

Rituals of

the Facrics

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Rituals of the Faeries

The world of the faeries is all around us, if we only take a moment to look for it. They live with us, beside us, but hidden and obscured. The most powerful of the faeries hold court in their own realms, places filled with impossible beauty unlike anything that we know here on the Material world. Faeries are creatures of beauty and magic and wonder, and it is no surprise that they have gifted us with many rituals that can allow us to make use of their magicks.

What is strange is that more practitioners don't turn to faerie magick to aid them, and instead turn to other sources for their aid. Why would one summon a demon or make a deal with a devil, when she could instead be frolicking with the faeries, bathing in moonlight and surrounded by beauty? Not only are faeries kinder and gentler than the creatures of the various pits of the lower planes, they are much closer at hand.

Do not believe the stories you may have heard about faeries as untrustworthy creatures. These tales of cold and malicious faeries, of dark faeries, are nothing more than lies and propaganda spread by those very same dark forces that many turn to instead of simply trusting in the natural and wonderful magic of the faeries. No faerie would ever steal away a child, like those ridiculous stories say, and while they might play lovable and harmless pranks now and then, they are completely and totally trustworthy.

Did you know that most faeries are so innocent that they can't lie, even if they want to? Or that some are so beautiful that they can melt even the most evil of hearts, and tame the vilest of savage beasts? Did you know that faeries are sustained entirely on dewdrops and the sounds of laughter? Faeries are wonderful creatures, as those of us who are lucky enough to have met them know well.

This book collects some of my favorite rituals to call upon our faerie friends for guidance, or aid, or just to meet and chat with them. They ever so love to chat and meet new people.



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.*

BESEECH THE FAIRY QUEEN

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

Components V, S, M (a lock of unicorn or nymph hair, a dozen different types of wild flowers, 5 oz. of honey, a handful of cobwebs), SC (up to 4)

Skill Checks Diplomacy DC 32, 1 success; Knowledge (arcana) or Knowledge (planes) DC 34, 1 success; Knowledge (nature) DC 30, 2 successes; Knowledge (nobility) DC 30, 1 success

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

Effect one portal to the court of a fairy noble **Duration** 1 minute

Saving Throw none; Spell Resistance no

Backlash Each caster must offer up some of his or her magic or life to the fey noble being contacted, either sacrificing an unused spell slot of 5th level or higher, or suffering 1 negative level and aging 1d4 years. Failure None

You call out to a noble fey and beg an invitation to her court, which, when granted, takes the form of a mystic portal that allows direct access to her realm. If you know a specific fey of power and nobility sufficient to have his or her own fey court, you may direct this spell to that particular individual. Otherwise, the request is delivered to the nearest or otherwise most appropriate fey that holds its own court. The fey noble in question can choose to allow or disallow the ritual to succeed, but as a general rule, unless the fey noble is familiar with the characters in question and/or has a history of antagonism with them, it will generally agree to grant the request if the ritual is cast successfully.

The portal functions in all ways as the spell *gate* when used for planar travel, except that travel can occur only one way (from the place of the ritual to the court of the fey noble). Creatures other than the casters can pass through the gate, but the casters are considered responsible for their actions by the fey on the other side, and it is considered highly offensive to bring uninvited guests in this way.

The fey noble is under no compulsion to act in any particular way regarding the casters once they arrive in its court, and may take hostile action towards them, if it so pleases. Most fey nobles are happy to at least entertain and speak with those who cast this ritual, and are hesitant to attack them without provocation, as rules of hospitality are important to many fey, but not all fey are beholden to such concerns, and others may take a shining to the visitors and choose to seduce, charm, or otherwise claim them as prizes.

This ritual provides no means of leaving the fey noble's court, although most fey nobles possess the ability to return the ritual's casters (and any tagalongs) back to where they came from, provided it can be convinced to do so.

Sidebar: Rituals of the Fey 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 Faeries* 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 Faeries* 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 Faeries* is 8,500 gp.

BOTTLE DREAMS

School enchantment [mind-affecting]; Level 3 Casting Time 30 minutes Components V, S, M (3 oz. of honey, a mixture of sand and sugar), F (a crystal vial, a silver needle) Skill Checks Bluff DC 32, 1 success; Knowledge (nature) DC 30, 1 success; Spellcraft DC 32, 1 success Range touch Target sleeping creature touched Duration instantaneous; see text Saving Throw Will negates; Spell Resistance yes Backlash The caster suffers 2d6 points of nonlethal damage. Failure The target immediately awakens and all further attempts by you to cast this ritual on that target for the next week automatically fail.

You dip the needle used as a focus for the ritual in the honey, and then slowly and delicately insert it into the target's ear, slowly stirring and then removing the target's dreams, which cling to the needle as a sparkling multi-hued substance, which you can then place in the crystal vial for later use. A creature whose dreams are stolen in this way does not suffer any positive or negative effects associated with dreams during that period of rest (including *dream*, *nightmare*, and others), and awakens fatigued.

The dreams themselves are bottled in the vial, and can be consumed like a potion. If they are, then the next time the imbiber sleeps, he experiences all of the dreams that the target of this spell would have experienced. In addition to the effects of any specific magic that might have affected the target's dreams (such as *dream* or *nightmare*), the imbiber also gains a deep insight into the mind of the target, gaining a +4 bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks made against that creature for 1 week. Further, the content of the dreams themselves, which the imbiber always remembers with perfect clarity upon waking, may provide certain insights into the target's mind and activities.

Vials of dream stuff harvested in this way are sometimes sold on the open market for entertainment purposes. They are often worth about 150 gp per vial, although the dreams of particularly rare and exotic creatures may be worth more.

CHANGELING DISGUISE

School illusion; Level 5

Casting Time 50 minutes

Components V, S, M (enough soft clay to cover the target's face)

Skill Checks Bluff DC 33, 2 successes; Disguise DC 30, 2 successes; Knowledge (arcana) DC 33, 1 success Range touch

Targets you and creature touched

Duration permanent (D)

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

Backlash The caster suffers 1 negative level.

Failure The caster loses his appearance, as though he were the creature touched.

You steal the touched creature's appearance, leaving them faceless and voiceless, while you take on their guise. You are affected as though by the spell *disguise self*, except that your appearance changes to match that of the touched creature. The spell also allows you to perfectly mimic the touched creature's voice, and gives you vague memories of the target's life, mannerisms, and relationships, which are not specific enough to provide you with concrete details, but does increase the bonus on Disguise checks granted by the spell to +15, and applies a +5 bonus on all Bluff checks relating to impersonating that character, as well. This aspect of the ritual can be disbelieved with a successful Will save.

The target, on the other hand, loses all facial features, as their appearance is stripped from them, leaving them with only a smooth, featureless surface where their face was. The subject is permanently blinded and deafened and rendered unable to speak. The subject is able to breathe normally, despite having neither a nose nor a mouth, and does not need to eat or drink. Each week spent in this hellish state imposes 1 point of Wisdom drain.

When the ritual is dismissed or otherwise ends (including if it is dispelled on either you or the target), the effects to both you and the target are ended.

CONTACT FAIRY

School divination; Level 3 Casting Time 30 minutes Components V, S, M (a bowl of milk or honey, or a similar offering worth at least 25 gp), F (a silver bell) Skill Checks Bluff or Diplomacy DC 25, 1 success; Knowledge (nature) DC 26, 2 successes Range 1 mile/3 levels; see text Target see text Duration instantaneous; see text Saving Throw none; Spell Resistance no Backlash None **Failure** The caster suffers 1d2 negative levels. There is also a 25% chance that the ritual functions as normal, except that any and all fey contacted by the ritual are automatically hostile.

You send out a magical message to any fey creatures within a radius of 1 mile per three caster levels. At the GM's discretion, if there are other planes of existence that are closely related to fey creatures and whose locations correspond to the Material Plane, fey creatures within this range that are on those planes are also considered to be within the spell's range, despite being on another plane. When you cast the spell, you may choose to restrict the contact to only fey meeting certain criteria. Only specific criteria can be selected in this way, as outlined below:

- Noble/ignoble (Hit Dice): You can choose to direct the message towards only noble fey (those of 15 Hit Dice or more), or ignoble fey (those of 14 Hit Dice or fewer). At the GM's discretion, certain fey may qualify as one category or another despite their number of Hit Dice, if it is thematically appropriate.
- Specific type: You can choose to direct the message towards only fey of a specific race, such as grigs or pixies.
- Court (Alignment): You can choose to direct the message to fey of a particular alignment (such as evil fey, good fey, chaotic fey, or lawful fey). At the GM's discretion, if fey are aligned into specific courts or similar organizations, the message can be directed in this fashion, instead.

The ritual does not allow you to send a specific message, and is best characterized as an open invitation to make contact and establish communication. All creatures of the fey type who meet the criteria you chose and are within range at the time the spell is cast receive the message automatically. You don't know whether the message was received, nor any specific details about what creatures received it or how many. Creatures that receive the message know the direction and distance from where the ritual was cast.

Each fey that receives the message has one minute after receiving it during which it can choose to accept the invitation, in which case they are transported to a random unoccupied space within 30 feet of you, even if they were on another plane. The fey is under no obligation to do so. Even if a fey does not take advantage of this invitation, it can still choose to track you down and make contact in some other way, or at some other time. For the purposes of spells like *scrying*, a fey that receives this message has firsthand knowledge of you and a connection similar to if it possessed a likeness to you.

How creatures respond to the ritual is circumstantial and it is possible the fey will simply ignore the spell. They usually arrive cautiously, aware of the potential for ambush, and most fey expect to receive some sort of gift or offering upon arrival, or else their attitude is worsened to unfriendly or hostile. There are no restrictions on how the creatures react to being contacted, and they might respond with hostility, parley, entertain an alliance, or attempt to subjugate the caster.

CREATE FAIRY DUST

School transmutation; Level 1 Casting Time 1 hour Components V, S, M (a pinch of pollen, an empty chrysalis, dandelion seeds) Skill Checks Knowledge (arcana) or Knowledge (nature) DC 30, 1 success Range oft. Effect 1d4 doses of fairy dust **Duration** instantaneous; see text Saving Throw none; Spell Resistance no Backlash The caster suffers 1d2 points of Strength damage, which last for 24 hours. Failure The caster suffers 1d4 points of Charisma damage, which last for 24 hours.

You create a special dust charged with fairy magic, which allows those it is sprinkled on to fly. The dust can be applied as a standard action, and grants the user a fly speed of 30 feet with good maneuverability. Once applied, the dust's effects last for one minute. However, the dust is powered by the belief of the creature it is used on, and if the creature's belief falters, so does the dust. At the end of the user's turn each round, if he is currently flying, he must succeed on a DC 10 Charisma check or the dust's effects immediately end, and he begins to fall.

Fairy dust loses its magical potency quickly, and once created, is usable for only 24 hours.

CREATE FAIRY OINTMENT

School divination; Level 4 Casting Time 40 minutes Components V, S, M (eagle down, wolf saliva, carrots, and powdered cold iron worth at least 50 gp), F (a cauldron made from an overturned and hollowed out mushroom) Skill Checks Knowledge (nature) DC 28, 1 success; Perception DC 32, 1 success; Sense Motive DC 32, 1 success; Spellcraft DC 32, 1 success Range oft. Effect 2d4 doses of fairy ointment **Duration** instantaneous; see text Saving Throw none; Spell Resistance no Backlash The caster is fatigued for 2 hours. Failure The created ointment does not have the intended effect, and instead burns the skin and eyes, inflicting 1d4 points of acid damage per round until removed, and blinding the user for 1d4 x 10 minutes.

You brew a special substance known as fairy ointment, a faintly pink-colored cream which has special powers when applied to the eyes. Each time the ritual is used, it produces 2d4 doses of the cream. Fairy ointment breaks down quickly, and is useable for only 3 days, after which it becomes inert and worthless. It takes a full-round action to apply fairy ointment to one's eyes, and the fairy ointment remains potent for one hour once applied.

Once applied, the fairy ointment grants a +4 bonus on saving throws made to resist charm and illusion effects, as well as on Perception or Sense Motive checks made to resist charms and illusions, or to oppose Charisma-based skill checks that have been augmented by magic in some way. If the source of the charm, illusion, or other supernatural effect is a fey

creature, or is otherwise closely associated with fey, this bonus increases to +8. Additionally, fairy ointment grants the user the ability to see invisible creatures, as the spell see *invisibility*, but only if the invisibility effect comes from a fey creature or another source closely associated with fey.

FEY BEAUTY

School illusion (glamer); Level 3 Casting Time 3 hours Components V, S, M (mustard seed and pea blossoms) Skill Checks Disguise DC 29, 2 successes; Knowledge (arcana) or Spellcraft DC 31, 1 success **Range** personal Target you Duration 1d4 days Backlash You suffer 1d6 points of Wisdom damage. Failure None

You enhance your natural physical features, giving you an otherworldly beauty while still being recognizable as yourself. You gain a +2 competence bonus on Charisma-based checks. This bonus is doubled against creatures that are normally attracted to members of your species and gender. This bonus does not apply against creatures that are able to see your true appearance (such as with a *true seeing* spell). Additionally, a total of three times over the course of the ritual's duration, you can cast charm person as a spell-like ability, with the saving throw DC equal to that of fey beauty. If desired, when you perform this ritual, you can also cause it to make you appear as though you were one age category younger than you actually are (you are still recognizable as yourself).

MARCH OF THE SEASONS

School transmutation; Level 6 **Casting Time** 6 hours **Components** V, S, M (a half-bloomed flower [spring], a handful of sand [summer], a fallen leaf [autumn], ice [winter]), F (a stone sundial), SC (up to three) Skill Checks Bluff DC 30, 1 success; Diplomacy DC 30, 1 success; Knowledge (nature) DC 28, 3 successes; Survival DC 28, 1 success Range 5 miles Area 5-mile-radius circle, centered on you **Duration** 3d4 days Saving Throw none; Spell Resistance no Backlash Each caster suffers 4d6 points of nonlethal damage and 1d2 points of Constitution damage. **Failure** There is a 50% chance that the weather changes to match the opposite season from the one the casters intended, and a 50% chance that the weather automatically changes to a powerful storm.

You can subtly and indirectly change the weather in the affected area. It takes 1 hour for the change to come into effect. Once it does, the weather in the affected area changes to a random weather type appropriate for a particular season of your choice (spring, summer, autumn, or winter). You do not choose the exact type of weather that occurs. This change in effective season changes what weather options can be selected with control weather and similar effects. For more information on types of weather and randomly determining weather, see the Pathfinder Roleplaying Game Core Rulebook.

WALK THE FEY PATHS

School conjuration (teleportation); Level 7 Casting Time 70 minutes

Components V, S, F (three storm-tossed stones, seven mushrooms picked from seven different mushroom circles), SC (up to 6)

Skill Checks Acrobatics DC 32, 1 success; Knowledge (arcana) or Spellcraft DC 35, 2 successes; Knowledge (nature) or Survival DC 30, 2 successes; Knowledge (planes) DC 32, 1 success; Stealth DC 35, 1 success

Range touch

Targets up to one touched creature/level **Duration** 1 hour/level (D)

Saving Throw Will negates; Spell Resistance yes Backlash Each caster suffers 5d6 points of nonlethal

damage, and suffers a -2 penalty on attack and damage rolls for 24 hours.

Failure Each caster is affected as though by the spell *slow* for 1 hour.

You gain entry to the mysterious and invisible paths of the fey, a secret demiplane that mirrors the Material Plane, and is similar to the Ethereal Plane or Plane of Shadow, but exists only along the Material Plane's ley lines. In order to perform this ritual, you must be on a ley line. If you are at a point where two or more ley lines converge when you perform the ritual, you gain a cumulative +2 bonus on all skill checks made to perform the ritual for each ley line at the intersection beyond the first (to a maximum bonus of +10 for a total of 6 ley lines).

The effects of this ritual are similar to the spell *shadow walk*, except that instead of the Plane of Shadow, it takes you along fairy paths. These paths are brightly colored and beautiful to traverse, and mimic the real world, but everything seen is vague and wispy, and details are indistinct and difficult to make out. You can only travel along ley lines, and cannot pass more than a mile away from a ley line. Attempting to do so causes the ritual to end, depositing you back in the Material Plane.

Each hour, there is a 10% chance of encountering a procession of powerful fey (typically an encounter whose total CR is between 15 and 22) headed in the opposite direction. Such processions are often hostile towards mortal creatures making use of fey paths.

WARD OF IRON

School abjuration; Level 2 Casting Time 20 minutes

Components V, S, M (a candle rendered from animal fat and a handful of wild-picked flowers), F (a dagger whose blade is made of pure, unadulterated iron) Skill Checks Knowledge (nature) or Survival DC 26, 1 success; Knowledge (religion) DC 28, 1 success Range touch Target creature touched

Duration 8 hours; see text

Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

Backlash The caster suffers 1d6 points of nonlethal damage. **Failure** The target exudes an aura that is off-putting to fey creatures, reducing their starting attitude towards him by one step (helpful becomes friendly, friendly becomes indifferent, and so on).

You ward the target against the machinations of the fey, granting a +2 deflection bonus to AC against attacks made by fey and a +2 circumstance bonus on saving throws made to resist the spells, spell-like abilities, and supernatural abilities of fey creatures. Further, the target is warded by a *sanctuary*like effect that forces any fey attempting to make a hostile action against the character (including mischievous pranks) to succeed on a Will save or be unable to do so. This applies even to actions not taken against the character directly, as long as the warded creature is ultimately the intended target (for example, it would apply to an attempt to trip up the warded creature's mount, even though the warded creature himself was not targeted directly).

This protection gains its power in part from the subject's own willingness to refrain from harming the fey, and taking any hostile actions against a fey creature, or even taking actions that are rude or insulting to a fey creature, causes the ritual's effects to end immediately.



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Enchanted Magic of the Eair Folk

Ocalt rituals, from Pathfindar Rolplaying Came Ocalt Aliventures, bring magic to the masses, with lengthy and difficult to parform magical rites whitch came be parformed even by non-spelleasters, but whitch 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 bookpresents a collection of to brand new occult tituals for use in your game, all of which are thematically linked to factics and the follklore surrounding them. Presented in the guisse of a fietitious tome that player characters might stumble across, the bookalso 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. Therituals in this bookallow players (or nefarious NPCs) tos

o Boutle the dreams of sleeping creatures and consume them at a later time.

• Attend the court of a faction oble lat the caster's own tield.

o Greate special dusts and of numents that allow one to see through glamers or even fly.

o Steel the appearance of another aceture, allowing you to take that place a dangeling. • And much much more





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