

Epic Rituals

“I’ll admit, I was foolish to think that I knew the limits of Epic Magic. I’ve waited months for this spell to reach its zenith and once it is complete... Well, let’s just say I will have a new bargaining chip in my negotiations. One that when played will literally turn their city inside out...”

- Johan K’lay

The following pieces are current models for Epic rituals in a game of Epic Legacy. Rituals represent the most powerful forces and magic at work, and have huge potential for a game in a variety of ways. Whether it’s a treasure, a tool, plot device, or villainous plan, Epic rituals are part of our ongoing commitment to bring diverse and interesting content to the table during a game of Epic Legacy. Please keep in mind these models are not set in stone, and terminology is, at this stage, left intentionally vague, as much of the framework behind rituals is still in development and is up to the DM’s discretion. Think carefully before adding them to your game of Epic Legacy, and be aware features and functions of them may change in the future.

Unless otherwise noted, a character may cast no more than one Epic Ritual in each 24-hour period.

Army of the Dead

Epic Ritual

Primary Caster Restrictions: 21st level or higher, ability to cast 9th level spells from a spell list.

Casting Time: 8 hours

Components: V, S, M (at least 100 bodies), Location (The site of a massacre, great battle, or other event in which hundreds were slain by violent means).

Duration: Permanent.

Preparation

Preparation Time: Time needed to mark at least 100 bodies (see below).

Over the course of the spell's preparation, you inscribe the dark symbol identified in your research into the corpses of those you wish to imbue with undeath. The Primary Caster and Supporting Casters can each inscribe up to 50 such symbols per day spent in preparation.

Interruption

The ritual can be interrupted through one of two means. The complete destruction of all marked bodies associated with the ritual via immolation, disintegration, or some other effect that destroys the body ends the ritual harmlessly.

Alternately, if all Casters associated with the ritual are slain, the ritual is interrupted. The marked bodies heave and swell from their resting places. Each set of one hundred bodies marked in preparation for the ritual coalesces into a free-willed Boneyard (*ELPG*¹ 109).

Effect

At the Primary Caster's beckon, hundreds of bodies rise in pursuit of the living. All corpses marked with a symbol of undeath as part of the ritual's preparation animate as zombies or skeletons (Primary Caster's choice). These undead are friendly toward the Primary Caster, following where she leads and obeying her commands explicitly. Living creatures slain by the army immediately re-animate, swelling the army's ranks.

While a Primary Caster maintains control of the ritual, the army will stick together to the best of its ability. If the Primary Caster is slain, the Supporting Caster of the next-highest level becomes the Primary Caster. If all Casters of the ritual are slain, the army quickly disperses without leadership, a horde of mindless undead marauding across the land.

Apocalypse

Epic Ritual

Primary Caster Restrictions: Cleric, ability to summon a *Divine Spark*

Casting Time: 1 week

¹ References the *Epic Legacy Player's Guide* v1.1

Components: V, S, M (A pinch of ash from a destroyed plane), Location (The destined location for the beginning of the end of the world).

Duration: 1 minute

Preparation

Preparation Time: 10,000 days

When you begin preparing this ritual, you designate a Deity of your choice. Over the course of the spell's preparation, you must invoke ritualistic sacrifices, extravagant prayers, and other acts of faith to the chosen god persuading it to commit its power to the destruction of the world. All Primary and Supporting casters must perform these supplications for no less than eight hours daily during the ritual's preparation. At your Dungeon Master's discretion, some Deities may take more persuasion (or coercion) than others to agree to this arrangement. Reduce the duration by one day for each level of Supporting Caster contributing to this ritual, to a minimum of 100 days.

In the final week of the preparations, the Primary Caster must consecrate the area within one mile of the site, dedicating it to the chosen deity. This process takes eight hours daily, in addition to the eight hours of daily supplication above.

Interruption

This ritual can be interrupted by several means. Slaying the Primary Caster dispels any faith the Deity placed in them, causing the ritual to be interrupted. Interruption by this method also prevents the Primary Caster from initiating or participating in any *Apocalypse* Ritual ever again.

Alternatively, if the Deity that is sponsoring the ritual is slain or removed from the current cosmology, the ritual is interrupted.

Finally, if the Primary Caster is prevented from establishing a holy site to cast the ritual, it is interrupted. If the ritual is interrupted in this manner, it prevents the *Apocalypse* at the proverbial 11th hour, slaying the Primary Caster, all Secondary Casters, and the sponsoring Deity.

Effect

You summon all your divine power to bring about the end of the world, ending all life upon the plane on which you cast the ritual and reducing what remains to bits in a tremendous explosion. The seas boil, the ground splits open, volcanoes erupt, and the sky rains death. On initiative count 20 (if there is an initiative count) or once per round, all subjects on the target plane of existence take 20d10 points of damage, half of which can be either acid, cold, fire, or lightning (your choice), half necrotic or radiant (your choice). This damage bypasses all resistance and immunity to damage, and cannot be used to gain hit points. At the end of the ritual's duration, any remaining beings on the world lose 100d10 hit points and the world is destroyed entirely. At the end of this destructive process, there is a 50% chance the ritual activates on another random plane of existence, immediately triggering this effect there. The spell's completion leaves behind nothing of the plane save a handful of ash and a tremendous hole in the universe where the plane once was. How this affects your cosmology is up to the Dungeon Master, but at the very least it is a situation of extreme significance.

Dungeon Delver's Delight

Epic Ritual

Primary Caster Restrictions: 21st level or higher, ability to cast 9th level spells from a spell list.

Casting Time: 1 minute

Components: V, S, M (A solid gold cornucopia worth at least 5,000 gp, which is consumed in the casting of this spell), Location (The entrance to a dungeon, lair, or other inhospitable enclosed space)

Duration: 8 hours

Preparation

Preparation Time: 1 hour

Over the course of the ritual's preparation, you direct your thoughts to those of joy, good food, comfort, and companionship. Over the course of the ritual's preparation time, these thoughts begin to manifest as the effects of the ritual, but appear as hazy mirages until the casting time is complete. A Secondary Caster that shares your sensibilities for comfort, aesthetic, and food can assist you to reduce the ritual's casting time by one hour per Secondary Caster, to a minimum of four hours.

Interruption

Any combat within 500 ft. of the ritual's area, involving the Primary Caster interrupts the ritual. If interrupted in this fashion, the Primary Caster cannot cast this ritual again for a full week.

Effect

Even Epic characters must eat, and few feasts are more nourishing than the impressive *Dungeon Delver's Delight*. Created by the famous dungeoneer, Mark Maximus, this ritual creates an extravagant camping site that provides an aspiring dungeoneer will all the necessities to brave the horrors in a nearby dungeon. When cast, *Dungeon Delver's Delight* produces the following effects: *Fantastic Feast*, and *Warding Campfire*.

Fantastic Feast

An extravagant feast appears before you able to feed up to 20 individuals of gargantuan size or smaller. A creature must partake of the food for a full hour to receive its benefits, below:

- The creature gains the effects of a *hero's feast* spell for the next 24 hours.
- The creature is cured of all conditions and Epic conditions.
- Potions drunk during this repast have their duration extended to 24 hours (if applicable).

Warding Campfire

A roaring fire pit supplies warmth to any who rest near it. Within 300 ft. of the campfire, the following effects manifest:

- Creatures friendly to the Primary Caster that spend hit dice within the range recover double the number of hit points per hit dice they would recover normally.
- All hostile or negative weather effects, magical or natural, are negated within the area.
- The Primary Caster is telepathically alerted if any threat attempts to enter the area space without their express permission. Hostile creatures attempting to enter the area must succeed on a DC 26 Wisdom saving throw when entering the area or suffer Epic disadvantage on all attacks, saving throws, and ability checks for as long as they remain within the area.