

Pact of the Iron Ring



You present the symbol of membership in the Warlock Knights. A dark glow tinged with violet surrounds the rings of those who swear the oath with you.

| 1 hour | | Permanent until the oath is fulfilled |
|--------------------|----------|---------------------------------------|
| TIME | | DURATION |
| 400 gp, plus focus | 1,000 gp | Arcana (no check) |
| COMP. COST | PRICE | KEY SKILL |

This brief ritual reinforces the bond between the Warlock Knights of Vaasa (page 276). Willing participants swear loyalty to one another or pledge to accomplish some task.

During the ritual, you hold forth your iron ring for all to see and focus upon. Participants who swear the oath required by the pact are bound by their word. Not all participants in the ritual need swear the oath - it can bind some and not others. You can secretly exclude any participant, including yourself, even if he or she appears to swear the oath. However, even someone who is coerced or charmed into swearing the oath is still bound by it.

Those who forge such a pact are bound for all time. Any who fail to uphold the bargain are cursed for the rest of their days, considered pactbroken by their peers (see 'Pactbroken Curse,' below). The Remove Affliction ritual ends the effects of the Pact of the Iron Ring, before or after a creature breaks the pact. A ritual caster gains a +2 bonus to Heal checks when lifting the curse from one who was magically compelled to swear the pact.

Resolving the effects of this curse uses the rules for disease (DMG 49), but the afflicted creature makes a Wisdom check rather than an Endurance check to determine if his or her condition improves or worsens. The level of this curse is equal to the level of the ritual caster. The curse has no final state and cannot be cured naturally; it continues to worsen until it kills its victim, and a creature cannot be free of it without magic.

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| CATEGORY | LEVEL |
| BINDING | 10 |

RITUAL

Ritual of Twin Burnings



Striking with the sacrificial knife, you intone words of dark terror. The victim is utterly consumed, and a crystal pane inscribed with a jagged rune appears.

| 2 hours | | Permanent |
|-------------------------|-------|-------------------|
| TIME | | DURATION |
| 50,000 gp, plus special | - | Arcana (no check) |
| COMP. COST | PRICE | KEY SKILL |

This complicated and deeply evil ritual must be performed a total of nine times to subjugate the will of a creature held in Thakorsil's Seat (page 58). Each performance has the following requirements.

It must be performed during a full moon within 20 feet of Thakorsil's Seat.

It requires the sacrifice of a good-aligned creature of at least paragon tier. That creature dies at the last second of the performance, when its body and spirit are utterly destroyed - hence 'twin burnings.'

If the performance is successful, it creates a triangular crystalline pane etched with a rune of chaos. The pane appears near the Seat. Any damage destroys a pane, but only missing panes must be replaced in further performance.

If an individual performance is interrupted, it fails. Panes already created remain, though, and the overarching ritual can continue from that point.

If nine performances are successfully completed, a nine-sided crystal pyramid encloses Thakorsil's Seat. The occupant of the artifact can then physically leave the Seat but is permanently and totally enslaved to the one who completed the ritual.

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| CATEGORY | LEVEL |
| BINDING | 26 |

RITUAL