into a living vestment which she can then possess, enabling her to take control of her victim's body and all of its abilities and assets while simultaneously ensuring that the victim is unable to escape her thrall. For as soon as the garment is removed, the target reverts back into inanimate clothing.

SKINSUIT VESTMENTS

School transmutation (polymorph) [evil]; **Level** 8

Casting Time 80 minutes

Components V, S, M (a set of eight living steel^{UE} buttons worth 2,500 gp; a spool of twine spun from a hag's hair worth 500 gp; ointment made from boiled calamus root, licorice root, and lilacs worth 50 gp), F (a set of sewing needles made from a kekatar's bones worth 1,250 gp), SC (up to the Intelligence modifier of the primary caster)

Skill Checks Knowledge (arcana) DC 36, 3 successes; Spellcraft DC 36, 3 successes; Heal DC 36, 1 success; Craft (clothing) DC 36, 1 success

Range touch

Target one helpless living, corporeal creature with a discernible anatomy

Duration instantaneous

Saving Throw Fortitude negates; **SR** yes

Backlash All casters' skin begins to slough off, causing them to take 2d6 points of Constitution damage.

Failure All casters take 4d6 points of Charisma drain. If the primary caster's Charisma score is reduced to 0 by this ability drain, it dies and is instantly reincarnates as a doppelganger (*PATHFINDER ROLEPLAYING GAME: BESTIARY*), functioning as the spell *reincarnate*. The primary caster also gains the following madness afflictions (*PATHFINDER ROLEPLAYING GAME: HORROR ADVENTURES*): delusion, fugue, and mania. The object of the primary caster's mania is the ritual's target, and the primary caster's delusions involve some belief about the relationship between the primary caster and the ritual's target.

EFFECT

The primary caster begins this ritual by securing the target to an altar and stripping them of possessions, taking special care to ensure that the target's head, neck, and chest are exposed. Typically, unwilling targets are incapacitated using paralyzing venom or by knocking them unconscious. Once the target has been properly prepared, the primary caster draws 1 pint of blood from the target and mashes it together with a specially prepared ointment made from boiled calamus root, licorice root, and lilac blossoms, then uses this ointment to draw a line on the target from the center of her navel to the tip of her chin. Once this ointment has been applied, the primary caster rubs any remaining ointment onto a set of sewing needs crafted from the bones of a kekatar protean and uses them to sew eight living steel buttons onto the target's torso, affixing them in place using twine spun from the hairs of an annis hag, a blood hag, and a night hag. The buttons must be regularly spaced at even intervals across the target's chest, just left of the line

of ointment. This process takes 10 minutes of careful planning and stitching per button. Once all eight buttons have been sewed in place, the primary caster places two fingers (or similar appendages) at the tip of the target's chin and begins slowly tracing the ointment line down to her navel while chanting—at this time, the target attempts its saving throw. If the target fails, its chest splits open on the ointment line as the primary caster's fingers move downward, accompanied by cracking bone and gurgling blood. As the caster continues to move her finger downward towards the target's navel, the target's body slowly transforms into one-piece garment that acts as a mundane costume that has a realistic (if slightly childish) appearance resembling that of the target—this garment includes the eight living steel buttons used in the ritual, attached via hag's hair twine, coverings for the wearer's feet and hands that resemble the target's feet and hands, and a hood that covers the wearer's face and resembles the target's head and face. Although this transformation is a polymorph effect, any equipment or gear worn by the target does not merge into its new form. Instead, equipment and gear falls to the ground around the garment in the former creature's space.

As a garment, the target is an inanimate object instead of a creature—the target does not age, hunger, grow, or thirst, and it isn't conscious of the world around it. The target retains any damage reduction, hardness, or energy resistances that it possessed as a creature, and its hit point total and base saving throw bonuses remain unchanged (though as an inanimate object all of its ability scores are effectively 0). While worn, the target instantly resizes to suit its wearer's size and shape, and small holes appear in eyes of the target's mask to allow it to see unimpeded. However, such parlor tricks aren't the true extent of the ritual's power. If a wearer properly buttons all eight living steel buttons and speaks a command word (the original chant used to transform the target into a garment), the target transforms back into a creature, albeit one that is being possessed by the wearer, functioning as *greater possession*^{OA}. Unlike *greater possession*, this effect has no duration and effects that suppress or break possession cannot free the target, even temporarily. In this form, the living steel buttons remain visibly stitched into the target's flesh, and if even one button becomes unbuttoned or is removed from the target, the target transforms back into a garment worn by its wearer. Fortunately, the wearer can spend 1 minute performing a chant that merges the buttons back into the creature's body. Making the buttons reappear so the garment can be removed also takes 1 minute.

If the target takes enough hit point damage that its hit points become 0, it automatically reverts back into a garment and it cannot transform back into a creature until the damage is repaired. If the garment is totally destroyed beyond repair (such as if the garment is *disintegrated*), the target's soul passes on to the afterlife as normal. Break enchantment or similar spells of greater power can return the target to its true form—the ritual's caster level for this purpose is equal to the primary caster's Hit Dice. If freed, the target returns to its true form, even if the target was currently being worn by another creature. In this case, the wearer is ejected from the target's body as if it were possessing the target.

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