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Even now, with my end swiftly approaching, and with the terrible knowledge of what must follow, I fear that I am still too weak and set in my ways to entirely abandon my path. Though I know in my heart of hearts that the information contained on these pages should be lost to the mists of time, and relegated to obscurity and, one might even hope, oblivion, I cannot bring myself to allow it to be so. Gathering and cataloguing magical knowledge has long been my life's work, and it runs against every fiber of my being to allow this knowledge to be lost, even though I know the consequences. Therefore I implore you, reader, put this book back where you found it. Read not another word. The magic contained in this tome meddles with things better left in their dark depths. Once you are awakened to the secrets of the deep, you cannot forget or ignore them, and they will remain with you always, like a dread and terrible anchor, weighing down your soul and pulling you into the fathomless abyss.

For me, this torturous journey began when I travelled to Ryport in search of a particular tome—I can't even recall its name, now; so strange how our priorities can change so radically—and came to rest one afternoon along the town's shores, to listen to the sounds of the waves and watch the tide come in. A bedraggled man approached me, clearly a beach hermit. He acted as though he knew me, and told me that I was late, and he had been waiting, that I had nearly been too late. Normally, I would have laughed him off, but there was something haunting in his eyes, and an urgency in his voice, that compelled me to listen.

He explained that, as a young man, he had been lost at sea, and marooned on a tiny island, with little hope of rescue or survival. He endured for weeks, and nearly starved, when he was visited—whether in person or in a dream he could not say, so fragile was his mind from hunger and thirst—by a denizen of the deep, who promised to share great power with him, to provide him with food and water, and even return him home, if he would only promise his first-born daughter in exchange. Having no children, he had quickly agreed, and the creature promptly taught him a number of strange and unusual rituals common amongst its kind, which grant dominion over the powers of the ocean. Using these rituals, the man survived, and returned to his home. He never used the spells again, and managed nearly to forget the entire ordeal, until, decades later, and days before I encountered him, his daughter, in a trance, walked into the ocean and vanished without a trace, on the very day of her sixteenth birthday.

I was, of course, skeptical of the old man's story, but when he began to provide the details of the rituals, I knew that at least parts of his claims were true. There were sure signs in the rituals that they were authentic, and his explanations were so detailed that the rituals must have been burned into his very mind, for him to remember them all with such clarity so long after the fact. Unwittingly sealing my doom, I experimented with these rituals, to test their authenticity, and that of his story. I will not burden you with the details, but I have spelled my own inevitable doom. Before the ink upon this page has dried, I shall have breathed my last.

My only remaining hope, flimsy and fragile though it may be, is that one day, these rituals may fall into the hands of one who is wiser than myself, who can use this information in ways that proved beyond my reach, and that this knowledge may, perhaps, be an aid to eventually destroying the very evils that will surely prove my undoing. My tragedy is but one small chapter in the ongoing story of the dwellers beneath the waves. It is far from over.

## 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.* 

#### CONTACT DEEP ONE

School enchantment; Level 4 Casting Time 40 minutes Components V, S, M (the skeleton of a small fish, 2 oz. of myrrh), F (a pewter bell) Skill Checks Bluff or Diplomacy DC 26, 2 successes; Knowledge (arcana) or Survival DC 26, 2 successes Range 10 miles per caster level Target the nearest humanoid or monstrous humanoid with the aquatic subtype Duration 1 hour/level Saving Throw none; Spell Resistance no Backlash None. Failure The spell targets a random aberration within range, instead of the nearest humanoid or monstrous humanoid

instead of the nearest humanoid or monstrous humanoid with the aquatic subtype. If the aberration has any mindaffecting spells or abilities with a range of close or greater, it can use those abilities on you for the ritual's duration, regardless of distance (you are entitled to any saving throws, spell resistance, and so on, as normal).

This simple ritual allows the caster to make contact with one of the more humanoid denizens of the deep. While some scholars believe that the mention of deep ones in the name of the ritual is a reference to a specific race of aquatic humanoids, the spell shows no preference to one race over another, and it is generally accepted that the ritual's original author simply uses the phrase "deep one" as a collective term to refer to the likes of merfolk, locathah, sahuagin, skum, and similar creatures.

The target becomes aware of your existence, as well as the fact that you are trying to establish contact. You can communicate a message of up to 25 words to the subject, if you desire. Otherwise, the creature simply knows that you have attempted to contact them. The target gains an innate sense of your distance and general direction, and automatically recognizes you as the one who performed the ritual, should it ever see you. The target is under no compulsion to act on this information, nor does the ritual in any way alter the target's attitude towards you.

#### CREATE KELP STRANGLER

School conjuration (creation); Level 9 Casting Time 9 hours Components V, S, M (1,000 lbs. of seaweed, kelp, and similar aquatic plant-life), F (two sapphires per kelp strangler to be created, worth 500 gp each), SC (up to 12) Skill Checks Craft (baskets) or Craft (leather) DC 37, 1 success; Knowledge (arcana) DC 37, 1 success; Knowledge (nature) DC 37, 2 successes; Knowledge (planes) DC 37, 1 success; Profession (fisherman) or Profession (sailor) DC 37, 2 successes; Swim DC 37, 2 successes Range close (25 ft. + 5 ft./2 levels) Effect up to 6 kelp stranglers Duration 7 days or 7 months; see text Saving Throw none; Spell Resistance no Backlash Each caster suffers 1d3 points of Strength,

#### Sidebar: Rituals of the Deep Ones 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 *Rituals of the Deep Ones* 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 *Rituals of the Deep Ones* 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 *Rituals of the Deep Ones* is 10,520 gp.

Dexterity, and Constitution damage.

Failure The kelp stranglers are created as normal, but are hostile to all casters who performed the ritual, and stop at nothing to kill them.

You create 1d4+2 kelp stranglers, up to a maximum amount determined by the number of sapphires used as a focus for the spell, which form the eyes of the kelp stranglers. Kelp stranglers have identical statistics to a shambling mound with the advanced template, except that they have a swim speed of 40 feet and the aquatic subtype. The primary caster determines whether to retain direct control over the kelp stranglers, or to assign them a specific task. If he chooses to retain direct control, the spell's duration is 7 days, and the kelp stranglers obey the primary caster's spoken commands. If he chooses to assign them a specific task, he may give them a single command of up to 25 words, which they obey to the best of their ability. In this case, the spell's duration is 7 months, or until the command is completed. whichever comes first, but the primary caster cannot issue further commands (in fact, a poorly worded command may even result in the kelp strangler attacking the primary caster, such as if it was ordered to "guard this place against intruders," without a provision that the primary caster is not an intruder). When the spell ends, or one of the kelp stranglers dies, it collapses into a pile of seaweed, with the two sapphires buried in the heap, unharmed.

#### DEDICATION TO THE SEA

School transmutation; Level 4 Casting Time 40 minutes Components V, S, M (crushed pearls worth 100 gp per target), SC (up to 8) Skill Checks Knowledge (nature) DC 32, 1 success; Knowledge (religion) DC 32, 1 success; Profession (fisherman) or Profession (sailor) DC 32, 2 successes **Range** primary and secondary casters **Duration** 24 hours

Saving Throw none; Spell Resistance no

**Backlash** Each caster suffers 1d6 points of nonlethal damage. **Failure** Each caster suffers penalties for the spell's duration equal to the bonuses they would have otherwise gained.

You and each participant in the ritual affirm your devotion to the depths, and water in all its forms. Each target gains a +1 bonus on attack and damage rolls if both he and the subject of his attack are touching water. Each target also gains a +1 bonus to AC and saving throws if both he and his attacker are touching water. Finally, each target gains a +4 bonus on Swim checks.

#### DEEP DREAMS

School divination; Level 4 Casting Time 4 hours Components V, S, M (three live eels) Skill Checks Knowledge (arcana) DC 26, 1 success; Knowledge (nature) DC 26, 1 success; Perception DC 26, 1 success; Spellcraft DC 26, 1 success Range touch Target Tiny or smaller object touched Duration 1 week/level Saving Throw Will negates (object), see text; Spell Resistance yes (object), see text Backlash The caster becomes fatigued. Failure The caster is plagued by nightmares. For 1d4 days after performing the ritual, he is affected as though by the

after performing the ritual, he is affected as though by the spell *nightmare*. The saving throw DC for this effect is equal to 15 + the caster's Charisma modifier.

You imbue the target object (which is traditionally a gold coin salvaged from a shipwreck, but can potentially be any Tiny or smaller object) with a psychic link to the creatures of the deep. Any creature that sleeps within 10 feet of the target object must succeed on a Will save (with a saving throw DC equal to the ritual's saving throw DC), or have vivid dreams throughout the night in which he sees through the eyes of a random sea creature (typically a fish of some kind, but occasionally this allows the dreamer to see through the eyes of skum, locathah, sahuagin, or similar underwater creatures). The dreamer also experiences an empathic link to the creature, feeling its emotions and desires. In effect, the dreamer dreams that he is the underwater creature about which he dreams, although he cannot control his actions, as what he is seeing and feeling is actually coming from a real sea creature somewhere in the depths of the ocean.

Neither you nor the dreamer can influence what sea creature the dreams link to. If they happen to link to an intelligent creature (one with an Intelligence of 3 or higher), that creature can make a Will save to avoid being psychically linked to the dreamer in this way (in which case the dreamer is linked to another random sea creature, instead). Once a dreamer establishes a psychic link with a creature through this ritual, then on any future nights in which the dreamer's dreams are affected by the ritual, he links to the same sea creature.

#### DOORWAY OF THE DEEP

School conjuration (teleportation); Level 5 Casting Time 50 minutes

**Components** V, S, M (a high quality and accurate naval chart worth at least 500 gp), F (a bronze bell), SC (up to 12) **Skill Checks** Knowledge (geography) or Survival DC 33, 2 successes; Profession (sailor) DC 33, 2 successes; Swim DC 30, 1 success

**Range** medium (100 ft. + 10 ft./level) **Effect** one whirlpool portal; see text **Duration** 10 minutes; see text

Saving Throw none; Spell Resistance no

**Backlash** Each caster takes 4d6 points of nonlethal damage and is exhausted.

**Failure** A massive non-portal whirlpool appears directly beneath the caster, which deals 4d6 x 10 points of damage to each ship in a 200-ft.-radius area (ignoring hardness) each round. A successful driving check (DC 40) halves this damage. Failure on the driving check renders the vessel unable to move for 1 round. Creatures in the area of the whirlpool suffer 4d6 points of damage per round, and cannot move unless they succeed on a Swim check (DC 40).

You call into being a massive whirlpool, 100 feet in diameter, centered on a point you specify. This ritual must be cast on the open ocean, either from atop a boat or similar floating structure, or from within the water itself. The center of this whirlpool forms a mystical gateway to another location in the ocean, which must be clearly marked on the naval chart used as a material component. Any creature that swims into the whirlpool, as well as any ship that sails (or is otherwise propelled) into it is instantaneously transported to an identical whirlpool at the marked destination. The travel is instantaneous, but the whirlpool remains in place for 10 minutes, allowing creatures and ships to pass through it during this time. The portal works only one way; creatures and ships at the destination cannot travel through the whirlpool.

Travelling through the whirlpool is hazardous. Creatures swimming through the whirlpool must succeed on a Swim check (DC 30) or be heavily battered by the water, suffering 3d6 points of bludgeoning damage and being unable to enter the area of the whirlpool. Failing this check while already inside the whirlpool causes the creature to be swept 120 feet clockwise around the whirlpool's center, without moving closer or further from the center of the whirlpool. Creatures swimming in the area of the whirlpool move at half speed. A creature attempting to make use of the portal must successfully travel to the center of the whirlpool. Ships travelling in the area of the whirlpool are affected similarly to creatures, but make a driving check instead of a Swim check, and suffer 10 times as much damage.

Additionally, when a ship passes through the portal, each creature on the ship is in danger of being swept off into the fathomless depths. Creatures that are not securely fastened to something must succeed on a Climb check (DC 20) or be swept off the ship. Such creatures suffer 4d6 points of bludgeoning damage and emerge in a random location somewhere in the ocean. Similarly, creatures swimming through the portal must succeed on a Swim check (DC 30) or suffer 4d6 points of bludgeoning damage and arrive in a random location somewhere in the ocean, rather than the intended destination.

#### Sidebar: Using Whirlpools

The Pathfinder Roleplaying Game Core Rulebook does not include detailed rules for handling a whirlpool, and it is beyond the scope of this book to provide extensive rules for this nautical hazard, but there are other products that do provide such rules, such as *Cerulean Seas* by Alluria Publishing. While the rules for handling movement in and out of whirlpools in this book should suffice for GMs who don't have an existing method of handling whirlpools, those that do should feel free to use those rules, instead (adjusted, of course, for the hazards of travelling through the center of the whirlpool, as required by *doorway of the deep*).

#### GIFT OF THE SIREN

### School transmutation; Level 4

Casting Time 40 minutes

**Components** V, S, M (a tonic made from fish oil and ground lily petals), F (a copper-plated conch shell worth at least 300 gp), SC (up to 8)

Skill Checks Knowledge (nature) or Knowledge (geography) DC 34, 2 successes; Profession (fisherman) or Profession (sailor) or Swim DC 32, 2 successes Range primary and secondary casters

Duration 8 hours

Saving Throw Fortitude negates (harmless); Spell

Resistance yes (harmless)

**Backlash** All casters lose the ability to breathe for a number of rounds equal to 20 + 5 per skill check failed in attempting to perform the ritual. The casters are treated as holding their breath during this time, and risk suffocation, as normal. **Failure** The ritual has its effect, as normal, but the effect automatically ends after 20100 minutes of breathing water (only time spent actually breathing water applies towards this duration). The same 20100 result is used for each caster.

Each affected creature gains the ability to breathe water freely. Affected creatures also gain a +5 competence bonus on Swim checks, and gain darkvision to a range of 60 feet as long as they are underwater.

#### GILDED WAVES

#### School transmutation; Level 6 Casting Time 6 hours

**Components** V, S, F (a coral statuette of a deity or demon associated with the ocean, worth at least 1,000 gp) **Skill Checks** Appraise DC 34, 1 success; Knowledge (nature) DC 34, 1 success; Knowledge (religion) DC 34, 1 success; Profession (fisherman) or Profession (sailor) DC 36, 3 successes

Range 1 mile

Duration 24 hours; see text Saving Throw none; Spell Resistance no Backlash 1d4 points of Strength, Constitution, and Wisdom damage. Failure No effect.

You pour your will into the waves in bodies of water within the spell's area, causing them to drag any valuable objects lost in the depths within the spell's area onto the shore. Over the course of the spell's duration, any objects within the spell's area that are worth at least 5 sp, and are buried or lying unattended at the bottom of a body of water are dragged onto the shore by the waves. In order to be affected, an object must be of Tiny size or smaller, must not be buried beneath more than a foot of soil, and must not be attended, nor held in place, fastened, or otherwise anchored in its current position. Any objects within caves or similar structures are not affected. The objects wash up on the shore nearest to where you performed the ritual, arriving one at a time dispersed throughout the ritual's duration. If there is no shore in the area (such as if this spell is cast in the middle of the ocean), the objects are simply piled directly beneath where you performed the ritual, on the ocean floor.

#### **OCEAN'S BOUNTY**

School enchantment (compulsion) [mind-affecting]; Level 4 Casting Time 40 minutes

**Components** V, S, M (a handful of dead worms), F (the skull of a fish-eating bird)

Skill Checks Knowledge (nature) DC 28, 1 success; Profession (fisherman) or Profession (sailor) or Swim DC 24, 1 success; Survival DC 28, 2 successes

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

Duration 2 hours

Saving Throw Will negates; Spell Resistance yes

**Backlash** The primary caster takes 2d6 points of nonlethal damage.

**Failure** The ritual works as normal, but instead of attracting harmless fish, it attracts large predators such as sharks, or, if they are nearby, even more dangerous creatures like sea serpents or kraken. Unlike harmless fish, these predators do not ignore potential threats or prey that they find.

You create an invisible beacon at a location you designate, which is undetectable to humans, and most other forms of terrestrial life, but can be detected by fish and other aquatic creatures. The beacon must be placed within a body of water in order to be effective. All aquatic creatures are able to sense the beacon up to 1 mile away, and it appears to them as a glowing, shimmering ball of light. Fish of up to 4 feet in length are strongly attracted to the beacon, and must succeed on a Will save or be compelled to move towards it. While each individual fish is allowed a saving throw to resist the effect, it is generally safe to assume that the vast majority of fish within 1 mile of the beacon will swarm to the beacon. Once the fish arrive, they mill about in the location of the beacon for the spell's duration, with little regard for any predators, fishermen, or other threats that they may face.

#### SUMMON STORM

#### School transmutation; Level 8

Casting Time 8 hours

**Components** V, S, M (a piece of salvage from a sunken ship), F (a massive clam or oyster shell, at least 1 foot in diameter); SC (up to 25)

**Skill Checks** Intimidate DC 34, 2 successes; Knowledge (nature) DC 38, 2 successes; Knowledge (religion) DC 36, 2 successes; Profession (fisherman) or Profession (sailor) DC 32, 2 successes

#### Range 4d6 miles

Area 4d6-mile-radius circle, centered on you **Duration** 4d12 hours; see text

Saving Throw none; Spell Resistance no

**Backlash** The primary caster takes 4d6 points of electricity damage and becomes exhausted. Each secondary caster takes

2d6 points of electricity damage and becomes fatigued. **Failure** The primary caster takes an additional 4d6 points of electricity damage, and each secondary caster takes an additional 2d6 points of electricity damage.

You conjure a massive and powerful storm, whose center appears exactly 1 mile above the place in which the ritual was performed. It takes 1d3 hours for the storm to take shape, during which time the wind speed in the area gradually increases, and it begins to rain. Once the storm is fully-formed, it lasts for 4d12 hours before dissipating. The radius of the storm, once it forms, is 4d6 miles. The storm is effectively divided into two areas: the center and the edges. The center occupies the middle of the storm's area, and has a radius of half the storm's total radius (rounded down). The edges occupy the rest of the storm's area.

In the center of the storm, the wind speed increases to hurricane-force wind (75 – 174 mph). Rain and hail are also present in the center, as is lightning. A lightning bolt strikes somewhere in the center of the storm roughly once per minute for as long as the storm rages. Each bolt causes 8d8 points of electricity damage.

In the edges of the storm, the wind speed only reaches windstorm speed (51 – 74 mph). Rain is present in the edge of the storm, as is some lightning, but not hail. A lightning bolt strikes somewhere in the edges of the storm roughly once per 10 minutes for as long as the storm rages. Each bolt causes 4d8 points of electricity damage.

#### VEIL OF THE LANDWALKER

School transmutation (polymorph); Level 4 Casting Time 40 minutes Components V, S, M (a scrap of human flesh at least one square inch in size) Skill Checks Bluff DC 32, 1 success; Disguise DC 32, 2 successes; Knowledge (local) DC 32, 1 success Range primary caster Duration 24 hours Saving Throw none; Spell Resistance no

#### Sidebar: Ships in a Storm

While *summon storm* works perfectly fine when used on dry land, many players may wish to make use of it to unleash deadly storms upon oceangoing vessels, in an attempt to capsize them. Unfortunately, the rules for vehicles in Pathfinder Roleplaying Game: Ultimate Combat do not have detailed information on the way that adverse weather impacts a vehicle. GMs with books that have detailed rules on the subject are encouraged to use those. Otherwise, consider imposing a -2 penalty on all drive checks for each wind speed category beyond moderate, or -4 if the vehicle is propelled by water currents or air currents. Further, every 10 minutes that a ship remains in an area of hurricane-force wind (75 - 174 mph), its driver must succeed on a drive check (DC 25), or the ship is reduced to o hit points and begins sinking, as it s capsized by the fierce winds and raging waves. The ship's driver suffers a -2 penalty for each size category smaller than Colossal the ship is. This is in addition to the penalties for high wind speeds, outlined above.

#### Backlash 1d4 points of Constitution damage. Failure No effect.

You are temporarily transformed into a human, dwarf, elf, gnome, or halfling version of yourself (your choice). This ritual has no effect if the primary caster is not a Medium-sized humanoid or monstrous humanoid, and if you use it to become a member of the same race you already are, it has no effect. You have no direct control over the finer points of your features, which generally match your normal appearance as closely as possible while still fitting the norm for your new race (the resemblances are easier to spot the more humanoid your normal appearance is). While affected by this ritual, you can successfully produce offspring with members of the humanoid race that you have been transformed into. The exact nature of any such offspring is determined by the GM, but they have characteristics that can be traced to your normal form (as opposed to the form granted by this ritual), and are generally closer genetically to your normal form than they are to that of their other parent.



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## Unfathomable Secrets of the Deep

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 nonspellcasters, 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 the watery depths, and the strange and enigmatic underwater race referred to only as the deep ones. 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:

• Magically commune with deep ones, and other denizens of the deep, such as abole the and krakens.

• Create doorways of the deep, massive whirlpools that act as magical gateways to travel instantaneously across entire oceans.

• Drag lost treasure up from the depths.

• Conjure powerful storms that are devastating on land, and have a chance of sinking ships at sea.

• And much. much more!

BATTETE DIDLETR ROLEPLAYING GAME COMPATIBLE