

ISSUE
17

FILES FOR EVERYBODY RITUALS



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PATHFINDER[®]
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2ND EDITION



Everybody
Games

FILES FOR EVERYBODY RITUALS

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ABOUT EVERYBODY GAMING

Everybody Games began as the blog of Alexander Augunas in January 2014 under the name Everyman Gaming, where he wrote about *Pathfinder Roleplaying Game* tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with

Rogue Genius Games to release *Ultimate Occult* and has remained with them since. In 2019, the company's name changed to Everybody Games in order to reflect our mission to get everyone gaming.

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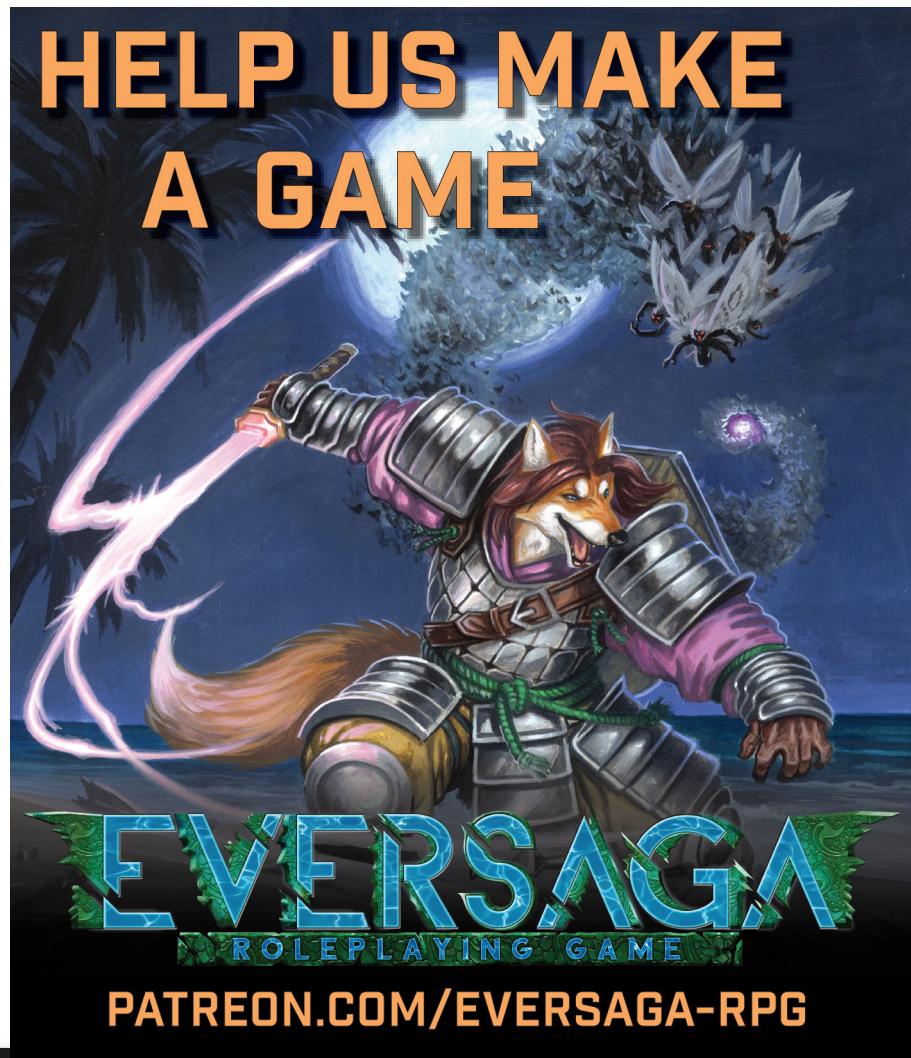


GET EVERYONE GAMING!

Look, we get it. Getting your closest friends and family together for a Tabletop RPG session is tough. Not only do you need to pick a system that everyone wants to play, but everybody needs to build characters that work well together, the GM needs to choose or create a perfect campaign pitch, and to top it all off you gotta find time where everyone can get together and game. It's not easy! Which is why you need a publisher who knows how difficult it is to get everybody together and on the same page. That's why you need Everybody Games.

Welcome to *Files for Everybody*, a Third-Party Pathfinder Second Edition product series brought to you by Everybody Games. We know how tough it is to get everybody together around the table, so we try to provide you exactly the content you need to keep everybody excited and invested in your Pathfinder Second Edition campaign. From new classes to class feats, archetypes to skill feats, spells to rituals, ancestries and monsters, and much more, Everybody Games has what you need to get everyone gaming! In *Files for Everybody*, each file focuses on a specific topic, whether it be new feats, a new class, a new ancestry, or something else entirely. We want it to be easy to navigate each *File*, and keep our content simple to use and rewarding to master. Regardless of topic, we believe that every issue in our *Files for Everybody* series is something special and wonderful, no matter how small, and hopefully after this issue you'll feel the same!

~ Alexander Augunas
Publisher & Crunchmaster of Everybody Games



RITUALS FOR WHO?

This installment of *Files for Everybody* introduces five new rituals that anyone can cast, no spell slots needed! These rituals follow the same standard set of rules for rituals as described in the *Pathfinder Second Edition Core Rulebook* and like those rituals, most are of Uncommon or Rare rarity. This isn't because these rituals are particularly powerful; rather, their rarity allows the GM to decide how readily players can access these rituals in their campaigns, allowing them to be everyday occurrences, rare treasures, or mysterious rites few have ever heard of before.

RITUAL'S SOURCE

Rituals are a form of ceremony magic that isn't well-understood. Most don't belong to a specific tradition, and their powers can be invoked by those otherwise lacking in magical talent. The reason rituals work is hotly contested, but most sages think their powers stem from collective belief—that a ritual works because a ritualist convinces reality of the ritual's ability to influence it.

RITUAL INDEX

Need a quick summary of the rituals in this product? Check out the index on page 07!

RITUALS

Among the oldest forms of magic known to mortals, rituals rely on complex formulas and intricate ceremonies in order to harness the fundamental forces that shape reality itself. Unlike spellcasting, wherein the spellcaster must provide the power necessary to shape the magical effect they produce, the energy fueling a ritual's magic is ambient — it is the magic that permeates reality. Ergo, the seemingly innate ceremonies a ritualist undertakes shape and direct this energy through the power of personal belief.

ESSENCE DIVISION

UNCOMMON TRANSMUTATION

Cast 1 day; **Cost** rare herbs and oils worth $250 \text{ gp} \times \text{the target's level}$, one gold ring with a ruby worth 100 gp per copy you wish to creature, which cannot exceed the number of digits the target has.

Primary Check Occultism (expert); **Secondary Checks** Crafting.

Range touch; **Target** 1 creature

You perform a ritual that divides the target into multiple, disparate creatures (called quotients). When the ritual is cast, a ring is placed on each of the target's digits (usually their fingers and toes), and when complete the quotients each tumble out of the original wearing one of the rings on a corresponding part of their body. A quotient cannot willingly remove its ring, and if removed they crumble to dust.

Each quotient is an NPC under the GM's control, but exactly how those NPCs think and behave is determined by which version of the ritual is used. While some versions of this ritual offer all of the forms, others include only a single form or only a few of them. Whichever you use, the effect can't be counteracted, though it can be ended by *alter reality*, *miracle*, *primal phenomenon*, *wish*, or *rites of shatterspell*.

» **Ability** You divide the target by its potential. For each quotient created, the target gains one of the following conditions with a condition value of 1: clumsy, drained, enfeebled, or stupefied condition. You can choose the same condition multiple times, each time increasing that condition's value by 1. Each condition's value cannot exceed $5 + \text{the target's ability modifier}$ in the condition's associated ability score (Strength for enfeebled, Dexterity for clumsy, drained for Constitution, and the highest between Intelligence, Wisdom, and Charisma for stupefied). Each quotient has one key ability of your choice that has one ability score modifier equal to the condition value you used for that ability score (enfeebled for Strength, clumsy for Dexterity, drained for Constitution, or stupefied for all others); all other

RITUAL 6

modifiers are equal to 0 — the condition value you used for that ability score. No two quotients can have the same key ability, limiting the total number of quotients you can create in this way to 6.

- » **Age** You divide the target up by its age. The target's age is divided by the total number of quotients created, and each quotient is of the same, modified age. The target and all quotients are diminished both in maturity and physical age, and the target cannot be made younger than 1 month old in this manner.
- » **Expertise** You divide the target up by its experience. For the purpose of determining the target's proficiency bonuses, divide the target's level by the total number of quotients created. The target and all quotients used this reduced proficiency bonus.
- » **Temperament** You divide the target by their personality. The target and each quotient each embody one specific emotion or temperament, with the target retaining the most significant to their personality. For example, if the target is normally excitable, then the target's emotions adjust so that they can only be excitable. Then one quotient might embody anger, another sorrow, and so on.

Success You successfully divide the target. Each quotient acts as an independent creature.

Failure You fail to divide the target's essence.

Critical Failure The target's essence is divided in unexpected ways, as determined by the GM but generally as contradictory as your original intentions as possible. For example, if you intended to divide the target's essence by ability to get a dumb, brutish version of them that would follow your every command, they might instead divide by age so you're left with a gaggle of young children.

RESTORE THE BROKEN BODY

RITUAL 1

UNCOMMON CONJURATION HEALING

Cast 1 day; **Cost** reagents to build a chamber capable of housing the target's unconscious body worth 2,500 gp plus regents to heal the target worth 50 gp \times the target's level

Primary Check Medicine; **Secondary Checks** Occultism.

Range touch; **Target** 1 creature

Duration permanent, see text

You perform a ritual to place the target in temporal stasis until their body can be restored. When you cast this ritual, the target falls unconscious as the chamber fills with liquid and cannot awaken until the ritual has run its course. While unconscious, the target doesn't need to breathe and treats every 24 hours that passes as 1 round for the purpose of aging, dehydration, starvation, non-magical afflictions such as diseases and poisons, and all other biological processes.

Critical Success As a success, but you increase the highest-level of each type of effect you can counteract with *rites of spellshatter* by 1.

Success While unconscious, the target gains long-term bed rest every 24 hours and attempts a counteract against a 1st-level or lower spell, a 2nd-level or lower disease or poison, or a 2nd-level or lower effect imposing the paralyzed condition, chosen randomly. The ritual acts as *dispel magic* when counteracting spells, *neutralize poison* when counteracting diseases, *remove disease* when counteracting diseases, or *remove paralysis* when counteracting the paralyzed condition. Once the ritual has counteracted or ended all effects that it is capable of affecting, it ends and the target awakens after 1 hour. After awakening, the target gains the clumsy 4, drained 4, enfeebled 4, and stupefied 4 conditions; each of these conditions' value lessen by 1 after a full night bed rest.

Failure The target is unaffected by the ritual.

Critical Failure The target is placed into suspended animation and cannot get a full night's rest. Every 24 hours, the target gains the drained 1 condition; if the target is already drained, their drained condition's value increases by 1d4 instead.

Heightened (1+) Increase highest level of ritual or spell that the ritual can counteract by 1 and the highest-level of disease, poison, or paralyzed condition that the ritual can counteract by 2.

Heightened (2nd) If the ritual is a success or a critical success, the target counteract a single effect imposing the blinded or deafened condition to the target day, acting as a 2nd-level *restore senses* spell.

Heightened (3rd) If the ritual is a success or a critical success, the target can lessen a toxin or reduce a condition instead of counteracting an effect for the day, acting as a 2nd-level *restoration* spell.

Heightened (4th) When the target uses their daily counteract to lessen a toxin or reduce a condition, it acts as a 4th-level *restoration*.

Heightened (5th) If the ritual is a success or a critical success, the target can reattach one severed body part instead of counteracting an effect for the day.

This body part must be present with them inside of the ritual chamber.

Heightened (6th) When the target uses their daily counteract to lessen a toxin or reduce a condition, it acts as a 6th-level *restoration* except no material component needs to be added to reduce a permanent doomed condition.

Heightened (7th) If the ritual is a success or a critical success, the target regrow one damaged or ruined organ instead of counteracting an effect for the day. If the target is suffering from a physical, congenial disorder, they can attempt a DC 40 Medicine check to counteract the disorder.

Heightened (8th) You can target 1 dead creature that's been dead for no longer than 1 week prior to the ritual's casting. When doing so, the ritual has the following critical success, success, failure, and critical failure effects.

Critical Success As a success, but the target immediately returns to life, after which their condition does not improve for 2d6 days.

Success The target's body is rebuilt as their soul is called back from the afterlife. The target remains dead for 2d6 days, after which they are revived but unconscious with 1 Hit Point and no spells prepared or points in any pools. The target's condition does not improve for 2d6 days, after which they begin gaining long-term bed rest every 24 hours and counteracting effects.

Failure The target remains dead.

Critical Failure The target remains dead and their corpse is ruined, making it unable to be targeted by further uses of *restore the broken body*, *raise dead*, or a *resurrect* ritual of 8th level or lower.

RITES OF SHATTERSPELL

UNCOMMON **ABJURATION**

Cast 1 day; **Cost** reagents to enter a heightened state of awareness worth 200 gp × the level of the effect you're attempting to counteract

Primary Check See text; **Secondary Checks** Occultism.

Range touch; **Target** 1 creature

You attempt to impose your mental desires upon the physical world, undoing effects normally too powerful to counteract. When you cast the ritual, choose one effect active on the target that you want to counteract and attempt a skill check with a skill that represents a cherished memory that you shared with the target (the primary check). For example, if you and the target became close friends due to a shared love of reading, you could attempt Literature Lore checks for the ritual's primary and secondary checks. The DC for this counteract check is a very hard check of the effect's level (or twice its level, if

its a spell or ritual) for most effects, a incredibly hard check for effects that can only be ended by wish or effects that refer to the wish spell, or an incredibly hard check of 1 level higher for effects that can only be ended by *rites of shatterspell*.

As part of the ritual's casting, you can make any number of sacrifices to gain a conditional bonus to your counteract check equal to the combined base bonuses of each sacrifice $\times 1$ if you are an acquaintance of the target's, $\times 2$ if you are amicable with them, or $\times 3$ if you are close friends with them.

- » **Adulthood** You sacrifice your adulthood, becoming a number of years younger equal to the base bonus $\times 2d4$ years. You choose the base bonus before rolling for the number of years younger you become. This can't make you younger than a newborn (0 years old), and the base bonus cannot exceed a multiple of the number of years rolled that would be necessary to make you a newborn. For example, if you're 20 years old, choose a base bonus of +5, and roll 8 years, your base bonus cannot exceed +3 because $+3 \times 8$ years exceeds the number of years you can offer. While you nearly all of your adult memories and skills as a result of this offering, you retain a fondness for the target relative to the strength of your connection with them.
- » **Clumsy** You offer your Dexterity, gaining the clumsy condition for 24 hours. The base bonus is equal to half the condition value you choose, which cannot exceed 5 + your Dexterity modifier. If you make the condition permanent, the bonus is quadrupled.
- » **Enfeebled** You offer your Strength, gaining the enfeebled condition for 24 hours. The base bonus is equal to half the condition value you choose, which cannot exceed 5 + your Strength modifier. If you make the condition permanent, the bonus is quadrupled.
- » **Life** You offer your life, causing you to immediately progress to dying 5 and die. You cannot be resurrected except by divine intervention. The base bonus is +10.
- » **Drained** You offer your Constitution, gaining the drained condition for 24 hours. The base bonus is equal to the condition value you choose, which cannot exceed 5 + your Constitution modifier. If you make the condition permanent, the bonus is quadrupled.
- » **Memento** You offer something that you treasure deeply, causing the item to disintegrate into ash. The base bonus is equal to +1 plus the item's level divided by 4.
- » **Memory** You offer the target's memory of your time together. The base bonus is +1. If you succeed, the target cannot recall you or your identity in any capacity; if you point out major life events that you were present for, the target remembers someone was present but cannot remember who. This fugue cannot be removed except by divine intervention.

» **Stupefied** You offer your mental acuity, gaining the stupefied condition for 24 hours. The base bonus is equal to half the condition value you choose, which cannot exceed 5 + the highest among your Intelligence, Wisdom, and Charisma modifiers. If you make the condition permanent, the bonus is quadrupled.

» **Youth** You sacrifice your youth, becoming a number of years older equal to the base bonus $\times 2d10$ years. You choose the base bonus before rolling for the number of years older you become. This can cause you to die from old age, and the base bonus cannot exceed a multiple of the number of years rolled that would be necessary to make you a newborn. For example, if you're a 20 year-old human, choose a base bonus of +5, and roll 20 years, your base bonus probably can't exceed +4 because $+4 \times 20$ years is 80 years, making you 100 years old and likely dead of old age.

Critical Success You successfully counteract the chosen effect with no side effects.

Success You successfully counteract the chosen effect, but the target is drained 4; this condition's value decreases by 1 after a full week of bed rest.

Failure You fail to counteract the chosen effect.

Critical Failure All ritualists must succeed at a Will save against the ritual or be affected by whatever effect they attempted to use *rites of shatterspell* to end.

SKINSUIT TRANSFORMATION

RITUAL 2

RARE **EVIL** **TRANSMUTATION**

Cast 1 day; **Cost** reagents to sew livesteel buttons into the target's flesh worth 400 gp \times the target's level; **Secondary Casters** 1

Primary Check Arcana or Occultism (expert); **Secondary Checks** Athletics or Tailoring Lore.

Range touch; **Target** 1 creature

Duration 1 week or until dismissed

You transform the target's body into a one-piece set of clothing that appears identical — albeit it simplified — to their original form save that it has three livesteel buttons. The effect can't be counteracted, though it can be ended by *alter reality*, *miracle*, *primal phenomenon*, *wish*, or *rites of shatterspell*. Only the target is transformed; any gear they're carrying or wearing falls to the ground in their space. This garment automatically adjusts itself to fit any creature that attempts to wear it and if all three buttons are buttoned, the garment transforms back into the target's body under the wearer's control, acting as the critical failure effect of a 9th-level *possession* spell cast by the wearer. This effect doesn't have the incapacitation or mental traits and lasts until the wearer unbuttons the skinsuit or the ritual's duration ends.

A skinsuit's buttons have hardness 2 and 10 Hit Points. When buttoned, these buttons are invisible to everyone except the wearer. If a button is destroyed,

the skinsuit reverts back into clothing worn by the wearer. As a garment, a skinsuit has the same number of Hit Points as the target and retains any hardness, resistances, or immunities that the target has. A skinsuit acts as an ordinary set of clothing for all effects except as described above. It does not register as a magic item despite its unique properties. The target does not age while transformed and is unconscious until worn, at which point wearer and target can communicate with each other via telepathy, though the wearer can choose to silence the target as their discretion.

Critical Success You successfully transform the target into a skinsuit. Anyone wearing the target is legendary in Deception checks to Impersonate them; a wearer who is already legendary in Deception instead gains a +4 item bonus to Deception checks to Impersonate the target while wearing them.

Success You successfully transform the target into a skinsuit.

Failure You fail to transform the target into a skinsuit.

Critical Failure You transform yourself into a skinsuit.

Anyone wearing you is legendary in Deception checks to Impersonate you; a wearer who is already legendary in Deception instead gains a +4 item bonus to Deception checks to Impersonate you while wearing you.

Heightened (4th) Increase the duration to 1 month.

Heightened (6th) Increase the duration to 1 year.

Heightened (8th) Increase the duration to permanent.

Heightened (10th) The ritual's duration is permanent and it can only be ended by *rites of shatterspell*.

TWISTING OF FLESH AND FORM

ritual 8

UNCOMMON TRANSMUTATION

Cast 1 day; **Cost** reagents to make the target's physical form malleable to the ritualists' wills worth 800 gp × the target's level; **Secondary Casters** 1

Primary Check Arcana or Occultism (master); **Secondary Checks** Medicine (expert).

Range touch; **Target** 1 creature

You perform a ritual that dramatically twists the target's form, changing them as you see fit. While some versions of this ritual offer all of the forms, others include only a single form or only a few of them. Whichever you use, the effect can't be counteracted, though it can be ended by *alter reality*, *miracle*, *primal phenomenon*, *wish*, or *rites of shatterspell*.

» **Metamorphosis** You transform the target into another creature of your choice. If you transform the target into a member of the same ancestry, you can change their appearance within what members of that ancestry can naturally present with and retrain their heritage and any number of their ancestry feats into any Common options of your choice. If you

transform the target into a member of a different ancestry, you replace their original ancestry boosts with those of their new ancestry. This new ancestry must be Common, though the GM can allow access to rarer ancestries you've had significant contact with. If you transform the target into a creature that isn't an ancestry (such as a lion), they use the statistics for that kind of creature but retain their Intelligence, Wisdom, Charisma, and memories. Regardless of which version of the ritual you use, the target always retains its memories and you cannot transform the target into a creature whose level exceeds their original level.

» **Object** You transform the target into an item or object of your choice with an item level equal to or less than the target's level. This item must be non-magical unless the target is capable of casting spells and you provide additional reagents equal to the magical item's cost. As an item, the target is mindless, indistinguishable from an ordinary item, and doesn't age. You can etch runes onto the target or otherwise work them into new appearances (such as by smelting iron or melting ice), but if the target is damaged or physically altered and later returns to their original form without being restored or repaired, their original body suffers similar deformities. If you transform the target into a magical item, you can turn them into an intelligent item that maintains their original personality and memories.

» **Reassign Ability Boosts** You can reassign all of the target's free ability boosts, starting with those gained at 1st level and progressing to any additional ability boosts gained from advancing in level. You must follow all of the normal rules for applying ability boosts, such as not applying multiple ability boosts to the same ability score at any given step.

» **Repair Body** You repair damage to the target's body, acting as regenerate except the duration is 1 minute. The target also regrows all severed body parts over the effect's duration, and both organs and congenital disorders are restored to typical functionality.

Critical Success You alter the target's body as intended. When determining the ritual's effects, you treat the target as being 4 levels higher.

Success You alter the target's body as intended.

Failure You fail to alter the target's body.

Critical Failure The target's body is altered in unexpected ways, as determined by the GM but generally as contradictory as your original intentions as possible. For example, if you intended to reassign all of the target's ability boosts to increase Strength, they might be transformed into a member of an ancestry normally associated with physical weakness, such as a kobold.

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NEXT TIME!

In Issue 18 of Everybody Games's *Files for Everybody*, author Alexander Augunas offers readers a selection of brand-new downtime activities they can engage in: hobbies! Each hobby is an activity specifically designed for rest and relaxation, allowing your characters to sit back, relax, and enjoy themselves between adventures by gallivanting across town, enjoying fine cuisine, or simply sitting back and reading a good book.

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