

SPELLBOUND

A CODEX OF RITUAL MAGIC

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RITUAL MAGIC

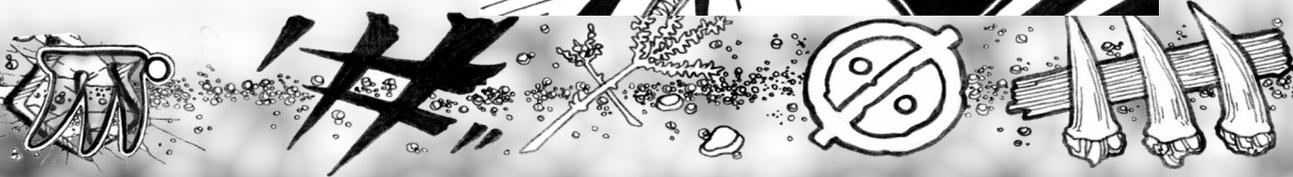
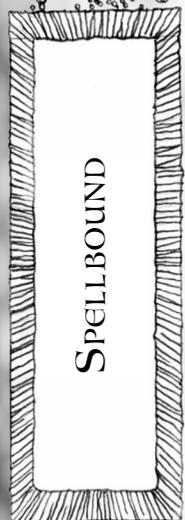
Rituals, like spells, are a way of accessing and controlling powerful magic in order to manifest a specific effect. Rituals, however, tend to be more powerful than spells, and also more tricky to cast. Rituals do not come automatically to spellcasters, but rather casting rituals is a specific skill that must be mastered in addition to the basic study in arcane or divine power.

Ritualists may cast as many rituals as they have time and resources for. Unlike spells, there is no specific number of rituals that they can cast per day. Rather, they are limited by time and the availability of material components. Moreover, in order to cast a ritual a ritualist must usually possess the proper ritual scroll. Ritual scrolls are valuable magical items. They provide a detailed list of instructions for casting a specific ritual, and are not consumed in the casting of rituals. The casting of rituals is so complex that it is not ordinarily possible to cast a ritual from memory alone, without the benefit of the ritual scroll (see Memorizing Rituals below).

Rituals further differ from spells in that they are not dependent in any way upon the power of the caster. The caster level has no direct impact on the casting of rituals. This also means that any ritualist may attempt to cast any ritual to which they have access, regardless of power. The ritual casting skill of the ritualist, however, does determine the all-important probability of success or failure. More powerful rituals tend to be more difficult to complete successfully. Thus, even though a person with minimal ritual casting skill may attempt to cast a powerful ritual, the likelihood of success would be small.

The casting of rituals is limited not only by their difficulty, but also by their cost and the danger that they pose. Unlike spells, the successful casting of rituals is never guaranteed. The more powerful the ritual, the greater the chance of failure, at the cost of lost time and expensive material components. Every ritual also poses a potential risk to both the caster and the subjects. A failed ritual may be a critical failure, in which case the ritual not only fails, but the magical energy is released in an unpredictable and harmful way. It is not uncommon for ritual failures to cost the life of the ritualist, which is why most ritualists are not eager to cast powerful rituals often.

Even successful rituals may have unpredictable results. A ritual that is just barely successful may be flawed, in which case the effect of the ritual will be altered or there will be an unforeseen side effect. Occasionally a ritual will be a critical success, in which case it succeeds beyond expectation. In such cases the power of the ritual is enhanced in some fashion, or the ritualist gains an unforeseen boon of some type.





RITUALS

Below are a few sample rituals:

CIRCLE OF TREES

Divine Ritual (Plant, Druid)
Conjuration
DC: 25
Flaw: 2
Components: V, S
Korba: 8 drams
Casting Time: 1 hour
Range: Personal
Area of Effect: 500 ft. radius circle
Duration: 1 month
Saving Throw: None
Spell Resistance: No

This ritual will allow you to create a circle of trees centered on you. The trees will be of a type native to the area, and may in fact be any type of large plant, such as a cactus. If you are in a terrain that does not normally support plant life, such as a barren desert or frozen tundra, then this ritual will not function. The trees will surround and defend a clearing in the middle of the area of effect. The center clearing (which may possess a structure, an encampment, or anything you wish to protect) will be rendered unreachable as the trees will move to misdirect anyone trying to walk through them to the center. They will also form a dense canopy overhead that will prevent entry from above. You may freely enter and leave the protected clearing, and bring any creature(s) with you. You may also designate at the time of casting specific individuals who may freely leave and enter on their own, and this may not be changed once the ritual casting is complete.

Any attempt to break into the protected clearing by destroying the trees will fail, as the trees will regrow as quickly as they are damaged or destroyed. Only the complete and simultaneous destruction of all trees within the area of effect of this ritual will succeed in breaching its protection. Otherwise, only by dispelling this ritual will an enemy gain access to the protected clearing.

Critical Success: See *Divine Ritual Critical Success* table.

Critical Failure: See *Divine Ritual Critical Failure* table.

Flaw: See *Divine Ritual Flaw* table.

MODIFY ENCHANTED ITEM

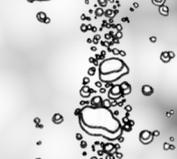
Arcane or Divine Ritual (Magic)
Transmutation
DC: 27 + special (see text)
Flaw: 3
Components: V, S
Korba: 5 drams + special (see text)
Casting Time: 10 minutes
Range: Touch
Target: One enchanted item
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

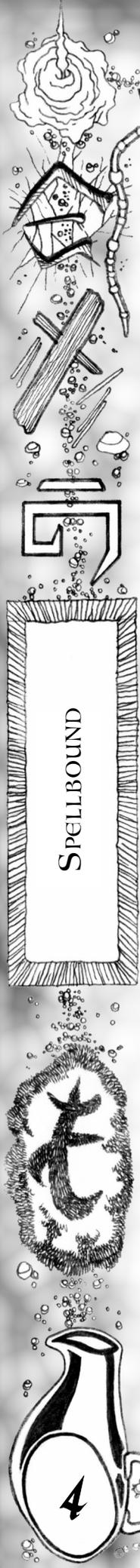
With this ritual you may alter the properties of one magic item, without destroying it or having to recraft it. You may alter one aspect of the item's enchantment (although you cannot change its physical form, that is accomplished with the Change Enchanted Form ritual). For example, you may remove the curse from a magic sword without removing its keen edge or +3 enhancement bonus. You may change an arrow of dragon slaying into an arrow of demon slaying. You may also render an item that can only be used by dwarves into one that is only usable by elves. Also, the personality, alignment, or special purpose of a sentient weapon may be altered.

Magical properties may be removed or altered, and harmful or inconvenient side effects removed or ameliorated, but entirely new magical powers may not be added by the base version of this ritual. Also, the power of any bonus or effect cannot be increased (a +3 weapon may not be changed into a +4 weapon). In effect, the base price of the target magic item cannot increase (but can decrease without restriction).

However, at the GM's discretion, you may attempt to add new powers or increase the bonus of magical items with this ritual, but the korba cost and DC will increase correspondingly. As a guideline, add +3 to the DC and one dram of korba for each additional +1 bonus, low level power, or die of damage delivered by the item; add +5 to the DC and two drams of korba for every moderate level power, and add +10 to the DC and 5 drams of korba for every high level power.

The base version of this ritual has no effect on minor artifacts or artifacts. At the GM's discretion, this ritual may affect minor artifacts with a +5 DC and +5 drams of korba, and artifacts at +15 DC





and +10 drams of korba.

Critical Success: See *Arcane* or *Divine Ritual Critical Success* table.

Critical Failure: The item is destroyed, and also see *Arcane* or *Divine Ritual Critical Failure* table.

Flaw: In addition to the desired alteration, the item is altered in an unpredictable manner that will render it either less powerful, useful, or convenient or highly annoying in some way.

RENDING

Divine Ritual (Chaos, Evil)

Evocation

DC: 32

Flaw: 6

Components: S, V, DF

Korba: Special (see text)

Casting Time: 10 minutes

Range: 10 ft.

Area of effect: Circle of 10 ft. diameter

Duration: Permanent

Saving Throw: None

Spell Resistance: No

You may not cast this ritual on ground sanctified to any god except those that grant the Chaos or Evil domain. You may also not cast this ritual within a Druid Circle or Nature Preserve (though it may be cast on ground not covered by any magical

effects). This ritual creates what appears to be a rift in the fabric of space, an area of "nothingness." This area radiates evil. It may be destroyed by a turning check equal to that required to turn an undead creature of 30 HD.

Every hour a random monster will spontaneously come forth through the rift. What sort of monster depends on how much korba was spent: for 3 drams the rift summons creatures as *summon monster I*. For 6 drams each generation summons creatures as *summon monster II*, for 9 drams each generation summons creatures as *summon monster III*, etc. Unlike the *summon monster* line of spells, the monsters summoned through the rift are permanent and do not go away. Only creatures of evil alignment may be summoned by this ritual. Under no circumstances does this ritual grant you any affinity to, or control or influence over, the actions of the summoned creatures. The creatures summoned through the rift immediately begin wandering about the area, looking for creatures to attack. (The GM should feel free to substitute other creatures of his/her choice of similar challenge ratings.)

Any creature walking into the rift is instantly destroyed.

Critical Success: The rift produces 2d4 monsters per hour, rather than 1d4.

Critical Failure: See *Divine Ritual Critical Failure* table.

Flaw: All monsters summoned by the rift have enmity with you, and See *Divine Ritual Flaw* table.

