

Weekly Wonders

# Infernal

## Rituals

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**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



*Necromancers  
of the Northwest*



# Credits

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*Devils are a greatly misunderstood race. They are often vilified, made out to be evil creatures that live to deceive and enslave the unwary, and turn them from the path of righteousness. While there may be a few stray individuals who break from the greater plans of Asmoday, his Infernal Unholiness, Master of all Nine Hells and the King of the Damned, this is neither the purpose of devilkind, nor is it an activity that they engage in regularly. Devils exist not to corrupt and control, but rather to punish those who are already unrighteous. They are a necessary evil, a horrible scourge who accept the black taint of sin unto themselves, that the rest of us may be made purer by their dark deeds.*

*To those who understand the infernal mindset, devils can be powerful allies. Unlike demons, who can never be trusted, and daemons, who live only to bring about death, devils are creatures that can be reasoned with, with whom a summoner can find common ground. And unlike the creatures of the so-called "upper planes," devils do not shy away from doing what must be done, even if it is not palatable. Devils will not go back on promises that they have made, and as long as the summoner deals with them fairly, he can expect to be dealt with fairly in return. Though you may have heard many tales of devil summoners meeting grisly and ironic ends, I can assure you that such summoners met those fates not because they treated with devils, but because their sinful actions, either in their conduct with the infernal or at some other time, had already determined their fate.*

*Rest assured that when you treat with devils, you are dealing with forces of cosmic justice, deliverers of divine punishment. Their fury may be fearsome, but it is turned upon only those who deserve it.*

*~ Asazar Graelle*

### *Editor's Note:*

*This introduction appeared in the original printing of this manuscript, and is written by the book's original author (although the name is likely a pseudonym). While I have deemed it important to include it in this edition of the text, please do not make the mistake of assuming that any of what he says is accurate. Though the rituals in this book are potentially useful, Asazar's introduction is little more than infernal propaganda, and a good example of how deceptive and seductive infernal promises can be.*



## New Occult Rituals

The following occult rituals are intended to be used with the rules for occult rituals found in *Pathfinder Roleplaying Game: Occult Adventures*.

### CALL THE BEARDED ONES

**School** conjuration (calling) [evil, lawful]; **Level** 5  
**Casting Time** 5 hours  
**Components** V, S, M (1,000 gp per summoned barbazus), SC (up to 3)  
**Skill Checks** Bluff or Diplomacy DC 33, 2 successes; Intimidate DC 30, 2 successes; Knowledge (planes) DC 30, 1 success  
**Range** close (25 ft. + 5 ft./2 levels)  
**Effect** up to 1d4+1 summoned barbazus devils; see text  
**Duration** 1 hour/level  
**Saving Throw** none; **Spell Resistance** no  
**Backlash** none  
**Failure** Roll a d%. On a result of 1 – 20, 1d4+1 barbazus devils are summoned and attack the casters. Otherwise, nothing happens.

You conjure one or more barbazus to serve you as bodyguards. For each barbazus summoned, 1,000 gp worth of material components vanishes into the vaults of Hell. If you do not have enough gold to satisfy this requirement for each barbazus, any barbazus who are not accounted for are uncontrolled and hostile towards you, and the other summoned barbazus will not intervene. Other than this, those barbazus that you successfully pay off and summon serve you faithfully for the spell's duration. They are not required to obey specific orders, but defend you against all attacks, or, if you specify another person, object, or location, defend the chosen thing, instead.

### CIRCLE OF HELL'S REBUKE

**School** abjuration; **Level** 4  
**Casting Time** 40 minutes  
**Components** V, S, M (10 white candles, white chalk), F (symbol of Asmodeus, engraved in silver), SC (up to 4)  
**Skill Checks** Bluff or Intimidate DC 32, 2 successes; Knowledge (planes) or Knowledge (religion) DC 30, 2 successes  
**Range** touch  
**Area** 20-ft.-radius area centered on the touched point  
**Duration** 1 hour/level  
**Saving Throw** none; **Spell Resistance** no, see text  
**Backlash** Each caster suffers 1d6 points of nonlethal damage.  
**Failure** There is no penalty for failure other than the spell having no effect. However, without a way to detect magic, a successful DC 25 Spellcraft check is required to identify the fact that the ritual failed and that the circle will have no effect.

Using the chalk, you draw a circle with a five-pointed star within, and set a candle at each intersection and point on the star. The circle functions as a *magic circle against evil* and a *magic circle against law*, except that it functions only against creatures that are both lawful and evil. Additionally, the spells, spell-like abilities, and supernatural abilities of outsiders with both the lawful and evil subtypes are

### Sidebar: Rituals of the Void in Your Game

While *Pathfinder Roleplaying Game: Occult Adventures* provides detailed information on how one can learn new rituals, it does so with the assumption that rituals will be uncovered individually. This particular book contains several rituals focused on a fairly tight theme, and contains a flavorful forward at the beginning that is written from a perspective within the game world. Because of this, it is reasonable that GMs who want to make use of this book may desire to allow their players to find a copy of *Infernal Rituals* within the game, as treasure or a similar reward. Other GMs may not be comfortable with granting access to so many occult rituals so easily, and that's fine too.

Characters with access to a copy of *Infernal Rituals* can learn a ritual contained within after 2 days of study per level of the ritual. At the end of this period of study and contemplation, the character attempting to learn the ritual must succeed on an Intelligence check (DC 12 + the ritual level). This time period and the DC are somewhere between that of learning the ritual from a willing teacher, and that of learning it from pieced-together clues or a coerced teacher. The market value of a copy of *Infernal Rituals* is 9,570 gp.

unable to pass through the edges of the spell's barrier. This means that if such a creature is inside the circle, its spells and abilities cannot affect creatures outside the circle, and if the creature is outside the circle, its spells and abilities can't affect creatures within the circle. This also prevents any extradimensional means of travel into or out of the circle (although a creature inside the circle can still use extradimensional travel to move about within the circle), removing the need to add a *dimensional anchor* effect when using the circle in conjunction with *planar binding*).

### EXORCISM

**School** abjuration; **Level** 4  
**Casting Time** 40 minutes  
**Components** V, S, M (frankincense, ritual oils for anointing, a vial of holy water), F (a holy symbol of a non-evil deity), SC (up to 2)  
**Skill Checks** Intimidate or Knowledge (religion) DC 32, 2 successes; Knowledge (planes) or Spellcraft DC 32, 2 successes  
**Range** touch  
**Target** creature touched  
**Duration** instantaneous  
**Saving Throw** Will negates, see text; **Spell Resistance** yes, see text  
**Backlash** Each caster suffers 1d10 points of nonlethal damage and is fatigued.  
**Failure** Each caster suffers a –4 penalty on saving throws made to resist the spells, spell-like abilities, and supernatural abilities of evil outsiders for 24 hours.

You cast out any and all fiends that may be possessing the target, ending their mental influence over him. If the target is currently under the effects of a charm or compulsion effect cast by an evil outsider, that effect ends. If the effect allowed the evil outsider to take direct control over the target's





actions (such as a *dominate person* effect), the outsider is entitled to a Will save to resist the effect, and the outsider's spell resistance applies. Additionally, if the target is under the effects of a *magic jar*, *possession*<sup>OA</sup>, or similar effect that was cast by an evil outsider, that effect also ends, unless the outsider succeeds on a Will save (the outsider's spell resistance applies to this, as well). Finally, if the target was forced to perform any actions as a result of an effect ended in this way, this ritual functions as an *atonement* spell for the purposes of addressing any impact those actions may have had on the target's alignment, code of conduct, or similar class features or abilities.

### GATE OF ASMODAY

**School** conjuration (creation); **Level** 9

**Casting Time** 9 days

**Components** V, S, M (seven feathers from an angel), F (a paladin's blade)

**Skill Checks** Bluff DC 40, 1 success; Diplomacy DC 40, 1 success; Intimidate DC 35, 1 success; Knowledge (arcana) DC 40, 1 success; Knowledge (planes) DC 35, 1 success; Knowledge (religion) DC 35, 1 success, Perform (keyboard instruments, oratory, sing, string instruments, or wind instruments) DC 32, 1 success; Profession (barrister, clerk, merchant, or scribe) DC 32, 1 success; Spellcraft DC 40, 1 success

**Range** close (25 ft. + 5 ft./2 levels)

**Effect** one gateway to Hell

**Duration** see text

**Saving Throw** see text; **Spell Resistance** see text

**Backlash** Each caster's soul is sworn to Asmoday. If they die, their soul is sent to Hell, and they cannot be resurrected by any means. A *wish* or *miracle* spell may be sufficient to

restore ownership of the soul, at the GM's discretion, or the caster may be forced to bargain for it or attempt to take it by force.

**Failure** Each caster suffers 10d6 points of fire damage and a number of temporary negative levels equal to 1/4 their Hit Dice (rounded up).

You conjure up a great archway from the ground, made of an unknown metal and bearing the images of hundreds of leering devils. The arch is 20 feet tall and 10 feet wide, with hardness 30 and 20 hit points per caster level, and it naturally heals itself at a rate of 10 hit points per round. The arch is free-standing, and a successful Strength check (DC 32) can topple it on its side. As long as it is standing upright, the space within the arch serves as a *gate* spell linked to a random location in Hell, through which any creature can pass. This effect can be dispelled normally, but otherwise lasts indefinitely, unless the metal arch is destroyed or toppled. Any attempt to dispel the effect requires the caster succeed on a caster level check (DC 20 + the primary caster's level), even if it would not ordinarily be required (such as with *mage's disjunction*).

It takes 2d4+1 rounds after performing the ritual for the arch to rise from the ground and the *gate* to form. When the archway rises up from the ground, there is a 50% chance that this causes a great disturbance in the earth, replicating an *earthquake* spell. Additionally, a number of devils wait on the other side of the *gate* effect, and emerge through the gate as soon as it rises. The devils have a total number of Hit Dice equal to 1/2 the combined result of all of the successful skill checks made to perform this ritual (rounded down), divided amongst a variety of devils as the GM sees fit. These devils are not under your control. The ritual has additional effects based on which skill checks were succeeded on when performing the ritual.

If at least two of the Bluff, Diplomacy, or Intimidate checks were successful, the devils are friendly towards each caster who participated in performing the ritual, and you may make a single request of them after they come through the gate, which they are likely to grant, if it is within their abilities.

If at least two of the Knowledge (arcana), Knowledge (planes), and Spellcraft checks were successful, you may choose the location the *gate* links to in Hell, as the *gate* spell. Additionally, you can influence what devils come through the gateway initially, distributing up to 1/2 the Hit Dice of the devils that come through the gate as you choose amongst different species of devils.

If at least two of the Knowledge (religion), Perform, and Profession checks were successful, you can choose whether or not the spell creates an *earthquake* effect. Additionally, the DC to dispel the effect increases by +4.

### HELLFIRE VESSEL

**School** evocation [evil, fire]; **Level** 4

**Casting Time** 40 minutes

**Components** V, S, M (a pinch of brimstone, 5 oz. blood from a good creature); F (a stone goblet engraved with diabolical runes worth at least 500 gp)

**Skill Checks** Bluff or Intimidate DC 32, 1 success; Craft



(alchemy) or Knowledge (planes) DC 32, 1 success;  
Knowledge (arcana) or Spellcraft DC 32, 2 successes  
**Range** 0 ft.

**Effect** conjured hellfire

**Duration** 1 hour/level

**Saving Throw** none; **Spell Resistance** no

**Backlash** Each caster suffers 3d6 points of fire damage.

**Failure** Each caster suffers an additional 6d6 points of fire damage.

You fill the goblet with magical hellfire, a special flame that burns more intensely than earthly fire. Any fires lit using the flames in this goblet ignore the hardness of objects, and are not halved before applying hardness. Further, half of the damage inflicted by such flames ignores fire resistance and fire immunity. In all other ways, the fire behaves as normal flames, and it can be extinguished normally. If the flames in the goblet are ever extinguished, all flames that were created from that fire lose these magical properties and become normal fire. At the end of the ritual's duration, all fires created from this ritual become normal fire.

### IMPBOND PACT

**School** conjuration (calling) [evil]; **Level** 4

**Casting Time** 4 hours; the casting must either begin or end at midnight

**Components** V, S, M (a handful of sulfur, the blood of a lamb or sheep, 10,000 gp in gold, gems, trinkets, and other wealth), F (a silver chalice, any diabolical tome or treatise)

**Skill Checks** Bluff or Intimidate DC 32, 2 successes; Knowledge (arcana) or Knowledge (religion) DC 30, 1 success; Knowledge (planes) DC 30, 1 success

**Range** see text

**Effect** one summoned imp familiar

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

**Backlash** The caster suffers 1d6 points of Wisdom damage.

**Failure** Roll a d%. On a result of 1 – 40, nothing happens. On a result of 41 – 70, an imp is called, but it is not under the caster's control and is hostile to him (attacking, if it is likely to win a fight, or hiding invisibly and causing mischief, if it is not). On a result of 71 – 100, the caster becomes possessed by the spirit of an imp, as the spell *possession* (DC 20, caster level uth).

You attempt to form a pact with an imp dragged up from the depths of Hell, exchanging its service as your familiar for freedom from Hell, however brief it may be in the eyes of such an immortal creature. In order to perform the ritual, you must fill the cup with both the blood and the sulfur, mixing them well, and then consume the concoction before reading from the diabolic book. If the spell is successful, you are put in telepathic contact with an imp in Hell, and can bargain with it for its service as a familiar. Most imps are eager to take these sorts of bargains, and will quickly agree to the trade, but some may have particular bargaining points that they insist on (such as having four hours each day during which they do not need to work, or being able to eat their favorite meal every night, etc.). You must also offer the powers of Hell the 10,000 gp in valuables that serve as one of the ritual's material components, as a bribe for allowing the imp to leave Hell. If an accord can be reached, a magical pact

is struck, and the imp becomes your familiar, and is instantly transported to you, while the valuables vanish into the vaults of hell.

You do not need to be capable of gaining a familiar or even casting spells in order to gain the imp as a familiar in this way. If you already have a familiar, gaining an imp familiar in this way severs your bond with your previous familiar. If your alignment is good, gaining an imp familiar in this way causes your alignment to become neutral, instead (lawful good becomes lawful neutral, chaotic good becomes chaotic neutral, etc.). If your alignment is chaotic, you must convince the imp to serve as your familiar with a successful DC25 Bluff, Diplomacy, or Intimidate check, but your alignment does not change as a result of making this pact. The imp functions in all ways as though gained with Improved Familiar, with your total character level counting as your wizard level. If you agreed to any special conditions with the imp, and break them, it ceases being your familiar and is free to act as it pleases.

### INFERNAL INFORMANT

**School** divination; **Level** 4

**Casting Time** 40 minutes

**Components** V, S, M (an image or belonging of each creature you will inquire about)

**Skill Checks** Bluff DC 32, 1 success; Intimidate DC 32, 1 success; Knowledge (religion) DC 32, 1 success; Sense Motive DC 32, 1 success.

**Range** personal

**Target** you

**Duration** instantaneous

**Backlash** 2d6 nonlethal damage

**Failure** No effect.

You establish a mental link with the records of Hell, allowing you to learn about the sins of one or more specified individuals. If you succeeded on all four skill checks to perform this ritual, you may inquire about up to three individuals. Otherwise, you may inquire about only one. For each creature you inquire about, you learn whether or not that creature is evil, you learn which of the seven deadly sins it is most closely associated with (envy, gluttony, greed, lust, pride, sloth, or wrath), and the three most sinful acts the creature has committed in its life.

### LEMURE TRANSFORMATION

**School** transmutation (polymorph); **Level** 4

**Casting Time** 4 hours

**Components** V, S, M (10 lbs. of whale blubber per target, a wolf's intestines, any source of flame), SC (up to 2)

**Skill Checks** Craft (pottery) or Profession (butcher) DC 26, 2 successes; Knowledge (arcana) or Spellcraft DC 32, 1 success; Knowledge (planes) DC 30, 1 success.

**Range** touch

**Targets** up to 1 touched creature/level

**Duration** permanent

**Saving Throw** Fortitude negates, Will partial, see text; **Spell Resistance** yes

**Backlash** none

**Failure** Roll a d% for each target. On a result of 01 – 69, nothing happens. On a result of 70 – 99, the target dies. On a result of 100, the target transforms into a carnivorous



blob (*Pathfinder Bestiary* 2), and attacks all creatures nearby, focusing on the casters.

In order to perform this ritual, each target must be helpless or willing. The targets must be stripped and coated with thick globs of the whale blubber, until all but their face is obscured. Then, the wolf intestine must be inserted into their mouth and used as a funnel to pour the remaining whale blubber down their throats. Finally, their faces must be covered, until they disappear entirely beneath the fat, which must then be burned away. If the ritual is performed correctly, and the target fails his Fortitude save, once the fat is burned off, a lemur will be revealed in the target's place.

This ritual physically transforms each target into a lemur. This functions as *baleful polymorph*, except instead of affecting the targets as though with *beast shape III*, affected creatures have their size change to Medium, and they get +2 Constitution and -2 Dexterity, their natural armor bonus to AC increases by +2, they gain DR 5/good or silver, immunity to fire and poison, and resist acid 10 and cold 10. Affected creatures gain 2 primary claw attacks that deal 1d4 points of damage on a successful hit, and their movement speed is reduced to 20 feet. If the target fails his Will save, he is affected as normal for failing a Will save for *baleful polymorph*, and he also becomes mindless, gaining immunity to mind-affecting effects. Unlike *baleful polymorph*, creatures with the shapechanger subtype must make a successful Fortitude save to revert to their normal form, and can attempt to do so no more than once per day.

Targets that fail their Will saves obey your commands, although you can only control a total number of Hit Dice worth of such creatures equal to 4 times your Hit Dice, and Hit Dice worth of lemures controlled in this way count against the number of Hit Dice of undead you can control with *animate dead* and similar effects.

### RITE OF INFERNAL DAMNATION

**School** conjuration (teleportation); **Level** 9

**Casting Time** 9 hours

**Components** V, S, M (three drops of a murderer's blood, a page from a blasphemer's holy book, and six hairs from an unwanted child), SC (up to 8)

**Skill Checks** Bluff or Intimidate DC 37, 3 successes; Knowledge (arcana) or Spellcraft DC 37, 3 successes; Knowledge (planes) or Knowledge (religion) DC 35, 3 successes

**Range** touch

**Target** creature or corpse touched

**Duration** instantaneous and 366 days; see text

**Saving Throw** Will negates; **Spell Resistance** yes

**Backlash** Each caster that makes a skill check to perform this ritual suffers 2 temporary negative levels per skill check he makes.

**Failure** The primary caster is affected as though he were the spell's target (he is still entitled to a Will save, and spell resistance still applies).

You offer the target as an offering to Hell, sending him to that place of fiery damnation. If the target is a living creature, he is transported to Hell as though with the spell *plane shift*, except that the target is also affected by a limited version of *dimensional anchor* after arriving, which causes

him to suffer 95% arcane spell failure chance whenever he attempts to cast any spell that would be barred by *dimensional anchor*. The target can still be affected by those spells if they are cast by another creature, or come from some other source (such as a naturally occurring *gate* effect). This effect lasts for a year and a day.

If the target is a corpse, this spell relocates its spirit from whatever final resting place it may be in, dragging them to become a petitioner in Hell. The target is still entitled to a Will save to negate the effect, using the saving throw bonus it had when it was last alive. Any attempt to resurrect the target for the next year and a day fails unless the caster succeeds on a caster level check (DC 16 + the primary caster's caster level).

### WITCHFIRE COMPACT

**School** divination; **Level** 6

**Casting Time** 6 days; the ritual must be performed for 8 hours each day, under cover of darkness

**Components** V, S

**Skill Checks** Bluff or Diplomacy DC 34, 2 successes; Knowledge (arcana) or Knowledge (religion) DC 32, 2 successes; Knowledge (planes) DC 32, 1 success; Spellcraft DC 34, 1 success.

**Range** personal

**Target** you

**Duration** instantaneous

**Backlash** 1d4 temporary negative levels. Negative levels gained in this way never become permanent, and if these negative levels equal or exceed the caster's Hit Dice, she falls unconscious until she recovers from enough of them that this is not the case, rather than dying.

**Failure** The caster is engulfed in eldritch flames that deal 3d6 points of fire damage per round for 2d6 x 5 rounds. The flames can be extinguished, but it is more difficult to do so than normal flames: the DC of any Reflex save to put out the flames is 25, and any attempts to magically extinguish them (such as with *create water*) fail unless the caster succeeds on a caster level check (DC 30).

You make a pact with a powerful infernal patron, who grants you magical might in exchange for a portion of your essence. You may immediately retrain any number of class levels, exchanging them for the same number of levels in the witch class. For each class level you retrain in this way, you can retrain up to one feat or one ability score increase from among those gained at 4th, 8th, 12th, 16th, and 20th levels. When determining your witch patron, you must choose from among the following: death, deception, dimensions, occult, shadow, or trickery.

For every 3 class levels (or portion thereof) that you retrain in this way, your infernal patron can demand one boon from you, which you are magically compelled to grant. These boons are typically asked for at a later time, and can generally be whatever the patron desires, although they must be tasks you are reasonably capable of accomplishing. When such a task is required of you, you become aware of it in a vision. You are free to ignore the task, but if you do, you suffer penalties for not completing it or working toward it as though you were affected by *geas/quest*, and, if you ignore it long enough, your infernal patron may send agents to inflict greater punishments for failing to live up to your end of the bargain.



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# Make a Deal With a Devil!

Occult rituals, from *Pathfinder Roleplaying Game: Occult Adventures*, bring magic to the masses, with lengthy and difficult to perform magical rites which can be performed even by non-spellcasters, but which come with a cost, as well as the risk for terrible backlash to occur for those who meddle in things they do not understand. Unlike traditional spells, only a handful of occult rituals made it into that book however, which begs the question of what other strange and unknowable rituals might be lurking about in obscure tomes lost to history and memory. *Tomes like this one.*

This book presents a collection of 10 brand new occult rituals for use in your game, all of which are thematically linked to devils, the fires of hell, and all things infernal. Presented in the guise of a fictitious tome that player characters might stumble across, the book also includes a flavorful introductory section that can be read aloud or handed out to players, and suggestions for how to incorporate the book into your game. The rituals in this book allow players (or nefarious NPCs) to:

- Cause a massive archway leading to hell to rise up from the ground, creating earthquakes and issuing forth infernal hosts.
- Conjure bearded devils to serve as bodyguards, or an imp to serve as a familiar.
- Transform your enemies into hideous and pathetic lemures.
- Make a pact that barter your soul for arcane might.
- And much, much more!