

Witch Doctor Rituals

In order for a Witch Doctor to know a Ritual they must find a way to learn it either from another Witch Doctor who knows it or by contacting the spirit that owns the Ritual's power and proving to the spirit they have the medicine to be granted the knowledge of the Ritual. If a Witch Doctor takes an ability that requires the knowledge of a Ritual, they automatically learn the Ritual when they take the ability. Witch Doctors can also aid one another with Rituals and increase the success rate, even if the aiding Witch Doctors have not learned the Ritual. For each additional Witch Doctor, the DC is reduced by 2. Except for Hex and Fetish, only one Ritual may be performed in a 24 hour period. Using more than one Ritual in a day is bad medicine and will anger the spirit of the previously performed Ritual. This can cause many forms of adverse actions by the angered spirit including the cancelling of the previously performed Ritual's affects. A Witch Doctor can use any one Ritual an unlimited number of times in a day without causing bad medicine (i.e. perform the Heal Body Ritual several times for different tribe members in one day).

Ritual:	Identifying name of Ritual
Level:	Witch Doctor level requirement to perform Ritual
Origin:	Governing Spirit and origination of Ritual
Prerequisites:	Abilities the Witch Doctor must possess prior to attempting the Ritual
Duration:	Consecutive successful Perform Ritual checks, each taking 12 minutes
Components:	Exact materials required for Ritual completion
DC:	Minimum required Perform Ritual check
Description:	Details as to why the Ritual is performed and what it entails

Ritual:	Hex
Level:	1
Origin:	Automatic
Prerequisites:	Hex, Craft Primitive Item
Duration:	3 checks
Components:	Voodoo Doll, Fire Dancing, Spirit Chanting, 5 drops of human blood
DC:	10
Description:	The Hex ritual is meant to imbue one Voodoo Doll to use the Hex ability. Only one Voodoo Doll may be imbued at any one time.

Ritual:	Poison
Level:	1
Origin:	Automatic
Prerequisites:	Brew Potion, Poison Ritual
Duration:	5 checks
Components:	Alchemist's Lab, Poison
DC:	10
Description:	Weapons and ammunition can be imbued to deliver poison. Unlike normal poison application to weapons, Voodoo allows a Witch Doctor to infuse a weapon with poison rather than coat it. This allows the weapon to deliver poison a number of times equal to the Witch Doctor's Charisma modifier +1. Due to the dangers of this Ritual, it can only be performed once per day. The maximum amount of poison that may be applied in one Ritual for weapons is equal to the number of Fetish Familiars he can summon. For ammunition, the maximum is equal to the Witch Doctor's level. The Fetish Ritual and the Poison Ritual may not be performed within 24 hours of each other.

Ritual:	Nightmare
Level:	3
Origin:	Itzpapalotl, spirit of beauty
Prerequisites:	Night time
Duration:	5 checks
Components:	Spirit Chanting, Canna Incense
DC:	12
Description:	This Ritual allows the Witch Doctor to enter into the Dreams of a sleeping target and give him nightmares. If the target fails his Will save the nightmares will continue for the entire duration of his rest and he will awaken Fatigued and remain that way until he rests for a full eight hours.

Ritual: Heal Body
Level: 3
Origin: Tlazolteotl, spirit of witchcraft
Prerequisites: none
Duration: 5 checks
Components: Voodoo Doll, Spirit Chanting
DC: 12
Description: Removing a disease or poison from a subject using this Ritual has two features. The first is the removal of the disease through Hex using a Voodoo Doll. The second is the ability to move the disease from the Voodoo Doll onto the next Hexed target. Keeping the disease within the Voodoo Doll is an option that a Witch Doctor may choose. If the disease is kept within the Voodoo Doll, it will remain for one hour per Witch Doctor level and automatically be transferred to the Hexed target if a successful Hex is made while the disease still resides within the Voodoo Doll.

Ritual: Heal Spirit
Level: 3
Origin: Tlazolteotl, spirit of witchcraft
Prerequisites: none
Duration: 5 checks
Components: Voodoo Doll, Spirit Chanting
DC: 12
Description: Removing a curse from a subject using this Ritual has two features. The first is the removal of the curse through Hex using a Voodoo Doll. The second is the ability to move the curse from the Voodoo Doll onto the next Hexed target. Keeping the curse within the Voodoo Doll is an option that a Witch Doctor may choose. If the curse is kept within the Voodoo Doll, it will remain for one hour per Witch Doctor level and automatically be transferred to the Hexed target if a successful Hex is made while the curse still resides within the Voodoo Doll.

Ritual: War Paint
Level: 4
Origin: Automatic
Prerequisites: Brew Potion, Primitive War Paint
Duration: 3 checks
Components: Alchemist's Lab, Clay, Spirit Chanting
DC: 12
Description: Primitive War Paints are a large part of aboriginal culture. A Witch Doctor may apply War Paint to himself and one other party member. This number increases by one when they gain Improved Primitive War Paint and again when they gain Greater Primitive.

Ritual: Voodoo Tattoo
Level: 4
Origin: Ometeotl, spirit of two worlds
Prerequisites: Primitive War Paint
Duration: 5 checks
Components: Alchemist's Lab, Clay, Bone Needle, Spirit Chanting
DC: 15
Description: Similar to War Paint, a Voodoo Tattoo is applied to the flesh of a creature. This however is permanent and only one tattoo can be applied to a single creature. The different Voodoo tattoos and their circumstantial affects are listed below:

- 1) Baboon, +1 bonus to Saving Throws against being Silenced, either by Hex or by spell.
- 2) Chameleon, +5 bonus to Hide checks when in a jungle environment.
- 3) Jaguar, +5 bonus on Climb checks when climbing in trees of any kind.
- 4) Macaw, +5 bonus on Diplomacy checks when trying to impress someone.
- 5) Piranha, +1 bonus to Damage rolls when attacking the same target as at least two allies.
- 6) Poison Dart Frogs, +1 bonus to Saving Throws against jungle born poisons.
- 7) Mamba, +1 bonus to Saving Throws against poisons that deal Constitution damage.
- 8) Rhinoceros, subject takes one less negative to his AC when making a Charge attack than normal.

Ritual:	Possess Animal
Level:	5
Origin:	Ometeotl, spirit of two worlds
Prerequisites:	Brew Potion, Raise Zombie
Duration:	3 checks
Components:	Alchemist's Lab, Animal Feces, Spirit Chanting, Known location of Animal
DC:	15
Description:	The possession of an animal is often used by Witch Doctors to find bad spirits. An animal's senses go beyond that of the material realm. It is also used for reconnaissance. A Witch Doctor may possess an animal for a number of hours equal to half of his Witch Doctor level.
Ritual:	Fetish
Level:	6
Origin:	Automatic
Prerequisites:	Craft Primitive Item
Duration:	3 checks/ Fetish, minimum 5 checks
Components:	Fetish(s), Spirit Chanting, Fire Dancing, 5 drops of human blood/ Fetish
DC:	12
Description:	The Fetish has always been a part of Aboriginal culture. Their uses are many but usually they make excellent minions both in and out of combat.
Ritual:	Healing Hex
Level:	6
Origin:	Tlazolteotl, spirit of witchcraft
Prerequisites:	Hex, Craft Primitive Item
Duration:	see description
Components:	Voodoo Doll, Spirit Chanting
DC:	10 + HD of Creature being Healed
Description:	A Witch Doctor can use his Hex ability to share a creatures wounds with his Voodoo Doll through Hex. This will cause physical damage to the Voodoo Doll similar to the target's wounds. At which point the Witch Doctor may use his Craft Primitive Item feat to repair the Voodoo Doll and heal the creature for an amount equal to ½ Witch Doctor level + Wisdom modifier for each successful Perform Ritual check (max checks = Witch Doctor level). This process is excruciating for the target but beneficial.
Ritual:	Curse Object
Level:	8
Origin:	Itzcolihqui, spirit of darkness
Prerequisites:	Non-Lawful Good alignment
Duration:	5 checks
Components:	Alchemist's Lab, Spirit Chanting, Object within 25ft/ Witch Doctor level of Ritual
DC:	18
Description:	A curse of misfortune is bestowed upon an object. If a weapon, damage dealt by the weapon has a 25% chance of complete negation. If a piece of armor, when targeted by an attack has a 25% chance to deny its wearer any AC bonus. If object is magical or psionic, at the start of the day, there is a 25% chance that its magical or psionic properties have no power that day. It is up to the DM to decide what other items curses manifest as. A Remove Curse spell or Heal Body Ritual can remove the curse from the object.
Ritual:	Séance
Level:	8
Origin:	Mictlantechupi, spirit of the underworld
Prerequisites:	Non-Lawful Good alignment
Duration:	5 checks
Components:	Spirit Chanting, Fire Dancing, Animal Sacrifice
DC:	18
Description:	Considered bad medicine if used more than a few times in a life time, a Séance Ritual calls a once living spirit

to the material realm and binds it within the Ritual location. The Witch Doctor needs to make Diplomacy checks to attempt to get information out of the spirit. The spirit can only remain summoned for a number of rounds equal to the Witch Doctor's level.

Ritual:	Vision Quest
Level:	8
Origin:	Quetzcoatl, spirit of life
Prerequisites:	none
Duration:	5 checks
Components:	Spirit Chanting, Fire Dancing, Human Sacrifice (heart removed while alive)
DC:	18
Description:	<p>Every higher ranking member of a tribe, if granted the medicine, gets the opportunity to undergo a Vision Quest. This quest will test their knowledge of the jungle as well as forge their relationship with Mbwiru Eikura. Like many cultures, the quest is done under the influence of hallucinogenic substance. In this culture, the tribe member is given 4 Dyeing Poison Dart Frogs, a species that does not cause fatal damage to the mind or body. They are also covered by a swarm of these frogs for one minute. Once the swarm disperses, the tribe member is to eat two of the frogs whole upon setting out on their Vision Quest. They are to travel to their tribe's ancestral holy place where they must eat the two remaining frogs and meditate until spoken to by one or more of their ancestors. If spoken to, their ancestors grant them great knowledge and power, after which the tribe member is to return to the village with the name of their great grandfather's spirit guardian as proof of their successful Vision Quest. Once complete the tribe member gains the following permanent bonuses:</p> <p>+1 bonus to Attack rolls and Damage rolls from the knowledge of warfare and suffering. +1 deflection bonus to Armor Class from the knowledge of acceptance. +1 bonus to Fort, Ref, and Will Saves from the knowledge of survival, balance, and resilience.</p>

Ritual:	Change Weather
Level:	10
Origin:	Tlaloc, spirit of weather
Prerequisites:	Spirit Chanting, Fire Dancing, Drum Rhythm
Duration:	10 checks
Components:	none
DC:	20
Description:	<p>Considered bad medicine if used more than a few times in a life time, the Change Weather Ritual is much more powerful than the Control Weather spell. The affects can last up to a number of days equal to the Witch Doctor's Wisdom modifier and the area of the affect can be as large in square miles as equal to the Witch Doctor's level times two. The weather conditions, once put into motion, cannot be stopped by any means short of divine. The affects can range from sunny clear skies to monsoons to even coastal hurricanes. What each level of weather requires is detailed below:</p>

Level	Change in Weather	Ritual Duration	Ritual DC	XP Cost
10	clear skies to moderate rain or the opposite	10 checks	20	50
13	moderate rain to heavy rain or the opposite	15 checks	22	200
16	heavy rain to monsoon	20 checks	24	800
19	monsoon to tropical storm	25 checks	26	2400

Ritual:	Haunt
Level:	10
Origin:	Mictlantechupi, spirit of the underworld
Prerequisites:	Non-Lawful Good alignment
Duration:	5 checks
Components:	Spirit Chanting, Fire Dancing, Animal Sacrifice, Target within 1 mile/ Witch Doctor level of Ritual
DC:	20
Description:	<p>Considered bad medicine if used more than a few times in a life time, Haunt calls a bad spirit from the underworld and unleashes its tormenting intentions upon the target. It is completely unpredictable what this bad spirit will do and the repercussions that will follow. The number of days that the spirit will Haunt the target is equal to half the Witch Doctor's level. Sometimes, if the bad spirit is strong enough, it will remain after the duration and carry out its own bidding.</p>