

ARCANE RITUALS

This document contains a list of magical rites for Sine Nomine's *Worlds Without Number* System. Also included are statlines for Golems.

Creating strange beings, modifying their own body, and stripping others of arcane skills are all possible through powerful magical rituals. Each ritual has prerequisites listed. Provided a mage meets these requirements, they are able to perform these rituals to some extent—provided they have the proper manual.

MANUALS

To properly perform a ritual, a mage would want to possess a manual for the specific ritual. Such manuals may be academic or religious in nature, but all serve to make rituals easier: Without them, any Skill Checks made during the ritual have a -2 modifier.

Manuals come in many forms, but all weigh at least 1 encumbrance, though few weigh more than 3.

RITUALS

RITE OF BESTIAL STRENGTH

Prerequisite: A full or partial spellcaster

Rather than exercise to gain muscles, some wizards magically alter their bodies. After performing this ritual on themselves the mage can choose to gain immense strength for a short while. By committing effort for the day, for the rest of the scene the sorcerer's Strength Modifier increases by an amount up to their Magic skill level. The mage gains System Strain equal to twice the chosen modifier increase.

Religious Rituals

Many rituals, particularly the summoning of spirits and raising of undead, are traditional to specific religions. Such rites, when carried out in a religious manner, will usually have additional limitations. The summoner usually must be a Priest (either in arcane tradition or background) of the religion, and they may be limited to specific results (a fire-worshipping religion may only be able to conjure fire elementals, for example).

When these rituals are performed in a religious manner Pray is used in place of Magic for all skill checks.

The initial ritual is performed over a number of days equal to the mage's Magic Skill Level. It consumes 10,000 sp in arcane reagents and a living ox or beast of similar strength. The ritual is completed with an INT/Magic or CHA/Magic check against a DC of 12. On a success, the wizard gains 1 permanent System Strain and sleeps for a week. On a failure all ingredients are spoiled.

ELEMENTAL CONJURATION

Prerequisite: Elemental or Partial Elemental

Elementals are uniformly stupid and require constant attention to manage. There are benefits to this mindlessness: Elementals will never betray or mislead their summoner through malice; and while they desire to return to their realms, they are too stupid to usually attempt that.

Binding an elemental is a straightforward process: Arcane ingredients are destroyed in an hour-long ritual under specific conditions, an INT/Magic or CHA/Magic Check is made, and the elemental is summoned. On a success the elemental is summoned and the mage is free to command it. On a failure all ingredients are wasted. There is a 50% chance that a rogue elemental is summoned. The Costs and DCs are given in the tables below.

An Elemental can summon only one elemental at a time. Its Hit Dice cannot be more than twice the summoner's Magic Skill.

Elemental Conjunction

Hit Dice	Ritual Cost per HD	Ritual DC
<1	500	8
1-2	750	9
3-4	1,500	10
5-6	2,500	11
7-8	4,000	12
9-10	5,000	13
Type	Conditions	
Air	Burned as incense under an open sky	
	Crushed with a stone pestle	
Earth	underground	
Fire	Burned in a bonfire Hit Dice feet tall	
Water	Tossed into non-stagnant water	

An Elemental must constantly issue commands to the elemental. A command is limited to three plus the Elemental's Magic Skill words. A mage Commits Effort when a command is issued: the elemental will obey the command while the Effort remains Committed.

The elemental is released once it has no active commands. When this happens there is a 25% chance that it returns to its home realm. Otherwise, it behaves as an uncontrolled elemental.

RITUAL OF GOLEM CREATION

Prerequisite: Mage or Partial Mage

A golem is a high-indestructible creature of clay. Though a golem's formidable physicality makes it a danger to any who face it in combat, its true strength comes from its complete immunity to magic—golems are unharmed by spells, negate the traits of magical weapons, and are invisible to scrying.

Despite these useful traits, golems are rarely made, as the process consumes the creator's life force. Golems are thusly created primarily by fanatics or the truly desperate.

Given a golem's frightful power, their creation is relatively straightforward. A humanoid body is shaped from clay, stone, or another inorganic material—this work can be done by anyone. Next, the animating mage spends a month of uninterrupted work creating the *animating parchment*. This parchment is the highest-quality vellum inscribed with an expensive ink, one ingredient of which is the mage's own blood.

The creation of this parchment burdens the mage with permanent System Strain. Once the month is over, the magician makes an INT/Magic or CHA/MAGIC check. On a success, the mage places the parchment in the golem's mouth, bringing it to life. On a failure, the mage may either retry the check, gaining a point of permanent System Strain for each new attempt; or eat the parchment, losing half the accumulated System Strain from this ritual (rounded down). Costs, DCs, and strain for this ritual are on the Golem Table below.

Golem Table

Golem Type	Strain	Cost (sp)	Rite DC
Lesser Golem	4	50,000	10
Golem	8	100,000	12

A golem can be given instructions that it will follow out with childlike intelligence, though it must return to its place of creation and rest every seventh day.

If the parchment is removed from the golem's mouth it returns to its place of creation and crumbles to dust.

THE INESCAPABLE BINDING OF DEMONIC SERVITORS

Prerequisite: Spellcasting

One of a wizard's most potent tools is the binding of extraplanar entities. These entities, called Demons (or more politely, spirits) are summoned and enslaved through a lengthy and expensive ritual.

Existence in the material realm is painful for demons, and most will do anything to return home. Oftentimes the quickest way to return home is to kill their summoner, making the binding of demons a dangerous affair.

There are many such realms where such entities are summoned from. Rather than divide them into endless subcategories based on their point of origin and capabilities, arcanists divide them based on their relative heartiness, as shown on the table below.

Level	Demon Hit Dice
1	1-2
2	3-5
3	6-9
4	10-14
5	15-20
6	21+

Not included on this table are level 0 demons, or mites. They are creatures with less than 1 Hit Dice and are not worth summoning.

The highest-level demon a magician can summon is equal to the highest level of spell they can cast. A mage can control a total level of demons equal to half their INT or CHA score, rounded down—any more is too much mental strain for a sorcerer to bear. Spirits summoned by spells, items, or foci do not count against this number.

If mages work together, they can pool their spell levels to conjure a greater demon than they normally would be able to, but one magician must make all checks during the ritual and receive control over the demon.

The ritual itself takes place over three stages: First, the sorcerer creates a pentagram with specially prepared chalks and candles. This cost and duration of this process increases with the demon's level.

At the completion of the drawing of the circle, the summoner makes an INT/Magic check. If the check fails, the circles are misdrawn. The mage can either start over, losing all components, or risk the demon noticing the misdrawn pentagrams.

Next, the mage speaks the Words of Conjunction, and the demon is summoned. The demon makes a reaction roll, which can be modified by the *Well Met* foci or other circumstances. If the pentagram is flawed the demon makes a Notice check against a DC of 8, behaving as its nature dictates on a success.

If the ritual reaches the third stage, terms are laid out: The demon receives its orders, limitations, and latitudes of freedom. Hostile demons will search for loopholes; a successful Int/Work check against the summoning DC means the terms are airtight.

Demons become increasingly erratic the longer they are away from their home realm. For each month spent on the material plane they accumulate a penalty to skill and instinct checks equal to their level and must succeed on a saving throw with an equal penalty or begin to go against the terms of their binding. To lose these penalties the demon must spend a year per level in their home realm.

A mage can release a demon as an Instant Action. Demons are released upon the mage's death.

Demon Summoning Table

Demon Level	Cost (sp)	Time (hours)	DC
1	12,500	1	8
2	25,000	3	10
3	50,000	6	12
4	100,000	12	14
5	200,000	24	16

These rituals are difficult and expensive. Costs are halved and the DC is reduced by two if the summoner knows the demon's true name. Particularly bloodthirsty demons can be enticed with an appropriate blood sacrifice, which halves the cost again. Demons summoned in these manners always notice flawed pentagrams.

A demon's true name is the only way to summon a specific spirit.

PERMANENT REVOCATION OF THE THAUMIC TALENT

Prerequisite: High Mage or Partial High Mage

A wizard's true name is their most closely guarded secret, for their enemies can use it to destroy them. If a mage knows a target's birth name, they can perform a ritual to sever them of all magical prowess.

The ritual itself is simple—a magician spends a number of hours equal to their target's Hit Dice performing incantations and must then loudly state the target's name within their earshot within 24 hours of the ritual's completion.

Should the naming be carried out, the target loses any abilities to cast Spells or use Arts of a magical nature (the nature of each Art falls to DM discretion). Any active arcane effects they are maintaining immediately fail. Workings, magic items, or permanent unmaintained effects created by the target continue functioning.

Alternatively, the ritual may be used to inscribe weapons, ammunition, or armor with the target's true name. Such weapons and ammunition can pierce all of the target's magical defenses, and such armor makes the wearer immune to the target's direct magic. A mage can enchant a total encumbrance value of weapons and armor, or pieces of ammunition, equal to their character level.

RAISE MINOR UNDEAD

Prerequisite: Necromancer or Partial Necromancer.

Necromancers are most notorious for raising the dead. Though some spells allow a mage to temporarily animate a limited number of corpses, this ritual allows larger groups of dead to be raised.

This ritual only creates corporeal, unintelligent undead. Regardless of the number of undead raised, the group of undead is called a batch. The maximum Hit Dice of individual undead in the batch is equal to the necromancer's Magic skill level (A skill level of Magic-0 limits the mage to undead with less than 1 hit die).

The sum of all Hit Dice in the batch can be equal to or lower than the highest spell level the mage can cast times ten.

The ritual requires enough appropriate remains to create the batch the mage is attempting to raise, with excess remains ignored. The ritual also consumes arcane materials. 5,000 sp worth of ingredients is spent preparing the ground above or below the corpses to be raised. Additional sp is spent for each hit point in the batch, the cost of which is given on the Raise Undead table.

The ritual must be performed between sundown and sunrise and takes 1 hour for every 10 Hit Dice of undead raised. At the end of this period the mage makes an INT/Magic or CHA/Magic skill check, the DC of which is determined by the undead with the most Hit Dice in the batch. If the necromancer fails the check, less undead are created equal to the difference between the DC and the result.

Raise Undead Table

Undead HD	Ritual DC	Cost per HD
<1	8	350
1	9	500
2	10	500
3	12	750
4	13	1000
5	14	1500

Upon animation, the necromancer issues a command that the batch will follow until destroyed. The command is limited to a number of words equal to ten plus the mages character level. The undead must be plausibly capable of carrying out the command: "*Stay here and kill anyone but me who touches this chest.*" is a valid command; "*Design and build a 10-level dungeon.*" is not.

Necromancers with the *bonetalker* art can raise a batch of *controllable* undead. The wizard can enter a trance and direct the batch to perform complicated acts that the corpses would normally be incapable of. The mage Commits a point of Effort to enter this trance, during which they are blind, deaf, and immobile. Unless they are currently controlled, controllable undead actively attempt to seek out and kill living humanoids other than the necromancer who raised them.

SPIRITUAL TRANSFERENCE

Prerequisite: Necromancer or Partial Necromancer capable of casting 3rd-level spells and *The Long Amber Moment*.

Necromancers can extend their life indefinitely, but sometimes they face dangers that even their powers cannot mitigate. To prevent death, these wizards have devised an abhorrent ritual to allow their spirit to migrate from one body into another.

The ritual consumes 250,000 sp worth or arcane ingredients and must be performed in a laboratory sufficient for creating 3rd-level spells.

The first stage of the ritual involves creating an elixir that contains a fragment of the necromancer's soul. This elixir takes one month to brew and consumes all the arcane ingredients. The process of transferring a soul deals 1d4 points of damage per character level to the necromancer and prevents all nonmagical healing. The necromancer also gains one permanent point of System Strain; this Strain cannot be lost, even by transferring bodies.

At the end of the month the necromancer must make an INT/Magic or CHA/Magic Skill Check against a DC of 12. On a failure all progress is lost.

On a success, the elixir must then be fed to a willing or helpless intelligent humanoid. Once this is done the Necromancer must cast *The Long Amber Moment* on the subject. The elixir indefinitely extends the spell's duration and creates a metadimensional anchor for the Necromancer's soul. At this point the humanoid becomes known as a *vessel*. The necromancer link to the vessel remains as long as the necromancer keeps a point of effort committed; should this commitment end the connection is permanently severed and the vessel awakens.

Should the Necromancer's current body be destroyed their spirit can escape through the mouth, nostrils, or other orifice (skilled mage hunters know to sew these shut before killing a necromancer).

An escaped spirit is an amorphous cloud that is invisible to the naked eye. It has no

effective attacks, is immune to do any damage that does not attack a soul and moves at the necromancer's movement rate. It must reach the vessel within a number of days equal to the Necromancer's magic level or become a **Wraith** with the necromancer's spellcasting abilities.

If the spirit arrives at the vessel the vessel's soul is destroyed and the necromancer awakens in their new body. While the necromancer keeps their prior knowledge all their physical statistics are equal to that of their new body. All accrued System Strain is lost, except for strain accumulated from this ritual. Devices keyed to the necromancer's old body no longer function for the new body.

Monsters

Name	HD	AC	Atk.	Dmg.	Shock	Move	ML	Inst	Skill	Save
Golem	14	17	+12 x2	2d8+4	6/16	30'	12	4	+2	8+
Magic Immunity: The golem is unaffected by magical effects or direct magical damage. Magical weapons are considered generic mundane weapons against the golem. Unliving Form: The golem is immune to shock damage. Occult Eye: The golem sees magical effects, piercing through invisibility and illusions. Difficult Invisibility: The golem can become invisible as Main Action. While invisible, the golem cannot take the attack action. Scrying Resistance: The golem cannot be located or directly detected by magical means.										
Golem, Lesser	7	17	+8 x2	2d6	4/14	30'	12	5	+1	12+
Magic Immunity: The golem is unaffected by magical effects or direct magical damage. Magical weapons are considered generic mundane weapons against the golem. Occult Eye: The golem sees magical effects, piercing through invisibility and illusions. Scrying Resistance: The golem cannot be located or directly detected by magical means.										

GOLEMS

A **golem** is an animated artificial body, typically made of clay or stone. Golems are usually shaped after their creator, and thus most are man shaped. A golem is usually between 7-8 feet tall and weighs at least 600 pounds. Golems cannot speak and cannot understand anyone except their creator.

Lesser Golems are simply smaller, weaker golems, being roughly man-sized and weighing 400 pounds. Ancient emperors have been known to be entombed with dozens of lesser golems as eternal guardians.

In combat golems do not take any complicated actions, instead relying on their strength and resilience to complete their tasks. So single-minded are golems that they will smash through walls rather than open any doors.

Some golems are directly controlled by their creators through powerful artifacts called *Golem's Eyes*.

Golem's Eye: These fist-sized crystal eyes are installed in a Golem's forehead when its body is made. An hour-long ritual links the eye to a crystal ball, scrying dish, or similar instrument. Once this is done the golem's creator can directly control the golem through this link. While controlling a golem the creator is immobile and unaware of their surroundings. If the animating *parchment* is removed from the mouth of a golem with an eye in its forehead the golem will seek out its creator, instead of its origin, before crumbling to dust.