

Weekly Wonders

Mirror

Rituals

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**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



*Necromancers  
of the Northwest*

# Credits

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You are probably very confused right now. That is okay. I will explain everything. I am you, but you don't remember me. There are a lot of things you don't remember. I saw to that. I apologize, I'm sure it's very unsettling, but you must understand that it was completely necessary. The things that I know, that you do not, that we knew back before I removed the knowledge that separates us from my mind, and I became you.

Many believe that the magic of mirrors is symbolic. It is not that reflective surfaces are inherently magical, but rather they are a symbol, a stand-in for a gateway, or a window, their magical power no more potent than the fact that reflections have fascinated men and women since the dawn of time. Mirrors are not, most scholars would say, actually gateways to another realm, nor are they windows into the spirit. Those scholars would be wrong.

Mirrors are, in fact, a gateway to another realm, another place. A place like ours, but darker, and more twisted, with everything distorted and subtly wrong in ways that seem almost too sanguine, as though the mockeries of our mortal existence sought to add insult to injury by making their imperfect reflections feel more perfect, more right, to make us doubt ourselves, to question if we are who we believe. To make us think that we are the reflections, and they are the truth.

This place is populated by creatures that are us and yet not us. They wear our faces, parade about in our skins in cruel mummery of our lives, pretending to be us. They know the things we know. They think the things we think. They know the things we know. They are us, but they are not us. You must understand this: they are not us. We are us. We have to be us. Always, always us.

I have to erase my memories of them, before they use that knowledge against me. If I forget, if I become you, my future self of limited understanding, then they will also become you. They can't help it. They must. It is their nature. Or so I hope. If it is not their nature, whose is it? Not mine! Not ours. We are us. Never forget that.

I have included in this book a handful of the rituals from [REDACTED]. I fear to include them where you can find them, but you may need them, so I must. Do not look at them unless you have to, for once you know them, then so will they. You must be careful. You must find a way to defeat them. Destroy them. Destroy the false you. Only then will you be safe. Then, you can become me, and everything will be revealed.

## 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*.

### ALTER REFLECTION

**School** illusion (glamer); **Level** 2

**Casting Time** 20 minutes

**Components** V, S, F (a bowl of water from a placid lake or pond)

**Skill Checks** Bluff DC 30, 1 success; Disguise DC 26, 1 success

**Range** touch

**Target** creature touched

**Duration** 1 day/level (D)

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

**Backlash** 1d2 points of Wisdom and Charisma damage.

**Failure** The target's reflection is altered in a way other than what was intended, subject to the GM's discretion. The effect might be the opposite of what was intended, or to remove the reflection entirely, or some other completely unrelated change.

You change the nature of the target's reflection. This can give a reflection to creatures that do not have one, remove a creature's reflection entirely, add or remove features from its reflection, or cause its reflection to resemble a different creature entirely. The change affects the way the creature appears in any reflection, such as mirrors, still water, polished metal, and other reflective surfaces, but has no bearing on the creature's actual appearance.

While the target is entitled to a Will save to resist the spell, creatures viewing the reflection are not entitled to a Will save to disbelieve it, even if they study it carefully. However, at the GM's discretion, creatures with special abilities that affect or interact with reflections may make a Will save to disbelieve the effect upon using those abilities.

### CREATE MIRROR TWIN

**School** illusion (shadow); **Level** 8

**Casting Time** 8 hours

**Components** V, S, M (powdered rubies worth 500 gp per 2 HD the target possesses), F (a diamond mirror worth at least 1,000 gp per Hit Dice of the target)

**Skill Checks** Bluff DC 34, 2 successes; Craft (any) DC 28, 2 successes; Disguise DC 30, 2 successes; Knowledge (arcana) or Spellcraft DC 34, 2 successes

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

**Target** one creature

**Duration** permanent

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

**Backlash** You suffer one negative level, which cannot be removed by any means for as long as the ritual's effect persists.

**Failure** Instead of the ritual's normal effect, it creates a duplicate of you, exactly as though it were a *mirror of opposition*. This duplicate is hostile towards you and attacks immediately. The duplicate can be destroyed by destroying the mirror, in addition to being slain normally.

You create a mirror duplicate of the target, a quasi-real version of them which steps out from the mirror used as a focus for the ritual, and is magically linked to that mirror.

### Sidebar: Mirror Rituals 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 *Mirror 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 *Mirror 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 person 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 *Mirror Rituals* is 8,500 gp.

The mirror twin functions as though created by the spell *simulacrum*, with a few exceptions. No Disguise check is required to determine how good the mirror twin's likeness is; however, anyone that is familiar with the spell's target is entitled to a DC 20 Perception check to notice that the mirror twin's features are reversed, as though seen in a mirror (for example, a scar that appears over the right eye on the target appears over the left eye on the mirror twin, a left-handed creature's mirror twin would be right-handed, etc.). This Perception check can be made once each time the mirror twin is encountered. A creature that has succeeded on this Perception check once automatically succeeds on all future such Perception checks with that mirror twin. Unlike a normal simulacrum, a mirror twin can be healed normally.

If the mirror used as the focus of this ritual is destroyed (hardness 20, 1 hp per Hit Dice of the target creature), or if the ritual is successfully dispelled (targeting either the mirror twin or the mirror), the mirror twin immediately ceases to exist.

### CURSE OF SHATTERING

**School** necromancy [curse, death]; **Level** 9

**Casting Time** 9 hours

**Components** V, S, M (a lock of hair, bit of skin, or other part of the target), F (a hand mirror worth at least 500 gp per HD of the target), SC (up to three)

**Skill Checks** Craft (glass) DC 32, 2 successes; Intimidate DC 35, 2 successes; Knowledge (arcana) or Spellcraft DC 37, 3 successes; Knowledge (local) or Knowledge (religion) DC 34, 2 successes

**Range** see text

**Target** one creature

**Duration** permanent

**Saving Throw** Fortitude negates and Fortitude partial; **Spell Resistance** yes



## MIRROR BARRIER

**School** conjuration; **Level** 6

**Casting Time** 60 minutes

**Components** V, S, F (three mirrored cubes arranged in a triangle)

**Skill Checks** Bluff DC 34, 2 successes; Knowledge (arcana) or Spellcraft DC 34, 2 successes; Knowledge (dungeoneering) or Knowledge (engineering) DC 30, 1 success; Knowledge (planes) or Spellcraft DC 32, 1 success.

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

**Effect** one spatial distortion 10 ft. high, 1 inch thick, and up to 10 ft./level long.

**Duration** 1 hour/level (D)

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

**Backlash** The caster suffers 2 points of ability damage to each ability score.

**Failure** There is a 50% chance nothing happens, and a 50% chance that the caster is trapped in an extradimensional hall of mirrors for 1d4 days.

You create a fold in space, resulting in a wall-like effect that causes any creature or object attempting to pass through it to instead emerge from it on the same side they entered from. The surface of the wall is reflective, like a mirror, preventing anyone from seeing through it, although creatures, and any objects carried or worn by creatures, do not appear in this reflection.

A creature that would enter a square containing this spatial distortion is instead treated as though he had moved 5 feet, and enters a random unoccupied square adjacent to the spatial distortion, on the same side from which he entered it. Ranged attacks made through the wall automatically miss their target, and have a 50% chance of targeting a random creature adjacent to the wall on the same side. Such creatures are flat-footed against attacks made in this way, but the attack must still hit, as normal.

The wall can be dispelled with *dispel magic* or more powerful effects. Teleportation effects can easily bypass the wall.

## MIRROR BIND

**School** conjuration; **Level** 7

**Casting Time** 70 minutes

**Components** V, S, F (a mirror worth at least 500 gp per Hit Dice of the target), SC (up to 13)

**Skill Checks** Bluff or Stealth DC 35, 2 successes; Intimidate DC 33, 2 successes; Knowledge (arcana) or Knowledge (planes) DC 34, 3 successes

**Range** touch

**Target** creature touched

**Duration** permanent

**Saving Throw** Will partial, see text; **Spell Resistance** no

**Backlash** Each caster suffers 1d6 points of nonlethal damage and is fatigued.

**Failure** There is a 10% chance that per caster that that caster is affected as though they were the target of the spell. Otherwise, nothing happens.

You draw the target physically into the mirror used as a focus for this spell, binding him inside. While within the mirror, the target is aware of his surroundings, and can speak, but cannot leave the mirror or use any of his powers or abilities. Three times per day, a creature standing in front of the mirror

**Backlash** Each caster suffers 1d4 points of Constitution damage.

**Failure** There is a 50% chance that nothing happens, and a 50% chance that the primary caster is affected as though he were the target.

You curse the target so that his misfortune causes his body to physically crack and shatter, like a mirror. Whenever the target rolls a natural 1 on any d20 roll, he must succeed on a Fortitude save or suffer 1 point of permanent Constitution drain, as jagged cracks appear on his body, as though it were made of glass. This Constitution drain cannot be removed by any means for as long as the ritual remains in effect. If the creature is reduced to 0 Constitution in this way, his body shatters into a million shards of glass, which deal 5d6 points of slashing damage to each creature in a 20-foot-radius area. The shards of glass that remain do not count as part of the target's body for the purposes of spells such as *raise dead*.

This ritual can be ended with *break enchantment* or more powerful magic. Additionally, the mirror used as the spell's focus is intricately linked to the creature: whenever the target suffers Constitution drain from this ritual, cracks appear on the mirror which match those on the target's body. If the mirror is destroyed, the ritual's effect ends. Similarly, if the target dies for any reason, the mirror shatters.

can ask a question of the target and demand that he answer it, and the target must succeed on a Will save or be compelled to do so.

A *break enchantment* spell cast on the mirror can free the target. If the mirror is destroyed, the creature is lost to the void, neither alive nor dead, and cannot be resurrected by any means, though he can be restored to existence (alive and well) with a *freedom*, *miracle*, or *wish* spell.

### MIRROR OF DESIRE

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

**Casting Time** 4 hours

**Components** V, S, M (crushed rose petals and honey)

**Skill Checks** Diplomacy DC 32, 1 success; Sense Motive DC 32, 2 successes; Spellcraft DC 32, 1 success

**Range** touch

**Target** mirror touched

**Duration** 1 day/level

**Saving Throw** see text; **Spell Resistance** none

**Backlash** The caster suffers 1d3 points of Wisdom damage.

**Failure** The mirror is permanently imprinted with an image of the caster's desires, which are faintly visible behind whatever it reflects normally with a successful DC 15 Perception check.

This ritual can only be cast on a mirror worth at least 500 gp. The ritual suffuses the mirror with magical energy, causing it to reflect the desires of anyone who stares into it, rather than their physical reflection. Whenever a creature stands in front of the mirror, the mirror's surface displays an image revealing the creature's most pressing current desire. This functions similarly to the spell *detect desires*<sup>UI</sup>, except that the desires are reflected in visual form upon the mirror for all to see. In the case of more abstract desires, the depiction may be more conceptual as well, but generally speaking, anyone viewing the mirror is able to determine even the most complex and abstract desires with a DC 10 Sense Motive check. The mirror reflects the desires of whichever character would otherwise be most prominently displayed in the mirror. A creature can prevent the mirror from showing its desires with a successful Will save.

### MIRROR OF THE PAST

**School** divination; **Level** 8

**Casting Time** 80 minutes

**Components** V, S, M (10 oz. of pristine black sand), SC (up to two)

**Skill Checks** Knowledge (arcana) or Spellcraft DC 36, 3 successes; Knowledge (planes) or Knowledge (religion) DC 32, 1 success; Perception or Sense Motive DC 36, 3 successes; Sleight of Hand or Stealth DC 35, 1 success

**Range** touch

**Target** mirror touched

**Duration** 1 hour

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

**Backlash** Each caster suffers 4 negative levels, which cannot be removed by any means, but heal on their own at a rate of 1 per day.

**Failure** The casters age a total of 3d20 years. If there is more than one caster, these years are divided evenly amongst the casters, with any remainder going to the primary caster. This aging is permanent and cannot be reversed.



The touched mirror's surface is made to show things that it had reflected at some point in the past. When you perform the ritual, you must declare a certain point in time, which can be no further in the past than 1 day per caster level. The mirror then "plays back" the images that were reflected on its surface during that time, in real time. As a move action, you can increase or decrease the speed at which the mirror displays the image, up to 10x normal speed (1 minute per round of watching). You can also direct the mirror to show events in reverse (moving farther backward in time, rather than forward).

The mirror only shows what was actually reflected on its surface. If it is in a different location than it was at the chosen time, it will still display the reflection of what happened where it actually was, rather than displaying the reflection of what occurred in the location the ritual is performed. Similarly, if the mirror was covered or blocked during the time in question, it may not reflect anything useful.

## MIRROR OF TRUE FORM

**School** divination; **Level** 7

**Casting Time** 70 minutes

**Components** V, S, M (seven eyes from seven different species of bird, a black silk veil), SC (up to three)

**Skill Checks** Knowledge (arcana) DC 33, 1 success; Perception DC 35, 3 successes; Sense Motive DC 35, 2 successes; Spellcraft DC 35, 1 success

**Range** touch

**Target** mirror touched

**Duration** 2d4 days; see text

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

**Backlash** Each caster takes 5d6 points of nonlethal damage, and suffers a -2 penalty on saving throws made to resist illusions for 24 hours.

**Failure** Each caster suffers 1d2 negative levels, and must succeed on a concentration check (DC 20 + twice the spell's level) in order to cast any illusion or polymorph spells for the next 24 hours. Finally, the mirror shatters and is destroyed.

This ritual can only be cast on a mirror worth at least 2,500 gp, and only full-length mirrors at least six feet tall can be affected. The ritual suffuses the mirror with magical energy, causing it to reflect the desires of anyone who stares into it, rather than the reflection of their actual appearance. The mirror shows the reflections of any creatures in its surface as though they were being viewed with the spell *true seeing*, showing them without the effects of any illusions they may be subject to (including showing the reflections of invisible creatures, as long as they are not naturally invisible), and showing their true form if they are polymorphed or otherwise transmuted into a different form. If any spell is cast upon the mirror, the ritual's effect ends.

## MIRROR TELEPORT

**School** conjuration (teleportation); **Level** 5

**Casting Time** 50 minutes; see text

**Components** V, S, M (two identical silver rings worth 500 gp each, two identical candles), SC (one other caster).

**Skill Checks** Acrobatics or Survival DC 30, 1 success; Climb or Swim DC 28, 1 success; Knowledge (arcana) or Spellcraft DC 33, 2 successes; Knowledge (planes) DC 30, 1 success

**Range** touch

**Targets** two mirrors touched; see text

**Duration** 1 minute/level (D)

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

**Backlash** Each caster suffers 1d4 points of Constitution damage and is fatigued.

**Failure** Both mirrors targeted by the spell shatter, creating a 10-foot-radius burst of mirror shards, centered on the mirror, which deals 5d6 points of slashing damage to each creature in the area. A successful Reflex save (same DC as the ritual) halves this damage. Creatures that fail their Reflex save also suffer 1d6 points of bleed damage.

This ritual must be performed by exactly two different casters, each of which must place one of the identical rings used as a material component around one of the candles used as a material component and set it in front of one of the two mirrors to be targeted. The casters do not need to perform the ritual at the same time, but if one of the pair completes the ritual before the other, he must continue to wait, in a trance, until his partner finishes, or the ritual has no effect.

This ritual can only be performed on mirrors at least six feet tall, and worth at least 2,000 gp each. When the ritual is complete, the two mirrors are transformed into linked gateways, their surfaces changing to show the appearance of the area surrounding the opposite mirror. Creatures can step into the affected mirrors as a move action, immediately stepping out of the opposite mirror, regardless of the distance between the two. The mirrors allow travel in either direction, and creatures can pass back and forth freely, spending a move action each time they pass through. If either mirror is destroyed, or are on other planes of existence, the ritual's effect ends.

## SILVER SPIRIT WINDOW

**School** necromancy; **Level** 4

**Casting Time** 40 minutes

**Components** V, S, SC (up to three)

**Skill Checks** Diplomacy DC 32, 1 success; Intimidate DC 30, 1 success; Knowledge (religion) DC 28, 2 successes

**Range** touch

**Target** mirror touched

**Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** none

**Backlash** Each caster suffers a -2 penalty on saving throws for 24 hours. This penalty is increased to -4 against fear effects.

**Failure** A ghost with 8 class levels is summoned from the mirror, and attacks the casters.

This ritual can only be cast on a mirror worth at least 500 gp, which must be made primarily of silver. The ritual can only be performed within one hour of midnight. You must repeat the name of a particular spirit three times at the ritual's completion, after which the spirit appears in the mirror. This functions as the spell *call spirit*<sup>OA</sup>, with a few exceptions. The spirit does not gain any bonuses on its Will save based on your knowledge of or connection to it, although it suffers any appropriate penalties. If the spirit succeeds on its Will save, the ritual has no effect, rather than conjuring a deceitful spirit.

You can ask a total of three questions. For each question you ask, the spirit is entitled to a new Will save. If it succeeds, it manifests as a ghost (using the statistics it had in life, with the ghost template), and is free to act as it desires. Whether it succeeds or fails the saving throw, it can refuse to answer or can attempt to lie using Bluff. You can end the ritual at any time, but if the spirit succeeded on any Will saves made to resist the spell, it may remain as a ghost and act as it pleases.

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# Mirror, Mirror, on the Wall

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 mirrors and the folklore surrounding them. 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 NPCs) to:

- Alter a creature's reflection, or remove or grant a reflection.
- Afflict foes with a powerful curse, binding their life to a hand mirror and eventually shattering their body like glass.
- Cause a mirror to reveal the deepest desires of anyone that views it, or show those creatures' true forms.
- Step from one mirror directly to another across vast distances.
- And much, much more!