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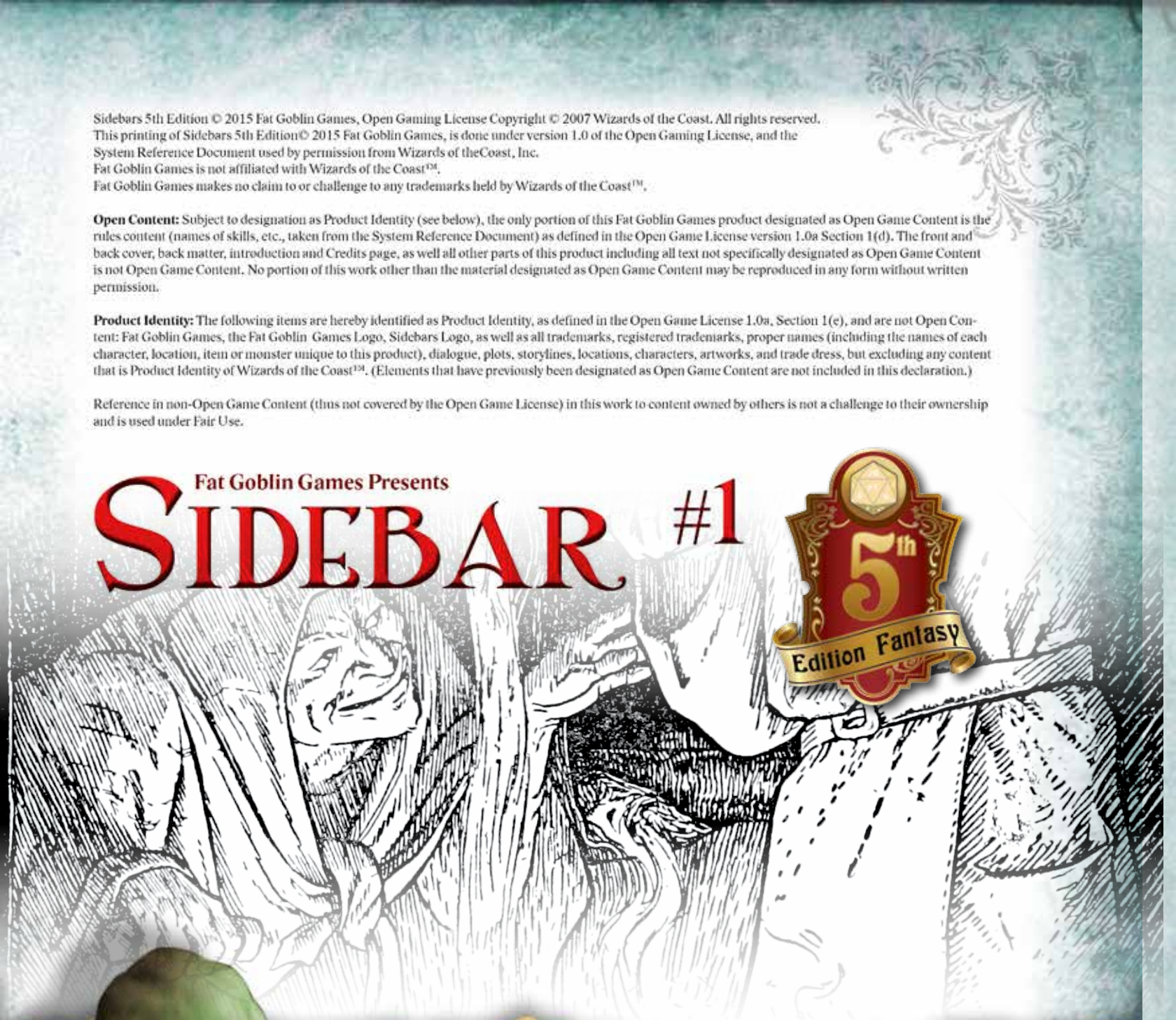
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Fat Goblin Games Presents

SIDEBAR #1



Occult Ritual Magic for 5th Edition Fantasy

Written By Ismael Alvarez

Design and Layout
Rick Hershey & Troy Daniels

Fat Goblin Games Team Members
Eric Hindley, J Gray, Jeffrey Swank, John Bennett, Justice Mora, Kalyna Conrad, Kiel Howell, Lucas Palosaari, Nick Esposito, Rick Hershey, Richard Bennett, Troy Daniels, Tyler Beck

fatgoblingames.com

Ritual magic is interesting and accessible even to non-spellcasters, but as a concept, it is currently underdeveloped. There are too few ritual spells, and many opportunities not only to provide you with more spellcasting utility, but also to weave magic into your story in a way that is holistic and does not imbalance your campaign. This product contains a handful of new rituals, as well as guidelines for using rituals, rewarding players, and providing a deeper subtext for magic within your campaign setting. It also includes rules for casting ritual magic without the requisite ability at the cost of potential consequences and risks, as well as a new occult tool set!

The **Sidebar** product line brings you an assortment of ideas, homebrew rules, and various options from the talented pool of writers at [Fat Goblin Games](#) for use with the 5th Edition Fantasy. These short and low-priced products are perfect for Game Masters and Players who want to integrate unique new options to their games.

OCCULT RITUAL MAGIC

Occult Rituals

The occult is filled with dangerous magic and foolhardy hedge wizards looking for fame and power through risky rituals. Some rituals are not meant for the uninitiated, and can lead to great danger. Arcane history is littered with stories of such fools that test the powers of magic only to be punished for their hubris.

What follows are a number of examples of such rituals and their inherent consequences, and how they can fit into your 5th edition game. Each spell contains a note that coincides with a new rule for non-ritual casters. This note will inform you of the consequences of casting this spell when the caster has no arcane ability or ritual knowledge.

Consider each of these spells to be an adventure seed, or even a potential set piece for a campaign steeped in

the occult, as they represent iconic aspects of gothic horror. Also included is the occultist tool set, for performing occult activities or fraudulent schemes.

New Rule: Non-Ritual Casters

Non Ritualist. There are many tomes and even oral histories that teach hedge magic to the uninitiated. Anyone may attempt to meddle in the mystic arts, and even wild talents have mastery over magic, but the untrained do not have the discipline or knowledge of arcane formulas that prevent catastrophic consequences.

The following spells have special rules for allowing the casting of a ritual spell without any special ritual knowledge. These may be the results of a sorcerer's apprentice misremembering their master's teachings, or a foolish adventurer attempting to recreate a ritual through an ancient tome that has a page or two missing. Whatever the cause, the only requirement be that the non-ritual caster have some access to the ritual's instructions, whether they be complete and correct, or not.

A non-ritual caster will always perform a ritual that is grossly flawed, and often it can be so detrimental as to provide little to no net benefit. Consider this as a guideline for any ritual to be cast by a non-ritual caster, and really anyone foolish enough to meddle with something that they barely understand.

For any other ritual, consider potential negative consequence to the spell being cast, either by creating an imperfect result, or even creating some random but negative magical surge that affects the caster in some way. When in doubt, consult the Random Misfortune Table.

Random Misfortune Table

1-2	The spell has no effect, and any material components are consumed regardless of whether the spell would have consumed them.
3-4	The spell works as written for non-ritual casters, but you have angered the powers that govern mystic secrets. You are at a disadvantage on all rolls to save against or resist magic for 24 hours.
5-6	The spell works as written for non-ritual casters, but it affects a random target, or allows the original target to pick a new target. In the case of a non-targeted spell, the spell instead backfires and explodes for 1d8 damage per level of the spell, affecting a 10 ft radius centered on the caster.
7-8	The spell has no effect, and the spell creates an anti-magic field that lasts for 1 month from the time of casting, centered on the spot where the ritual was completed.
9-10	The spell summons a storm of mystic energy. The area becomes difficult terrain due to tumultuous winds and unstable magical energy. Also, the caster and any companions are subject to force damage once per round (1d6) until they can leave the immediate area (at least 100 feet away from the storm's epicenter).
11	The spell has no effect, and you summon a random outsider. (GM's choice)
12	The spell goes wildly out of control, and works too good! Your GM is encouraged to create a proper though catastrophic consequence, such as the summoning of dozens of overzealous unseen servants, for instance.

Spells

EXORCISM

2nd level abjuration (ritual)

Caster: Cleric

Casting Time: 1 hour

Range: 10 feet

Components: V, S, M (a holy symbol, scripture in any media, such as cuneiform or book)

Duration: instantaneous

Notable disturbances destroy small objects around you as you attempt to force an unwanted spirit from a possessed individual. As long as you maintain concentration for the entire hour, you can perform a wisdom or charisma contest with the possessing entity (you may choose which). If you succeed, you drive the spirit out at the culmination of the spell's casting.

Non-ritual caster: A layman may cast this ritual spell if he is taught by the clergy, though it would be foolhardy to attempt such a task without significant assistance. Non-ritualists that cast this ritual and fail the contest are at risk of being possessed, and are at a disadvantage to resist any such attempts. Whether the attempt successful or not, the non-ritualist also gains 1d4 levels of exhaustion.

MAGIC SEAL

2nd level abjuration (ritual)

Caster: Bard, Cleric, Wizard

Casting time: 1 action

Range: 10 feet

Components: V, S, M (chalk containing powdered silver, worth 50 gold, which the spell consumes, and a container, which is effectively consumed by the spell)

Duration: Until the container is broken.

After defeating an enemy of a certain type (including celestials, elementals, fey, fiends, or undead), you may imprison their essence within a container. You must have drawn a mystic symbol upon the container beforehand, and you may only cast this spell on a creature that is somehow subdued (knocked out, incapacitated, or dead). Unconscious targets are not subject to this spell.

No matter what state the target is in, it may make a Charisma save against your spellcasting difficulty class to resist. If it fails, it becomes trapped within the receptacle, and may not escape unless an outside force breaks the container, or they break it from the inside.

A trapped creature may only make an attempt to break its prison at every new moon. At this time, the ritual must be cast again, allowing the trapped creature a new save to escape. If the ritual is not cast, the creature automatically breaks free. If this ritual is performed at every full moon for one year, the seal becomes permanent unless broken from the outside.

Non-ritual caster: A non-ritual caster may attempt to cast this spell, but the magical prison is rendered imperfect. A creature is at an advantage to escape the prison once it has been trapped. Moreover, it forges a link with the caster while it is imprisoned, and it can attempt to reason with, corrupt, or even cast enchantment spells at the caster. An evil creature is likely to use this time to thoroughly corrupt its warden before instructing them to set the creature free.

RITUAL OF THE HARVEST

3rd level divination (ritual)

Caster: Druid

Casting Time: 1 or 2 hours (see text)

Range: Special (see text)

Components: V, S, M (a sacrifice worth at least 100 gold, typically crops or livestock, which the spell consumes)

Duration: instantaneous

By communing with the spirits of nature, the ritual caster may perform this two hour ritual in the form of a raucous feast, culminating in the sacrifice and ritual destruction of crops, livestock, or even a well-made effigy. If the casting is uninterrupted, the forces of nature take notice, and the surrounding area out to a 10 mile radius is blessed with a slight boon to the next harvest, typically increasing yields by 5-10%. A given area may not benefit from this boon more than once a year.

Alternately, the caster may instead meditate for 1 hour, after which the caster is considered to have an advantage on any survival and nature checks, and provides enough sustenance for them and any companions. These benefits last for 24 hours.

Non-ritual caster: Unscrupulous ritualists and spirits may even seek to replace the normal sacrifice with that of a sentient being, especially if the being happens to be from a rival faction. While this is normally unnecessary, non-ritualists that cast this ritual must use a sentient sacrifice. If a non-ritualist is disrupted during the ritual, nature responds angrily through a local manifestation, which takes the form of an angry elemental, or even natural disasters ranging from droughts to volcanic eruptions.

SÉANCE

1st level conjuration (ritual)

Caster: Bard, Warlock

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a crystal ball, tarot deck or séance board worth at least 10 gp)

Duration: concentration

Through the use of special divining tools, you summon the attentions of something otherworldly and often

incorporeal. This may manifest as a number of physical disturbances, such as objects being knocked over, or the temperature in the immediate area dropping. This is followed by an eerie quiet as the being turns its attention to the séance participants.

A called entity (typically a ghost) can be asked questions, and is compelled to answer honestly for as long as the ritual caster concentrates. Once concentration on this spell is broken, the entity stays and acts freely until banished, or it may return to its original location at any time. It is up to the GM to decide if the summoned entity is friendly or hostile. The spell caster may banish the ghost freely

Non-ritual caster: A non-ritualist with proficiency in occultist tools may attempt to cast this spell, and they naturally exist in an incorporeal state. The caster must make a Charisma check with a DC of 15. On a failure, a random entity of the GM's choice is summoned. An unsuccessful summons can act like beacons for rogue entities asking for or even demanding help from the assembled group.

Equipment for Ritual Casting

Occultist Set. An occultists set can be anything from dowsing wands, tarot decks, a feng shui board, or crystal balls. These objects can be used to perform minor divinations that are usually 50% effective, and are excellent props for the weaving of illusions of talent. Proficiency with these tools allows for limited interaction with the otherworldly, as well as the gaining of money through confidence schemes.

Price 5 gp; **Weight** 1 lb

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