

ABANDONED ARTS PRESENTS: FEATS OF CEREMONY



SEVEN NEW FEATS FOR USE WITH THE **PATHFINDER**[®] ROLEPLAYING GAME

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The More Feats! Line from Abandoned Arts

Each entry in the More Feats! product line contains a group of thematically-related feats for perfect for PCs and NPCs relevant to that theme. Feats of Ceremony features feats for creatures of habit who want to add options to their actions.

CEREMONIAL ANOINTING

You can anoint a creature with a magical rite.

Prerequisites: Brew Potion, Knowledge (religion) 5 ranks

Benefit: You can apply a magical potion or oil to a creature as part of a ceremony which takes ten uninterrupted minutes to perform. During this time, both yourself and the creature to be anointed must not move, and may take no other actions except to take part in the ritual. At the conclusion of the ceremony, the effects of the potion or oil gain the benefits of the Extend Spell feat. You may apply the effects of any potion this way – the anointed creature need not drink it. Instead, it is absorbed as part of the ceremony. This means that the anointed creature can gain the benefits of a potion even if it cannot normally eat or drink.

If the ceremony is interrupted before five minutes have passed, the ritual is ruined and must be performed again. If it is interrupted after five minutes have passed, the magical potion or oil is wasted.

CIPHER

You can craft a linguistic enigma.

Prerequisites: Linguistics 3 ranks

Benefit: You can create a written code which is difficult to break. Creatures familiar with the code can read it quickly, but others must succeed at a DC 20 Linguistics check in order to decipher a page of text (which takes about 1 minute) or resort to magic.

DRINKING CEREMONY

You can attune your mind with the greater cosmos through drink.

Prerequisites: character level 5th, dwarf, gnome, or Con 15

Benefit: When you have consumed enough alcohol to become sickened (see the *Pathfinder® Roleplaying Game: GameMaster's Guide™* for details), you can gain the benefits of a *commune* spell (with a caster level equal to your character level) by consuming another alcoholic drink. If you do, you are rendered unconscious for 1d4 hours.

FLAGELLANT

You can redeem your feeble flesh by suffering willingly.

Prerequisites: Knowledge (religion) 5 ranks

Benefit: By spending one uninterrupted hour flagellating yourself with a scourge, whip, or a similar instrument, you can gain the benefits of an *atonement* spell as a spell-like ability. Alternately, you can attempt to remove the effects of any spell affecting you as a *dispel magic* spell-like ability, as long as you voluntarily chose to fail the saving throw against that spell when it was cast. You may not attempt to remove a spell effect that does not allow a saving throw.

The caster level for any spell-like ability produced in this way is equal to your character level. Flagellating yourself in this way causes you to receive 1d4 points of Constitution damage.

LAST RITES

You can lay the dead to rest with a personal touch.

Prerequisites: channel positive energy class feature, Turn Undead

Benefit: When you use your Turn Undead feat, you can speak the names of up to six creatures as a free action, along with a litany to put the dead to rest. If you speak the name that an undead creature had in life, that creature takes a -1 penalty on its saving throw against your Turn Undead feat. Alternately, you may speak the name of only a single creature. If you do, that creature takes a -2 penalty instead.

To affect an undead creature in this way, you need only speak the name out loud. You don't need to share a language with the creature to be affected – the spiritual impact of your last rites are understood implicitly.

SPEAK THE TRUTH

You can reliably illicit the truth from charmed creatures.

Prerequisites: Spell Focus (enchantment)

Benefit: If you render a creature friendly with a charm spell (an enchantment spell with the charm descriptor, such as *charm person*), that creature re-

ceives no saving throw against truth-telling spells that you cast, such as *zone of truth*.

STYLITE ASCETIC

Adrift in isolation, you contemplate the divine.

Prerequisites: Knowledge (religion) 9 ranks

Benefit: To gain the benefits of this feat, you must remain in isolation atop a column or pillar no more than five feet across. You may interact with others, but no-one may join you atop the pillar, and you may not come down for any reason. If you require food, water, or other sustenance, you may have to depend on the kindness of others to provide you with such.

After one week of isolation, you can cast *augury* once per day as a spell-like ability. After one month of isolation, you can cast *divination* once per day as a spell-like ability, and you gain a constant *tongues* spell-like ability. After six months of isolation, you can cast *commune* once per day, and you gain a constant *mind blank* spell-like ability. After one year of isolation, you can cast *legend lore* once per day, and you gain a constant *true seeing* spell-like ability. The caster level for any spell-like ability produced in this way is equal to your character level. These abilities are lost if you leave the pillar or break the ritual requirements described above for any reason, at which point you may begin to accrue the benefits of this feat after again becoming compliant with the ritual requirements.



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