

Complex Rituals

Certain magic spells are too powerful to be cast in the normal way. Summoning creatures of great power, raising undead armies, and calling forth castles from the earth are examples of magic that goes beyond a simple spell. This magic is known as a complex ritual. All complex rituals require certain components, described below.

Casting Time

Most rituals have a casting time of 1 hour or longer. The ritual leader must maintain concentration during this time. If the ritual leader's concentration is broken, the spell fails and any spent sacrifices at the time of broken concentration are consumed.

Environmental Conditions

Each complex ritual requires specific environmental conditions. These could include time of day, weather, phases of the moon, and location. For instance a ritual to raise an army of the dead might have to take place after the sun goes down in a graveyard during a full moon.

Focuses

Focuses are material items needed to cast the ritual which are not consumed during the process of casting.

Sacrifices

Sacrifices are materials needed to cast the ritual which are consumed during the process of casting.

Recipe

This recipe outlines the specific steps taken to cast the ritual. Any ability checks related to the ritual are mentioned here. It is recommended that the DM make the character's ability checks for them and keep the result secret.

Effect

The complex ritual's effects are listed along with its duration. Most rituals have a variable duration.

Greater Effects

Some complex rituals can be cast to greater effect - summoning more powerful creatures, raising larger numbers of undead, etc. Achieving these greater effects often requires more cost and more risk.

Conjure Greater Celestial

Casting Time: 4 hours

Environmental Conditions: The ritual must take place after the sun has risen and before it completely sets.

Focuses: A headdress of angel feathers worn by the ritual leader (worth 4000 gp), a brazier made of a pure silver blessed by a celestial being (worth 4000 gp), a decanter carved from a single piece of jade (worth 1000 gp), the horn of a unicorn (worth 1000 gp), and the written holy incantation for this ritual (worth 5000 gp)

Sacrifices: 4 dragontree logs carved with holy symbols (worth 300 gp each), a brick of incense made from ghost orchid flowers (worth 2700 gp), a cask of holy water blessed by a unicorn (worth 1000 gp), and a creature with the fiend type

Recipe

1. The ritual leader begins chanting the incantation and name of the celestial being conjured. If the ritual leader does not know the celestial's name, instead the name of a specific type of celestial (e.g. deva) is chanted. This celestial must have a challenge rating 10 or lower.
2. Light the dragontree logs in the brazier to make a fire.
3. Pour the holy water into the decanter and place the decanter over the fire.
4. When the water is boiling pull the decanter off the flames and pour it over the fiend.
5. Put the holy incense on the fire.
6. Kill the fiend with the unicorn horn.
7. Using the fiend's blood, draw the sacred symbols indicated in the incantation upon the ground. The creature drawing the symbols must succeed on a DC 15 Intelligence (Religion) check or the ritual does not work.
8. Continue to chant. At the end of four hours of total chanting the ritual leader communes with the celestial before it appears and must succeed on a DC 15 Charisma (Persuasion) check in order to call the being forth. If this check fails the ritual does not work. If it succeeds, the celestial appears under the ritual leader's control.

Effect

Once the ritual is complete, the celestial is friendly to the ritual leader and its companions. Roll for initiative for the celestial, it has its own turns. It obeys any verbal commands the ritual leader issues to it (no

action required by the lead caster) as long as they don't violate its alignment. If the ritual leader issues no commands to the celestial, it defends itself from hostile creatures, but otherwise takes no action.

As an action the ritual leader can release the celestial from its control and return the celestial to the place from which it was summoned.

Every 24 hours the celestial is under the ritual leader's control, the ritual leader must make a Constitution check (DC 10 + the number of days since the ritual was completed). Failing this Constitution check means the ritual leader suffers one level of exhaustion, which cannot be restored in any way until the celestial is no longer under its control.

If the caster dies before dismissing the celestial, the celestial does might return to the place from where it was summoned, or, depending on what it observed and was made to do during its time of servitude, the DM might decide the creature becomes hostile toward the ritual leader's allies (and the ritual if returned to life).

Greater Effects

Using this complex ritual you can summon a celestial with a challenge rating higher than 10 up to 20. For every number of the challenge rating higher than 10, add another dragontree log and fiend consumed by the ritual. The DCs for the Intelligence (Religion) and Charisma (Persuasion) checks made during the casting of the ritual increase by 1 for every number of the creature's challenge rating higher than 10.

Conjure Greater Fiend

Casting Time: 4 hours

Environmental Conditions: The ritual must take place after the sun has completely set and finish being cast before the sun rises.

Focuses: A fiendish mask made of animal bones and gems worn by the ritual leader (worth 4000 gp), a brazier made of a pure gold washed in the blood of fiends (worth 4000 gp), a set of unholy handbells forge from cold iron and rubies (worth 1000 gp), an unholy dagger carved from the bone of a fiend (worth 1000 gp), and the written unholy incantation for this ritual (worth 5000 gp)

Sacrifices: 13 candles made from wax mixed with fiend blood (worth 100 gp each), 13 sticks of incense made from corpse flowers (worth 200 gp each), a cask of celestial blood (worth 1000 gp), and a goat, pig or similar animal

Recipe

1. The ritual leader begins chanting the incantation and name of the fiend being

called forth. If the ritual leader does not know the fiend's name, instead the name of a specific type of fiend (e.g. yochlol) is chanted. This fiend must have a challenge rating 10 or lower.

2. Light and begin burning all the unholy candles in a 30-foot-radius circle. These must burn during the entire ritual or it fails.
3. Light the incense in the unholy brazier. The incense must burn during the entire ritual or it fails.
4. In the circle of candles, draw the unholy symbol indicated in the incantation using the celestial blood. The creature who does this must succeed on a DC 15 Intelligence (Arcana) check. If the creature fails this check the fiend summoned as normal in step 7, but can escape the circle and is not under the ritual leader's control. The fiend is hostile toward the ritual leader and its allies.
5. Ring the unholy handbells in the exact sequence indicated by the incantation. The creature ringing the bells must succeed on a DC 10 Charisma (Performance) check. If the creature fails this check, it can try again one more time. A second failure means the ritual fails.
6. Inside the circle, kill the animal using the unholy dagger. Leave its body there and the ritual leader should continue to chant.
7. After three hours of chanting, if the other steps were completed correctly, the fiend should appear in the circle. If the circle of celestial blood was made properly, the fiend cannot leave the circle of candles. The ritual leader must continue to chant the incantation for one more hour. If something disrupts the caster's concentration, the circle of celestial blood, the candles, or the incense during this final hour, the fiend is able to leave the circle and is not under the ritual leader's control. The fiend is hostile toward the ritual leader and its allies.

Effect

Once the ritual is complete, the fiend is friendly to the ritual leader and its companions. Roll for initiative for the fiend, it has its own turns. It obeys any verbal commands the ritual leader issues to it (no action required by the ritual leader) as long as they don't violate its alignment. If the ritual leader issues no commands to the fiend, it defends itself from hostile creatures, but otherwise takes no action.

As an action the ritual leader can release the fiend from its control and return the fiend to the place from which it was summoned.

Every 24 hours the fiend is under the ritual leader's control, the ritual leader must make a

Constitution check (DC 10 + the number of days since the ritual was completed). Failing this Constitution check means the ritual leader suffers one level of exhaustion, which cannot be restored in any way until the fiend is no longer under its control.

If the caster dies before dismissing the fiend, the fiend does not return to the place from where it was summoned and becomes hostile toward the ritual leader's allies (and the ritual leader if returned to life).

Greater Effects

Using this complex ritual you can summon a fiend with a challenge rating higher than 10 up to 20. For every number of the challenge rating higher than 10, add another candle, stick of incense, cask of celestial blood, and animal consumed by the ritual. The DCs for the Intelligence (Arcana) and Charisma (Performance) checks made during the casting of the ritual increase by 1 for every number of the creature's challenge rating higher than 10.