

Player Paraphernalia

KNOTTY
WORKS

RITUALS
AND RITES
OPTIONAL SPELL-CASTING
RULES

#100

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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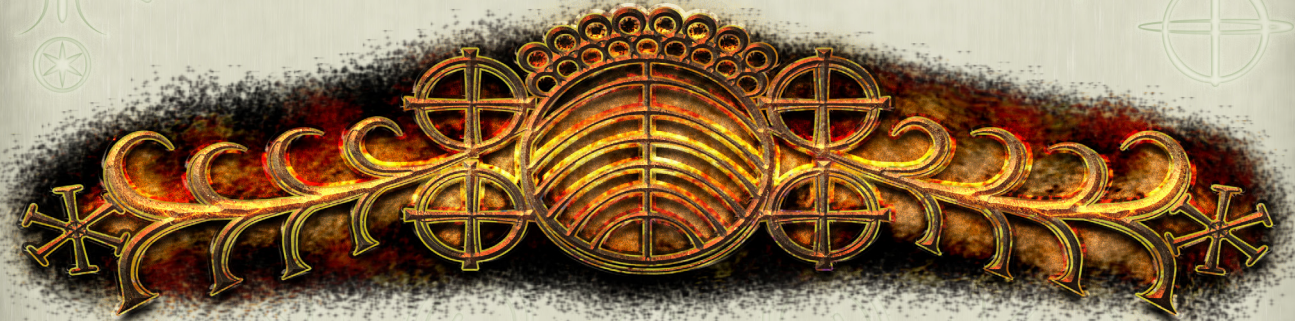
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PLAYER PARAPHERNALIA #100

BY THE KNOTTY-WORKS



And with this issue, we break the three digit barrier of the Player Paraphernalia series, short economical supplements designed to offer players new options for use with the Pathfinder Roleplaying Game (©Paizo, Inc.). This issue introduces an extended system of using rituals, based upon the Occult Ritual rules found in the Occult Adventures™ by Paizo.

RITUALS RULES EXPANDED

Occult Adventures™ presents rules granting non-spell casters the ability to perform arcane and eldritch incantations to harness the magic within, though at a cost to those involved. However, the rules as presented were limited to higher level spell-like effects with a minimum of 4th level. The rules found here will offer options for generating less powerful effects, yet can be just as potent and ill-advised for those without the skill or knowledge or the fortitude to deal with any after-effects of either failure ... or success.

Lesser Rituals offer those without the proper training or devotion to the craft of spell-crafting the ability to attempt to wade into the realm of eldritch ascendancy with a

modicum of knowledge and skill. However, those wishing to dabble in such a world risk endangering both themselves and those around them.

Lesser rituals produce effects that are comparable to 1st to 3rd level spells. Like higher level rituals, lesser rituals require learning the ritual, taking the time to cast it, and providing any material components or focii required to successfully bring it to fruition.

LEARNING THE FORBIDDEN

Lesser rituals are just as rare and closely guarded secrets as their higher level brethren and can take a lot of effort and research to discover. Those trained in the arcane or esoteric arts can attempt to research their own rituals given enough time and resources in the same process as researching new spells. Others must find someone willing to teach them the desired ritual, taking at least a day per effective spell level of the ritual to learn the details and nuances of the ritual or may attempt to piece together the ritual on their own spending time actively seeking it out.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

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A character may attempt to learn the intricacies of a ritual from another, but it takes at least 1 day per level of the ritual along with any associated costs including the services for the individual(s) teaching the ritual. A character may attempt to unravel the mysteries of the ritual on their own through vigorous research. In this case, if the character is a spell caster, it takes one week per level of the ritual. If the character is not a spell caster, it takes one month per level of the ritual. In addition, associated costs for attempting to uncover the secrets of the ritual equal 1,000 gp per level of the ritual.

At the end of the period of study or research, the character must make an Intelligence check with a DC equal to 15 + the level of the ritual. If the character is a spell caster, the DC is reduced by 2. If the character has been taught the ritual by another,

the DC is reduced by 5. If the character fails the Intelligence check, the ritual remains an enigma and any attempt to perform the ritual by the character will automatically end in failure while everyone involved will suffer the backlash and results of failure associated with the ritual. The character may spend more time to relearn or continue researching the ritual and make another Intelligence check again. Characters that are being taught by another, gain a +1 bonus to their check for each previous failed attempt made.

RITUAL IN WRITTEN WORDS

Given their secretive and guarded nature, few written descriptions or directions can be found for rituals. Recorded rituals are similar to spellbooks, typically written in a manner to confuse an uninitiated



reader. However, a character with ranks in [Linguistics](#) or [Spellcraft](#) may attempt to decipher the incantations involved with the ritual by making the appropriate skill check with the same DC as learning a ritual given above. A character with a written copy of the deciphered ritual gains a +1 bonus to checks for both learning the ritual and any skill checks required for casting the ritual (see Opening the Door below).

A character that learns a ritual (either through instruction or research), may attempt to create his own book of rituals. Creating such documentation costs the same as scribing spell in a spellbook (See [Pathfinder Roleplaying Game Core Rule Book™](#) Chapter 9 on Magic), using the effective spell level of the ritual to determine the cost for materials. The time to script the ritual is much longer than that required for inscribing spells, taking 1 day per effective spell level.

It should be noted, possession of such a work is generally considered heresy or worse by most cultures and may be subject of destruction and punishment of the possessor of such a work.

OPENING THE DOOR

Once a character has learned a ritual, he may attempt to cast it as desired. There is no limit to how often the ritual may be used, though time constraints and any ill effects resulting from backlash or failure may cause deterrents to abusing the use of a ritual.

Completing a ritual takes either ten minutes or one hour per effective spell level depending on the complexities and overreaching effects of the magic unleashed. Each lesser ritual requires the caster to make a number of skill checks equal to the effective spell level with a base DC equal to 20 + twice the effective spell level. A single skill check is required at the end of each ten minute period (or hour as determined by the effects of the ritual) during the casting of the ritual. The lesser ritual may allow a number of secondary casters equal to the spell level as listed under components as SC (Secondary Casters).

Similarly to longer rituals, lesser rituals may be temporarily interrupted, causing a cumulative -1 penalty per round of interruption for any remaining skill checks. If a lesser ritual is interrupted for 1 minute or more, the ritual automatically fails.

Lesser rituals are less forgiving when it comes to failed skill checks. Rituals that have an effective spell level of 1 or 2 will fail if any of the required skill checks fail. 3rd level rituals allow one skill check failure before the ritual itself fails. As with higher level rituals, the GM secretly rolls the skill checks for the players and does not reveal the success or failure of the ritual until it is completed.

Any associated saving throws for the lesser ritual use the same formula as given for higher level rituals, DC 10 + the effective level of the ritual + the primary caster's ability modifier for the highest non-physical ability score (Intelligence, Wisdom, or Charisma).

ALIGNED RITUALS

Rituals may include the alignment descriptor. In such a case, if the caster—primary or secondary—has the same alignment aspect (chaos, evil, good, or law), the caster gains a +2 [circumstance bonus](#) to any skill checks made to successfully cast the ritual. If the caster has an opposing alignment aspect (chaos vs. law, evil vs. good), a -2 penalty is imposed instead.

BACKLASH EXPANDED

In addition to the possible backlash effects found in the [Occult Adventures™](#) rulebook, the following backlash effects may be used to impact the skill checks required to successfully complete the ritual. These backlash effects may be used when designing either lesser or higher level rituals.

BACKLASH EFFECTS

Ability Damage/Drain: Casters suffer ability drain/damage equal to the effective spell level of the ritual. Ability damage heals normally, while ability drain can only be restored through magical spells or supernatural effects.



Backlash Table

Backlash	DC Modifier
Ability Damage, Temporary	-1
Ability Drain, Permanent	-3
Blinded/Deafened	-4
Disease, Horrific	-6
Fatigued	-1
Frightened	-1
Madness	-4 to -6
Nauseated	-2
Nonlethal Damage, ½ total HP	-1
Nonlethal Damage, 0 HP	-2
Paralyzed	-2
Shakened	-1
Sickened	-1
Staggered	-1
Stunned	-1

Blinded/Deafened: The effects of the [blindness](#) or [deafness](#) last for 24 hours. After 24 hours, the affected ritual caster may make a [Fortitude](#) saving throw using the DC required for any saving throws granted for the ritual. If successful, the [blindness](#) or [deafness](#) ends. Otherwise, the character may check once every 24 hours thereafter.

Disease, Horrific: The casters affected by the backlash of the ritual gain a [horrifying disease](#) as found in Paizo's [Horror Adventures™](#) (pages 147 - 151).

Frightened: Casters subject to backlash become [frightened](#) upon completion of the ritual, suffering that condition for a number of minutes equal to the effective spell level of the ritual. Those affected by this backlash see everyone they come across as a source of their fear, and will attempt to flee from everyone, fighting if they cannot escape until the backlash's effect wears off.

Madness: Casters that suffer a backlash of [madness](#) immediately manifest a sort of insanity. If the [Horror Adventures™](#) rules are used, lesser madnesses reduce the DC of any skill checks by -4, while greater madness effects reduce any associated skill checks by -6. The Sanity and Madness rules found in the [Game Mastery Guide™](#) may

be used instead, with any insanity conditions with a DC of 16 or less reducing the skill check by -4 and those with a higher DC reduce the skill check by -6. Madness caused from the backlash of a ritual tend to be much more temporary than other events that evoke madness. Unless the ritual failed, casters suffering from madness are allowed a new saving throw every 24 hours to attempt to recover from the ritual induced insanity.

Nauseated: The backlash of [nausea](#) lasts 10 minutes per level of the effective spell of the ritual. Each impacted caster of the backlash then may make a [Fortitude](#) saving throw using the DC for any saving throws associated with the ritual to attempt to recover from the nausea. This condition lasts for a maximum of a number of hours equal to the level of the effective spell of the ritual.

Nonlethal Damage: Casters affected by this backlash immediately suffer [nonlethal damage](#) upon completion of the ritual. If the backlash causes damage equal to half the caster's hit points, the damage is based on the total hit points of the caster, not the current hit points of the caster. [Nonlethal damage](#) caused by the ritual's backlash, it cannot be healed by magic from any spell of a level equal or less than the effective level of the ritual. Normal rest does restore this [nonlethal damage](#).

Paralyzed: Casters [paralyzed](#) by the backlash suffer this condition for a number of hours equal to the effective spell of the ritual. This condition may dispelled through the use of the [Remove Paralysis](#) spell.

Shakened: This backlash causes affected casters to become [shakened](#) upon completion of the ritual, lasting until the character rests. If the [Remove Fear](#) spell is cast on a caster [shakened](#) by the backlash of the ritual, the caster may immediately make a [Will](#) save using the DC for any saving throws associated with the ritual to permanently remove the [shakened](#) condition from the last invocation of the ritual.

Staggered: Casters impacted by this backlash become [staggered](#) for a





number of minutes equal to the effective spell level of the ritual.

Stunned: Casters suffering from this backlash are **stunned** for a number of minutes equal to the effective spell level of the ritual.

SHAMANS, WITCHES, AND RITUALS

Beginning at 2nd level, a witch or shaman may choose to learn a ritual in place of a hex power at any level she may normally gain a new hex with GM approval. The effective spell level of the ritual cannot be higher than $\frac{1}{2}$ the shaman's or witch's class level.

If the shaman or witch has the Coven hex, she gains a +1 **competence bonus** to any skill checks made to complete a ritual.

HAGS AND RITUALS

Creatures of magic and darkness, though often cruel and narcissistic, hags seem to find a special niche when it comes to cooperative magic. As a result, it would not be unusual for a coven of hags to know one or more occult rituals of varying levels.

Members of a hag coven may participate in a ritual, regardless of whether or not the ritual normally allows secondary casters or limits the number of

secondary casters. Covens also do not have to comply with minimum or maximum number of allowed secondary casters, though they are still limited on the number of skill checks allowed for an individual ritual.

Unless the lead hag acting as the primary caster has a higher effective caster level, the effective caster level of the primary caster in a coven of hags is at least 9th level. Otherwise, the caster level of the lead hag is used to determine the effective caster level for the ritual. The DC for any associated saving throws for the ritual are Charisma based, and the coven is considered to have an effective Charisma of 16 unless the hag designated the primary caster has a higher Charisma, in which case the primary caster's Charisma is used.

Hags are resistant to the effects of the backlash associated with the ritual. Each hag in the coven is allowed a **Fortitude** saving throw at the completion of a ritual, using the DC for any saving throw associated with the ritual. If the saving throw is successful, the hag does not suffer the effects of the backlash. This resistance to backlash effects does not apply to non hag members of the coven.

If a hag in the coven responsible for making a skill check does not possess



any ranks in a skill that cannot be performed untrained, she may instead make an ability check instead. This does not apply to non hags that have joined the coven, such as witches that have the coven hex.

LESSER RITUALS

Call from the Grave

School Necromancy; **Level** 3

Casting Time 30 minutes

Components V, S, M (crushed rose buds and thyme marinated in a barrel of vintage wine worth at least 500 gp), F (one masterwork shovel or spade per caster, each worth 100 gp), SC up to 2

Skill Checks **Knowledge** (arcana) DC 20, 1 success, **Knowledge** (local) 20 DC, 1 success, **Knowledge** (religion) 20 DC, 1 success

Range 30 ft. radius centered on primary caster

Target one or more graves

Duration instantaneous

Saving Throw none; **Spell Resistance** no

Backlash All casters gain a temporary negative level.

Failure Only one undead creature rises from the grave—a revenant^{B2}—that will seek out and attempt to kill all of the casters involved with the casting of the ritual. The revenant will not rise until 24 hours after the casting of the ritual.

Effect

This ritual must be performed in a cemetery filled with medium sized or small humanoids, the majority of whom were buried through associated ceremonies and rites. In addition, it may only be performed during a night of a new moon. This ritual causes a total HD of undead to rise from their graves equal to the total hit dice of the primary caster and secondary casters as long as there are enough dead buried within the range of the ritual.

The type of undead depends on the age of the body within the ground. Bodies that have been entombed for less than 100 years will raise from their slumber as

zombies. Those that have been dead 100 years or longer will raise up as skeletons. Those awakened are typical mindless creatures of their respective type and it will take up to an hour after the casting of the ritual for those affected to free themselves from their graves. The casters of the ritual must use their shovels or spades to break the ground of the undead they wish to call forth, and the ritual will only function on those buried in the earth. Bodies that have been blessed by the *Sanctify Corpse* spell cannot be animated from this ritual.

Those that have risen from their earthen beds will follow the directions given by any caster, though the primary caster's directions will override any directions given by a secondary caster.

As with any spell of *necromancy* used to control undead, a single caster may control no more than 4 HD per caster level. If the ritual caster has no spell casting levels, this limit is reduced to 2 HD per ritual caster hit die.

Comprimo Beneforum

School *conjuration* [*healing*]; **Level** 1

Casting Time 10 minutes

Components V, S, M (oil of anointing worth 50 gp), F (silver or gold holy symbol)

Skill Checks Healing DC 22, 1 success

Range Touch

Target One individual/round (see below)

Duration 1 round/2 primary caster levels (minimum of 1)

Saving Throw Will negates (harmless)

Spell Resistance no

Backlash Primary caster loses 1 hp per individual affected by this ritual.

Failure Any living creature touched during the duration of the effect suffers 1d6 points of damage.

Effect

Upon completion of the ritual, the primary caster may touch one living individual to heal them for 2d4 points of damage, and may continue to heal others at a rate of one individual per round for the duration of the effect. No one





individual may be healed more than once from this ritual unless it cast multiple times.

Special: If the ritual is cast in an area filled with positive energy (such as from a consecrate spell or the exaltation of the holy see), the primary caster gains a +2 **sacred bonus** to the skill check required for the ritual.

Degradation of the Despot

School **evocation** [evil]; **Level** 2

Casting Time 20 minutes

Components V, S, M (demon-blood candle (100 gp) and 100 gp worth of silver dust), F (unholy symbol of evil aligned faith), SC 1

Skill Checks **Knowledge** (Religion) DC 26, 2 successes;

Range Primary caster

Effect 30 ft radius or one room of 2800 sq. ft or less

Duration 1 day/level

Saving Throw none; **Spell Resistance** no

Backlash Primary caster is **paralyzed** for 2 hours.

Failure Area becomes infused with positive energy, granting a +2 bonus to DCs to resist positive energy. Undead within the area gain a -2 penalty to any saving throws. Channeling negative energy within the area become dampened, and the number of dice used for channeling positive energy is reduced by 1 (minimum of 1).

Effect

The area is damned by a particular evil deity or faith named prior to the initiation of the ritual. Upon the

successful completion of this ritual, the area is filled with a dreadful aura of negative energy which then slowly becomes diffused over time. The DC to resist any negative channeled energy within the area of effect gains a +3 **profane bonus**. Undead entering the area gain a +1 **profane bonus** to all attack rolls, damage rolls, and saving throws (including **Will** saves to resist the channeled positive energy). Undead created or magically summoned within the area gain an additional hit point per hit die. If the area contains a fixture dedicated to the deity to which the ritual is proscribed, the bonuses are doubled.

If this ritual is cast in an area dedicated to another deity, it instead prevents any blessings from any other deity for the duration of the effect. This ritual can be used to counter the effects of any magical spell-like effect that fills an area with positive energy over a prolonged period of time (such as the **Consecrate** spell).

Exaltation of the Holy See

School **evocation** [good]; **Level** 2

Casting Time 20 minutes

Components V, S, M (blessed candle (50 gp) and 100 gp worth of silver dust), F (holy symbol for a good aligned faith), SC 1

Skill Checks **Knowledge** (Religion) DC 27, 2 successes;

Range primary caster

Effect 30 ft radius or one room of 2800 sq. ft or less

Duration 1 day/level



Saving Throw none; **Spell Resistance** no
Backlash Primary caster **fatigued**.

Failure Area becomes infused with negative energy, granting a +2 bonus to DCs to resist negative energy. Undead within the area gain a +2 **profane bonus** to any saving throws. Channeling positive energy within the area become dampened, and the number of dice used for channeling positive energy is reduced by 1 (minimum of 1).

Effect

The area is blessed by a particular good deity or faith named prior to the initiation of the ritual. Upon the successful completion of this ritual, the area is filled with a palpable aura of positive energy which then slowly becomes diffused over time. The DC to resist any positive channeled energy within the area of effect gains a +3 **sacred bonus**. Undead entering the area suffer a -1 penalty to all attack rolls, damage rolls, and saving throws (including **Will** saves to resist the channeled positive energy). Undead cannot be created or magically summoned within the area. If the area contains a fixture dedicated to the deity to which the ritual is proscribed, the bonuses and penalties are doubled.

If this ritual is cast in an area dedicated to another deity, it instead prevents any blessings from any other deity for the duration of the effect. This ritual can be used to counter the effects of any magical spell-like effect that fills an area with negative energy over a prolonged period of time (such as the **Desecrate** spell).

Infused Eldritch Edge

School **transmutation**; **Level** 1

Casting Time 10 minutes

Components V, S, M (ink infused with silver and the blood from any magical beast worth at least 50 gp), F (cold iron stylus, the weapon intended to be enhanced)

Skill Checks **Spellcraft** DC 23, 1 success

Range Touch

Target One medium sized non-magical weapon, not including ammunition

Duration 1 hour

Saving Throw none; **Spell Resistance** no
Backlash Primary caster suffers non-lethal damage equal to ½ his total hit points.

Failure The weapon targeted by this ritual suffers damage equal to ½ its total hit points and gains the broken condition.

Effect

The primary caster inscribes arcane markings on the target weapon and upon successful completion of the ritual, the weapon gains a +1 **enhancement bonus**. This ritual will not function on a magical weapon. If used on a masterwork weapon, the bonus does not stack with the +1 bonus granted to the weapon's attack roll. While the ritual's name may imply the weapon is slashing or piercing, it also functions on bludgeoning weapons as well.

Invertebrate Invasion

School **conjunction (summoning)**; **Level** 2

Casting Time 20 minutes

Components V, S, M (1 lb. of sugar that is sprinkled over the target area prior to the ritual being cast), F (small silver bell worth 20 gp)

Skill Checks **Knowledge** (nature) DC 32, 2 successes

Range 1/2 mile

Target 10 ft square area (see below)

Duration 1 minute/2 HD of primary caster

Saving Throw none; **Spell Resistance** no

Backlash Primary caster is **sickened** and suffers nonlethal damage equal to ½ his total hit points.

Failure The summoned swarm appears in primary caster's space.

Effect

Once the ritual is complete, the designated area is swarmed by either army ants, centipedes, or wasps (chosen by the primary caster when the ritual is initiated). The target area may be open or enclosed, the summoned swarm may appear in any area as long as it isn't sealed by an anti-magic field, magic circle, or completely sheathed by lead.

The summoned vermin will attack living creatures within the initial



area then move toward the next viable living targets. The swarm may split into two swarms when it moves out if it's initial target area, each being a full swarm. Each swarm may then split an additional time once every minute until the ritual's duration is reached.

Mists of the Shroud

School *conjuration* [creation]; **Level** 1

Casting Time 10 minutes

Components V, S, M (1 gallon of salt-water), F (silver funnel worth 10 gp)

Skill Checks *Knowledge* (nature) DC 22, 1 success

Range Primary caster.

Effect cloud spreads in a 30 ft. radius, 20 ft. high

Duration 10 minutes

Saving Throw none; **Spell Resistance** no

Backlash Primary caster is *exhausted*.

Failure Primary caster is *blinded* for the duration of the ritual's effect and no mist is created.

Effect

Upon completion of the ritual, a thick dark mist rises around the primary caster, obscuring all sight beyond 5 feet, including *darkvision*. Those within the mists are considered concealed (20% miss chance) when within 5 feet, any distance beyond that is treated as total *concealment* (50% miss chance and the attacker cannot use sight to locate the target).

The mists are quite resistant to any winds short of the effects of a 3rd level or higher spell or winds of severe strength (31 mph+) or greater.

Special: If the primary caster has access to the school of Air, the domain of Air or Weather (or an associated sub-domain), or has the outsider (air) subtype, she gains a +2 *competence bonus* for any skill checks required for this ritual.

Nature's Frozen Grasp

School *conjuration* (creation); **Level** 3

Casting Time 3 hours

Components V, S, M (1 lb of salt and 6 oz.

powdered cold iron), F (crystal snow globe worth at least 500 gp), SC requires 2

Skill Checks *Knowledge* (geography) DC

29, 1 success; *Knowledge* (nature) DC 29,

1 success; *Survival* DC 29, 1 success

Range ½ mile

Target 500 ft radius (see description)

Duration 1 hour/Primary Caster HD

Saving Throw none; **Spell Resistance** no

Backlash All casters fall *unconscious* and suffer 3 points of Constitution damage.

Failure All casters suffer 1d6 points of cold damage per HD of primary caster, a *Fortitude* saving throw to reduce the damage by half.

Effect

This ritual must be cast out doors and the ritual automatically fails if the target area has an ambient temperature of 80°+ Fahrenheit. If the target area has an ambient temperature of 40° Fahrenheit or less, each caster gains a +1 *circumstance bonus* to any skill checks required for casting the ritual.

The target area of the ritual suffers the effect of heavy snowfall, depositing between 1 to 6 feet of snow by the time the ritual ends. Those traveling through the area cannot see beyond 5 feet (including *darkvision*) and creatures 5 feet away have *concealment* while those farther away have total *concealment*. Travel through the area is treacherous and normal movement is reduced to ¼ speed without suffering any hazardous reactions. Anyone attempting to move faster than that must make an *Acrobatics* skill check (DC 10 + Primary Caster's Intelligence, Wisdom, or Charisma – whichever is higher). If the individual moving more quickly than ¼ their normal movement rate fails the *Acrobatics* skill check they make no progress, if the check is failed by 5 or more then the traveler falls prone. Movement beyond ½ the traveler's normal movement rate is not possible within the ritual's area of effect.

In addition, the snowfall spills into adjoining areas, up to an additional



100 ft. radius beyond the initial 500 ft. target area. Those traveling in that region may move up to ½ their normal movement rate without ill effect, anything faster requires an Acrobatic skill check as listed above. Visibility is reduced by half and Perception checks suffer a -4 penalty.

Any area touched by the ritual's effects have a 50% chance per round of extinguishing flames up to the size of a small fire.

Pernicious Pox

School necromancy [disease]; **Level** 3

Casting Time 30 minutes

Components V, S, M (potion of Pox Pustules), F (silver decanter worth 100 gp)

Skill Checks Heal DC 30, 1 success;

Knowledge (arcana) DC 30, 1 success;

Knowledge (nature) DC 30, 1 success

Range Touch

Target one creature (see below)

Duration 24 hours

Saving Throw Fortitude negates

Spell Resistance yes

Backlash Primary caster becomes nauseated

Failure Primary caster automatically suffers the effects of the pox (no saving throw allowed) for the duration of the ritual's effects. The intended target of the ritual does not become a carrier and will not infect others with the pox.

Effect

This ritual may only be cast on either a willing or unconscious living target who must consume the potion. The victim is allowed a Fortitude saving throw to avoid the effects of the pox, but is still a carrier of the pox for the 24 hour period of the ritual's duration. The pox created by the ritual causes those affected to break out in a rash while suffering intermittent bouts of stomach cramps and other gastrointestinal effects. As a result, those affected by the pox become sickened and suffer an additional -2 penalty to all Dexterity and Charisma based skill checks. Anyone spending a full round or longer amount of time within 5 ft of the initial carrier or anyone

that has become afflicted with the pox must make a Fortitude saving throw each round or suffer the effects of the pox for the remainder of ritual's duration.

Request of the Revenant

School enchantment (compulsion); **Level** 2

Casting Time 20 minutes

Components V, S, M (vial of rose petal infused water, drop of the victim's blood, and a drop of the target's blood), F (silver chalice and four silver candlesticks worth a total of 200 gp), SC (up to 1)

Skill Checks Bluff DC 28, 1 success; Stealth DC 28, 1 success

Range medium (100 ft. + 10 ft./HD of primary caster)

Target one living creature (see below)

Duration 1 hour/HD of the primary caster

Saving Throw Will negates

Spell Resistance yes

Backlash Primary caster is afflicted with Schizophrenia.

Failure Initial victim will seek out and attempt to kill those involved with casting the ritual for the duration of the ritual's effect unless a Will save is made to resist the ritual's compulsion.

Effect

This ritual causes the initial victim to seek out and kill the actual target designated by the primary caster. The victim is allowed a Will save to resist the compulsion, otherwise the target will use any means at his disposal to find the named target and kill them by any means necessary. The initial victim of the ritual does not have to be a willing participant, but must remain within range of the ritual while it is being completed. If the initial victim moves out of the ritual's range (based on the primary caster's location), the ritual automatically fails.

This does not mean the victim given the task of the assassination is a mindless attacker. The victim will appear to completely normal and will plan and scheme the murder as any other task would be performed based on the victim's relative level of Intelligence, abilities, and powers.



If the victim does not successfully kill the real target of this ritual after 24 hours, the **compulsion** ends and the victim will cease any homicidal inclinations towards the other target, unless the victim has reason or actually had the desire to harm the individual targeted for death by the ritual.

NEW FEATS

The following feats are associated with the casting of rituals of any level. Wizards may include any of these as bonus feats gained at 5th level and every five levels thereafter with GM approval.

COVEN MASTER

You may exert your will over your coven or step into the role of the primary caster.

Prerequisites: Coven Member, Cha 18+, Int 15+, cast 6th level or higher spells.

Benefit: You are treated as a hag in regards to creating or heading a coven. This means you may create and head a coven that contains no hags as long as others have the Coven Member feat or the Coven witch hex. When you take this feat, you may choose one spell normally available to a coven that may be used with your coven. Or you may choose a ritual as long as its level is no higher than ½ your class level.

You may study under another coven to gain access to other coven spells or rituals as well, though most covens are very protective of their own repertoire of spells and rituals and they will generally only offer to grant such knowledge at a cost (not necessarily in gp).

COVEN MEMBER

You have been accepted as a member of a coven of hags.

Prerequisites: Acceptance to a coven, Cha 12+, Int 12+.

Benefit: You have been accepted as a member of a coven containing at least one hag and may participate in spells or rituals cast by the coven.

Normal: Only hags and possibly witches with the Coven hex may

participate in the casting of spells and rituals within a coven.

IMPROVED RITUAL FOCUS

Your arcane knowledge with certain schools of magic increase your ability to impact those you wish to affect with the rituals you cast.

Prerequisites: Ritual Initiate, Ritual Focus, Spell Focus with at least one arcane school.

Benefit: If you are the primary caster of a ritual that involves a school of magic in which you have Spell Focus, you may apply both the bonus of the Spell Focus and Ritual Focus to the DCs of any saving throws associated with the ritual cast.

RITUAL INITIATE

You are well versed in the arts of invocation when it comes to occult rituals.

Prerequisites: **Knowledge** of at least one ritual, Int or Wis 13+.

Benefit: When you participate as either the primary or secondary caster while initiating a ritual, you gain a +3 **competence bonus** to any skill checks you make during the ritual.

RITUAL ADEPT

You have the ability to coach others during the process of initiating a ritual.

Prerequisites: Ritual Initiate, Cha 15+.

Benefit: While taking part in a ritual—either as the primary caster or secondary caster—you may attempt to **aid another** when another caster is making a skill check as part of the ritual casting. You may only aid one other individual during the casting of a ritual, and no one else may be aiding the same individual you are attempting to aid during the process of initiating the ritual.

Normal: Casters of a ritual cannot **aid another** with a skill check required for the ritual.

RITUAL EXPERT

You have learned how to mitigate the damaging after effects of rituals in which you participate.

Prerequisites: Ritual Adept, Con 15+.



Benefit: You may make a [Fortitude](#) saving throw to reduce or negate the effects of the backlash associated with the ritual if you would suffer from its effects. If the backlash causes damage (either lethal or non-lethal), if you successfully make your save, you only take half the damage associated with the backlash. If the backlash causes you to suffer from a debilitating condition (exhaustion, nausea, etc.) you suffer the lesser related condition instead. If the condition has no associated lesser condition, you suffer no ill effects from it at all. Negative levels, dropping to -1 hit points, etc. are simply negated if you make the saving throw.

The DC for the saving throw is the same DC for any saving throw associated with the ritual, 10 + the ritual's effective spell level + the modifier of the primary caster's highest non-physical ability score (Intelligence, Wisdom, or Charisma).

RITUAL FOCUS

The effects of any rituals you initiate as the primary caster are harder to resist.

Prerequisites: Ritual Initiate.

Benefit: If you are the primary caster of a successfully cast ritual, any saving throws related to the ritual gain a +1 [resistance bonus](#) for the DC.

RITUAL MASTER

Incantations, recitations, eldritch gestures, they are second nature to you.

Prerequisites: Ritual Expert, Int 15+

Benefit: If you are the primary caster of a ritual, you may re-roll one failed skill check, regardless of who actually made the initial skill check. The second result must be used.

Upon completion of the ritual, the GM may either re-roll a failed skill check or allow you to roll for the skill check. The skill check must mean the difference between success or failure of the ritual, otherwise this feat has no effect to the final result of the ritual.

Normal: The GM makes the required skill checks in secret, revealing the success (or failure) of the ritual.

NEW ARCHETYPES

THE RITUALIST (SORCERER ARCHETYPE)

Whether through initiation or hereditary tradition, the ritualist wields arcane energies both through spell and ritual.

The ritualist has the following class features.

Ritualistic Bloodlines

The ritualist must choose from the following bloodlines: [Aberrant](#), [Abyssal](#), [Arcane](#), [Celestial](#), [Daemon](#), [Ectoplasm](#), [Fey](#), [Infernal](#), [Protean](#), [Starsoul](#), or [Stormborn](#). Other bloodlines may also be available with GM approval if they offer a ritualistic vibe (such as hags, witches, great old ones, etc.).

The ritualist may replace a bonus spell with a ritual of the same effective level at any level he first gains the bonus spell. The GM must approve of the ritual choice before the change is made. Once made, the choice of ritual in place of the bonus spell cannot be changed.

Regardless of the bloodline chosen, the ritualist must choose from the following feats for any bonus bloodline feats gained: Coven Master, Coven Member, Ritual Initiate, Ritual Adept, Ritual Expert, Ritual Focus, Ritual Master.

This feature restricts and alters the bloodline chosen for the sorcerer.



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