

VOODOO

For Dungeons & Dragons 3.5

THE VOODOO SKILL (WIS; TRAINED ONLY)

This skill grants you access to the special powers of the mysterious Voodoo magic. This skill is a house rule which can only be obtained with the permission of the DM. Thus, you will of course need your DM's approval to take ranks in it. Voodoo is much like any of the standard spell casting types, except that it can be employed by anyone, and works in a somewhat different manner than the other kinds of magic found in the standard rules.

Check: You make a Voodoo skill check whenever you wish to deploy a ritual. The DC of the check varies according to which ritual you are attempting to do, and certain factors such as your alignment and the quality of the components used in the ritual can modify the DC. If the check fails, your Voodoo power has been insufficient to make the ritual work, and you fail to accomplish what you wanted. However, the cost of the ritual will still be subtracted from your Voodoo. If the check fails, however, the ritual will work to the desired effect, and of course you will lose the Voodoo cost of the ritual.

Please note that you will need to know that the ritual exists, and how to perform the ritual in order to make use of it. This can be done by reading about it in the dark books of Voodoo, or by simply learning about it from another voodoo practitioner.

Action: The time it takes to perform each Voodoo ritual is noted in the ritual list. This ritual time varies from a couple of minutes to several days, but the common factor for all rituals is that they are usually too time-consuming to cast to be used in combat. However, some rituals can be prepared beforehand and then triggered quickly at a later time, for example in a combat situation.

Try Again: Yes, it is quite possible to attempt to re-do a failed ritual, but not all rituals let you know if you've been successful or not (if failure is not immediately obvious, it will say so in the descriptive text of the ritual). When you retry a ritual, you will incur no other penalties than having to spend the time and components required for the ritual again. Also, you will of course lose Voodoo every time you attempt a ritual.

Special: To perform a voodoo ritual, you need to have sufficient Voodoo. Your Voodoo equals your ranks in the Voodoo skill plus three times

your Wis modifier. Please note that any bonuses to your Voodoo skill are not added to your Voodoo. Your Voodoo is replenished at a rate equal to your Wis modifier each day.

Synergy: If you have 5 or more ranks in Knowledge (Arcana), you will get a +2 bonus to your Voodoo skill.

RITUAL DESCRIPTIONS

NAME

The first line of every ritual description gives the name by which the ritual is generally known.

ALIGNMENT

Beneath the ritual name is a line giving the alignment of the ritual. The alignment of a ritual compared with the alignment of the user affects the Voodoo cost of the ritual.

[AFFECTS USER]

Appearing in the same line as the alignment is given whether or not performing the ritual will change the user's alignment in the direction of its own alignment if it's used, as well as the amount by which the alignment will be modified. This is usually only true for exceptionally powerful rituals.

RITUAL DC

The next line gives the DC required to make the ritual work.

VOODOO COST (ALIGNMENT MODIFIER)

Under the DC for the ritual is given the amount of Voodoo the performance of this ritual will cost you, and how the DC will be modified depending on your alignment. The format for the modifiers is (Good / Neutral / Evil).

COMPONENTS

This line specifies which material components are needed to perform the ritual. Components surrounded by a parenthesis will not be consumed in the ritual.

CASTING TIME

Below the material components the casting time of the ritual is given. This is how long it takes to perform the ritual. If the caster is interrupted

during the casting of the ritual, the ritual will automatically fail in most cases. If this is not the case, it will be specified in the description of the ritual.

DIRECTING A RITUAL

Different rituals demand different kinds of targets. Some rituals require you to cast them at a specific person other than yourself, some can only be used on yourself, and others are targeted at certain items or locations. Target types which aren't self-explanatory will be explained in the ritual description.

DURATION

Most voodoo rituals only function for a limited amount of time. This line details how long the effects of the ritual will linger.

SAVING THROW

If the ritual targets a living object which is not willing to be affected by your ritual, the subject can often make a saving throw which has certain effects on your ritual. Mostly, the saving throw actually sets the DC of the ritual, but sometimes it can merely reduce the harmful effects of the ritual. The nature of the saving throw, as well as its effects on the ritual, is explained in the ritual description.

DESCRIPTIVE TEXT

This portion of a ritual description details what the ritual does and how it works. If one of the previous entries in the description included "see text," this is where the explanation is found.

RITUALS

The rituals of Voodoo are nearly endless. The exact number of existing rituals is unknown, but there are at least as many voodoo rituals as there are arcane spells.

Voodoo rituals exist for almost every occasion, and the ones mentioned here are merely the most common and typical ones. It is up to the DM to improvise statistics for a ritual his players wish to perform. But note that they must either learn how to perform the ritual first, or create it themselves. The latter is accomplished with a successful Voodoo check against a DC of 15 plus the DC of the ritual.

Change Weather

Neutral (No)

DC: 15 (see text)

Voodoo Cost: 15 (0 / 0 / 0)

Components: You must start a bonfire and dance around it with at least 3 other people while playing a specific rhythm on a drum.

Casting Time: 1d4+1 hours

Area: One square kilometer per caster level

Duration: Up to 12 hours per caster level

Saving Throw: None

The more people are dancing around the fire, the better a chance of success the ritual will have. For every 2 dancing people above 3, the DC of the ritual will be lowered with 1 to a maximum of -10. Additionally, some types of weather will be more difficult to produce:

Weather Effect	DC Modifier
Typical for climate	0
Rare for climate	+5
Impossible for climate	+10
Typical for season	0
Rare for season	+5
Impossible for season	+10

For example, creating a blizzard in a tropical climate in the middle of the summer will add 20 to the DC of the ritual.

Create Likeness

Evil (No)

DC: Saving throw of target

Voodoo cost: 10 (+4 / 0 / -4)

Components: A part of the target (such as a hair or a nail), and a doll of some resemblance of the target.

Casting Time: 1d6 hours

Target: 1 person

Duration: 1 day per caster level

Saving Throw: Will save determines DC

This sinister ritual creates a magical doll with a supernatural link to the target. Whatever happens to the doll can be felt by the target as though it happened to him. Thus, if the doll is stuck in the groin with a needle, the target will feel as though his groin has been impaled.

No matter what happens to the doll, the target cannot be killed with this ritual. He can, however, be made to wish he was dead.

When the duration of the spell ends, the doll will no longer have the desired effect. However, a new doll can be made by repeating the ritual, as long as a new part of the target is used as material component.

Create Nightmare

Evil (No)

DC: Saving throw of target

Voodoo cost: 6 (+2 / 0 / -2)

Components: A mirror, a dark veil and one of your tears.

Casting Time: 1 hour

Target: 1 person

Duration: From sunset to the following sunrise

Saving Throw: Will save determines DC

By crying on a mirror and covering its surface with a dark cloth, you may enter the mind of one sleeping person whom you have met, and haunt his dreams with terrible nightmares.

If your ritual is a success, the victim will frequently awaken from these horrible dreams throughout the night, and as a result he won't get enough rest to regain lost hit points. If he is being tended to by a healer, he will regain hit points equal to his level rather than twice his level.

Curse Object

Evil (No)

DC: 20

Voodoo cost: 6 (+2 / 0 / -2)

Components: A part of the same material that the object is made of, which you must break.

Casting Time: 1 hour (see text)

Target: 1 object

Duration: 1 day / two caster levels

Saving Throw: None

This ritual can be used to prepare a piece of material that you can use to trigger the curse at any time within the duration of the ritual.

For example, if you want the wooden wheel of a wagon to break just as the wagon is turning a corner dangerously close to a deep chasm, you need to perform the ritual on a wooden stick. Then, you must wait for the wagon to reach the desired location, at which point you will snap the stick while staring intently at the wheel. If you performed the ritual correctly, the wheel will break with a potentially fatal result.

Dream Catcher

Good (No)

DC: 15

Voodoo cost: 6 (-2 / 0 / +2)

Components: A frame of wood connected by a web of strings with a black pearl in the middle.

The feathers of a bird must also be hung from the frame.

Casting Time: 1d4 hours

Target: 1 charm.

Duration: 1 day per caster level

Saving Throw: None (harmless)

When you create this charm, you imbue it with your voodoo, giving it the power to fend off bad dreams. For the duration of the ritual, anybody sleeping in a room where a dream catcher hangs in the window will only have good dreams.

The dream catcher also negates the effects of the Create Nightmare ritual.

Fertility

Good (Yes)

DC: 10

Voodoo cost: 6 (-2 / 0 / +2)

Components: A bowl of water from a natural spring, the egg of any bird, the spit of the target.

Casting Time: 1d4 hours

Target: 1 willing person

Duration: Until next sun-rise

Saving Throw: None (harmless)

This ritual will triple the chance of conceiving a child by sexual intercourse. Normally, the chance of conceiving is 25%, but it will now be increased to 75%.

Infertility

Evil (Yes) or neutral (No)

DC: 10

Voodoo cost: 6 (Evil: +2 / 0 / -2)

Components: A bowl of poisoned water from a natural spring, a dead fetus of any creature.

Casting Time: 1d4 hours

Target: 1 person

Duration: Until next sun-rise

Saving Throw: Fortitude DC 15 adds 5 to the DC of the ritual

This ritual will completely eliminate the chance of conceiving a child by sexual intercourse. If the target is consenting to the ritual, it is treated as being neutral, and no alignment shift will take place. If the target is not willing, however, the ritual is treated as evil, and the cost is modified accordingly.

A Fortitude save is only needed if the target of the spell is not willing.

Possess Animal

Neutral (No)

DC: 15

Voodoo cost: 8 (0 / 0 / 0)

Components: The eyes of an animal which must be consumed by the caster, incense.

Casting Time: 1d4 × 15 minutes

Target: 1 animal

Duration: 1 hour per caster level

Saving Throw: None

By entering a trance, your consciousness may leave your body and enter the body of a nearby animal of your own choice, no more than 500 feet away. You will control the body of this animal for the duration of the ritual, until the animal is slain, or until your own body is physically harmed.

Séance

Neutral (No)

DC: 20 (see text)

Voodoo cost: 10 (0 / 0 / 0)

Components: A circle painted with ashes, 8 sticks incense to be placed around the edge of this circle, a burning fire in the middle of the circle.

Casting Time: 2d3 hours

Target: The center of the ashen circle

Duration: Until the spirit leaves, or you send it back

Saving Throw: None

You enter a meditative trance and attempt to call a spirit to your world so you may speak with it. When the spirit appears, the fire will turn blue if the spirit is good, yellow if it is neutral and green if it is evil.

If you attempt to summon a particular spirit (such as the spirit of a dead friend), the DC of the spell is raised by 5.

The spirit may attempt to leave at any time during the séance, but if you wish to stop it from leaving, you can attempt a Will save against the Will save of the spirit. You may also choose to end the séance at any time, which will cause the spirit to disappear back to the realm from whence it was summoned.

If the spirit leaves, you will have to re-do the ritual to summon a new one (or to attempt to summon the same spirit again).

It is possible to use the séance ritual in conjunction with the Curse Object ritual, summoning a spirit into an object. To do this, you must first perform the Curse Object ritual, and then the séance ritual. When the spirit appears, you must place the cursed object in the fire, which will trap the spirit in the object. The spirit will remain trapped inside the object until the duration of the Curse Object spell ends. A very powerful spirit may be able to take control of the object and cause it to levitate and move through the air (Will save DC 25).

Summon Fiend

Evil (Yes)

DC: 15 + HD of fiend

Voodoo cost: HD of fiend (+5 / 0 / -5)

Components: A pentagram drawn with the blood of a goat, 5 red candles placed at each point of the pentagram, the wings of a bat, a few grams of sulfur and a few drops of acid which you must grind up and sprinkle in the pentagram.

Casting Time: 3 days

Effect: One summoned fiend

Duration: Until it is released (by erasing a part of the pentagram)

Saving Throw: None

This dark and powerful summoning ritual creates a portal to one of the lower planes and hauls a fiend through it by force. The fiend will appear in the middle of the pentagram, and it cannot leave before a part of the pentagram is erased.

If the pentagram is disrupted, the fiend will not automatically return to the place from which it was summoned, but may choose to stay in the realm into which it was summoned. Please note that you will not automatically command the fiend, but you may strike a deal with it in return for releasing it.

FEATS

Voodoo Magic

You have learnt the mysterious ways of voodoo, and can use the various rituals associated with the dark arts.

Prerequisites: Wis 13.

Benefit: You can put ranks into the Voodoo skill. This allows you to use voodoo rituals.

Normal: Without this feat, you cannot take any ranks in Voodoo.

Strong Voodoo

Your Voodoo is strong. You have mastered the arts of voodoo to a greater extent, allowing you to use the rituals of voodoo more often.

Prerequisites: Voodoo Magic.

Benefit: You gain a +3 bonus to your Voodoo skill, which stacks with Skill Focus (Voodoo).

Voodoo Meditation

You have learnt techniques to meditate upon the condition of your body and calm your soul. Your voodoo power replenishes more quickly.

Prerequisites: Voodoo Magic.

Benefit: You gain a +2 bonus to your daily Voodoo regeneration.

Advanced Voodoo Meditation

You have mastered the art of meditating to such an extent that the effects are quite considerable.

Prerequisites: Wis 15, Voodoo Meditation.

Benefit: You gain a +6 bonus to your daily Voodoo regeneration.

Black Magic Mastery

You have studied the dark side of the mysterious voodoo powers carefully, and have become adept at channeling the evil in your soul in such a way that dark voodoo rituals have become easier for you to perform. Unfortunately, the opposite is true for good rituals.

Prerequisites: Voodoo Magic, evil alignment.

Benefits: The bonus to Voodoo costs of evil-aligned rituals is multiplied by 150%. However, so is the penalty to Voodoo costs of good-aligned rituals, and the cost of neutral-aligned rituals incur a penalty of 2.

White Magic Mastery

You have studied the light side of voodoo carefully, and have become adept at channeling the good part of your soul in such a way that good voodoo rituals have become easier for you to perform. Unfortunately, the opposite is true for evil rituals.

Prerequisites: Voodoo Magic, good alignment.

Benefits: The bonus to Voodoo costs of good-aligned rituals is multiplied by 150%. However, so is the penalty to Voodoo costs of evil-aligned rituals, and the cost of neutral-aligned rituals incur a penalty of 2.

Strong Spirit

Through your knowledge of Voodoo, you have come to better understand how to avoid the harmful effects of voodoo rituals.

Prerequisites: Voodoo Magic.

Benefit: You gain a +3 Competence bonus to all saving throws vs. voodoo effects.

PRESTIGE

CLASSES

SHAMAN

The traditional elder of any tribal community, Shamans serve to take care of the tribes' diseased, ensure good weather for the harvest, protect the tribes' young warriors in battle against rival tribes and communicate with the gods and the spirits of the dead. Usually a powerful and respected figure, the Shaman is often responsible for the very existence of the tribe.

Of course, who the Shaman is and how he is seen by the members of his tribe varies greatly depending on the overall nature of the tribe. In particular savage tribes, the Shaman may be a figure shrouded in darkness and mystery, only appearing from his hut or temple occasionally to perform a horrible sacrifice in the honor of the gods or call down a terrible curse upon the chief of another tribe.

But in a more peaceful tribe, a Shaman may function more as a healer than anything, taking care of all sorts of injury and disease among the members of the tribe, treating wounds with strange herbs and magnificent potions.

Lastly, some shamans belong to no tribe in particular, but merely live an isolated life like a druid, wandering the deep forests, collecting herbs and exploring the lush environment.

There is one thing, however, that all Shamans have in common: They all hold potentially terrifying power, and as such, they should always be respected.

Hit Die: d6.

Requirements

To qualify to become a Shaman, a character must fulfill all the following criteria:

Feats: Brew Potion, Voodoo Magic.

Skills: Heal 8 ranks, Knowledge (Nature) 8 ranks, Knowledge (Religion) 8 ranks.

Spells: Ability to cast 3rd-level divine spells.

Class Skills

The shaman's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Disguise (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Knowledge (Int), Perform (Cha), Search (Int), Survival (Wis), Use Magic Device (Cha), and Use Rope (Dex). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Strong Voodoo, Guardian Spirit
2nd	+1	+3	+0	+3	Voodoo Healing 5
3rd	+2	+3	+1	+3	Sacrifice
4th	+3	+4	+1	+4	Voodoo Healing 10
5th	+3	+4	+1	+4	Voodoo Meditation, Voodoo Master

Class Features

All of the following are class features of the shaman prestige class:

Weapon and Armor Proficiency: Shamans gain no proficiency with any weapon or armor.

Strong Voodoo: At 1st level, the shaman will get the Strong Voodoo feat for free.

Guardian Spirit (Su): At 1st level, the shaman can choose a guardian spirit. The spirit will be that of one of his forefathers, and it will have the same alignment as he. The spirit can be summoned at will, and may give important information to the shaman. In times of need, it can even manifest itself and fight alongside the shaman as a spectre (see the *Monster Manual* page 232). This can be done once per week.

The Guardian Spirit can also sense the effects of voodoo magic (such as an animal under the effects of a Possess Animal ritual) or the presence of other incorporeal creatures.

Voodoo Healing (Su): Beginning at level 2, the shaman can transfer up to 5 Voodoo to his hit points each day, effectively healing himself with the power of his voodoo.

At level 4, the maximum increases to 10 points.

Sacrifice (Su): At 3rd level, the shaman gains the ability to fully replenish his Voodoo by sacrificing the life of a creature no smaller than a goat to his gods. Such a ritual can only take place a number of times per month equal to his shaman class level, and is not necessarily evil.

Voodoo Meditation: At 5th level, the shaman gets the Voodoo Meditation feat for free. If he already has the feat, he will automatically gain the Advanced Voodoo Meditation feat instead.

Voodoo Master (Ex): At 5th level, the shaman gains the extraordinary ability to add twice his Voodoo skill ranks to his Voodoo rather than just once. So if the shaman has a Wis score of 3 and 13 ranks in Voodoo, he will have a total Voodoo of 37, rather than 22.