



Ritualist Tips

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Ritualist Tips

The ritualist is a class intended for advanced players. There are a lot of moving pieces that revolve around unorthodox mechanics. Here are a few tips to help you get the most out of your ritualist.

Rely on Rituals.

Rituals are generally more powerful than spells; they are the primary source of the ritualist's power. Perform a ritual during your first turn or two, then fall back on less precious resources like spells and domain abilities once victory has been assured.

Learn a Combat Ritual Early.

Rituals are loaded with powerful utility, but a ritualist only learns 1 ritual per 2 levels. With a limited spell selection and low BAB, rituals carry the class. You are likely to enjoy low levels more if you master a ritual that enables you to contribute during combat at level 1 or 2.

Diversify Alignments.

A ritualist need not limit himself to deities that share his moral perspective. Wielding authority over a rival deity could be considered a necessary precaution.

Love Your Thrall?

Veteran thralls are extremely valuable - they can increase the area of your rituals twofold.

Hate Your Thrall?

Thralls also provide an infinite supply of tiny cannon fodder.

Love-Hate Your Thrall?

Thralls can't disobey you, but they can subvert you. Keep them on a short leash and consider the merits of regular suicide missions - the longer an imp or pixie remains in your company, the more devious the scheme it could be hatching.

Beware Opportunity Attacks.

These are the bane of every ritualist. With customizable areas, rituals present a constant dilemma of risk-reward management: include a few more subjects in your ritual, or preserve your hit points? Mobility is a great feat in that sense. Also, consider ordering your thrall to sow salts through heavily congested areas - thralls are expendable, ritualists are not.

Synergize Domains with Rituals.

After deciding which rituals you intend to take, it's a smart idea to choose domains that complement them. If your rituals force you to encompass enemies frequently, the liberation or travel domains are excellent choices. If you'd rather turn your allies into fiendish warlords, the nobility or strength domains are excellent choices.

Favor Standard Action Domains.

At low levels, buff-centric ritualists might find themselves with standard actions to spare. Domains that feature standard action abilities at level 1 are therefore great choices.

Conquest's Value.

Conquest of the ages may look weak on paper, but it can provide three +1 bonuses to the entire party for a very long time. Also, the true worth of this ritual is realized in a +3 to +5 weapon's

ability to overcome DR.

Dark Pact's Utility.

Dark pact can be useful on enemies and allies.

It can be performed to prevent an enemy from using spells or abilities, and in conjunction with ghost touch weapons or force damage, it's a nightmare to behold.

Alternatively, if the displaced souls of allies can manage to bend without breaking, it provides a lot of pseudo-temporary hit points. It's also an effective way to buff the party against enemies without magical weapons or with large armor bonuses.

Covenant can be a catalyst.

Fiery covenant is a great catalyst for other rituals. If you form a covenant that prevents creatures from leaving the area, you force your enemies to endure the rest of your rituals.

Support Furious Catastrophe.

Furious catastrophe is capable of dealing up to 28d6 damage. It's exciting to throw around that kind of AoE damage as a support class; just bear in mind that your support rituals will help you get more out of this one. *Blessings enjoined*, *compulsory sanction* and *glorious sacrifice* can mitigate a lot of this damage, allowing your allies to hold your enemies in the area during the eruptions.

Glorious Sacrifice and Impunity.

Glorious sacrifice offers considerable healing to parties that focus fire. Even if your party doesn't, impunity can render it a viable selection.

Rouse in succession.

Rouse the ancients is a ritual that becomes more powerful when used in rapid succession. A 5-foot cliff is a nuisance, a 20-foot cliff is a fortress.

Keep Your Flavor.

Remember that these are just tips. Above all else, play who you want to be and enjoy yourself!