

THIS RITUAL BOOK IS 4E COMPATIBLE

AZAGAR'S

Book of Rituals

**GREAT
PRICE**
\$14.99



MORE THAN 300 ALL-NEW RITUALS!

AZAGAR'S Book of Rituals

Contributing Writers:

Tavis Allison, Cedric Atizado, Jobe Bittman, Jeb Boyt, Aaron Brozman, David Caffee, Jarrod Camiré, Steven A. Cook, Patrice Crespy, Joseph D'Amico, Chris Dias, David Dolph, Douglas R. Edmundson, Alan Z. Eisinger, Raymond G. Falgui, W. Daniel Fichtel, John R. Flemming, Joshua Gervais, David Gibson, Rob Green, David M. Guyll, Lee Hammock, Matthew Hannum, Matthew J. Hanson, Morgan Hardy, A. G. Edward Haskell, Isaac Hicks, Dwight Hulse, Matthew Kaiser, Charles W. Kiley III, Chris Kümmel, Phillip Larwood, Matthew Lawrence, Hannah Lipsky, Lizard Lizard, Chris Longhurst, Lucas Mackay, Hal Maclean, Paul Matthews, Dan McAllister, Derek Meurer, Nick Miller, Scott Moore, Tim Rose, Aeryn "Blackdirge" Rudel, Mark Steinmann, Harley Stroh, Stefen Styrsky, Chris Tandlmayer, Greg Tito, Chris Torrence, Austin Watkins, James Whitman, Doug Wideburg, Robert Clayton Wyatt, Jr.

Cover Artist:

James Ryman

Interior Artists:

David Griffith, Doug Kovacs, Hunter McFalls, Jesse Mohn, Matt Morrow, Chad Sergesketter, Mike Wilson

Graphic Designer:

Erik Nowak

Editors:

Dwight Hulse, Aeryn "Blackdirge" Rudel, Harley Stroh

Publisher:

Joseph Goodman



Visit us online at www.goodman-games.com to find forums, free downloads, and more!

DUNGEONS & DRAGONS, the DUNGEONS & DRAGONS Compatibility Logo, D&D, PLAYER'S HANDBOOK, PLAYER'S HANDBOOK 2, DUNGEON MASTER'S GUIDE, MONSTER MANUAL, MONSTER MANUAL 2, and ADVENTURER'S VAULT are trademarks of Wizards of the Coast in the USA and other countries and are used with permission. Certain materials, including 4E References in this publication, D&D core rules mechanics, and all D&D characters and their distinctive likenesses, are property of Wizards of the Coast, and are used with permission under the Dungeons & Dragons 4th Edition Game System License. All 4E References are listed in the 4E System Reference Document, available at www.wizards.com/d20. DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt; PLAYER'S HANDBOOK 2, written by Jeremy Crawford, Mike Mearls, and James Wyatt; MONSTER MANUAL 2, written by Rob Heinsoo, and Chris Sims; Adventurer's Vault, D&D 4E Game System License © 2008, 2009 Wizards of the Coast page 3 of 7 written by Logan Bonner, Eytan Bernstein, and Chris Sims. © 2008, 2009 Wizards of the Coast. All rights reserved. All other material © 2009 Goodman Games, Inc.



Contents

INTRODUCTION.....	4	CHAPTER 6: RESTORATION RITUALS.....	99
CHAPTER 1: BINDING RITUALS.....	5	CHAPTER 7: SCRYING RITUALS	107
CHAPTER 2: CREATION RITUALS.....	19	CHAPTER 8: TRAVEL RITUALS.....	116
CHAPTER 3: DECEPTION RITUALS	37	CHAPTER 9: WARDING RITUALS.....	129
CHAPTER 4: DIVINATION RITUALS.....	51	INDEXES	140
CHAPTER 5: EXPLORATION RITUALS	63		

Preface

In January of 2009, Goodman Games announced an open call for submissions for a tome of 4E rituals to be published later in the year. Well, to say we were unprepared for the inundation of submissions that followed would be quite the understatement; the 4E community responded with enthusiasm. In the end, once all the submissions were read, judged, and edited, we were left with over 300 hundred new rituals from both established 4E game designers and those just starting out.

I must say that I was and still am impressed by the quality of submissions we received. Those submitting had a major hurdle to overcome, namely familiarizing themselves with a new rules system that was barely four months old when we announced the open call. However, despite this challenge, we received hundreds of quality rituals and some real gems that any 4E player will want to include in his or her ritual book.

Now all of the chosen submissions have been compiled into this book, providing 4E gamers with over 300 new rituals to fill out their ritual books and campaign worlds. Here you'll find dozens of rituals in each category, spanning all 30 levels, plus an exhaustive set of indexes to help you find rituals quickly and efficiently.

I'd like to thank all the authors who submitted rituals to the open call. Your hard work has created a valuable resource for 4E gamers, and hopefully, for some of you, put the first notch in your belt as an RPG designer.

— Aeryn “Blackdirge” Rudel

Behind the Call

When we announced our open call for rituals, we had two purposes in mind:

Our first goal was, of course, to compile a book of compelling, interesting, and engaging rituals. Many of us can remember game sessions where that one, oft-forgotten spell was used in an utterly unexpected way, saving the heroes from sure death. Through the creation of rituals, 4E transformed the landscape of magic in D&D, throwing wide the door for old favorites, new favorites, and perhaps most importantly – to us grognards, anyway – the opportunity for more of those game-changing moments when player ingenuity and creativity rises to the fore. (To the DM's certain and edifying consternation.)

Like the venerable *Fiend Folio* (the first one!) we wanted our book to be greater than the sum of its parts, a body of work created by a diverse collection of writers from across the globe. We sorted through well over a thousand submissions, including the submissions from the old school writer who submitted all the verbatim 1E spells, accompanied with his exhortation that if we included “his” contributions, we would make a killing with the old-school crowd.

The second agenda behind the open call was our desire to find the next crop of RPG writers. Passionate about the game, these are the writers whose imaginations were set aflame with the possibilities of the new edition. Where some saw disappointment, others found opportunity, a vital attitude to be sure for players and DMs, as well as writers.

Will you be seeing more from these authors? Absolutely. Their worlds of imagination will shape the game for years to come. And when you see them releasing their latest campaign setting, you can hold aloft *Azagar's Book of Rituals*, and say you knew them first.

So to everyone who submitted to the open call, whether your ritual was accepted or not, thank you for your love of the game, and for your contributions to this hobby we love.

And to the players that will bring this work to life, frustrating your DMs to no end, foiling his wicked plots, and saving the day... for those about to roll, we salute you!

— Harley Stroh



Introduction

So his Imperial Majesty has seen fit to light a fire under my arse, and get me talking about something other than weapons, armor, blood, and guts – you know, the important things in any self-respecting hobgoblin's life. It's the bloody Warcaster's Guild looking for ways to undermine the legions, if you ask me; sneaky, spell-casting ingrates that they are. But they've underestimated ol' Azagar Bloodfist if they think I'm going to spend all day prattling on about their precious spells and incantations. Hah! I only deal in information that a body can actually use on the battlefield or in a tight spot; not random gibberish and balls of fire that you can use once and then compel you to run and hide behind the iron skirts of the legions.

So, my dear hobgoblin brothers, you might ask, "How can Azagar dispense his invaluable wisdom and keep both his Imperial Majesty and the meddling Warcaster's Guild happy?" Well, let me tell you. I'm going to talk about rituals. I can hear the collective outcry from my brothers in the legions across the world at the uttering of that last sentence. But don't worry; Azagar won't lead you astray.

Now, sure, rituals involve a bit of magic – some of them involve great, heaping gobs of magic – but a good ritual can get you out of a tight spot, warn you of an enemy's approach, and even transport you halfway around the world in the blink of an eye. The best part is that any grunt without the brains the gods gave an orc can use a ritual – usually without having to work with some half-mad shaman or warcaster to boot. I've used rituals on dozens of occasions, often to extricate one aged hobgoblin backside from an imminent and messy death.

There are a bunch of different types of rituals; some of which are of little to no use to a hobgoblin that makes his living with the business end of a sword or spear. However, each of the nine types of rituals offers something for any fool clever enough to find his arse without the aid of a detect spell. I'll be giving you plenty of examples from my own illustrious career where a ritual has gotten me out of a nasty scrape.

So, my dear grunts and gobbos, sit back and clean the dirt and dung from your ears – there's enlightenment on the way.

—Azagar



Chapter 1

Binding Rituals

Alright, binding rituals are rituals that, well, bind things; that is to say, keep them from doing things and going places. I know that's not exactly how a learned wizard or cleric might put it, but as I'm addressing a great, sweating bunch of grunts and legion types, I'll keep things simple. Binding rituals are similar to warding rituals in that they often offer some kind of protection, but are generally used to trap extraplanar critters like demons or keep them from tearing you to shreds when you do a damn fool thing like summon one up; bind someone into unwilling service; or curse an enemy with magic that keeps them from doing specific things. Binding rituals can also be used by willing parties to swear great oaths to the gods or even allies, and then the magic of the ritual ensures that the oath or contract is followed to the letter.

Anyway, binding rituals don't often find their way into the average hack-and-slasher's arsenal, as they're often lengthy affairs that don't have a lot of use on the field of battle. However, there are one or two binding rituals that are pretty useful to just about everyone. Case in point; when I was barely more than a whelp off the teat and serving my first commission in the legions, I found myself at the arse end of the world manning a small keep on the border of our lands and the orc nation of Grazzuldarg. During that time, we were still warring with the hairy brutes of Grazzuldarg, and the keep I was stationed at was meant to be used as a meeting place for our respective nations to come together and hammer out their differences. Well, orcs aren't big

on diplomacy, and truth to tell, neither are we; but after nearly ten years of constant fighting, the war was becoming a real pain in the arse for both sides. So the king of the orcs and his Imperial Majesty Varnagg Redsoul III decided to try to come to some kind of agreement and end the war.

Well, this fated meeting between orc and hobgoblin diplomats was slated to be held at the little keep where I was stationed. Unfortunately for us, the orc diplomat showed up rather unready to negotiate, being that he was a half-rotted corpse that smelled like the business end of an otyugh's digestive tract. You see, a lot of the orcs didn't want peace with us, and so a contingent of these warmongering orcs (what a concept, right?) decided to go ahead and kill their diplomat and deliver his corpse to us. Then they could blame the diplomat's death on our side, which would of course, renew hostilities between our two peoples. The hairy brutes had been smart about the murder, too. They had killed the diplomat nearly a month before dropping his rather squishy remains on our front door. That way, a Raise Dead ritual would be out of the question in a hurry.

This put us in quite a quandary, as the nearest outpost with anyone capable of actually casting Raise Dead was ten days ride from our keep. However, Nargog the Reaper took pity on our scruffy little outfit that day, and as it turned out, our medic knew a ritual

BINDING RITUALS BY LEVEL

Lvl	Ritual	Key Skill	Page
2	Armor of the Blessed	Religion	7
3	Bonded Mount	Nature or Religion	7
5	Summon Animals	Nature	17
6	Delay Spirit	Arcana	9
6	Moonlit Mark	Arcana or Religion	14
6	Rite of Exorcism	Arcana, Nature, or Religion	16
7	Animal Host	Nature	7
8	Soul Pool	Arcana or Religion	17
8	Tormented Slumber	Religion	18
9	Object Guardian	Arcana	15
10	Hallow	Religion	11
12	Aggravate Disease	Arcana	6
12	Improved Magic Circle	Arcana	12
12	Oath of the Guardian	Arcana	14
12	Obsession	Arcana	15
12	Pin the Soul	Arcana or Religion	16
14	Consecrate	Religion	8
14	Desecrate	Religion	8
14	Eternal Slumber	Arcana or Religion	10
16	Frog Curse	Arcana	10
18	Soul Engine	Arcana	17
20	Command Marut	Arcana or Religion	8
22	Geas	Arcana or Religion	11
22	Master's Whip	Arcana	13
24	Confining Shackles	Arcana or Religion	8
24	Final Pact	Arcana	10
24	Lifeshield	Arcana	12
24	Modify Memories	Arcana	13
26	Pacifist Curse	Religion	16
26	Winter's Sojourn	Arcana	18

called Delay Spirit that could bind a soul to a body for longer than a month. We used that ritual to keep the orc diplomat's soul from going on the Heaven of Hairy Orc Women and Ale, or whatever afterlife orcs are promised; while we sent a rider to bring back someone that could cast Raise Dead. Well, that ritual kept that poor orc's soul near his putrefied remains for another twenty days, allowing us to raise his ugly carcass from the dead so he could conduct the peace negotiations with our diplomat.

Gods, I've never seen a creature so unhappy to be alive in all my years. I guess the Heaven of Hairy Orc Women and Ale is a pretty good place to spend eternity.

—Azagar

Aggravate Disease

The blade of your sacrificial dagger pierces the heart of your offering. As you place the corpse on the altar, the wind begins to howl. Far away at the castle, the treacherous baron suddenly clutches his chest and sinks deeper into his sick bed.

Level: 12
Category: Binding
Time: 1 hour
Duration: Instant
Component Cost: 500 gp, plus 1 healing surge
Market Price: 2,500 gp
Key Skill: Arcana

You tap into the darker aspects of the arcane arts and cause one disease your target is currently suffering from to progress. When you perform this ritual, choose one specific target. The subject must already have contracted the disease. The subject must be someone you have seen either in person or through scrying magic. The subject must be on the same plane, but can be any distance away from you. Once the ritual is complete, the subject immediately makes an Endurance check against the targeted disease.

Your Arcana check determines how much the subject's condition worsens.

Arcana Check Result	Effect On Target
19 or lower	-5 to Endurance check. On a failed check the disease progresses.
20-29	-10 to Endurance check. On a failed check the disease progresses.
30-39	No save. Disease progresses.
40 or higher	No save. Disease immediately progresses to final state.

In addition to the component cost, this ritual requires a Small or Tiny natural beast to use as a sacrificial offering.



Animal Host

Closing your eyes, you focus your mind on the animal before you. Suddenly you leave your old self behind, displacing the animal's soul to inhabit its body.

Level: 7
Category: Binding
Time: 1 hour
Duration: Special
Component Cost: 75 gp, plus 1 healing surge
Market Price: 520 gp
Key Skill: Nature

You target a non-hostile Tiny animal, such as a mouse or sparrow. The animal must remain within 5 squares of you for the time necessary to perform the ritual. Once the ritual is complete you transfer your consciousness into that of the animal and the animal's consciousness is temporarily displaced. Once your consciousness enters the animal's body, you gain all its senses (such as low-light vision) and control of its body as if it were your own. At the same time, your original body falls into a deep stasis.

A typical Tiny animal has 1 hit point, defenses equal to 10 + half your level, and no attacks. While your mental statistics do not change in animal form and you continue to understand all languages you know, you cannot speak or use any of your powers in animal form. Taking on animal form does not let you understand the speech of other animals of the same type.

You can return to your own body as a minor action as long as it is within a number of miles of your current location equal to your level. If the animal you are currently inhabiting is slain you must make a saving throw or lose one-quarter of your hit points from the shock of the experience as you return to your own body. If your original body is slain, you remain trapped in animal form until the ritual's duration ends, whereupon you die. If you return to your own body while the animal is still alive, it regains control of its body.

The length of time you can stay in animal form depends on the results of your nature check.

Nature Check Result	Duration
19 or lower	1 hour
20-29	4 hours
30-39	12 hours
40 or higher	42 hours

Armor of the Blessed

Your breastplate glows with luminous energy as the spirits of the fallen invest it with their power.

Level: 2
Category: Binding
Time: 1 hour
Duration: See Below
Prerequisite: Cleric or Paladin
Component Cost: 25 gp, plus special (see below)
Market Price: 100 gp
Key Skill: Religion (no check)

By using one of your channel divinity powers (for example, divine fortune or lay on hands), you cause a single suit of armor to become invested with spiritual energy, causing it to glow with golden light or become wreathed in ethereal mist. The ritual provides the suit or armor with a single enchantment based on your level. You must remain in contact with the armor during the entire time it takes to perform the ritual. In addition, you cannot use the channel divinity power used to enhance the armor for the duration of the ritual.

You may choose which power the armor possesses when you cast the ritual and as you increase in levels, the number of choices increases.

Caster Level	Duration
1-10	+1 item bonus to AC
11-20	+2 item bonus to AC, +1 item bonus to saves, or resist 5 necrotic
21-30	+3 item bonus to AC, +2 item bonus to saving throws, or resist 10 necrotic

This ritual does not stack with existing enchantment bonuses to AC or resistance bonuses. The ritual ends once you take an extended rest or 8 hours pass (whichever comes first).

Bonded Mount

You forge a magical bond between rider and mount.

Level: 3
Category: Binding
Time: 1 hour
Duration: Special
Prerequisite: Mounted Combat feat
Component Cost: 30 gp
Market Price: 125 gp
Key Skill: Nature or Religion

This ritual forms a bond between a creature with the mount keyword and a rider with the Mounted Combat feat (this rider can be you or another creature). Both creatures involved in the ritual must be within 5 squares of each other during the entire process. Once the ritual is completed, a mystical link binds the two creatures together.

While Bonded Mount is active, the rider ignores the normal -2 penalty to attack rolls, AC, and Reflex when not using a saddle in combat, and can mount or dismount his mount as a minor action. Finally, once per encounter, the rider gains an extra move or standard action that he or his mount can use in addition to their normal set of actions. This allows the mount to make two move actions in the round, or the rider and mount to make one standard action (such as an attack) each during the round. These abilities can only be used if the rider is mounted on his bonded mount.

The length of the bond is determined by the results of a Nature or Religion check. The bond can be broken if the rider or mount is slain or if they are more than 10 squares apart for more than 24 hours. You can extend the duration of the bond with another casting of the ritual, but it cannot be made permanent.

Nature or Religion Check Result	Duration
9 or lower	4 hours
10-19	8 hours
20-29	24 hours
30-39	2 days
40 or higher	4 days

Command Marut

In a flash of metallic light a marut appears, ready to serve.

Level: 20
Category: Binding
Time: 1 hour
Duration: Special
Component Cost: 7,500 gp, plus 3 healing surges and gems worth 10,000 gp
Market Price: 25,000 gp
Key Skill: Arcana or Religion (no check)

This powerful ritual calls a marut blademaker (see D&D 4E *Monster Manual*) from the Astral Sea to serve you, completing a single task before returning to its home plane. Once the marut blademaker appears, you must sign a contract provided by the creature and pay it 5,000 gp in gems. The marut then fulfills the contract to the best of its ability, and if successful returns to claim the rest of its payment, another 5,000 gp in gems.

The task you command the marut to perform must be clearly defined, must be within its power to complete, and must last no longer than a year. Typical tasks include slaying a specific individual, guarding a particular spot, or providing information. If any of the conditions are breached, the contract is forfeited and the marut returns to the Astral Sea. If the marut fails in its task or is killed in pursuit of its duties, the contract is also voided.

At 25th level you can call on a marut concordant to perform a task for you instead through the casting of the same ritual. In this case, however, the payment is 20,000 gp in gems.

Confining Shackles

The fiend writhes impotently in the mystical chains you have created.

Level: 24
Category: Binding
Time: 1 hour
Duration: Until broken
Component Cost: 21,000 gp
Market Price: 105,000 gp
Key Skill: Arcana or Religion

This ritual creates a set of magical golden chains covered in arcane or religious runes that appear around the arms and legs of any creature called or summoned into a Magic Circle. The creature gains no defense against the chains, and cannot move or break free of the Magic Circle until the chains have been removed (see below).

When you create the chains, you make an Arcana or Religion check. This check is the break DC for the chains. The chains prevent the captured creature from moving in any way (including teleporting) or using any melee or ranged attacks against creatures outside the circle until the chains have been broken.

The chains only last as long as the Magic Circle does, and any action which breaks the circle (such as an unaffected creature walking across the circle's boundary) also causes the chains to disappear. The chains are magical constructs, and are immune to all damage or breakage, except as specified above.

Consecrate

You stumble into the cemetery and pause to catch your second wind. The fetid creature behind you sniffs the air and draws closer. You mutter a brief prayer and smile as it steps through the gates.

Level: 14
Category: Binding
Time: 1 hour
Duration: 24 hours (special)
Component Cost: 1,200 gp, plus a focus worth 1,500 gp (see text)
Market Price: 4,500 gp
Key Skill: Religion

You create a zone that grants a bonus to attack rolls to certain divine powers. Affected powers must have the divine, implement, and radiant keywords to be affected by this ritual. In addition, only those that worship the same deity whose symbol is used in this ritual's focus can gain the bonus to attack rolls. The bonus only applies on attacks that both originate within the zone and target a creature within the zone. Your Religion check determines the bonus.



Religion Check Result	Duration
19 or lower	+1
20-29	+2
30-39	+3
40 or higher	+5

The zone is a close burst 5 centered on the focus, which you must be adjacent to when you perform the ritual. The burst can be increased by 1 square for each additional 100 gp in value of the focus, up to a maximum of a close burst 20 for a focus worth 3,000 gp.

Any creature with the Channel Divinity feat that is a follower of the deity whose symbol is used in this ritual's focus can extend the duration of this ritual by expending a use of its Channel Divinity power once every 24 hours. The creature sustaining the effect must be adjacent to the focus when sustaining the effect. If the effect is sustained without interruption for a year and a day, the consecrated effect becomes permanent.

Focus: An obelisk, crypt, statue, or other structure bearing the image of a specific holy symbol. The focus must be carved from marble or other semi-precious stone valued at no less than 1,500 gold pieces. The effect is centered on the focus and ends immediately if the focus is moved, damaged, or destroyed.

Delay Spirit

After the casting of your ritual, you can almost feel the presence of the spirit you are attempting to delay still lingering about.

Level: 6 **Component Cost:** 140 gp
Category: Binding **Market Price:** 360 gp
Time: 10 minutes **Key Skill:** Arcana
Duration: Special

You cast this ritual on the remains of a creature that has died within the past 30 days. It binds their spirit to the vicinity of its remains for a duration determined by your Arcana skill check, during which time the spirit lies dormant and does not attempt to travel to its final resting place. This period of time counts as additional time the spirit is still available to be rejoined with its physical form via the Raise Dead ritual. For example, an Arcana check result of 35 would indicate that a Raise Dead ritual could still be performed successfully up to 32 days after the creature's death.

Arcana Check Result	Duration
19 or lower	8 hours
20-29	One day
30-39	Two days
40 or higher	One week

Desecrate

You recognize the symbol etched into the obsidian monolith and your heart fills with dread. You have only a moment to utter a cry of warning to your allies before the crackling blast of purple and black energy sears your flesh.

Level: 14 **Component Cost:** 1,200 gp,
plus a focus worth 1,500 gp
(see text)
Category: Binding **Market Price:** 4,500 gp
Time: 1 hour **Key Skill:** Religion
Duration: 24 hours
(special)

You create a zone that grants a bonus to attack rolls to certain divine powers. Affected powers must have the divine, implement, and necrotic keywords to be affected by this ritual. In addition, only those that worship the same deity whose symbol is used in this ritual's focus can gain the bonus to attack rolls. The bonus only applies on attacks that both originate within the zone and target a creature within the zone. Your Religion check determines the bonus.

Religion Check Result	Attack Bonus
19 or lower	+1
20-29	+2
30-39	+3
40 or higher	+5

The zone is a close burst 5 centered on the focus, which you must be adjacent to when you perform the ritual. The burst can be increased by 1 square for each additional 100 gp in value of the focus, up to a maximum of a close burst 20 for a focus worth 3,000 gp.

Any creature with the Channel Divinity feat that is a follower of the deity whose symbol is used in this ritual's focus can extend the duration of this ritual by expending a use of its Channel Divinity power once every 24 hours. The creature sustaining the effect must be adjacent to the focus when sustaining the effect. If the effect is sustained without interruption for a year and a day, the consecrated effect becomes permanent.

Focus: An obelisk, crypt, statue, or other structure bearing the image of a specific holy symbol. The focus must be carved from marble or other semi-precious stone valued at no less than 1,500 gp. The effect is centered on the focus and ends immediately if the focus is moved, damaged, or destroyed.

Eternal Slumber

You prick the maiden's finger with a spindle, and she falls into a deep death-like sleep.

Level: 14
Category: Binding
Time: 10 minutes
Duration: 24 hours, or until broken
Component Cost: 800 gp, plus 1 healing surge
Market Price: 4,200 gp
Key Skill: Arcana or Religion

You place a helpless or willing target (who must be present for the entire ritual) into a deep sleep. In this state, the target does not need to eat, drink, or breathe. The target appears dead, and only a Heal check with a DC equal to your Arcana or Religion check can tell that the creature is alive. The target is unaware of its surroundings and is unconscious and helpless.

When you complete this ritual, you must specify a trigger to awaken the target creature, often speaking a command word. The trigger must be general enough so that any creature that knows the trigger may perform it. The creature also awakens if it takes damage or if the duration expires, but otherwise the target is impossible to awaken.

You can extend the duration of Eternal Slumber by spending 1 healing surge every 24 hour to sustain it. If you sustain it a year and a day, the effect becomes permanent until discharged.



Final Pact

You hand the peace accord to each king, and each gravely signs in his own blood.

Level: 24
Category: Binding
Time: 30 minutes
Duration: Permanent
Component Cost: 21,000 gp, plus 2 healing surges per party
Market Price: 105,000 gp
Key Skill: Arcana

As part of this ritual, you draw up a contract that may describe any terms you desire. When the ritual is complete, any party who signs the contract is magical bound to agree to honor it. To be affected by the magic of this ritual, those signing the pact must do so of their own free will. If they are compelled, through either magic or mundane means, this ritual does not bind them. If any parties later break the contract, they instantly die.

If the offending creatures are later returned to life, they have one week to come back into compliance with the pact, otherwise they die again.

Frog Curse

You laugh at your once mighty foe, now reduced to a humble toad.

Level: 16
Category: Binding
Time: 5 minutes
Duration: 24 hours (see text)
Component Cost: 1,600 gp, plus 1 healing surge
Market Price: 9,000 gp
Key Skill: Arcana

You transform a willing or helpless target (who must be present for the entire ritual) into a frog (or other Tiny animal). Any creature who examines the frog can identify it as polymorphed creature with a Nature check with a DC equal to your Arcana check. The target retains its memories, mental abilities, hit points, and healing surges, but has all the physical abilities of a frog (see below). While in frog form, a creature cannot use its attack or utility powers.

Frog Level 0 Minion
 Tiny natural beast XP 0

Initiative +1 **Senses** Perception +0; lowlight vision
HP 1; a missed attack never damage a frog.
AC 11; **Fortitude** 11, **Reflex** 11, **Will** 10
Speed 4
Alignment Unaligned **Languages** —
Str 4 (–3) **Dex** 13 (+1) **Wis** 10 (+0)
Con 12 (+1) **Int** 2 (–4) **Cha** 3 (–4)



When you complete this ritual, you must specify a trigger to undo the transformation, often speaking a command word. The trigger must be general enough that any creature who knows the trigger may perform it.

You can extend the duration of Frog Curse by spending 1 healing surge every 24 hours to sustain it. If you sustain it a year and a day, the effect becomes permanent until broken.

Geas

Magic drawn from ancient times binds the creature before you to your will. Magical energies beyond comprehension infuse it, making certain it does your bidding or suffer!

Level: 22
Category: Binding
Time: 12 hours
Duration: Special
Component Cost: 13,000 gp, plus 1 healing surge
Market Price: 65,000 gp
Key Skill: Arcana or Religion

This ritual can only be cast on a helpless or willing creature. By casting the ritual and spending a healing surge, you place the creature under a magical compulsion to perform a service (or refrain from taking a certain course of action). The compulsion cannot force a creature to kill itself, but aside from that, there is no limit to what the creature can be compelled to do. The geased creature must follow the instructions as directed by the ritual caster, no matter how long they take. The geased creature is also incapable of causing harm to the caster of the ritual. As long as the creature is geased, the ritual caster must spend a healing surge every day to sustain the ritual.

Should the geased creature not comply with the compulsion, 24 hours later, the arcane energies of the ritual trigger a powerful magical disease that slowly saps the life-force from the victim, leaving him weak and drained, barely able to move. This magical disease is so powerful that the only way to be completely rid of it is to comply with the compulsion.

If the instructions involve some open-ended task that the geased creature cannot complete on its own, the geas disappears after a while. Your Arcana check determines how long it takes for the magical compulsion to fade.

Arcana Check Result	Duration
19 or lower	3 days
20-29	5 days
30-39	8 days
40 or higher	14 days

Hallow

Before attempting to resurrect your fallen comrade, the priests spent a full day in prayer.

Level: 10
Category: Binding
Time: 6 hours
Duration: 24 hours (see text)
Component Cost: 400 gp, plus a focus worth 5,000 gp (see text)
Market Price: 1,000 gp
Key Skill: Religion (no check)

You make a building, structure, or area sacred to a specific deity, creating a zone which allows worshipers to pay a reduced component cost when performing other rituals. You must be within the area or structure to be hallowed when you perform this ritual. If you are making an area hallowed, the zone is a burst 20 centered on a square occupied by the focus. If you are instead making a structure hallowed, the structure can be no larger than 20 squares by 20 squares and 50 feet (10 squares) in height. The hallowed zone extends 2 squares from the outer walls of the structure, regardless of the actual burst area of the effect.

If a ritual caster of a different religion attempts to perform a ritual within a hallowed zone, that ritual caster must double the component cost for the ritual. The caster learns of this as soon as he begins the ritual and can choose to end the ritual without expending any components.

In order to reduce the component cost of rituals cast within the hallowed area, you must have a holy symbol devoted to the proper deity and spend time in prayer. For every 3 hours you spend in prayer prior to performing the ritual you gain a 1% reduction in component cost, to a

Geas Curse

Level 22 Disease

Attack: No attack roll necessary
Endurance: improve DC 37, maintain DC 32, worsen DC 27 or lower

No effect.



Initial Effect: The target loses 3 healing surges.



The target loses the ability to regain healing surges after an extended rest.



Final State: The target loses the ability to regain healing surges after an extended rest, and the target is weakened and dazed.



Improved Magic Circle

The angel of vengeance recoils in fury as its attempt to smite you is painfully rebuffed by your wards. "Asmodeus will hear of this," he rumbles as he turns to depart.

Level: 12

Category: Binding

Time: 2 hours

Duration: Until broken

Component Cost: 500 gp

Market Price: 2,600 gp

Key Skill: Arcana

A more powerful form of Magic Circle, Improved Magic Circle requires 2 minutes to inscribe each square within the circle. When performing the ritual, you choose 2 origin categories (from aberrant, elemental, fey, immortal, natural, or shadow), or all. All applies a -5 penalty to your Arcana check.

An affected creature whose level is lower than your Arcana check -5 cannot pass through the circle, affect creatures through the circle's boundary, or affect the boundary in any way. On their first attempt to pass through the circle, other creatures of an affected origin take force damage equal to your Arcana check result. If they make a second attempt, they suffer the same damage; but doing so breaks the circle (only if the same creature made both attempts). Unaffected creatures can take a standard action to obscure the inscription and break the circle.

maximum of a 25% reduction. You can gain assistance in your prayers (up to four others). Anyone assisting in the prayers must also have a proper holy symbol and must participate in the following ritual. Persons assisting in prayer contribute only a 1% reduction per 6 hours of prayer.

During the prayer time, you can engage in light activity that doesn't require much exertion and you can take short rests; however, you cannot take an extended rest or sleep. If your prayer is interrupted, you can begin a ritual within 5 minutes with the discounted component cost; otherwise, you must begin your prayer again.

Any creature with the Channel Divinity feat who is a follower of the chosen deity can extend the duration of this ritual by expending a use of their Channel Divinity power within the hallowed zone once every 24 hours to sustain it. The creature sustaining the effect must be within the ritual's zone of effect. If the effect is sustained without interruption for a year and a day, the hallowed effect becomes permanent.

Focus: A permanent altar, worth at least 5,000 gp, devoted to the chosen deity.

Lifeshield

You attune your life force to that of the creature trapped within the magic circle. As long as the creature is trapped, it suffers all your ills, leaving you completely unscathed.

Level: 24

Category: Binding

Time: 8 hours

Duration: Special

Component Cost: 25,000 gp, plus 3 healing surges

Market Price: 105,000 gp

Key Skill: Arcana

This ritual can only be cast on a creature already called or trapped within a Magic Circle. You must be within 5 squares of the creature for the entire casting of the ritual, and if the Magic Circle is broken during this time, the ritual fails. Once the ritual is cast, you forge a powerful mystical link between yourself and the trapped creature, forcing it to absorb any injury or effect inflicted on you. Using Lifeshield on an unwilling creature is an evil act.

While the ritual is in effect, any damage that you take and any effect or condition you suffer is redirected back to the creature. Therefore, you could be burnt by a red dragon's breath or stunned by a lamia's pacifying burst and the creature within the Magic Circle would take the fire damage and become stunned instead, leaving you completely unscathed. The source or keyword of the damage or effect does not change.



This ritual functions as long as you are on the same plane as the creature, and ends once the creature is killed or petrified, the Magic Circle is broken, or the duration ends. If the duration ends and the creature is still alive, it remains trapped within the Magic Circle. This ritual has no effect on any condition or affliction (such as a curse or disease) you were suffering from before casting the ritual.

To successfully perform this ritual you must make an Arcana check. If the Arcana check is less than the creature's level + 10, the ritual fails and the Magic Circle is broken, releasing the creature to its own devices. The Arcana check also determines the length of time that the ritual lasts.

Arcana Check Result	Duration
29 or lower	1 hour
30-39	8 hours
40 or higher	1 day

Master's Whip

You force a creature called into a magic circle to perform a task for you, punishing it for its disobedience if it fails to obey you.

Level: 22
Category: Binding
Time: 1 hour
Duration: Special
Component Cost: 13,000 gp
Market Price: 65,000 gp
Key Skill: Arcana

This dangerous ritual forces a creature to perform a task for you or suffer debilitating pain or worse. The ritual only works on a creature called into a Magic Circle, and only affects a creature of your level or less.

When you cast this ritual you must make an Arcana check against the Will defense of the creature. If this Arcana check fails, the creature is unaffected by the ritual and you suffer a magical backlash which deals an amount of damage equal to your failed check and the creature is freed from the Magic Circle. If you possess an object which is inimical or opposed to the creature in some way, you gain a +5 bonus to your Arcana check. If you have a part of the creature or an object possessed by it, you gain a +10 bonus to your Arcana check. These bonuses stack for the purpose of this ritual.

If the ritual is successful, the creature is mystically bound to you and must follow your instructions to the best of its ability. Any time the creature attacks you or otherwise fails to obey your commands, it immediately loses one healing surge and is stunned until the end of your next turn. If the creature loses all of its healing surges it takes 1d10 points of damage each time it disobeys you instead.

The ritual lasts for 24 hours or until the creature completes a specific task set before it. Therefore, the creature could be placed to guard a doorway for 24 hours or hunt down and slay a creature specified by you. Once the task is completed or the duration expires the creature is freed and is no longer under your control.

You can use this ritual in conjunction with some kind of treasure or reward to prevent the creature from turning against you once the ritual ends. What the creature does once the ritual's duration ends is up to your DM.

Modify Memories

You whisper a story into guard's ear, and he remembers every word of it as the truth.

Level: 24
Category: Binding
Time: 10 minutes
Duration: Permanent
Component Cost: 21,000 gp
Market Price: 105,000 gp
Key Skill: Arcana

You alter the memories of a helpless or willing subject, so that it believes events transpired differently than they actually did. The target must be present for the entire ritual. The length of time you can modify the subject's memories depends on your Arcana check.

Arcana Check Result	Duration
9 or lower	1 round
10-19	1 minute
20-29	1 hour
30-39	1 day
40 or higher	1 week

You may choose to modify memories from any point in the subject's life, but the time must be contiguous. You may change memories however you wish, but memories that do not fit with reality may cause the subject to realize that his memories are false. When the subject encounters such a contradiction, he makes an Insight check with a DC equal to your Arcana check to realize that his memory is faulty. The DM may assign a bonus or penalty to this check depending on how plausible the memory is.

Moonlit Mark

As you complete the final incantation, the subject's forehead begins to burn, and then glows with a radiant mark, visible only to you and your companions.

Level: 6
Category: Binding
Time: 10 minutes
Duration: Special
Component Cost: 140 gp
Market Price: 360 gp
Key Skill: Arcana or Religion

This ritual places a distinct, glowing mark on one creature of your choosing, visible only to you and up to 5 chosen individuals. This mark remains for the duration of the ritual's effect, even if the recipient changes shape, becomes invisible, or by some other method disguises himself. The mark gives off dim light equal to that of a candle.

Arcana or Religion Check Result	Duration
19 or lower	1 day
20-29	3 days
30-39	7 days
40 or higher	Special

On a check result of 40 or higher, the caster may renew the mark for an additional 7 days by spending a healing surge. This ritual is often used to keep track of thieves and murderers, or to discern the identity of a lycanthrope in human form.

Optional Focus: Up to 5 moonstones worth at least 100 gp each may be used instead of choosing individual persons. Each of these gems, when given to an individual, allows them to see the mark on the target.

Oath of the Guardian

Your blood drips slowly to the floor and is absorbed into the lines of the arcane sigil. You speak your ward's name. The sigil flashes gold, then vanishes. Your wound closes, leaving in its place a silver scar.

Level: 12
Category: Binding
Time: 1 hour
Duration: Special
Component Cost: 2,000 gp, plus 2 healing surges
Market Price: 7,500 gp
Key Skill: Arcana (no check)

You swear to safeguard someone important to you. This must be someone you know personally, but the person does not have to be present at the time of the oath. The person does have to be someone for whom you have strong protective feelings; you cannot swear this oath merely for convenience.

For the duration of the ritual, you always know in which general direction your ward is currently located. You can also sense the approximate distance separating you, but not

necessarily the best way to cross that distance.

Any skill or stat check related to finding or protecting your ward is made with a +2 bonus, but any check that would endanger the ward or distract you from your guardianship suffers a -1 penalty. Checks which are unrelated to your oath are made normally.

When adjacent to the ward during combat, as a free action, you can choose to take a -2 penalty to all of your attacks, in return for a +2 bonus to all of your ward's defenses. You may also choose to spend a minor action and two healing surges in order to give your ward temporary hit points equal to his or her own healing surge value. When you spend an action point, rather than taking an extra action, you may instead allow your ward to take a minor or move action on your turn.

The effects of the ritual continue until you relinquish your ward, your ward rejects you, or your ward is killed. If your ward rejects you, you may choose to continue the effects of the ritual, but will no longer be able to sense the direction in which your ward is located or spend healing surges to give your ward temporary hit points.

If your ward is killed while under your protection or within 24 hours of being relinquished and you do not immediately move to avenge them, you take psychic damage





equal to your healing surge value and suffer a -3 penalty to saving throws until you take an extended rest.

You may be under the effects of more than one Oath of the Guardian at one time. In this case, the penalties stack, while the bonuses do not. In a case where two oaths conflict, only the penalties apply.

Oath of the Guardian cannot be cast on an unwilling guardian. However, the ward is not necessarily aware of the oath, and must knowingly reject the guardian in order to end the oath's effects. Two individuals cannot be each other's guardians.

At the DM's discretion, you may be prohibited from declaring anyone of your own level or higher to be your ward.

Object Guardian

You bind the azer to the wooden door, making it impervious to the encroaching fire.

Level: 9
Category: Binding
Time: 30 minutes
Duration: Special

Component Cost: 350 gp
Market Price: 840 gp
Key Skill: Arcana

This ritual binds a creature with the elemental origin within a non-living inanimate object, providing the object with a single resistance against an energy keyword to which the elemental creature is resistant. Therefore, you could bind a salamander lancer into a shield and make the shield resistant to fire or a thunderhawk into a staff and make the staff resistant to lightning or thunder. The elemental creature to be bound within the object must be within 5 squares of the object during the entire casting of the ritual and need not be willing for the ritual to take place (though in this case, it must be trapped in some fashion). The ritual works on magical objects, but only if the object's level is less than that of the elemental creature. The resistance imparted by this ritual applies only to the object, not its wielder (such as in the case of weapons, implements, and other items that use a character item slot).

Once the ritual is completed, the elemental creature merges with the object in question. The object also takes on a faint aura of a color appropriate to the keyword it is protected against.

Keyword	Aura Color
Acid	Yellow
Cold	White
Fire	Red
Lightning	Blue
Thunder	Purple

The object gains resistance equal to half that of the creature bound within it against the keyword. If the creature is immune to the keyword, the object's resistance instead

becomes 30. Thus, an ice archon hailscourge bound within a +2 *longsword* would give the longsword resist cold 10 (half that of the archon's), while an efreet fireblade bound within a wooden chest would give the chest resist 30 fire. While bound within an object the elemental cannot see or hear anything and can take no actions (not even speech). No creature has line of sight or line of effect to the elemental while it is bound within the object.

To perform this ritual you must make an Arcana check to determine the duration of the ritual and the size of the object that can be protected. If you try to protect an object that is larger than your check result, the ritual fails.

Arcana Check Result	Duration	Maximum Size of Object
19 or lower	8 hours	Tiny
20-29	12 hours	Small
30-39	24 hours	Medium
40 or higher	1 week	Large

Once the ritual expires, the elemental creature appears in an unoccupied adjacent available space unharmed. If the object is destroyed, the elemental is also released, but loses one quarter of its total hit points.

Obsession

A charm of true love has escaped even the most practiced mages. But if you cannot have love, you can at least have obsession.

Level: 12
Category: Binding
Time: 1 hour
Duration: 24 hours (see text)

Component Cost: 500 gp
Market Price: 2,600 gp
Key Skill: Arcana

While casting this ritual, you must choose both a target of the ritual and another creature to be an object of the target's obsession. You must make an Arcana check with a DC equal to the level of the target plus 15. If the target and the object are different races, you suffer a -5 penalty to your check, and if they are of different origins you suffer a -10 penalty. If the object is not the gender that the target is normally attracted to, you suffer an additional -10 penalty.

If your check is successful, the target becomes obsessed with the object of the ritual in a manner that can be mistaken for love. The target generally does what he or she can to be with the object of obsession and make the object happy, but the target does not change its fundamental nature. For example, even if a good creature is obsessed with a demon, the good creature will not slaughter innocents because the demon asks.

The Obsession ritual lasts for 24 hours, but you can extend this duration by expending 1 healing surge every 24 hours to sustain it. This ritual never becomes permanent.

Pacifist Curse

Despite his fuming rage, the orc king cannot raise his hand against you.

Level: 26
Category: Binding
Time: 1 hour
Duration: 24 hours (see text)
Component Cost: 45,000 gp, plus 3 healing surges
Market Price: 225,000 gp
Key Skill: Religion

The target must be present for the entire ritual, and it must be either helpless or willing. Once complete, make a Religion check with a DC equal to the target's level +10. If successful, the target cannot cause harm to another living creature through a direct action of its own. However, the target can still use minions and indirect actions to cause harm to others.

This ritual lasts 24 hours, but you can extend the duration of Pacifist Curse by spending 1 healing surge every 24 hours to sustain it. If you sustain it a year and a day, the effect becomes permanent.

Pin the Soul

Stabbing the fetish through the throat with an iron needle, you prohibit the dragon from using its breath weapon.

Level: 12
Category: Binding
Time: 1 hour
Duration: 24 hours
Component Cost: 1,000 gp, plus a fetish created with the Create Fetish ritual
Market Price: 2,600 gp
Key Skill: Arcana or Religion

This ritual prevents a single creature named at the time of casting from taking a particular course of action. The course of action prescribed by this ritual can be anything from entering the king's castle too brushing one's teeth. The ritual can also prevent a creature from using a single daily, encounter, or rechargeable power, though in this circumstance, you must know that the creature possesses the power to begin with. While a creature cannot take the action for the duration of the ritual, it may still inadvertently take the action if forced to by another creature. Therefore, while the ritual would stop Edric the Usurper from entering the king's castle, it would not stop someone else from carrying him in against his will. You cannot stop a creature from taking involuntary actions, such as breathing.

You can only perform this ritual if you possess a fetish created with the Create Fetish ritual (see pg. 24 for details). To successfully perform the ritual, you must be on the same plane of existence as the creature and make an Arcana or Religion check equal to the creature's level. If you fail this check, the creature is unaffected and the fetish becomes unusable. The fetish also becomes unusable once the duration ends.

Rite of Exorcism

You engage in a contest of wills with the fiend possessing the child. Sweat beads on your forehead as you call upon all of your knowledge and inner strength to expel the demon without harming its host.

Level: 6
Category: Binding
Time: 1 full round per skill check
Duration: Instantaneous
Component Cost: 140 gp
Market Price: 360 gp
Key Skill: Arcana, Nature, or Religion

You perform a ritual of exorcism to cast out a possessing demon or dispel a supernatural mental influence over the target's mind (such as the dominated condition). An exorcism differs from most other rituals in that instead of requiring a single skill check, it requires a series of skill checks in the format of a skill challenge. While the following skill challenge is provided as an example, the DM is encouraged to custom tailor his or her own skill challenges to fit the specific circumstances of any given possession.

Rite of Exorcism

Level (Variable)

Skill Challenge

The caster suspects that the target is the victim of demonic possession, and uses his or her skills and ritual knowledge to expel the possessing fiend.

Level

Equal to the level of the possessing fiend or caster of the mental control power.

Complexity

2 (requires 6 successes before 3 failures).

Primary Skills

Arcana, Religion, Nature

Victory

The fiend is cast out of its host. If it was in the same plane of existence as the victim when it began the possession, it physically manifests and is stunned (save ends). If the fiend possessed its victim from a different plane of existence, then it is sent back to its home plane.

Defeat

The fiend retains its hold on the host. The exorcist must make a successful saving throw or lose a healing surge due to psychic backlash. Others aiding the exorcist with the ritual do not risk psychic backlash in this way.

Arcana Hard DC (1 success, no maximum successes)

You apply arcane knowledge and spellcraft to expel the possessor. On a failed check, the host loses a healing surge.

Religion Hard DC (1 success, no maximum successes)

You resort to your faith and the strength of your convictions to drive out the possessing force as you burn holy incense and read sacred scriptures. On a failed check, the host loses a healing surge.

Nature Hard DC (1 success, no maximum successes)

You burn rare herbs and spread the smoke over the victim as you call upon the forces of nature to remove the unnatural presence of the possessor from its host's body. On a failed check, the host loses a healing surge.



Soul Engine

With the demon's reign of terror ended, its life force can now be used to power the Forbiddance ritual surrounding the castle.

Level: 18
Category: Binding
Time: 8 hours
Duration: Special
Component Cost: 7,000 gp
Market Price: 17,000 gp
Key Skill: Arcana

This ritual can only be cast on a living creature already called or trapped within a Magic Circle. You must be within 5 squares of the creature for the entire casting of the ritual, and if the Magic Circle is broken during this time, the ritual fails. Using Soul Engine on an unwilling creature is an evil act.

Soul Engine forges a link between a creature trapped within a Magic Circle and a single warding ritual of the same level as the creature or lower within 20 squares. The normal energy powering the ward is replaced by that of the life force of the creature trapped within the Magic Circle, and its duration changes to one day per level of the trapped creature. For each day that a creature powers the ward it loses all healing surges and cannot regain hit points. At the end of the final day, the creature dies as its life force is completely spent in powering the ward. Once this occurs, the ward also fails.

To successfully perform this ritual you must make an Arcana check. If the Arcana check is less than the creature's level + 10 the ritual fails, and the Magic Circle is broken, releasing the creature to its own devices.

Soul Pool

You bind the life forces of you and your companions together, allowing the group to heal damage more effectively.

Level: 8
Category: Binding
Time: 1 hour
Duration: See below
Component Cost: 500 gp, plus 1 healing surge per participant
Market Price: 680 gp
Key Skill: Arcana or Religion (no check)

When you perform this ritual you can link the life energy of you and up to four of your companions together, creating a pool of healing surges that the group can draw upon. All creatures involved in the ritual must remain within 5 squares of each other for the entire time it takes to perform the ritual, and all the creatures must be willing participants.

Once the ritual is complete you and your companions' available healing surges become equal to the total number of all your healing surges combined. Thus, four characters with 7, 9, 12 and 8 healing surges would have a total of 36 available healing surges in their pool. In addition, the healing

surge value for the pool becomes equal to the creature with the highest healing surge value, granting all creatures in the pool the same number of hit points whenever they spend a healing surge.

Any time you or one of your companions uses a healing surge during the duration of the ritual, the healing surge is taken from the pool of healing surges rather than their own individual pool, allowing a member of your group to spend more healing surges than he normally could. This does not change the function of the healing surge nor does it alter any ability, power, or magic item that affects healing surges, such as how many times a creature can use second wind or how many hit points you can receive from a *potion of vitality*.

The ritual ends once all the healing surges in the pool are used up, the duration expires, or you and your companions take an extended rest or otherwise regain healing surges. If the ritual ends and there are still healing surges left in the pool, all remaining healing surges are divided as evenly as possible between the contributing participants, up to their normal maximum of healing surges.

Summon Animals

With a screeching cry and a deep growl, you call out to the animals in the surrounding region, calling them to your presence.

Level: 5
Category: Binding
Time: 10 minutes
Duration: 1 hour
Prerequisite: Druid
Component Cost: 25 gp
Market Price: 250 gp
Key Skill: Nature

Making a series of wild animal calls over the course of several minutes, you summon animals from the surrounding area to you. Only creatures with the natural origin and the beast type will answer the summons. These animals are called from a 1 mile radius, so only animals already in the area will answer the call. You may attempt to call a specific type of animal if your Nature check permits creatures of that size (see below), but if there are no animals of that type in range, the ritual fails and the components are wasted. You may attempt to call a specific animal if you know the animal's name or some way to differentiate it from others of its kind, but doing so imposes a -5 penalty on the Nature check to cast the ritual.

The animals will move as quickly as possible to your location, but if this takes more than an hour or proves impossible (due to ladders, cliffs, etc), they will stop and return to what they were doing. These animals have no special inclination to help you, but will not attack you outright. The animals remain for 1 hour and may be targeted by other rituals, such as Animal Messenger or Animal Friendship. If any of the summoned animals are attacked the ritual immediately ends.

The Nature check result determines the size and number of animals summoned. The druid may willingly summon animals that would result from a lower Nature check result if desired.

Nature Check Result	Animals Summoned
19 or lower	1-20 Tiny animals (squirrels, rats, frogs)
20-29	1-10 Small animals (dogs, cats, raccoons, hawks)
30-39	1-4 Large animals (bears, tigers)
40 or higher	1-2 unusual animals (dire animals)

Tormented Slumber

Your practiced chant stops the soul as it flees, trapping it in a hellish limbo. There will be no rest for this unlucky spirit.

Level: 8
Category: Binding
Time: 1 hour
Duration: Special
Component Cost: 500 gp
Market Price: 680 gp
Key Skill: Religion

This ritual is performed on an adjacent corpse. The corpse can no longer be affected by Raise Dead or any similar ritual that restores true life unless the caster of the later ritual beats your Religion check result with a Heal check. Any character raised in such a manner suffers double the usual death penalties.

Winter's Sojourn

After you finish this ritual, the vile lord of Cloudshard Manor won't be troubling anyone for a long time.

Level: 26
Category: Binding
Time: 1 hour
Duration: Permanent
Component Cost: 45,000 gp, plus 5 healing surges
Market Price: 225,000 gp
Key Skill: Arcana

This ritual traps a single creature within a block of magical black, blue, or green ice. The creature to be trapped within the block of ice must be contained within a Magic Circle, and you must remain within 5 squares of the creature for the entire time it takes to perform the ritual.

Once the ritual is performed the creature instantly freezes as a rectangular block of opaque ice forms over its body. While frozen within the block of ice, the creature is restrained and does not have line of sight or line of effect to its surroundings. It cannot communicate with those outside of its icy prison except through telepathy, and cannot use any movement powers, including those with the teleportation keyword. While the creature takes no damage from the cold, it feels as if it were being bathed in liquid fire. The creature does not age, nor does it need to breathe or eat while trapped within the block (even though its mind is still active).

The block of ice created by this ritual is impervious to all damage by creatures or magic items of less than 20th level and to all cold damage. Against all other attacks the block has 20 hit points per level of the caster and defenses equal to 25 + half your level.

When you perform this ritual, you must make an Arcana check equal to 5 + the creature's level. If the ritual succeeds, the creature is trapped as above. If the ritual fails, you suffer a backlash of cold damage equal to your Arcana check result and the creature is freed from the Magic Circle.

This ritual is permanent until the block of ice is destroyed.



Chapter 2

Creation Rituals

Okay, so let's talk about creation rituals. Although this category might seem self explanatory, it actually covers a wide array of rituals used by wizards, warriors, and even priests. Sure, there a bunch of creation rituals aimed at the more learned among us, but there are quite a few that a hobgoblin grunt should have in his back pocket. Because, you see, creation rituals create things, often right out of thin air. Now the stuff that gets created might be some arcane gewgaw that's used for nothing more than wizardly foolishness; however, sometimes it's a right useful item, like a lock pick, or even, gods forbid, a sturdy weapon.

I can speak from personal experience that the right creation ritual can get you out of one hell of a nasty scrape if you get, you know, creative. Take, for example, the time I was captured by the dwarves of Karzak while leading an expeditionary force into their lands. Now, dwarves hate orcs above pretty much everything else; however, some of them seem to think that hobgoblins bear enough resemblance to orcs to deserve the same degree of bigotry. Hah! Those stumpy whorsons should thank their worthless gods for orcs they've been feuding with for the better part of two millennia and not hobgoblins. Hell, dwarves are even proud of defeating orcs, like it's some kind of accomplishment to regularly beat a bunch of drooling lackwits whose idea of tactics is to run naked and howling en masse into an enemy spear hedge.

Well, anyway, dwarven foolishness aside, they did manage to catch me and my squad while we were sneaking around the outskirts of one of their big walled cities. They had us outnumbered three to

one, so surrender seemed like the less-lethal course of action. So the stunties stripped us of our weapons and armor and threw us into a deep, dark cell to wait for "interrogation." Here's a hint if you're ever captured by dwarves. Dwarven interrogation doesn't involve much talking; what it does involve, however, is getting punched in the face by an angry dwarf with brass knuckles until you pass out.

After three days of "interrogation," which cost me the lives of three of my men, I decided that a prison break might be the best way to go. Unfortunately, we were unarmed and unarmored, plus locked in a dwarven-made cell to boot. Luckily, I had taken the time to master a few rituals, one of which is called Blood Shaping, and it allowed me to take a bit of my own blood, metal shavings scraped from one of our manacles, and some dirt to shape a honest-to-gods battleaxe from nothing but the ether. Well, I used the axe to break the chains and manacles binding me and my men, and then I used it to break the skulls of the two dwarven guards who came to investigate the noise. We took the guards' weapons, and then embarked on a glorious killing spree that eventually led me and what remained of my men back to where our main force had set up camp.

Hah! I received a demotion for that little escapade, but I learned that the right ritual in your back pocket can mean the difference between freedom and death by dwarven "interrogation."

—Azagar

Attuned Focus

You focus magic into the lock of hair obtained from the princess. Your next ritual will be far easier for this minor bit of attention.

Level: 1
Category: Creation
Time: 1 hour
Duration: Permanent until consumed

Component Cost: 10 gp
Market Price: 50 gp
Key Skill: Arcana, Nature, or Religion

You create a mystic bond with a personal object or other symbol representing a person: a locket, ring, snippet of hair, garment, et cetera. This object must either be a part of the target's body or belong to the person and be of some personal significance (as determined by the DM). For example, you might be able to use a beloved tobacco pipe or paint brush with no appreciable value but intense personal significance, but leftovers from lunch are insufficient.

Most ritualists favor obtaining a lock of hair or a garment from the target, but the precise form the token takes is not germane to the ritual's function. What does matter is that it is symbolically represents the target in a future ritual – to do so, the item must have a strong psychic or physical connection to the target.

An Attuned Focus makes magic easier to work against a specific target. You expend the focus' magic the next time you perform a ritual with the focus as the target, but the object itself is not destroyed. You may re-use the same object to create another Attuned Focus, if desired. Your Arcana, Nature, or Religion check result determines the precise benefits that this Attuned Focus provides. These bonuses are not cumulative.

You may only have one Attuned Focus for a particular target. If you make another, the magic of the first one fades instantly but the item itself is unharmed.

CREATION RITUALS BY LEVEL

Lvl	Ritual	Key Skill	Page
1	Attuned Focus	Arcana, Nature, or Religion	20
1	Craft Talisman	Arcana or Nature	23
1	Create Lodestone	Nature	25
1	Ritual Circle	Arcana, Nature, or Religion	33
1	Spectral Line	Arcana	35
2	Create Fetish	Arcana or Religion	24
3	Brew Herbal Concoction	Nature	22
3	Fletcher	Nature	29
3	New Clothes	Arcana	31
4	Blood Shaping	Arcana	22
4	Liquid Courage	Arcana	30
5	King's Banquet	Arcana	30
5	Petrify Wood	Nature	31
5	Spectral Cat	Religion	34
6	Beast Cloak	Nature	21
6	Eternal Sunshine	Nature or Religion	26
6	First Guardian	Arcana	27
6	Hunter's Pouch	Arcana or Nature	30

Lvl	Ritual	Key Skill	Page
6	Warder's Pouch	Arcana or Nature	36
8	Create Item	Arcana	24
8	Defile Nature	Arcana	25
8	Heavenly Raiment	Religion	29
9	Create Contagion	Arcana or Nature	23
10	Blood Frenzy Pouch	Arcana or Nature	21
11	Finest Worksong	Arcana	27
12	Plant Growth	Nature	32
14	Spark of Life	Arcana	33
16	Create Druid Grove	Nature	24
16	Defile Soul	Arcana	26
16	Enduring Ward	Arcana, Nature, or Religion	26
16	Simulacrum	Arcana	33
20	Bookworm Mage	Arcana or Religion	22
20	Nesba's Mock Self	Arcana	31
22	Spark of Life, Greater	Arcana	33
24	Sympathetic Focus	Arcana	36
25	Genesis	Arcana	29
30	Raise Castle	Arcana	32



Arcana, Nature or Religion Check Result	Rituals
9 or lower	Reduce next ritual's cost by 10%
10-19	Gain a +1 bonus on the next skill check you make as part of a ritual against the target
20-29	Gain a +2 bonus on the next skill check you make as part of a ritual against the target
30 or higher	Gain a +3 bonus on the next skill check you make as part of a ritual against the target

Beast Cloak

A beast's spirit rides in the cloak you made of its hide and lends you its power.

Level: 6
Category: Creation
Time: 1 hour
Duration: Special
Component Cost: 150 gp, plus 1 healing surge
Market Price: 360 gp
Key Skill: Nature

You skin an animal and bind its spirit to the skin for a short while as a protective measure. This requires a beast with the natural origin of the same size as you or one size category larger; you must skin the beast yourself.

The skin functions as a magical cloak that fills your neck slot. The cloak grants you a +2 item bonus to your Fortitude, Reflex and Will defenses, and a +2 item bonus to Endurances checks to resist the effects of cold. Your Nature check determines how long the animal's spirit stays with you, enhancing the cloak.

Nature Check Result	Duration
19 or lower	1 day
20-29	2 days
30-39	4 days
40 or higher	6 days

At the end of the duration, the animal's spirit is freed and the cloak becomes a normal pelt.

Blood Frenzy Pouch

The warrior tied the specially prepared pouch around his wrist. If this was to be his final battle, he vowed to make his enemies pay a price in blood.

Level: 10
Category: Creation
Time: 10 minutes
Duration: Special
Component Cost: 100 gp per level of the monster used to create the pouch
Market Price: 1,000 gp
Key Skill: Arcana or Nature

Using the corpse of a recently slain enemy, you create a magic pouch that helps you attack similar enemies when they are bloodied. You receive a +1 bonus on attack and damage rolls when fighting a bloodied enemy with the same monster name as the creature you used to create the pouch. The bonus does not apply against creatures with a different monster name, even if they are of the same origin and type. For example, a Blood Frenzy Pouch made from a gnoll huntmaster's corpse does not aid attacks against gnoll claw fighters or gnoll marauders. You must carry the Blood Frenzy Pouch on your person to receive this bonus. It does not occupy any item slots, but you can only carry one Blood Frenzy Pouch at any one time.

Your Arcana or Nature check determines how long the pouch remains effective.

Arcana or Nature Check Result	Duration
9 or lower	1 combat encounter
10-24	2 combat encounters
25-39	3 combat encounters
40 or higher	4 combat encounters or until the character takes an extended rest

Aside from the listed component cost, the ritual also requires the use of components taken from the corpse of a recently slain enemy. The pouch must be created immediately after a battle, before characters take a short or extended rest. Otherwise, the components lose their "freshness" and can no longer be used. Once parts of a corpse have been used for one ritual, the corpse can no longer be used for any other ritual.

Blood Shaping

You slice the palm of your hand. As the blood flows from your wound, it reshapes into an iron sword.

Level: 4
Category: Creation
Time: 1 minute
Duration: 24 hours
 (see text)
Component Cost: 35 gp, plus 1 healing surge (see text)
Market Price: 175 gp
Key Skill: Arcana

You create one mundane item no larger than a one-handed melee weapon. This item functions normally in all ways. If the item costs more than 100 gp, you must spend an additional healing surge per 100-gp cost of the item (round up).

After 24 hours, the item you created dissolves into blood. However, you can extend this duration by expending a healing surge every 24 hours to sustain it. This ritual never becomes permanent.

Bookworm Mage

All the parasites infesting the library's tomes converge toward the dirty robe, merging with the numerous worms and maggots it already contains. One of your companions points out that this ritual is absolutely disgusting. Perhaps it is, but this remains your best chance to quickly find the manual you seek among the thousands this place holds, though you didn't mention to anyone the fact that one mistake portends a direful consequence...

Level: 20
Category: Creation
Time: 1 hour
Duration: Special
Component Cost: 6,000 gp, plus a focus (see text)
Market Price: 20,000 gp
Key Skill: Arcana or Religion

This hazardous ritual creates a bookworm mage, an entity possessing extraordinary knowledge in more than one field of study. As the ceremony unfolds, the parasites infesting the manuscripts present in a library – or any repository of knowledge – congregate with ordinary worms and maggots filling a vestment that once belonged to a larva mage (see D&D 4E *Monster Manual*) and actually reawaken an echo of its former owner. This copy effectively possesses the skills of a real larva mage: Arcana +23, History +23, and Religion +23. In addition the bookworms present in the library carry knowledge of the fundamental subjects contained within the library, possibly adding Dungeoneering +17 and Nature +17 to the list, depending upon the books available (DM's choice). Thus, the bookworm mage can answer questions related to the knowledge it has, drawing on the fantastic reservoir the ritual has brought to its mind, which combines the previous experiences of the ex-larva mage and the library's whole contents. Moreover, the bookworm mage is literally converted into a walking catalog linked to the site where the ritual takes place, a guide that can point out the location of a specific book if required, even if the volume is hidden behind a secret

door. However, the entity cannot physically retrieve the item itself, nor indicate the presence of traps if there are any.

The longevity of the bookworm mage and the number of specific questions it can answer are determined during the ritual by your Arcana or Religion check. The consequences of a very low result are utterly disastrous; in that case, the ceremony not only fails; it creates an authentic larva mage instead, which is instantly hostile.

Arcana or Religion Check Result	Duration	Number of Questions or Knowledge Checks	Side Effects
9 or lower	—	—	A genuine larva mage is created
10-19	1 hour	2	None
20-29	2 hours	4	None
30-39	4 hours	6	None
40 or higher	8 hours	8	None

The entity continues to serve as guide even if it has answered the required number of questions. Thus, at anytime, astute characters can warp the letter of the ritual and still achieve their goal or advance their inquiries further. As example, "Tell me everything you know concerning The Mad Mage," is a request employing the entity's knowledge, while "Show me all the books containing references about The Mad Mage" uses the menial capacities of the bookworm mage instead.

Brew Herbal Concoction

Drawing upon ancient lore, you slowly distill the essence of rare herbs to serve your own ends.

Level: 3
Category: Creation
Time: 1 hour
Duration: 10 days, or until consumed
Component Cost: 50 gp
Market Price: 125 gp
Key Skill: Nature (no check)

You know how to use rare herbs to create the herbal concoctions listed below.

Antidote: Each antidote only works on a specific kind of poison chosen at the time of its creation (for example, stormclaw scorpion venom). Anyone imbibing this concoction or applying it to a poisoned wound as a minor action may spend a healing surge to make an immediate saving throw to end ongoing poison damage with a +5 bonus.

Hallucinogen: The imbiber is dazed (save ends).

Healing Salve: When spread over the patient's wounds, the patient may spend a healing surge to regain up to 10 hit points at the rate of 1 per round.



Nauseant: Anyone imbibing this concoction dazed and begins vomiting (save ends both).

Paralytic: The imbiber of this concoction is slowed (save ends). If the imbiber fails the first save he or she becomes immobilized (save ends).

Poison: Anyone consuming this herbal concoction suffers an attack: +5 vs. Fortitude. On a hit, the target suffers ongoing 5 poison damage (save ends).

Relaxant: The imbiber of this concoction gains a +2 bonus to defenses and saves against fear effects and loses any bonuses gained from being bloodied (such as dragonborn's fury) or entering a rage (such as barbarian rages). Both effects persist until the end of the current encounter.

Remedy: Each herbal remedy only works on a specific disease (for example, filth fever) chosen at the time of its creation. Using an herbal remedy requires a minor action. The user may spend a healing surge to gain an immediate Endurance check against the disease with a +5 bonus. The Endurance check provided by an herbal remedy cannot cause the disease to worsen, no matter how bad the roll is.

Repellant: Each repellant only works against a specific type of natural beast (for example, insects) of 4th level and lower or lycanthropes (for example, werewolves) of 8th level or lower, chosen at the time of its creation. Natural beasts above 4th level and lycanthropes above 8th level find herbal repellants irritating but are otherwise unaffected. When smeared on a specific creature or a specific square, creatures of the specified type must succeed on a saving throw before they can enter a square adjacent to that creature or square. Unprovoked creatures generally do not try to enter the area of effect more than once. Once applied, a repellant lasts for 1 day.

Sedative: The imbiber of this concoction becomes slowed and dazed (save ends both). If the imbiber fails the first save, he or she falls unconscious (save ends).

Craft Talisman

You put a few more beads into the small pouch, and then tie it shut. The eldritch symbols painted on the leather glow briefly, and the talisman is finished. It won't fix the boy's broken arm, but it just might warn him the next time his horse is about to kick.

Level: 1
Category: Creation
Time: 10 minutes
Duration: 24 hours
Component Cost: 10 gp
Market Price: 25 gp
Key Skill: Arcana or Nature (no check)

You fashion a small amulet, talisman, or fetish out of feathers, beads, and the like. Once per day, as a free action, it can grant a small bonus to a specific save or check, which must be determined at the time the talisman is created.

The following thematically appropriate options are suggested:

- +2 to a save vs. a disease effect or an Endurance check to recover from a disease.
- +1 to a save vs. a poison effect.
- +2 to an Insight check vs. a Bluff attempt.
- +1 to a Nature check.
- +1 to a save vs. death.
- +1 to the value of a healing surge.
- +3 to passive perception in the presence of something dangerous.
- +1 to all defenses in the first round of a combat versus one or more creatures of the fey subtype.
- +1 to all defenses in the first round of a combat versus one or more creatures of the undead subtype.
- +1 luck bonus to a non-combat check to avoid damage.

If a character possesses more than one talisman, all of their effects are inverted and applied at the DM's discretion.

Create Contagion

Pouring the foul reagents into the broth, you brew up a plague worse than anything dreamed of by man.

Level: 9
Category: Creation
Time: 8 hours
Duration: Instantaneous
Component Cost: 320 gp, plus 1 healing surge
Market Price: 840 gp
Key Skill: Arcana or Nature

This ritual allows you to create a single disease of your choosing and place it within a foodstuff, creature, or water source. You can create any disease of up to your level per casting of the ritual. In addition, if you have personally ever been affected by the disease you are creating, the DC for Endurance checks by made to resist the disease increases by +2.

Placing the disease in a foodstuff or water source does not require any check, but placing it within a living creature requires an Arcana check equal to the creature's level. From that point on, the foodstuff, creature, or water source becomes a carrier for the disease and can pass on the contagion. Creatures may be able to pass on the disease with natural attacks (claw, bite, etc.). As a side effect of the ritual, you also become immune to any disease you create (but not other circumstances of the disease you may encounter). The length of time the carrier remains contagious depends on a number of different circumstances (determined by your GM).

Create Contagion is often combined with Aggravate Disease (see pg. 6) to create truly terrible maladies.

Create Druid Grove

Nine trees spring up to enclose a meadow of wildflowers in which primal power flows like a stream.

Level: 16
Category: Creation
Time: 24 hours
Duration: 1 year (special)
Prerequisite: Druid
Component Cost: 3,600 gp, plus 5 healing surges
Market Price: 9,000 gp
Key Skill: Nature

This potent ritual causes a druid's grove to come into existence. Nine oak trees sprout up over the course of 24 hours to encircle an area of natural land with a minimum radius of at least 10 squares. After the ritual is finished, the druid's grove becomes a reservoir of primal energy, allowing druids and other primal characters within the grove to perform miraculous feats of power. While the above description assumes that the grove is created in a temperate or subarctic forest, this need not be the case, and the nine oaks can be replaced by nine other plants found in the area. Thus, in a desert the nine oaks might be replaced with nine saguaro cacti, while in a tropical swamp they might be replaced with nine mangrove trees. Once the grove comes into existence, it counts as fantastic terrain.

Any plant creature such as a treant or shambling mound, and any creature that uses a power with the primal keyword gains a +1 bonus to attack rolls and a +1 bonus to damage rolls as long as they remain within the grove. This bonus increases to +2 at the paragon tier and +3 at the epic tier. In addition, any ritual that uses the Nature skill performed within the grove has its component cost and casting time halved. Finally, any warding ritual performed within the grove enlarges to encompass the grove's area even if it is larger than that allowed by the ritual. You can however, make the warding ritual smaller if need be.

Since it is a physical area, the grove can be destroyed if at least half of the oak trees or plants are cut down or otherwise killed. A typical druid oak is a Huge object with 300 hit points and a +5 bonus to all defenses (due to its magical nature). Any trees killed regrow within 24 hours unless enough trees are killed to destroy the grove.

To successfully perform this ritual, you must be a druid. You can extend the duration of this ritual for an extra year by spending another 5 healing surges, but the ritual cannot be made permanent.

The maximum radius of the druid's grove and the number of oak trees or other plants that encircle it are determined by your Nature check.

Nature Check Result	Duration	Number of Trees
29 or lower	10 squares	9
30–39	20 squares	13
40 or higher	30 squares	18

Create Fetish

You empower a tiny figurine with the echoes of another creature's life.

Level: 2
Category: Creation
Time: 1 hour
Duration: Special (see below)
Component Cost: 25 gp, plus special
Market Price: 100 gp
Key Skill: Arcana or Religion (no check)

This ritual creates a fetish out of raw materials (such as wax or wood) that resembles a specific creature. The creature's alignment, level, type, or keyword is irrelevant for the purposes of the ritual as long as you have a tiny body part or possession taken from the creature such as a nail clipping, eyelash, or a brooch it once wore. This item is subsequently included in the construction of the fetish.

While the fetish by itself possesses no power over the creature it resembles, the fetish is an essential component of the Pin the Soul ritual (see pg. 16 for details). In addition, anyone holding the fetish gains a +1 item bonus on Insight and Perception checks against the creature it is made to resemble. The fetish remains until it is used in the Pin the Soul ritual, where it is consumed.

Create Item

You keep the image of the item firmly in your mind as your hands stir the powders. As the ritual completes, the odd components vanish, and, in their place, is 100 feet of fine rope – just what you need to get down off the cliff.

Level: 8
Category: Creation
Time: 10 minutes
Duration: Permanent
Component Cost: Special
Market Price: 680 gp
Key Skill: Arcana (no check)

You can create any non-magical, mundane item no larger than a two-handed weapon worth 100 gold pieces or less. The ritual can create only 'generic' items; it could create a padlock and key, but not a key to a locked door you have encountered. At the DMs discretion, Create Item can create multiples of a single item, so long as the total value does not exceed 100 gold pieces – it can create many arrows, for example. All items created are of good quality, but have no exceptional properties. They function normally in all respects. It is not possible to duplicate unique items, such as a signet ring, with this ritual; the items will be flawed or distorted in some way.

The component cost of the ritual is twice the value of the item being created.



Create Lodestone

With soft words and a gentle touch, you persuade a small stone to point north.

Level: 1
Category: Creation
Time: 5 minutes
Duration: Special
Component Cost: 10 gp,
 plus a focus worth at least 5 gp
Market Price: 50 gp
Key Skill: Nature

From your primal connection to nature, you are able to turn any small stone or pebble into a lodestone. While held, the lodestone has no special properties; however, when placed on the ground it gently floats up a few inches, and then unerringly points north. This effect only functions in the world, and not on other planar locations (such as the Astral Sea or the Elemental Chaos). The lodestone functions for a duration based on your Nature check.

Arcana Check Result	Duration
9 or lower	1 hour
10-19	2 hours
20-29	4 hours
30-39	6 hours
40 or higher	8 hours

Focus: In addition to the component cost of the ritual, you need a small piece of silver or gold in the shape of an arrowhead.

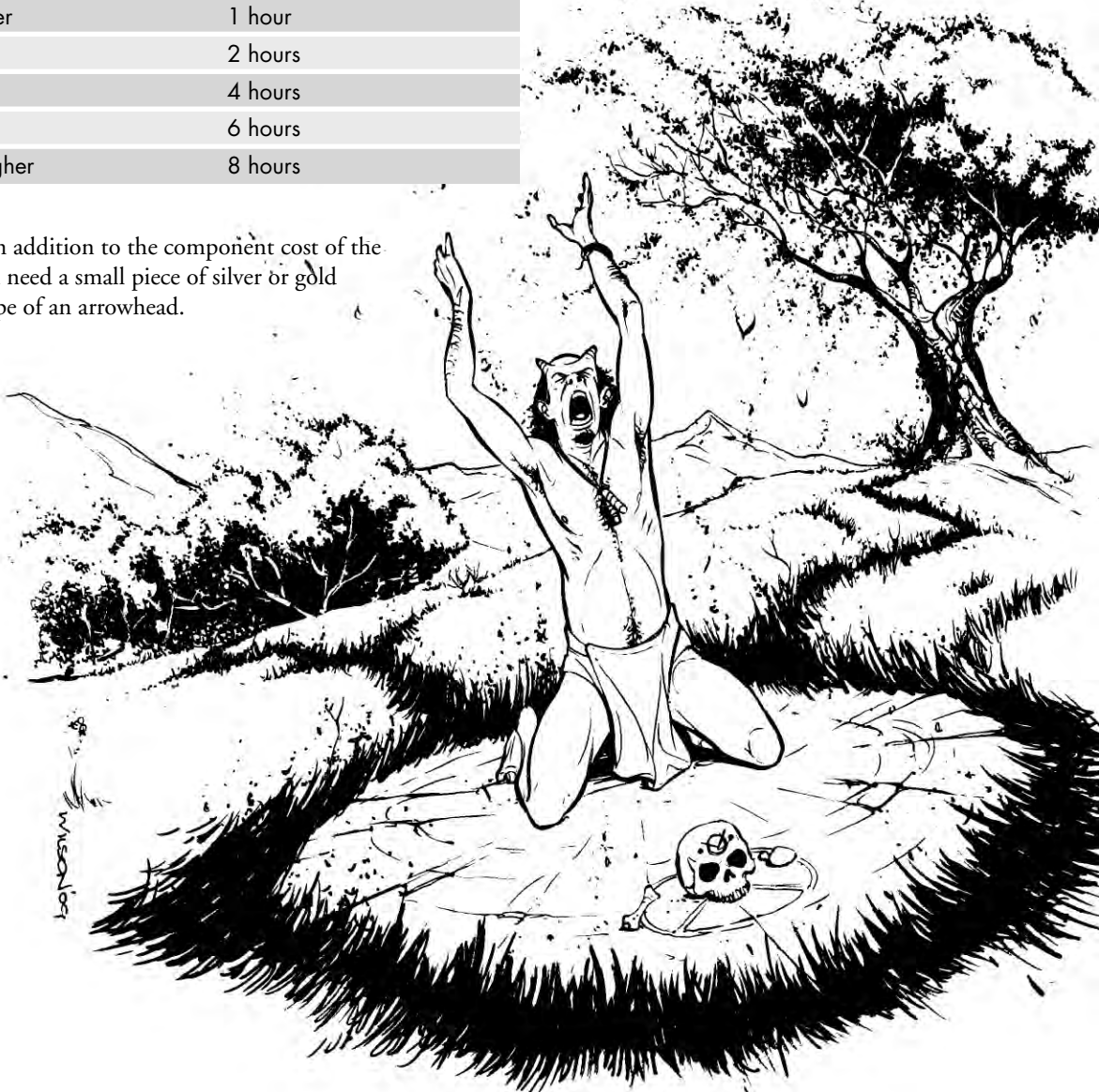
Defile Nature

As you complete the ritual, the surrounding life energy flows to you and crystallizes into a few ounces of powder more precious than gold. The trees around you wither and die. But who cares?

Level: 8
Category: Creation
Time: 6 hours
Duration: Instant
Component Cost: 100 gp,
 plus 3 healing surges
Market Price: 680 gp
Key Skill: Arcana

You leach the life force from nearby plants and transform it into residuum. This does not affect sentient creatures with the plant keyword, but instantly kills all other natural plant life. You also destroy all nutrients in the soil, preventing plants from returning for one year. While animals are not directly affected, the loss of food and shelter forces them to flee or perish.

The amount of residuum you receive and the amount of land you defile depends on your Arcana check.



Arcana Check Result	Value of Residuum Extracted	Radius of Destruction
9 or lower	100 gp	5 squares
10-19	1,000 gp	20 squares
20-29	5,000 gp	50 squares
30-39	10,000 gp	250 mile
40 or higher	100,000 gp	1 mile

You cannot extract residuum from an area with little or no plant life, including cities and deserts. If the available plant life is less than your Arcana check would affect, you extract residuum based on the area of available life. You may also choose to defile a smaller area of land and receive a lesser amount of residuum.

Defile Soul

With a flick of your knife, you finally end the goblin's screams. A mist rises from the wounds and coalesces into distilled magic.

Level: 16
Category: Creation
Time: 6 hours
Duration: Instant
Component Cost: 2,000 gp, plus 5 healing surges
Market Price: 9,000 gp
Key Skill: Arcana

As you complete this ritual, you kill a living creature with an Intelligence score of 4 or greater. The creature must be helpless and adjacent to you while casting the ritual. As the creature dies, its life essence crystallizes into an amount of residuum based on the creature's level and your Arcana check.

Arcana Check Result	Value of Residuum Extracted	Creature Level
9 or lower	500 gp	1-5
10-19	5,000 gp	6-10
20-29	10,000 gp	11-15
30-39	50,000 gp	16-20
40-49	100,000 gp	21-25
50 or higher	1,000,000 gp	26 or higher

If your Arcana check is not high enough to affect the creature's level, the ritual fails. If the creature's level is lower than what your Arcana check would affect, then you receive residuum based on the creature's level.

Creatures slain by this ritual are more difficult to return to life, and any rituals used to raise them (for example, Raise Dead), require an additional component of residuum equal to what you extracted from this ritual.

Enduring Ward

You hang the silver and ruby bell from the chandelier, ensuring that the Silence ritual you placed on the Duke's study remains in effect for the foreseeable future.

Level: 16
Category: Creation
Time: 30 minutes
Duration: Special
Component Cost: 1,200 gp, plus 3 healing surges, plus a focus worth at least 800 gp (see text)
Market Price: 9,000 gp
Key Skill: Arcana, Nature, or Religion (no check)

You can extend the duration of any ritual of the warding category with a listed duration of 24 hours. You may only extend a ritual that you have cast yourself. You must be within 20 squares and have line of sight to the warded object or area when you complete this ritual.

When Enduring Ward is completed, you bind the warding to a focus of silver and rubies. The focus must be worth 800 gp to extend a heroic tier warding ritual or worth twice the affected ritual's component cost for a paragon or epic tier ritual. A warding ritual that requires a non-monetary component cost (such as healing surges) cannot be affected by Enduring Ward.

The extended ritual's effects last as long as the focus remains within 20 squares of the warded area or object. You can hide or protect the focus in any way you like, as long as it remains within 20 squares of the warded area or object. If it is removed from the area, or destroyed, the enhanced ritual's effects end immediately.

Eternal Sunshine

A brilliant light equal to full daylight fills the cavern with its glow.

Level: 6
Category: Creation
Time: 30 minutes
Duration: 24 hours
Component Cost: 180 gp, plus 1 healing surge
Market Price: 360 gp
Key Skill: Nature or Religion (special)

Speaking ancient words of creation you fill an area with bright light that counts as sunlight for mundane purposes such as the growth of plants and the effects it has on various creatures, items or powers. The light lasts for one day, but can be extended for an extra day by spending a healing surge. If the ritual is sustained for a year and a day without interruption, it becomes permanent.

The radius of light provided by Eternal Sunshine is immobile, and can be mitigated by environmental factors such as rain, fog, or snow. Creatures making Stealth checks within the radius of Eternal Sunshine take a -5 penalty to their die rolls.



The radius of Eternal Sunshine is determined by a Nature or Religion check.

Arcana Check Result	Radius of Light
9 or lower	Burst 2
10-19	Burst 5
20-29	Burst 8
30-39	Burst 12
40 or higher	Burst 15

Finest Worksong

Your song mirrors the beat of a blacksmith's hammer and the work of your allies seems to complete itself.

Level: 11
Category: Creation
Time: 10 minutes
Duration: 1 hour
Prerequisite: Bard
Component Cost: 500 gp, plus a focus worth 1,200 gp
Market Price: 2,900 gp
Key Skill: Arcana (no check)

For the ritual's duration, when you or an ally performs a ritual in the creation category, the time needed to perform the ritual is reduced by one half.

Focus: A musical instrument you play as part of performing the ritual.

First Guardian

True enough, this construct is not much to look at, but it's a start.

Level: 6
Category: Creation
Time: 8 hours
Duration: Special
Component Cost: 150 gp
Market Price: 300 gp
Key Skill: Arcana

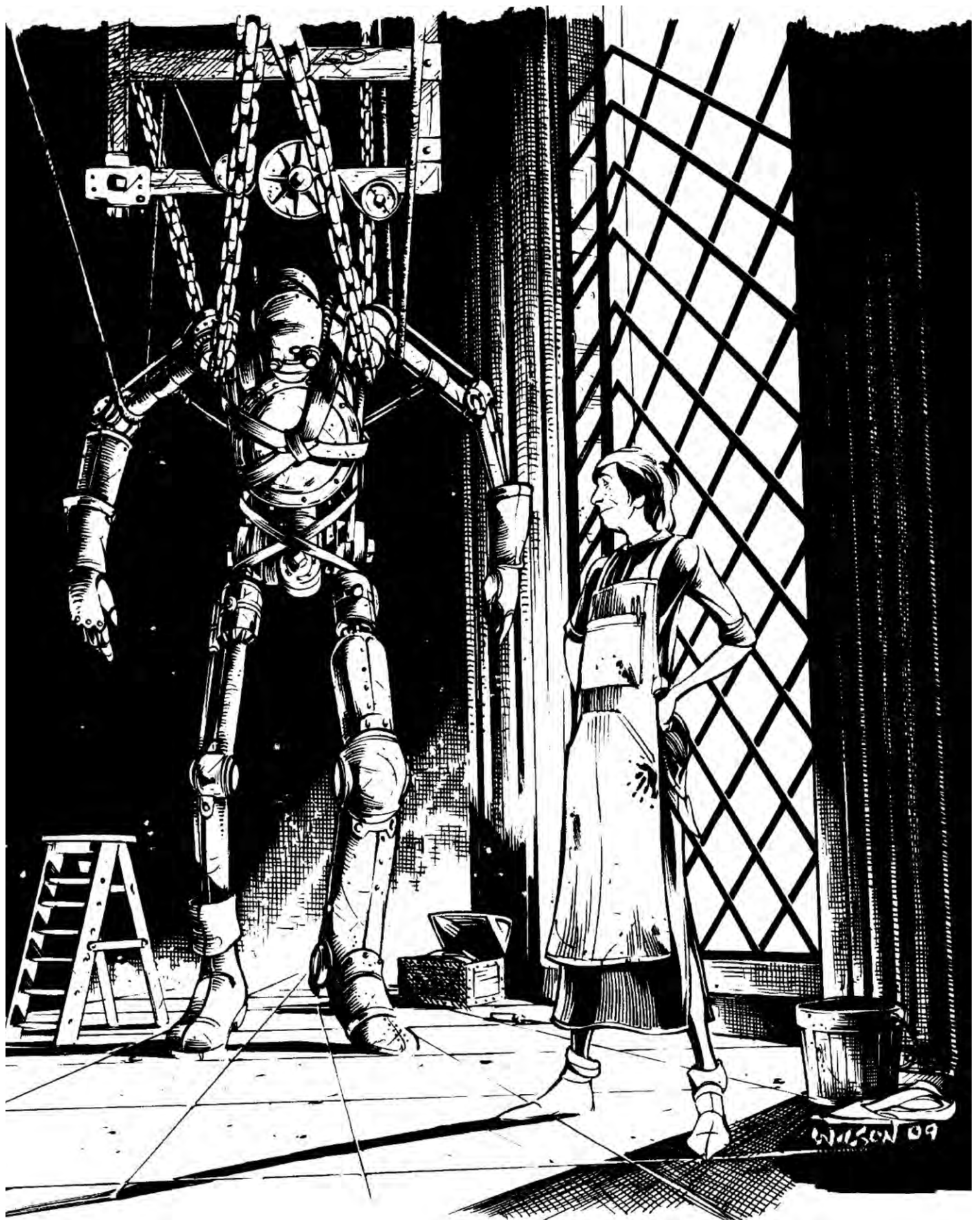
This ritual is used to teach spellcasters the basics regarding the fabrication of constructs. A suit of plate armor and an amount of roughly square or sculpted wood serves as principal elements in this case. The process is tedious and results into an imperfect design most of the time, but rewards the creator with his or her very first guardian. This construct is a pale and weaker copy of the real shield or battle guardians, but a construct that is nonetheless linked to the caster by an amulet just like the real thing, though this crude creation often remains active only for a limited period of time. However, some very promising or plain lucky pupils and casters of higher levels seeking to build unsophisticated constructs sometimes achieve a wholly stable matrix.

Your Arcana check determines how long the first guardian stays operational; once this period of time is passed, the artificial humanoid falls apart and cannot be salvaged; even the amulet acting as a link is destroyed. At this stage, a low check also means that the construct has one or more flaws.

Arcana Check Result	Duration	Flaw
19 or lower	1 day	The first guardian is a minion (1 hp) and cannot use its <i>shield</i> other power
20-24	2 days	The first guardian cannot use its <i>shield</i> other power
25-29	3 days	No flaw
30-34	4 days	No flaw
35-39	4 days	No flaw
40 or higher	Unlimited or until destroyed	No flaw

The construct described below is a flawless specimen of a first guardian

First Guardian		Level 1 Soldier
Medium natural animate (construct)		XP 100
Initiative +2	Senses Perception +1; darkvision	
Shield Other aura 2; as long as its master is within the aura, the first guardian grants its master a +1 bonus to all defenses and takes half of its master's damage until it is destroyed		
HP 34; Bloodied 17		
AC 17; Fortitude 17, Reflex 13, Will 14		
Immune charm, disease, fear, poison, sleep		
Speed 6		
⊕ Slam (standard; at-will) +8 vs. AC; 2d4 + 5 damage.		
Alignment Unaligned		Languages —
Str 18 (+4)	Dex 10 (+0)	Wis 12 (+1)
Con 18 (+4)	Int 5 (-3)	Cha 5 (-3)





Fletcher

Placing the last length of stick onto the pile you utter the final words of the ritual. Suddenly, all the sticks make an audible snap as their crooks become straight, their tips turn to sharp points, and their opposite ends sprout feathers.

Level: 3
Category: Creation
Time: 10 minutes
Duration: Permanent
Component Cost: 10 gp, plus a focus worth 1 gp
Market Price: 25 gp
Key Skill: Nature

You select up to 20 lengths of wood, approximate to the size of the ammunition you would normally use in your bow or crossbow. The pieces need not be the same size, make, or shape, but must be generally straight. They may be cut, ripped, torn or otherwise splintered. You determine the type of ammunition during the casting of the ritual. The quality of the arrows or bolts is based on your Nature check.

Arcana Check Result	Modifier to Attack Rolls
5 or lower	-3
6-10	-2
11-15	-1
16 or higher	0

The arrows or bolts are typical in quality and function normally until shot through the appropriate weapon, when normal rules of recovery apply. They can also be enchanted using other rituals or magic items.

Focus: An arrowhead or bolt tip, fashioned by you, out of a piece of rare stone that costs at least 1 gp.

Genesis

You create a small magical demiplane that only you and your companions can enter.

Level: 25
Category: Creation
Time: 24 hours
Duration: Special
Component Cost: 35,000 gp, plus 5 healing surges and a focus worth at least 10,000 gp
Market Price: 165,000 gp
Key Skill: Arcana

This ritual creates an extradimensional pocket or demiplane that serves as a place where you and your companions can rest, study, cast rituals, train, or keep treasure. The demiplane takes whatever shape and appearance you desire within the parameters of the ritual and can include areas of difficult, blocking, and hazardous terrain if you desire. The demiplane is empty of buildings or structures, but these can be added later. The demiplane is normally brightly lit, but you can modify the lighting when you cast the ritual (so that it is eternally dark or shrouded in dim light). The entrance to the demiplane usually

takes the form of a simple wooden doorway, but you can modify it to make it look like a stone or iron door.

When you create the demiplane, you designate up to eight individuals (you must include yourself). These individuals are the only ones who can see or enter the demiplane. Other creatures cannot perceive or enter the demiplane, nor can they affect it with any magic. Because the demiplane is an extradimensional space, certain magic items that access extradimensional spaces (such as bags of holding) become inaccessible within the demiplane.

When you perform this ritual you must make two Arcana checks. The first is to determine the area of the demiplane, while the second determines the length of time the demiplane persists.

Arcana Check Result	Demiplane Size	Duration
29 or lower	Burst 10	24 hours
30-39	Burst 20	1 week
40 or higher	Burst 30	1 month

If the demiplane vanishes while creatures or objects are still inside it, they appear in the closest safe location to the demiplane's entrance.

Focus: The focus for this ritual is an astral diamond. The astral diamond merges with the demiplane when the ritual is performed and returns to its natural state once the ritual ends.

Heavenly Raiment

You cloak yourself in robes of splendor as might befit a grand patriarch of the faith.

Level: 8
Category: Creation
Time: 10 minutes
Duration: 30 minutes
Component Cost: 270 gp
Market Price: 680 gp
Key Skill: Religion

When you cast this ritual, you become cloaked in heavenly vestments that give you a more commanding presence than you would normally have. Make a Religion check and add the result as a bonus to all Diplomacy or Intimidate checks you make during the ritual's duration.

You need not choose which skill (Diplomacy or Intimidate) while casting the ritual; however, the first time you apply the ritual's bonus to either Diplomacy or Intimidate, the raiment becomes attuned, and its bonus can only be applied to that skill for the duration of the ritual.

The vestments are created of the most expensive of materials, including gems and fine silks. If you should remove the vestments before the duration expires, they disappear. The vestments do not interfere with armor or other garments.

You can cause the raiment to vanish as a minor action.

Hunter's Pouch

The hunter hung the specially prepared pouch on a necklace around his neck. It was time to hunt down the other marauding ogre by attacking it at its weakest spot.

Level: 6
Category: Creation
Time: 10 minutes
Duration: Special
Component Cost: 100 gp per level of monster used to create the pouch
Market Price: 360 gp
Key Skill: Arcana or Nature

Using the corpse of a recently slain enemy, you create a magic pouch that helps you attack similar enemies. At the time of the pouch's creation, choose either Fortitude, Reflex, or Will; you gain a +1 bonus on attack rolls against the chosen defense when fighting an enemy with the same monster name as the creature you used to create the pouch. The bonus does not apply against creatures with a different monster name, even if they are of the same origin and type. For example, a Hunter's Pouch made from a hobgoblin archer's corpse does not aid attacks against hobgoblin soldiers or warcasters. You must carry the Hunter's Pouch on your person to receive this bonus. It does not occupy any item slots, but you can only carry one Hunter's Pouch at any one time.

Your Arcana or Nature check determines how long the pouch remains effective.

Arcana or Nature Check Result	Duration
9 or lower	1 combat encounter
10-24	2 combat encounters
25-39	3 combat encounters
40 or higher	4 combat encounters or until the character takes an extended rest

Aside from the listed component cost, the ritual also requires the use of components taken from the corpse of a recently slain enemy. The pouch must be created immediately after a battle, before characters take a short or extended rest. Otherwise, the components lose their "freshness" and can no longer be used. Once parts of a corpse have been used for one ritual, the corpse can no longer be used for any other ritual.

King's Banquet

You create a lavish feast fit for a king out of thin air.

Level: 5
Category: Creation
Time: 10 minutes
Duration: 1 hour
Component Cost: 50 gp
Market Price: 250 gp
Key Skill: Arcana

This ritual creates a sumptuous banquet for up to sixteen Medium individuals. The meal appears on a table decorated with crystal goblets and dishes, bouquets of flowers and herbs, fine silver cutlery and a silken tablecloth, and consists of multiple courses. Virtually any foodstuff can be reproduced by the banquet, and it is always of the finest quality. The King's Banquet lasts for 1 hour before it vanishes, taking every item with it.

Unlike Travelers Feast, which creates trail rations or similar portable and longer lasting food, the food created by King's Banquet is meant for immediate consumption, and the ritual is normally performed when you want to impress someone or are holding a celebration of some kind. As a result, the food and wine created by King's Banquet is filling but often not nutritious or healthy.

While King's Banquet normally has no game benefits, it can be used as part of a diplomatic skill challenge, such as when trying to win over a wealthy patron or convince two parties to sign a peace treaty. In this situation, King's Banquet can provide as much as a +2 bonus to you and your companions' skill checks.

The number of people that King's banquet can feed is determined by an Arcana check.

Arcana Check Result	Number of People Fed
19 or lower	4
20-29	8
30-39	12
40 or higher	16

Liquid Courage

Churning the pot one last time, you nod for the first of your allies to dip their drinking bowl into the bubbling brew. The smell alone is already making you feel braver.

Level: 4
Category: Creation
Time: 1 hour
Duration: Special
Component Cost: 35 gp
Market Price: 175 gp
Key Skill: Arcana

You brew up a batch of supernaturally charged alcoholic beverage which emboldens those who drink of it for the day ahead. This ritual makes enough brew to serve up to ten people. The brew must be consumed within an hour of its making or else its supernatural dweomer dissipates. Allies partaking of the brew gain a bonus to Will defense and saving throws against fear effects for the duration of the ritual. The exact bonus granted by this ritual and its duration depend on your Arcana skill check.



Arcana Check Result	Bonus	Duration
19 or lower	+1	2 hours (1 encounter)
20-29	+2	4 hours (1 encounter)
30-39	+3	8 hours (2 encounters)
40 or higher	+4	12 hours (3 encounters)

Nesba's Mock Self

Carefully pouring the last drop of doppelganger's blood upon the diamond dust, you whisper Nesba's ritual's last words above the face of an exact clay copy of yourself. As the clay turns into vivid flesh, your mock self opens its eyes and mutters, "I await your orders, Master."

Level: 20
Category: Creation
Time: 8 hours
Duration: Special
Component Cost: 5,000 gp, plus 5 healing surges
Market Price: 25,000 gp
Key Skill: Arcana

Through this long and exhausting ritual, you create an exact mock copy of yourself. The copy comes to life as soon as the ritual is completed. It has almost the same appearance, alignment, mannerisms and personality as you, except for a few slight details chosen by the DM, such as a particular behavior, a distinctive personality trait of its own, a lighter skin, darker eyes, etc. These differences are never serious enough to enable anyone to discriminate right away between the mock self and you.

Someone familiar with you that views or interacts with the mock self, however, is entitled to an Insight check to realize the differences. The check DC equals your Arcana check result. Anyone familiar with you is allowed a check the first time they see the mock self and each time they interact with it.

You can give your mock self a pattern of actions and orders no longer than one sentence at the moment of its creation. The mock self otherwise acts exactly as you would; save for the tiny differences chosen by the DM.

The mock self has the same statistics as a clay scout homunculus (see 4E D&D *Monster Manual*) except for its size and alignment, which are the same as yours. You can also choose one skill you are trained in at the beginning of the ritual and give it to the mock self. The mock self has the same bonus in this skill as you.

The mock self rolls a saving throw every time you take an extended rest. If the mock self fails its saving throw, it instantly crumbles to dust.

New Clothes

Adventurers tend to have more important things to do than keep a walking wardrobe with them. This ritual takes care of that issue more presentably.

Level: 3
Category: Creation
Time: 10 minutes
Duration: 1 month
Component Cost: 20 gp, plus a focus worth 30 gp
Market Price: 90 gp
Key Skill: Arcana (no check)

Designate yourself or one creature within line of sight to receive the benefit of this ritual. The subject must currently be wearing fine clothing, worth at least 30 gp, to act as the focus of the ritual. The clothing worn by the subject will change into a different set of fine clothing at the end of every extended rest that the subject takes, regardless of whether the subject is wearing the clothes or not at that time. When the ritual ends, the clothing remains in whatever form they last were.

Focus: Fine clothing worth at least 30 gp.

Petrify Wood

The primal power of nature's clock speeds up at your command, and the wood within the ritual's boundaries quickly goes through the centuries and turns to stone.

Level: 5
Cost: 75 gp
Category: Creation
Time: 10 minutes
Duration: Special
Component
Market Price: 250 gp
Key Skill: Nature

You draw upon the primal forces of nature and speed up time for any non-living natural wooden object within the area of effect, causing it up undergo the petrification process which would normally take centuries, turning it to stone within minutes. Your Nature check determines the area you can affect and how long the effects last.

Nature Check Result	Area	Duration
19 or lower	Burst 3	1 hour
20-29	Burst 5	6 hours
30-39	Burst 8	24 hours
40 or higher	Burst 12	Permanent

The object attains the properties of stone, doubling the hit points of the object, among other effects such as weight, inability to burn, etc. All wooden objects within the area of effect are affected, allowing multiple objects to be transformed at once.

Carved wooden objects such as statues, plates, bowls, and arrowheads may be affected as well, making the objects more useful or valuable (sculpted objects usually being more valuable and durable than a carved one.) Wooden walls could be made stone, doors can be made stronger, a rope bridge could be made to collapse due to the added weight, or any other effect could be achieved through this ritual.

The object(s) return to their original wooden composition upon expiration of the effects, remaining in whatever form they then possess (A shattered object becomes a collection of wooden pieces of the same shape as the shattered stone.)

Plant Growth

In minutes, freshly plowed fields turn to rows of crops ready to be harvested and stripling brush becomes ancient forests.

Level: 12 **Component Cost:** 500 gp, plus 2 healing surges
Category: Creation **Market Price:** 2,500 gp
Time: 10 minutes **Key Skill:** Nature
Duration: Permanent
Prerequisite: Druid

This ritual vastly accelerates the growth of plants in the targeted area, causing them to grow to full maturity over the course of the ritual casting. This ritual affects all manner of plants, from crops to trees to seaweed. The plants do not need anything other than soil, and will grow in the face of drought, poor soil conditions, or lack of sunlight. The squares affected by this ritual can provide concealment, cover, or count as difficult terrain at the DM's discretion.

If anything impedes the growth of the plant, such as a roof, the plant will try to grow around the obstruction or push it out of the way. This can cause damage to buildings and structures as determined by your Nature check. Your Nature check result also determines the area affected; the burst created is centered on the square the ritual is cast in.

Nature Check Result	Area Affected	Effect on Structures
9 or lower	Burst 2	None
10-19	Burst 4	Temporary structures destroyed
20-29	Burst 6	Temporary structures destroyed
30-39	Burst 8	Wood structures destroyed
40-49	Burst 10	Wood structures destroyed
50 or higher	Burst 12	Stone structures destroyed

Structures destroyed by this ritual become difficult terrain. The destruction process is slow and takes several minutes to complete, so unless a creature is unconscious or helpless in the structure, it can escape without difficulty. Unconscious or helpless characters take damage equal to the Nature check result.

Raise Castle

You weave together powerful and exhausting magic, consuming expensive reagents as you do so. When you finish, the land before you rises up and transforms into a mighty castle fit for a king.

Level: 30 **Component Cost:** 75,000 gp, plus 5 healing surges
Category: Creation **Market Price:** 575,000 gp
Time: 4 hours **Key Skill:** Arcana
Duration: Permanent

This ritual creates a Gargantuan castle for you to use as a headquarters, fortification, or for some other purpose. The castle appears in the spot you select, ignoring the surrounding terrain as it rises, crushing or displacing any creatures and objects of size Large or smaller in its way (though the castle rises slowly enough that most creatures can escape its path unless unconscious or incapacitated). The ritual automatically fails if attempted in an area already occupied by a creature or object of size Huge or larger, such as a copse of trees or another building, or if there is not enough room for it to assume its full size; for instance, if it were created atop a narrow pinnacle of rock.

The exact dimensions of the castle depend on the result of your Arcana check.

Arcana Check Result	Castle Dimensions
9 or lower	10 squares by 10 squares and 5 squares high (minimum 2 floors)
10-19	20 squares by 20 squares and 10 squares high (minimum 3 floors)
20-29	30 squares by 30 squares and 15 squares high (minimum 4 floors)
30-39	50 squares by 50 squares and 20 squares high (minimum 5 floors)

The walls, floor, and ceiling of the castle are constructed of solid granite, and include battlements where appropriate. The front entrance is constructed of adamantine and can include a wooden drawbridge at your discretion. Windows or arrow slits for archers are optional, but can be placed anywhere along the walls.

The standard (smallest size) castle contains an audience chamber, barracks, kitchen, bathroom, and bedroom. Additional rooms such as guard chambers, trophy halls, summoning chambers, or extra bedrooms can be added as you see fit, but may reduce the size of existing chambers. None of the chambers come with furnishings or other accoutrements. These must be included later.

Once created, the castle is permanent and nonmagical, and can be damaged and repaired as any normal structure. While the castle can be created in any terrain, the castle can



be damaged or even destroyed later by being placed in hostile terrain or in an area unsuitable for building, such as in a swamp, on top of a mountain, or in the path of a lava flow.

Ritual Circle

You draw a complicated sigil and imbue it with magical energies. Future workings will be easier because of it.

Level: 1
Category: Creation
Time: 1 hour
Duration: Special (see below)
Component Cost: 100 gp
Market Price: 50 gp
Key Skill: Arcana, Nature, or Religion (no check)

This ritual allows you to create a specially prepared ritual circle that makes ritual casting easier. You imbue 3-square-by-3-square area with arcane, natural, or divine energy, making the circle particularly suited to your magic.

When you create the circle, choose one skill that you are trained in from the following list: Arcana, Nature, or Religion. The choice is made when you create the circle and cannot be changed. When you perform rituals in the circle, you add +2 to the check result for the selected skill and reduce the ritual's component cost by 10% or 50 gp (whichever is less).

You can recast this ritual on the same sigils before the circle is exhausted. Doing so adds to the number of rituals that you may perform before exhausting the circle.

Your check result determines how many rituals the Ritual Circle assists you in performing before the magic is exhausted.

Arcana, Nature, or Religion Check Result	Rituals
9 or lower	1 ritual
10-19	3 rituals
20-29	5 rituals
30 or higher	10 rituals

Simulacrum

It looks like you, speaks like you, and even thinks like you. Surely it will fool the king's guards, at least until they cut off its head.

Level: 16
Category: Creation
Time: 1 hour
Duration: 24 hours
Component Cost: 4,200 gp, plus 3 healing surges
Market Price: 9,000 gp
Key Skill: Arcana

You create a duplicate that looks and acts exactly like you. It knows all that you knew at the time of its creation. It has duplicates of your non-magical gear, but if removed from the simulacrum, the gear

instantly turns into snow. The simulacrum obeys all commands you give to it, including those that are obviously suicidal. In your absence, it carries out your desires as best as it can, based on its knowledge.

In combat, the simulacrum uses your defenses but has only 1 hit point (a miss never damages a simulacrum). It uses your attack bonus, but may only make basic attacks.

Any creature that interacts with the simulacrum can make an Insight check with a DC equal to your Arcana check to realize that the simulacrum is a fake. If the simulacrum is destroyed, it turns to snow, and it is automatically clear that it was not real.

Spark of Life

The bowl comes to life; an eyes and a mouth sprouting on its surface.

Level: 14
Category: Creation
Time: 8 hours
Duration: Permanent
Component Cost: 1,200 gp, plus 3 healing surges
Market Price: 4,200 gp
Key Skill: Arcana (no check)

This ritual causes a Tiny inanimate object such as a child's toy, house plant, hand mirror, or bowl to come to life; granting it a spark of intelligence and causing the object to sprout tiny limbs and facial features, such as eyes, a nose, and a mouth. The object must remain within 5 squares of you for the time necessary to perform the ritual, and the ritual can animate only permanent, non-magical items. Any implements transformed into living creatures can no longer be used for their original purpose.

Once the object is animated, it gains a speed of 2 squares, hit points equal to your healing surge value, defenses and an attack bonus equal to 10 + half your level, and can make a melee basic attack for 1d3 damage. The object has 3 Strength due to its size, and a base score of 10 for the rest of its ability scores, including Intelligence. It also possesses basic human senses such as eyesight and hearing. The object makes all skill checks untrained and can speak a single language you know (its default language is Common). An item transformed into a creature starts off as unaligned.

Creatures you create by using this ritual are normally loyal to you, but like any intelligent creature, can turn against you if poorly treated. If an item animated by this ritual is destroyed it cannot be raised.

Spark of Life, Greater

As you complete the ritual, the chair animates, rearing back on its legs like a prize stallion.

Level: 22
Category: Creation
Time: 8 hours
Duration: Permanent
Component Cost: 65,000 gp, plus 3 healing surges
Market Price: 4,200 gp
Key Skill: Arcana (no check)

This ritual is a more powerful version of Spark of Life (see pg. 33 for details). It can be used on any permanent non-magical inanimate object of up to Medium size, such as a chair, table, mirror, or curtain.

The object's statistics are based on its size, as shown on the table below.

Object Size	Hit Points	Speed	Defenses	Attack Bonus	Damage	Strength	Other Stats
Tiny	Healing surge value	2	10 + half level	10 + half level	1d3	3	Base 10
Small	Healing surge value + level	4	12 + half level	12 + half level	1d4	6	Base 12
Medium	Twice healing surge value	6	14 + half level	14 + half level	1d6	10	Base 14

All objects gain the ability to see and hear, and the ability to speak one language you know (the default language is Common).

Spectral Cat

You are no longer afraid to walk the lengths of the city's streets at night, to enter its darkest alleyways, or even to explore its sewers' channels for that matter; the common passers-by shun you and the biggest rats flee when you approach. More to the point, they avoid your diminutive ally, the black specter that walks by your side, once a simple household cat.

Level: 5

Category: Creation

Time: 1 hour

Duration: Special

Component Cost: 100 gp, plus a focus worth at least 50 gp

Market Price: 500 gp

Key Skill: Religion

This ritual enables you to create a useful ally from the corpse of a common cat, a near intangible entity that possesses extraordinary talents and which can deliver a single, potentially devastating attack at your command. Your Religion check determines the "life expectancy" of this eerie feline made of swirling shadows and the amount of necrotic damage it delivers if you ever sacrifice it.

Religion Check Result	Necrotic Damage Inflicted	Duration
9 or lower	1d6 + 1	1 day
10-19	1d8 + 2	2 days
20-29	2d6 + 3	3 days
30-39	2d8 + 4	4 days
40 or higher	2d10 + 5	5 days

A spectral cat is engendered from the remains of a household feline, which are ritually embalmed and placed in a canopic jar. The spectral cat never strays far from this vessel – no more than 5 squares, regardless the circumstances – thus it must be carried along by its owner.

The spectral cat is a creepy, unnerving presence that instills a supernatural terror in those who come across its path; common rodents, such as mice and rats, and their monstrous counterparts – giant rats, dire rats, and rat swarms – shun it altogether, and cannot approach within 2 squares. Other creatures within 2 squares of the spectral cat suffer a -1 penalty to attack rolls; creatures immune to fear do not suffer this effect.

The spectral cat is utterly impervious to physical and magical attacks, but can be targeted by dispel magic. Being insubstantial, the feline isn't hindered by solid barriers, but it cannot enter a magically warded area at all.

The spectral cat can fetch small, unattended objects weighing no more than one pound and bring them back if instructed to do so.

At any time the spectral cat can deliver a single attack (standard action) against a target you designate within 5 squares. The shadowy feline unerringly strikes the creature and instantly vanishes, delivering an amount of necrotic damage determined at the time of its creation as specified in the table above.

A spectral cat faithfully stays at your side for the duration stipulated in the table above or until it is sacrificed. In both cases, the mummified cat used at the time of the ritual crumbles to dust, though the canopic jar that held the animal can be reused.

Focus: A ritually prepared canopic jar worth at least 50 gp.

Spectral Line

Confronted with a hedge maze, your party's members dig around in their packs for spare residuum, sensing several divination rituals in the future. You smile – you've got a much cheaper solution.

Level: 1

Category: Creation

Time: 10 minutes

Duration: Special

Component Cost: 10 gp

Market Price: 50 gp

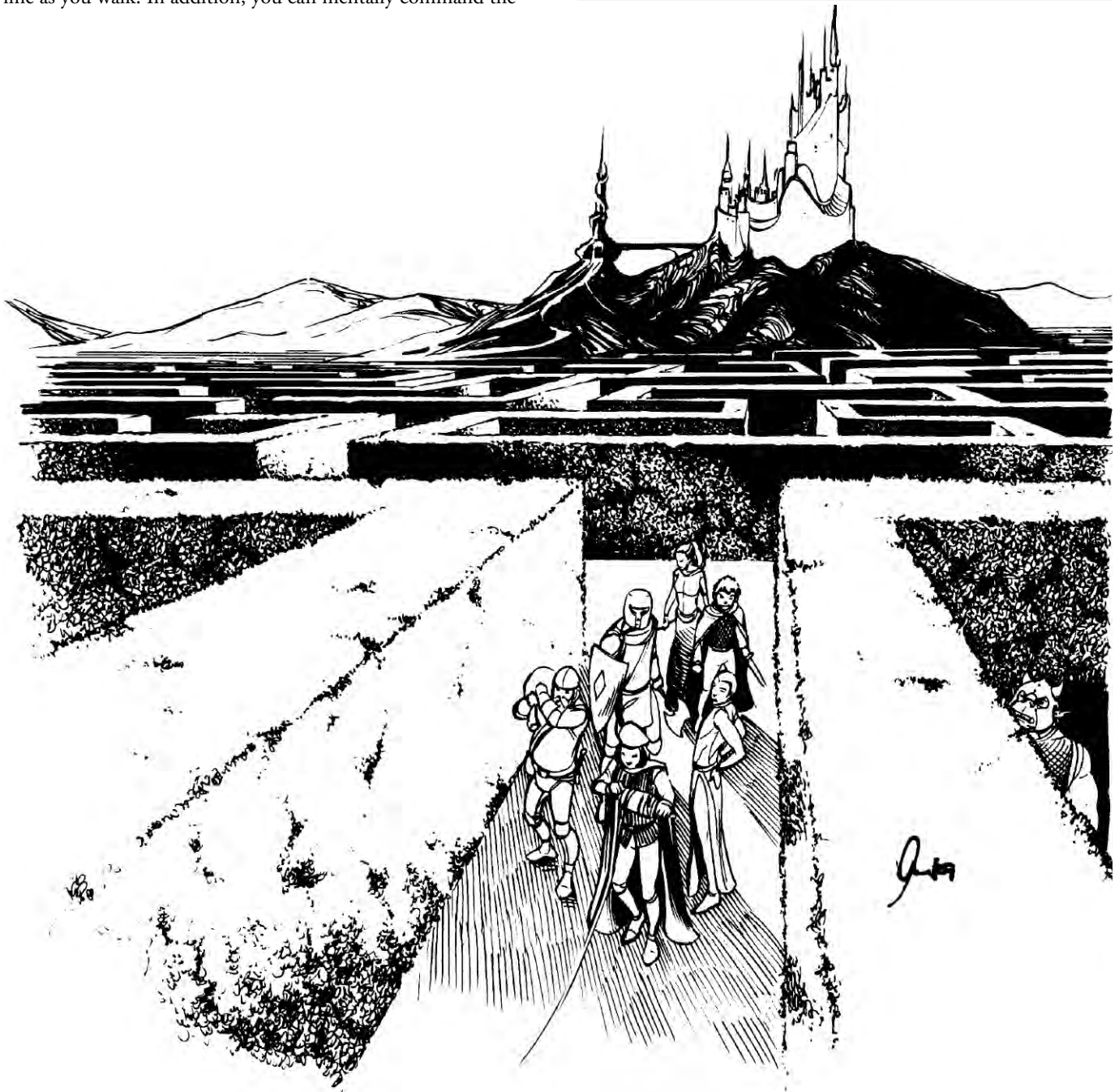
Key Skill: Arcana

You create a spectral spool of thread that floats behind you. As a free action, for the duration of the ritual, you can mentally command the spool to unwind thread, leaving a ghostly silver line as you walk. In addition, you can mentally command the

spool to re-wind thread as a free action.

The spool and any unwound line are visible only to you. They cannot be affected or manipulated by any external force, and persist for the duration of the ritual as determined by your Arcana check. The spool and line disappear with a gentle pop when the duration expires or when you choose to dismiss the effect.

Arcana Check Result	Duration
9 or lower	20 minutes
10-19	1 hour
20-29	4 hours
30 or higher	24 hours



Sympathetic Focus

You were brave enough to steal the dragon's cast-off scales. Those little bits were all you needed.

Level: 24
Category: Creation
Time: 10 minutes
Duration: Permanent
Component Cost: 25,000 gp, plus see description
Market Price: 105,000 gp
Key Skill: Arcana (no check)

You cast this ritual on an item taken from the body of the creature you intend to target with the Observe Creature ritual. The item must have once been part of the creature's body, such as a lock of hair, a tooth, nail clippings, or a patch of skin.

If this item is then used as a component in the Observe Creature ritual you do not need to describe the target as you would normally when casting that ritual. The ritual unerringly targets the creature from which the component was taken as long as that creature is on your plane.

This item also grants a +2 bonus to your Arcana check when casting Observe Creature. A scrying sensor created when this component is used grants you a +4 bonus to any opposed Wisdom checks the target of Observe Creature makes to destroy the sensor.

The item Sympathetic Focus creates is consumed when you cast the Observe Creature ritual.

Warder's Pouch

The wizard tied the specially prepared pouch around his belt. Its enchantment would shield him against the poison breath of his foes.

Level: 6
Category: Creation
Time: 10 minutes
Duration: Special
Component Cost: 100 gp per level of the monster used to create the pouch
Market Price: 360 gp
Key Skill: Arcana or Nature

Using the corpse of a recently slain enemy, you create a magic pouch that helps protect you against attacks from similar enemies. At the time of the pouch's creation, choose either Fortitude, Reflex, or Will; you gain a +1 bonus to the chosen defense against attacks from enemies with the same monster name as the creature you used to create the pouch. You do not receive this bonus against attacks from creatures with a different monster name, even if they are of the origin and type. For example, a Warder's Pouch made from a drow arachnomancer will not protect you against the spells of a drow priest. You must carry the Warder's Pouch on your person to receive this bonus. It does not occupy any item slots, but you can only carry one Warder's Pouch at any one time.

Your Arcana or Nature check determines how long the pouch remains effective.

Arcana or Nature Check Result	Duration
9 or lower	1 combat encounter
10-24	2 combat encounters
25-39	3 combat encounters
40 or higher	4 combat encounters or until the character takes an extended rest

Aside from the listed component cost, the ritual also requires the use of components taken from the corpse of a recently slain enemy. The pouch must be created immediately after a battle, before characters take a short or extended rest. Otherwise, the components lose their "freshness" and can no longer be used. Once parts of a corpse have been used for one ritual, the corpse can no longer be used for any other ritual.



Chapter 3

Deception Rituals

Now I'll be the first one to admit that I'd rather take the direct approach in nearly every situation, and that goes double for anything that happens on the field of battle. More often than not, a simple direct sword in the guts is far more effective at removing an enemy from the battlefield than any tactical skullduggery. But let it not be said that Azagar Bloodfist is not an adaptable sort, and I've been known to pull off a few tricks in my time when a frontal assault would do no more than get me and my men very dead.

As you well know, I've mastered just about every trick and tactic that can be used on the battlefield; however, sometimes a bit of magic can go a long way when you need to deceive an enemy or group of enemies. In fact, there's a whole group of rituals, called deception rituals, which do just that. Deception rituals typically create illusions and whatnot, but some of the less grandiose ones can deal in minor glamours that, believe it or not, can make a soldier's life more tolerable. Want to turn your tent into an opulent paradise that would make an elven king squeal like a girl? There's a deception ritual for that. Want to scare the almighty hell out of the next poor fool you have to interrogate? Well, there's a ritual for that, too. So you see, deception rituals come in all shapes and sizes, and there are at least a few that no gods-fearing grunt should be without.

Once, while I was leading a full cohort of legionnaires, I got myself into an awful little skirmish with the Drugari Horsemen. Those whosons can ride better than anyone in the world, and they can be just about instant death to unprepared heavy infantry. Well, we're holding our own against the Drugari, and I thought they'd eventually get tired of riding around our turtle formation bouncing arrows off our shields, or at least run out of arrows. No such luck. We had encountered a small scouting party, and it didn't take long for their main force to arrive on the scene.

As you might guess, one hundred hobgoblin legionnaires against eight hundred Drugari light cavalry is a recipe for one hundred messy hobgoblin deaths – even if said hobgoblins are being led by yours truly. So we did the only thing we could do – we ran like a group of armored school girls. Luckily, we were fairly close to our own border and a small forest, which allowed us to retreat into the trees before the Drugari could shoot us to pieces. However, it was only a temporary respite, and even though the Drugari horses couldn't follow us into the forest, we would have to leave it eventually, and they would be waiting for us.

Now, I fully recognize that I am, quite possibly, one of the luckiest hobgoblins alive – there's no other way I could have survived forty odd years of constant battle. And, as you might

DECEPTION RITUALS BY LEVEL

Lvl	Ritual	Key Skill	Page
1	Blood Mask	Arcana	38
2	Create Glamer Object	Arcana	40
3	Grim Interrogator	Arcana or Religion	44
3	Steal the Voice	Arcana	50
4	Circle of Amorous Intentions	Arcana	39
4	Cloak of the Dead	Arcana	40
4	Deceiving Whispers	Arcana	41
4	Invisible Weapon	Arcana	46
4	Lap of Luxury	Arcana	46
5	Flawless Glamour	Arcana	44
6	Dance of the Peacock	Arcana	41
6	Poker Face	Arcana	48
6	Standing Ovation	Arcana or Religion	49
7	Feign Death	Religion	43
8	Vitiate Binding	Arcana	50
10	Incognito	Arcana	45
10	Skirt the Line	Arcana	48
12	Camouflage	Arcana	39
12	Grave Countenance	Arcana	44
12	Vanish	Arcana	50
14	Continuous Deception	Arcana	40
14	Eclipse	Arcana	42
14	Phase Shift	Arcana	47
16	Hallucinatory Spectators	Arcana	45
18	False Portents	Arcana	43
18	Nightmares	Arcana	47
18	Restlessness	Arcana	48
20	False Portal	Arcana	42
24	Hallucinatory Regiment	Arcana	45

guess, luck was with me that day against the Drugari. Our cohort's warcaster, one Hurgog Brokenflame, was a lot more than he appeared to be – which was a hairy, wine besotted wreck that smelled like a latrine. Well, turns out that ol' Hurgog had once been on the Council of Blood, the group that oversees all the warcasters in the Imperial Legions. He had been dismissed from his position in disgrace for being a drunkard of legendary proportions, and the only assignment he could pull was to serve as my miserable little cohort's arcane support. Drunken or not, Hurgog had little desire to end up as a Drugari archery butt, and so informed me, his commander, that he could save our collective arses.

Of course, I was also interested in living to see my next tankard of ale and ornery hobgoblin wench, so I listened to Hurgog's plan. It was pretty simple, really. We kept the Drugari busy on the northern edge of the forest, while Hurgog and a few guards retreated to the southern edge to work some powerful magic that he guaranteed would allow us to escape. After an hour, I and the rest of my men were to meet Hurgog in the south and then we would all make our escape. I know, it sounds like absolute nonsense, but I was desperate, so I did as Hurgog asked.

After an hour of throwing rocks, javelins, and even helmet-fuls of our own dung at the Drugari from the safety of the trees, we retreated south. And there, at the southern edge of the forest was Hurgog – and an entire legion of hobgoblins making camp. To say I was shocked would be a bit of an understatement – I nearly soiled my armor. When the Drugari rode around to the southern end of the forest to finish us off, I'm pretty sure a fair number of them actually did soil themselves.

Well, anyway, the hobgoblin legion and camp was simply and elaborate and powerful illusion created by a ritual Hurgog knew. However, it was convincing enough to send the Drugari into full retreat, and allow me and my cohort to safely retreat.

—Azagar

Blood Mask

You paint terrifying lines across your face with an alchemical mixture of blood taken from your slain enemies.

Level: 1

Category: Deception

Time: 10 minutes

Duration: 24 hours

Component Cost: 10 gp

Market Price: 50 gp

Key Skill: Arcana or Religion

Using blood from a recently slain enemy, you paint gruesome patterns and sigils on your face that terrify those who behold you. You receive a bonus on your next Intimidate check before the duration of the ritual expires.



Your Arcana check determines the modifier to your next Intimidate check:

Arcana Check Result	Bonus to Intimidate Checks
19 or lower	+1
20-29	+3
30-39	+5
40 or higher	+7

Aside from the listed component cost, the ritual also requires the use of components taken from the corpse of a recently slain enemy. The Blood Mask must be created immediately after a battle, before characters take a short or extended rest. Otherwise, the components lose their “freshness” and can no longer be used. Once parts of a corpse have been used for one ritual, the corpse can no longer be used for any other ritual. The Blood Mask remains for 24 hours or until you make an Intimidate check.

Camouflage

The grouchy elf hermit finishes his incantation and the cabin in front of you seems to fade into the shadows of the Forgotten Forest; it's still visible, but just barely. If you didn't know what you were looking for, you'd be liable to walk right past it; and that's exactly how the hermit likes it.

Level: 12
Category: Deception
Time: 10 minutes
Duration: 24 hours

Component Cost: 1,000 gp
Market Price: 2,600 gp
Key Skill: Arcana

You channel a bit of fey glamour, and the object fades into the background, becoming much more difficult to find for those who do not know what they are looking for. You do not make the object invisible – it just appears nondescript. Eyes seem to pass over it unless they know specifically what they are seeking. Your Arcana check determines the DC of Perception checks made to see through the glamour, as well as the area of effect. An active Perception check must be made, as a passive Perception check cannot find a camouflaged object.

Arcana Check Result	Affected Area
19 or lower	A small object, such as a trapdoor (burst 1)
20-29	A small building or landmark (burst 5)
30-39	A large building or landmark, such as a castle (burst 10)
40 or higher	An entire town or small city (burst 50)

You can cause the glamour to last an additional 24 hours by expending the component cost again, though this requires you to be near the camouflaged object.

If a creature spots the camouflaged object with a Perception check, it can point out the camouflaged object to others.

Circle of Amorous Intentions

In every community, you'll find charlatans who swear they can use magic to help the lonely win the heart of their true loves... for a modest fee. Most often, all that is truly purchased is a useless charm or trinket and perhaps a bit of confidence. On occasion, however, it's money well spent.

Level: 4
Category: Deception
Time: 10 minutes
Duration: 3 hours

Component Cost: 35 gp
Market Price: 175 gp
Key Skill: Arcana

Being careful not to step inside, you draw a circle on the ground composed of dozens of runes of love, peace, compassion, and romance. The circle can be large enough to fill a room of moderate size (or a burst 2 area), although smaller circles can be created. Upon completing the ritual, the runes vanish, but the power of the Circle of Amorous Intentions remains. The first person who enters the area where the runes formerly laid feels

nothing amiss. However, should a second person enter the Circle, they feel particularly well disposed to anyone already inside. Effectively, this grants a bonus to all Diplomacy checks the first person who entered the Circle makes against the second while both remain within. Your Arcana check determines the exact bonus granted by the Circle.

Arcana Check Result	Bonus to Intimidate Checks
19 or lower	+1
20-29	+3
30-39	+5
40 or higher	+7

Despite the name of this ritual, the bonus granted applies to any Diplomacy check, not just those of a romantic nature. Although potentially useful in many types of negotiations, the Circle has been named for what is, perhaps unfortunately, its most common use.

Should any other person enter the area of the ritual's effect, or should either person in this area be addressed, attacked, or otherwise contacted by anyone outside the Circle, the duration of the ritual immediately ends.

Note that although the runes vanish upon completion of the ritual, it is possible for a person affected by the Circle's power to recognize that they are being manipulated. An Insight check with a DC equal to your Arcana check allows someone in the Circle to recognize they are being influenced by an outside force. Once this influence is detected, a DC 22 Arcana check identifies the exact source of the effect. Neither detecting nor identifying the Circle of Amorous intent disrupts its immediate effectiveness, however. Still, much to the dismay of many a potential paramour, few who learn they were subjected to this ritual against their will continue to feel pleasantly towards the one responsible once freed from the Circle's power.

Cloak the Dead

With a final wave of your hand, the zombie's features blur and warp, taking on the appearance of a living creature.

Level: 4
Category: Deception
Time: 10 minutes
Duration: 24 hours
Component Cost: 25 gp
Market Price: 150 gp
Key Skill: Arcana

This ritual causes a single dead or undead creature to take on the appearance of a living creature. The creature takes on a healthy appearance, and if dead, merely appears to be resting or asleep. Missing body parts are restored and even skeletons or insubstantial undead can be made to look as if they are alive.

The visage created by this ritual is merely an illusion, and does not change the condition of a dead body or any olfactory or auditory effects that might accompany a corpse or undead creature (such as the stench of a zombie or the creaking of a skeleton's bones). It doesn't grant an undead creature any abilities it doesn't normally have, nor does it prevent any abilities the undead creature already has from working, though the use of any powers might instigate an Insight check (see below).

Creatures that view or interact with the dead or undead creature are entitled to an Insight checks to detect that the visage created by the ritual is false. This check's DC equals your Arcana check result. A creature is allowed a check the first time it sees the dead body or undead creature, and each time it interacts with it. Unlike normal illusions, touching a dead body or undead creature masked by this ritual does not automatically detect it for what it is.

Continuous Deception

The ritual would normally fade before the end of the following day, but you took steps to bind it to yourself. Although it will be taxing on you physically, it will be worth it to maintain the illusion indefinitely.

Level: 14
Category: Deception
Time: 30 minutes
Duration: Special
Component Cost: 800 gp, plus 1 healing surge
Market Price: 4,200 gp
Key Skill: Arcana, Nature, or Religion (no check)

You can extend the duration of any ritual in the deception category with a listed duration of 24 hours. You may only extend a ritual that you have cast yourself. You must be within 20 squares of the effect of the ritual to be extended when you complete the Continuous Deception ritual. Once completed, you can extend the duration of the affected ritual by expending a healing surge every 24 hours to sustain it. You do not need to be in the same area or even on the same plane to sustain the effect. If you sustain the effect without interruption for a year and a day, the effect becomes permanent. A deception ritual that requires a non-monetary component cost (such as healing surges) cannot be affected by Continuous Deception.

Create Glamer Object

Out of thin air, you produce what appears to be a masterfully crafted object, which happens to be just the tool you needed for the job.

Level: 2
Category: Deception
Time: 5 minutes
Duration: 24 hours, or until used
Component Cost: Half the cost of the item created (see text)
Market Price: 100 gp
Key Skill: Arcana



You create an illusionary object called a glamer. The illusionary object is fully functional, but disappears after it is used to make a successful attack (for example, an illusionary weapon), after it is used to assist a skill check (for example, illusionary lock picks), after it is hit by an attack, or after it makes physical contact with cold iron. In order to create an illusionary object, you must make an Arcana check with a DC equal to the listed value, in gold pieces, of a mundane version of the object being created (so creating an illusionary longsword is DC 15). Illusionary weapons act just like real weapons, except that they disappear after delivering a successful attack and they deal psychic damage instead of their normal damage type.

Illusionary objects created by this ritual always appear to be ornately decorated and of the finest craftsmanship. Anyone visibly wearing or carrying one or more glamer objects radiates an aura of impressiveness and gains a +1 bonus to Bluff, Diplomacy, and Intimidate checks.

Dance of the Peacock

As you complete the gestures and utterances of the ritual, your unsuspecting target swoons, sighs dreamily, and falls into your arms enamored.

Level: 6
Category: Deception
Time: 10 minutes
Duration: Special
Component Cost: 50 gp, plus a focus worth 360 gp
Market Price: 250 gp
Key Skill: Arcana (and Bluff)

This ritual is among the most subtle of all deception rituals. The Dance of the Peacock is often performed by more cunning and rakish casters without their targets ever even knowing they are doing so. And some casters have found intricate and subtle ways in which to weave the necessary gestures and incantations of the ritual into dances, songs, and even conversations! Though the ritual is widely known as the Dance of the Peacock for its often showy displays and ultimately intoxicating effect upon a target, it can take almost any form, so long as its caster can subtly apply certain incantations and reagents at the appropriate times during its casting.

To cast the ritual, you must engage the attention of your intended target. Doing so may involve garnering the target's undivided attention during some sort of performance, or simply by involving the target in uninterrupted conversation. In certain circumstances, you might even bind up your target to the point of helplessness, so it has no other choice but to witness the ritual. If, for any reason, the target's attention is drawn away from you during the casting of the ritual, you lose the component cost, but not the focus of the ritual.

Once you have the target's attention, the ritual begins, in whatever form you choose. During the performance, you may choose to make a Bluff check. The target makes an Insight check in opposition to your Bluff check to determine if it realizes it is the target of the ritual. You may also forgo the

Bluff check, but doing so means the target is automatically aware that a ritual is being performed and that it is, in fact, the target. It is up to the DM's discretion to determine how the target reacts to the realization of being targeted with such an enchantment.

Assuming you are able to complete the ritual, upon completion, make a Charisma vs. Will attack against the target. If you hit, the target falls deeply in love with you, and you then make an Arcana check. The Arcana check serves to determine the duration before which the target may make a saving throw to end the effect. A target who is in love with you is assumed to always have a friendly attitude, and will be as helpful to you as possible. The target will not, however, commit suicidal acts on your behalf, nor is it magically compelled to obey you. It retains its normal judgment and sense of self-preservation.

Focus: Any item of value (at least 360 gp) presented as a gift to or sacrificed in honor of the target of the ritual.

Arcana Check Result	When the Target is Allowed a Saving Throw
9 or lower	At the end of each of its turns until it successfully saves
10-19	Each minute until it successfully saves
20-29	Each hour until it successfully saves
30-39	Each day until it successfully saves
40 or higher	Each week until it successfully saves

Deceiving Whispers

The thieves' guild heard that you plan to escort the duke through the market square tomorrow morning. They might be surprised to find a cohort of the duke's elite guard hiding throughout the stalls instead. They should be more careful about where they get their information.

Level: 4
Category: Deception
Time: 10 minutes
Duration: 24 hours
Component Cost: 25 gp
Market Price: 150 gp
Key Skill: Arcana

You ward a single room (or a burst 4 area) against eavesdropping. Creatures listening to something in the warded area from outside hear a carefully programmed audible illusion instead of what is really in the room.

When you cast the ritual, you determine the extent and parameters of the illusion. You can cause a sound as quiet as a whispering couple or as loud as yelling or fighting creatures to emanate from the area. You can produce non-vocal sounds such as the panting of guard dogs, the clank of mugs and eating utensils, or even strains of music. Anyone listening into the area hears exactly what you determine when you cast the ritual.

When a creature listens into the warded area, that creature makes an Insight check, using your check result +5 as the DC. If the listener succeeds on the check, it realizes that the sounds are illusory. Otherwise, the creature believes that what it hears is actually there and acts accordingly.



Eclipse

A gem disappears from your hands and reappears in the sky as large as a moon; a moon eclipsing the sun, bringing darkness to the area.

Level: 14
Category: Deception
Time: 4 hours
Duration: Special
Component Cost: 1,000 gp, plus a focus worth at least 500 gp
Market Price: 4,200 gp
Key Skill: Arcana

The illusion of a moon appears in the sky, directly in front of the sun, blocking the sun's rays for a brief time. The effect is localized to a 1 mile radius from the casting location. During the eclipse, the light level is similar to normal nighttime, new-moon light levels.

Your Arcana check determines the duration of the eclipse.

Arcana Check Result	Duration
19 or lower	5 minutes
20-24	10 minutes
25-29	15 minutes
30-39	20 minutes
40 or higher	30 minutes

Although a full moon is normally required for an eclipse, the ritual does not provoke changes that a full moon would provoke, e.g., were-creatures are unaffected by the ritual. This ritual has no effect if the caster does not have line of sight for some portion of the sky.

Focus: A moonstone worth at least 500 gp.

False Portal

You lay a nasty trap for those who would disturb your peace.

Level: 20
Category: Deception
Time: 30 minutes
Duration: 24 hours (special)
Component Cost: 5,000 gp, plus 4 healing surges
Market Price: 25,000 gp
Key Skill: Arcana

This ritual works much like Forbiddance. It prevents teleportation into a specific area unless the caster is higher level than the ritual caster who performed False Portal.

Your Arcana check determines the size of the area False Portal affects, which is a burst.

Arcana Check Result	Area Protected
9 or lower	Burst 1
10-19	Burst 3
20-29	Burst 5
30-39	Burst 8
40 or higher	Burst 12

However, instead of completely blocking teleportation, False Portal shunts anyone attempting to teleport into this area to a new place you choose while casting the ritual.

Creatures attempting to teleport into the area view it as they would normally when employing a teleportation ritual. If they watch another creature step through the portal, the creature appears to have safely traveled to the desired destination. Any creature about to step through the teleportation portal is entitled to an Insight check to detect the portal's true destination. This check's DC equals your Arcana check result.



When choosing the new destination, you are limited to places you have seen, and must exactly describe the location as you would if you were casting True Portal. The alternate terminal must be on your plane.

The ritual lasts for 24 hours, but you can extend this duration by expending a healing surge every 24 hours to sustain it. You do not need to be in the same area or even on the same plane to sustain the effect. If the ritual's effect is sustained without interruption for a year and a day, the effect becomes permanent.

False Portents

Though your enemies call upon powerful magic to spy upon you and your cohorts, you bend their sorcery to your own designs. They receive visions you have carefully crafted for them.

Level: 18
Category: Deception
Time: 10 minutes
Duration: 24 hours
Component Cost: 7,000 gp
Market Price: 15,000 gp
Key Skill: Arcana

Upon completing the ritual, choose an area it will affect, make an Arcana check, and describe the details of exactly what you would like those who attempt to look upon the area to see. The area you choose may be up to a size dictated by your Arcana check. You may choose to have literally any illusory auditory and visual effects within the area you influence with the ritual. If any creature uses a scrying ritual or item to attempt to view any object or creature within the designated area, they perceive, instead of what is actually there, whatever illusions you have programmed.

A few occurrences can foil this ritual. The onlooker can make an Insight check to realize that what he sees is illusory. The DC of the Insight check is equal to the Arcana check you made at the completion of the ritual. If the onlooker beats your Arcana check by 5 or more, he not only realizes it is illusory, but also perceives what is actually in the affected area instead of the illusory program. Further, if a creature views the area over an extended period of time, and that time is longer than the programmed illusion, it perceives the illusion in a continuous loop and may realize the ruse. Moreover, if the duration of this ritual ends while the area is being observed, the illusions fade away. Finally, if the onlooker's sensor moves outside of the designated area, it begins to receive true visions that may be inconsistent with the programmed illusion, or otherwise receive clues to the fact that the area affected by the ritual was illusory.

Your Arcana check result determines the area you can affect with the ritual:

Arcana Check Result	Area Affected
19 or lower	Burst 5
20-29	Burst 20
30-39	Any large area or edifice (roughly equivalent to a castle in area)
40 or higher	Any landmark or site (roughly equivalent to a sprawling city or small mountain)

Feign Death

You drop where you stand. To all who look upon you, you appear to have succumbed to the long, slow sleep of death.

Level: 7
Category: Deception
Time: 1 minute
Duration: Special
Component Cost: 175 gp
Market Price: 525 gp
Key Skill: Religion

Your body's functions slow to near imperceptible levels, giving you the rigidity and pallor of one recently deceased (no rot, odor, or other malady of the long-dead).

As the ritual is completed, you drop prone in the space in which you performed the ritual and make a Religion check. The result of the check is the DC for Insight or Heal checks to determine that you are, in fact, alive. The result of your Religion check also determines how long the ritual lasts. Though your eyes close and you drift into a deep, catatonic state, you retain a vague sense of your surroundings. This is just enough sense for you to choose a safe and appropriate time to rise from the ritual's effects, should you choose to do so before its normal expiration. You do not perceive or remember anything in detail during or after the ritual, however.

Religion Check Result	Duration
19 or lower	1 hour
20-29	8 hours
30-39	24 hours
40 or higher	Indefinite

Flawless Glamour

You transform yourself completely, creating a false image of any countenance you desire.

Level: 5
Category: Deception
Time: 10 minutes
Duration: 8 hours
Component Cost: 30 gp
Market Price: 250 gp
Key Skill: Arcana

Make an Arcana check instead of a Bluff check in order to create a disguise. Your check result becomes the DC of any Insight checks made to recognize the illusion. A successful Insight check does not mean that a person recognizes you; they simply know that your current face is not real.

The glamour can be made to resemble almost any image you can think of. The ritual can alter your perceived race, gender, and all other physical features. The illusion can change your perceived height and weight, but it cannot make you look like a creature that is a different size category than your own. The glamour can be as specific as imitating a particular individual or as general as, "Make me look like a hobgoblin soldier." If you are vague when designating what you want to look like, then the ritual makes as few changes as possible. Commands such as, "Give me a new face" or "Make me handsome" prompts the ritual to create a glamour that closely resembles your natural state.

Grave Countenance

You mask your visage in horrific images drawn from the depths of your enemy's most jealously-guarded nightmares. He cowers in your presence, making him more vulnerable to your onslaught.

Level: 12
Category: Deception
Time: 10 minutes
Duration: 5 minutes, or until the end of your next encounter
Component Cost: 500 gp, plus a focus worth 1,000 gp
Market Price: 2,000 gp
Key Skill: Arcana

As you whisper malicious utterances into your focus, it quivers and quakes, and reveals to you horrors seen in your target's darkest nightmares. You then apply magical reagents to your face to create a terrible mask. Choose a single target. You must know something of your target for the ritual to work, having seen or at least heard of the creature and gotten an adequate description of it. If you encounter that target within the next 5 minutes, the ritual's magic transforms your terrifying façade into an illusory image of that which it fears most.

Against your target, you gain a bonus to any attacks that target its Will defense, and deal additional psychic damage on any hit you score against its Will defense. This bonus is based upon the result of your Arcana check.

Focus: A fetish or idol prepared to represent your target.

Arcana Check Result	Bonus to Attacks vs. Will	Bonus Psychic Damage
19 or lower	+1	+1 psychic damage
20-29	+2	+1d4 psychic damage
30-39	+3	+1d6 psychic damage
40 or higher	+4	+1d8 psychic damage



Grim Interrogator

You stoke the uncertainty and fears of a defenseless creature until it comes to regard you as a figure of dark and foreboding menace. Quailing at the very thought of risking your wrath, the creature hastens to answer any questions you pose.

Level: 3
Category: Deception
Time: 10 minutes
Duration: Special
Component Cost: 50 gp
Market Price: 125 gp
Key Skill: Arcana or Religion

You must select a specific helpless but conscious creature and perform the entire ritual in its presence. Once you complete the ritual (elements of which might include displaying objects of pain or making terrible threats) the creature comes to regard you as the living embodiment of its future misery and does whatever it takes to placate you. So long as you remain in the



creature's presence, and the creature continues to be helpless (tied up, bound by magic, etc) you may make an Arcana or Religion check with a +10 bonus in the place of Intimidate checks against it. Once you leave the creature's presence, or it is no longer helpless, even if just for a moment, the duration of the ritual expires.

This ritual only affects creature which are normally subject to Intimidate checks. Similarly, it does not endow you with any special means of communication with the creature. If you do not share a language with the creature, you may use a translator, attempt to get your point across with gestures, or employ other means to communicate.

Hallucinatory Regiment

An empty field is transformed into a bustling camp filled with soldiers and camp followers.

Level: 24 **Component Cost:** 25,000 gp
Category: Deception **Market Price:** 100,000 gp
Time: 1 hour **Key Skill:** Arcana
Duration: 24 hours

You create an illusion of an organized military making camp in a particular location. The force consists of 1,000 creatures, of sizes between Small and Large. The soldiers of the hallucinatory regiment sounds and smell like the real thing. The soldiers speak, but only in cliché phrases commonly attributed to soldiers.

The members of the hallucinatory regiment make no attempt to hide their presence. The soldiers within the camp prepare themselves for battle, illusionary guards patrol the camp's perimeter, and camp followers perform various tasks for the soldiers. At night, camp fires are built and a meal is served.

Creatures that view or interact with the illusion are entitled to Insight checks to detect that it is false. The check DC is equal to your Arcana check result. Creatures are allowed a check each time they interact with the illusion. A creature that touches the illusion automatically determines that it is false.

Hallucinatory Spectators

With a few descriptive words and arcane gestures, you create an audience of illusory spectators.

Level: 16 **Component Cost:** 3,200 gp
Category: Deception **Market Price:** 9,000 gp
Time: 10 minutes **Key Skill:** Arcana
Duration: 24 hours

You create the illusion of a group of spectators. The creatures must be of Small to Large size and of the same general race or type (such as a mixed crowd of humans, goblins, and elves). The illusory crowd perfectly matches the physical appearance of the chosen creatures, and can display a limited range of auditory

behavior including booing, cheering, clapping, jeering, shouting, whistling, and engaging in mumbled conversation (though those listening to it quickly realize it is meaningless babble).

When you cast this ritual you select a single minor action and move action for the creatures to perform, as well as two of the auditory behaviors described above (these count as free actions). Therefore, you could cause the illusions to rise to their feet and begin clapping and cheering before making them sit back down again, or cause them to mill around a ballroom talking.

Arcana Check Result	Number of Spectators
19 or lower	5
20-29	10
30-39	20
40 or higher	100

The illusions can be instructed to perform an action in response to a specific trigger, such as an opponent falling in combat or acting in a repetitive sequence, such as moving to and pointing at a spot while booing and jeering. All of the spectators must be involved in the same action, thus you could not cause some of the spectators to remain standing while the rest sat down.

Creatures that view or interact with the illusions are entitled to Insight checks to detect the fact that they are false. This check's DC is equal to your Arcana check. A creature is allowed to check the first time it sees the illusions and each time it interacts with them. A creature that touches the spectators immediately realizes they are not real.

The illusions cannot travel more than 20 squares from the spot where they first appeared.

Incognito

A strange guise covers you and your allies; you are no longer recognizable as yourselves.

Level: 10 **Component Cost:** 400 gp
Category: Deception **Market Price:** 1,000 gp
Time: 1 hour **Key Skill:** Arcana
Duration: Special

The Incognito allows you to designate up to eight ritual participants, including yourself, who gain an illusory disguise. You and your allies still appear as you are, but all creatures around no longer recognize you as anyone they have seen before. It is if you have become strangers. No one recognizes you unless you, or anyone else, specifically reveal your identity; if that happens, the ritual is broken, and you instantly become recognizable to everyone that might recognize you.

Your Arcana check determines the duration of the illusory disguise.

Arcana Check Result	Duration
19 or lower	30 minutes
20-24	1 hour
25-29	2 hours
30-39	4 hours
40 or higher	8 hours

You are still perceived as the type of being you are, e.g., Barrick, the dwarven fighter still appears to be a dwarven fighter, he is simply no longer recognizable as Barrick while under the ritual's effects.

Invisible Weapon

The rogue checked the scroll one more time, and repeated the specified gestures and words. There was a ripple in the air, and when he looked down, his dagger had vanished. A quick touch assured him it was still there, however. He smiled. Bringing this into the presence of the king would be much easier now...

Level: 4
Category: Deception
Time: 10 minutes
Duration: 8 hours (see text)

Component Cost: 50 gp
Market Price: 175 gp
Key Skill: Arcana

You can make a single one-handed weapon invisible. The ritual is used primarily to sneak weapons into secure locations or to appear defenseless as part of a ruse. The weapon can still be felt, but the magic of the ritual makes searchers somewhat more likely to miss it even if they perform an inspection by touch. You gain a bonus to Thievery checks made to hide the weapon based on the results of your Arcana check.

Arcana Check Result	Bonus to Thievery Checks
9 or lower	+1
10-19	+2
20-29	+3
30-39	+4
40 or higher	+5

The weapon remains invisible for 8 hours or until you hit with it in combat. You gain combat advantage against the first target you strike with the invisible weapon.



Lap of Luxury

Even the most rugged of adventurers occasionally tires of sleeping in grimy inns and rugged wilderness. With this ritual, heroes can bring a bit of opulence with them into even the darkest dungeons.

Level: 4
Category: Deception
Time: 10 minutes
Duration: 4 hours

Component Cost: 30 gp
Market Price: 200 gp
Key Skill: Arcana

Popular amongst both court mages and adventurers, this ritual causes a moderately sized room or clearing (of burst 3 area or smaller) to take on a magnificence that would impress all but the most jaded of royalty. Inside this area, the poorest of food appears to turn into sumptuous delicacies, the shabbiest of clothes into finery, and the basest of furniture becomes comfortable beyond compare. It's all an illusion, of course. Lap of Luxury doesn't actually create anything; it merely grants existing goods a glamour of luxury. Anything brought outside the area of the ritual assumes its true form immediately, and an Insight check with a DC equal to your Arcana check allows someone unknowingly affected by the ritual to detect that all this richness is not quite real. However, few are foolish enough to voluntarily try and escape the effects of Lap of Luxury, even if they realize they are being pleasantly deceived.

Although most often used to provide for the comfort of traveling nobles, the ritual has a much more practical application. Anyone who remains within the Lap for its full duration is considered to have taken an extended rest, gaining all the benefits thereof. Actually sleeping is unnecessary, but those within the Lap are certainly free to do so.



Nightmares

You cast a long shadow. You enter the dream world of a sleeper far away. There you take control, manipulating images and scenes until the sleeper can no longer stand the horror and must awake. Each time he tries to fall asleep, you are there, waiting for him.

Level: 18
Category: Deception
Time: 1 hour
Duration: Special
Component Cost: 5,000 gp, plus 1 healing surge, plus focus (see text)
Market Price: 17,000 gp
Key Skill: Arcana

When you cast this ritual, you are able to manipulate the dreams of a sleeping creature into the most horrible, fear-inducing events you can imagine. The images interrupt the sleeper's recovery and prevent it from gaining all of the benefits of an extended rest. These images remain in the sleeper's mind and prevent it from taking an extended rest until twenty-four hours have passed.

You need not personally know or have ever seen the subject, but when performing the ritual you must possess a focus as described below. The focus allows you to affect the target without having to describe the creature. All that is required is you know the name of the ritual's target.

To disturb a creature's sleep you must succeed on an attack against the target's Will defense with your Arcana check as the attack roll. Otherwise, the ritual fails and the components are expended. Your Arcana check determines how far you can be from a sleeper and still manipulate its dreams. If the intended target is out of range at the time of the ritual's casting, the ritual fails and the components are expended. Your Arcana check also determines deleterious effects you produce in the victim, as shown on the chart below.

Arcana Check Result	Distance	Effect on Target
19 or lower	10 miles	Cannot regain hit points or healing surges
20-29	40 miles	Starts each day with no action points
30-39	100 miles	Loses the ability to use daily or recharge powers
40 or higher	200 miles	Must spend an action point to use a healing surge or second wind

The effects are cumulative. For example, an Arcana check of 30 means the victim regains no hit points or healing surges lost the previous day, begins the day with no action points, and cannot use daily powers or those with a recharge roll.

Sufficiently powerful warding magic, such as Magic Circle, can block Nightmares.

If the ritual's target gets an uninterrupted extended rest the ritual's effects are removed. You may prevent this by casting the ritual each night.

Creatures that do not require sleep are immune to this ritual's magic.

Focus: An item from the creature's body such as nail clippings, a lock of hair, or a patch of skin.

Phase Shift

Your body shimmers, and then shifts out of phase with the earth-bound plane. Light passes through you as if you were not there.

Level: 14
Category: Deception
Time: 10 minutes
Duration: 5 minutes
 (maximum of 1 encounter)
Component Cost: 800 gp, plus 1 healing surge
Market Price: 4,200 gp
Key Skill: Arcana

You become invisible for the duration of the ritual, giving you total concealment. You can still be heard and enemies can determine your location based on your actions. You retain total concealment until an enemy makes a Perception check against the result of your Arcana check. The Perception check is modified by an amount based on your Arcana check.

Arcana Check Result	Penalty to Perception Checks
19 or lower	+5
20-24	+2
25-29	0
30-34	-2
35-39	-5
40 or higher	-10

You retain total concealment even when making attacks, speaking, running, or taking any other actions. When perceived by an enemy, all cover granted by the ritual, for that single enemy, is lost.

Poker Face

You exude an aura of calm and confidence, of utmost belief in your capacities. The following instant you convey a menace with terrifying credibility or else whisper honeyed words to the visiting ambassador whom wholeheartedly agrees. Even far-fetched lies become plausible when you tell them. Moreover, this impervious façade unnerves your opponents; they are now easier to read.

Level: 6
Category: Deception
Time: 1 hour
Duration: Special
Component Cost: 150 gp, plus a focus worth at least 100 gp
Market Price: 300 gp
Key Skill: Arcana

An illusory mask representing your own features superimposes itself over your true visage; this pretense conveys your most convincing facial expressions as the need arises. Thus your Bluff, Diplomacy, Intimidate, and Streetwise checks can potentially be enhanced by this ritual; this translates into a +3 bonus to all relevant checks. As a side effect, even your Insight checks can benefit from this ritual.

Your Arcana check determines how many skills profit from the +3 bonus, and for how long. You know the exact number of skills that receive the bonus, and decide which skill(s) you want to improve among those already mentioned above, with the exception of Insight, which is accessible only with a check result of 30 and higher.

Arcana Check Result	Number of Skills Enhanced	Duration
9 or lower	1	30 minutes
10-19	2	1 hour
20-29	3	2 hours
30-39	4	4 hours
40 or higher	All, including Insight	8 hours

Focus: The focus of this ritual is a clay mask fashioned in your likeness and painted with costly pigments worth at least 100 gp.

Restlessness

These fools, dozing quietly around you! They dream softly not realizing your treachery! Though they will awake from a sound night's slumber, they will be totally unaware that all night you have been slowly sapping them of their strength. Soon enough, when they are drained and weak, you will have the perfect opportunity to strike!

Level: 18
Category: Deception
Time: 1 Hour
Duration: Instantaneous
Component Cost: 5,000 gp
Market Price: 17,000 gp
Key Skill: Arcana

While appearing to provide a beneficial, restful enchantment to protect your camp and provide healing vibrations to those

under your care, you are, in fact, draining the targets of the ritual and preventing them from recovering from wounds and other maladies.

Choose an area up no larger than a burst 10 when casting this ritual. You may designate up to five creatures in the area as targets of the ritual. Each target must take an extended rest within that area for the ritual to have an effect upon them. Upon completion of the ritual, make an Arcana check. The result of the check serves as both the DC of Insight checks made to uncover your ruse and to determine what effects the ritual has on those within its area of effect. Any effect listed under a lower check result than what you rolled is cumulative with effects listed under your check result.

Arcana Check Result	Effect(s) After Extended Rest
19 or lower	No action points
20-29	Regain no spent healing surges
30-39	Cannot improve on the disease track (but can maintain or worsen, depending on result of Endurance check); Cannot recover from any condition from which currently suffering
40 or higher	Cannot use any daily or recharge Powers

Skirt the Line

You encircle your allies around you and call down a veil upon them that foils your enemies' every sense, allowing you to quickly skirt their lines unnoticed.

Level: 10
Category: Deception
Time: 10 minutes
Duration: 5 minutes, or until the beginning of the next encounter
Component Cost: 400 gp
Market Price: 1,000 gp
Key Skill: Arcana (no check)

Upon completion of the ritual, choose a specific origin and type of creature. You and up to five allies you designate become invisible and silent to that type of creature (i.e. Perception checks automatically fail to notice you) for a short time. Though creatures of that type cannot detect you by normal senses, magical means of perception can foil the ritual's effects. The effects of the ritual last just long enough for your party to skirt past an enemy or group of enemies and avoid an encounter. If you open a door, trigger a trap, or do something else to draw attention to yourself while under the effects of the ritual, nearby creatures still do not become aware of you, though they will take notice of whatever is disrupted and react normally to that.

Anyone concealed by the ritual's magic that attacks or interacts with a creature to which he is veiled automatically



ends all its effects on himself only. In addition, the disorientation caused by the breaking of the magical forces concealing him disrupts his actions and momentarily confuse him. Just before performing any attack or interaction with a creature to which he is imperceptible, the ritual's effects end and cause him to lose any actions (thus losing a surprise action) and impose a -4 penalty to his next Initiative check. As such, this ritual is not very effective in helping parties to sneak up on enemies; only to bypass them unnoticed.

If there are a number of different types of creatures in a party that you are trying to avoid with this ritual, you may cast it multiple times before choosing to have it take effect. This allows you to choose multiple types of creatures in an enemy group before a previous casting of the ritual expires. However, should you not choose a particular creature type in the enemy group to bypass, that creature may make normal attempts to perceive you. If that enemy does detect you, it may make its companions aware of danger. Those creatures still will not notice you, however, unless you attack or interact with them, as noted above. As such, you could deal with just those creatures that are aware of your presence, and still manage to steal away from the others, if you act quickly enough.

After five minutes or by the time the party triggers another subsequent encounter (whichever occurs first), the magic of the ritual fades and all affected are again normally perceptible.

only those closest to you within the area are affected. For anyone outside of your area of influence or who are otherwise not affected by this ritual, you simply do not gain the benefits of the bonus it imparts.

Arcana or Religion Check Result	Performance Check Modifier	Relative Area and Size of Audience Affected
9 or lower	+1 bonus	A booth (blast 1) for a single spectator
10-19	+3 bonus	small parlor (blast 3 or close burst 1) for an intimate gathering (6 or fewer)
20-29	+5 bonus	A gallery (blast 10 or close burst 5) for a small congregation (up to 20)
30-39	+7 bonus	A square (blast 20 or close burst 10) for a modest crowd (up to 100)
40 or higher	+10 bonus	A grand hall for a great audience (all in line of sight)

Standing Ovation

As you strum your instrument, an unearthly glow is cast upon you. Your humming resonates off of the stone walls of the throne hall and an angelic chorus seems to accompany you. You lock eyes with the princess and her bosom heaves suddenly as she is enrapt by your dulcet tones...

Level: 6
Category: Deception
Time: 10 minutes
Duration: 1 hour

Component Cost: 140 gp
Market Price: 360 gp
Key Skill: Arcana or Religion

In preparation for an oration, diplomatic endeavor, or performance, you cast this ritual and harness certain magical energies to aid you in your effort. The magic of the ritual embellishes your performance with visual, auditory, and emotional delusions that cause spectators to revel in your performance. These effects can be as subtle or spectacular as you desire.

Upon completing the ritual, make an Arcana or Religion check. The result of your skill check determines the bonus to any skill checks you make that are part of the performance observed by others (i.e., it does not affect Insight skill checks you make to determine if someone is lying to you during the course of your performance). Your Arcana or Religion check also dictates how many spectators are influenced by your performance. If more individuals observe your performance than you can affect, or are outside of the area you can affect,



Steal the Voice

Your face shadowed in darkness, you order the sentry to leave his post and station himself outside the quarters of the visiting high priest. You sound just like the duke, and the man does not hesitate to obey. But you're not the duke, just a thief who can now walk through the front gate with ease.

Level: 3
Category: Deception
Time: 10 minutes
Duration: Special
Component Cost: 25 gp
Market Price: 125 gp
Key Skill: Arcana

This ritual grants you or an ally the ability to mimic the voice of another person. You must have heard the speaker's voice and know the identity of the creature, which you designate when performing the ritual.

Your Arcana roll determines how long the ritual remains in effect.

Arcana Check Result	Duration
19 or lower	1 hour
20-29	2 hours
30-39	4 hours
40 or higher	8 hours

You not only sound like the subject, but you also gain the creature's tone, inflection, and even accent. If disguised as the creature, you gain a +10 bonus to any Bluff checks you make to maintain the disguise. You can choose when you want to speak in your own voice, or the voice of the creature the ritual imitates.

The ritual does not grant you the ability to speak, read, or understand a language you do not already know. You cannot mimic the voice of another creature if you have only ever heard that creature speak in a language you do not understand. If you cast the ritual in an attempt to mimic the voice of a creature you can't understand, the ritual fails and the components are expended.

Vanish

The chest of gold, numerous rare tapestries, and magical implements all fade from view, leaving nothing visible in the treasury for the thieves to take.

Level: 12
Category: Deception
Time: 5 minutes
Duration: 24 hours
Component Cost: 500 gp
Market Price: 2,600 gp
Key Skill: Arcana

You create a zone of invisibility that conceals an item or a number of items. Your Arcana check determines the quantity and size of items you can make invisible. Each item must be wholly encompassed in the area defined by your Arcana check; an item that is only partially within the area cannot be made invisible.

You cannot make creatures invisible with this ritual, and any item affected immediately becomes visible if it is removed from the ritual's zone

Arcana Check Result	Object Size	Area Affected
19 or lower	1 Tiny object	Close blast 1
20-24	1 Small object	Close blast 1
25-29	1 Medium or 4 Tiny objects	Close blast 1
30-34	Any or all objects	Close blast 2
35-39	Any or all objects	Close blast 5
40 or higher	Any or all objects	Close blast 10

Your Arcana check +5 determines the Stealth DC of the invisible objects. A creature entering a square containing a tiny object gains a +5 bonus on its Perception check (including passive Perception) to notice that object. A creature entering a square containing a size Small or large object automatically detects that object.

Vitiate Binding

With clever wording and a bit of arcane trickery, you create a loophole in the binding ritual to which you have feigned submission. Little do your captors know that despite their magical compulsions, you will slip their grasp and steal away from this place to bring the fight to them again another day!

Level: 8
Category: Deception
Time: 10 minutes
Duration: 24 hours
Component Cost: 135 gp
Market Price: 680 gp
Key Skill: Arcana

You prepare an especially treacherous ritual that you can unleash at any time within the next 24 hours. Should you become subject to any binding ritual within that time, you can alter its wording and effects ever-so-subtly to create a loophole through which you can escape its influence.

At any time you are affected, influenced, or controlled by a binding ritual, you may choose to make a single saving throw. If you are successful, you are free from any and all of the ritual's effects, though you may choose not to make others aware of that fact. You gain a bonus to your saving throw based upon the result of your Arcana check.

If your saving throw fails, you are affected by the Binding ritual normally.

Arcana Check Result	Bonus to Saving Throw
19 or lower	+1
20-29	+2
30-39	+3
40 or higher	+5



Chapter 4

Divination Rituals

I can't tell you how many times I've avoided death by sheer luck or because I was able to see the knife in the dark an instant before it struck home. Now even though I've survived as long as I have by wits and skill, I've got more than my fair share of gray hairs earned from too many close calls. I'd probably be a lot less ornery if I could have had a little forewarning about the dozens of nasty dooms that nearly fell right on my head... well, probably not.

Anyway, if you have an ounce of sense rattling around in your skull, then you know that forewarned is forearmed. Unfortunately, the future is one elusive son of a whore, and making it hold still long enough for you to learn anything useful requires a bit of magic. That's where divination rituals come in handy. They can provide the magic necessary for you to learn all sorts of things that are going to happen, are happening, or have already happened; and if you can't find any use for information in any of those three categories, then you probably have a case of terminal stupid and should be put down before you figure out how to breed. Properly used, divination magic can tell you something as simple as when it's going to rain; and as well-hidden as whom the traitor in your ranks might be.

Let me give you an example of how useful even a minor divination ritual can be.

As you know, there have been a few hobgoblins over the centuries that have abandoned the proper ways of hobgoblins life and attached themselves to some fool cause like justice or mercy, or gods have pity,

adventuring. Often time these fools take leave of their senses due to the influence of the divine; usually, one of those ridiculous human gods with dominion over rainbows or kittens in need or some other mindless bloody concept that humans hold dear. Well, these traitors to their race and culture can cause a whole mess of trouble in the ranks if they're allowed to speak their gibberish to their fellow hobgoblins. Mind you, most of our race has the mental fortitude to withstand such heathen blathering, but there are always a few lackwits in every legion.

To keep our boys on the straight and narrow, as it were, years ago, I started using a minor divination ritual to ferret out any of my legionnaires with questionable allegiances. The ritual is called True Faith, and it's one that I demand any medic or priest in my legion know or have access to. Once a month, every legionnaire under my command must submit to the ritual, which does nothing more than display the symbol of the deity he worships, or at least most respects, right above his heart. Now, if the symbol that comes up belongs to a deity outside of our own illustrious pantheon, then said legionnaire gets a month vacation to be "gently" reminded what's proper for a hobgoblins and what isn't. If that reminder doesn't stick, well, the lucky legionnaire gets to join his new god in paradise to run through fields of flowers and live a limp-wristed life of carefree joy for all eternity... right after every one of my torturers gets a chance to try out any new "techniques" they've picked up since that last legionnaire found "enlightenment."

—Azagar

DIVINATION RITUALS BY LEVEL

Lvl	Ritual	Key Skill	Page
1	Aura Reading	Arcana	53
1	Meteorological Horoscope	Arcana or Nature	57
1	Perceive the Ties of Blood	Arcana	58
1	Remembrance of Wholeness	Arcana, Nature, or Religion	59
2	Astrological Inception	Arcana	52
2	Library of the Gods	Religion	55
2	True Faith	Religion	62
3	Eavesdrop	Arcana	55
3	Munzelmong's Meticulous Mensuration	Arcana	57
4	Birth Horoscope	Arcana	53
4	Cultural Insight	Arcana or Religion	54
4	Mesmerism	Arcana	56
5	Ancestral Insight	Arcana or Nature	52
6	Follow the Money	Arcana	55
6	Pierce the Veil	Arcana	58
6	Propitiation	Arcana, Nature, or Religion	58
8	Séance	Arcana or Religion	60
10	Eagle Eyes	Arcana	54
10	Spirit Walk	Nature	61
10	Will of the Masses	Arcana or Religion	62
12	Revelation	Religion	60
15	Consult Paradox	Arcana	53
16	Know Thine Enemy	Religion	55
24	Melding of the Minds	Arcana	55

Ancestral Insight

At the completion of the ritual, voices of your ancestors begin to converse within your mind, revealing previously unknown secrets about the subject of your inquiry.

Level: 5

Category: Divination

Time: 10 minutes

Duration: Special

Component Cost: 25 gp,
plus 1 healing surge

Market Price: 250 gp

Key Skill: Arcana

This ritual allows you to call upon the experiences of your ancestors and share their knowledge in order to temporarily improve your skill in a particular area. You expend one healing surge in doing so due to the trauma of having several voices active within your mind.

You gain the benefit of either the Skill Training feat (in a skill you are not currently trained in) or the Skill Focus feat (in a skill you are already trained in) for the duration of the ritual. The skill you want the feat to apply to must be specified at the time the ritual is cast.

The duration of the ritual is determined by the result of your Arcana check.

Arcana Check Result	Duration
9 or lower	5 minutes
10-19	10 minutes
20-29	30 minutes
30 or higher	1 hour

Astrological Inception

Gazing intently at diagrams of the heavenly bodies upon their courses through the sky, you discover that you can avoid ill fortune on your impending journey by delaying your departure for three days.

Level: 2

Category: Divination

Time: 30 minutes

Duration: 1 minute

Component Cost: 10 gp, plus
a focus worth at least 100 gp

Market Price: 100 gp

Key Skill: Arcana

You can determine a time when the alignment of the heavens will benefit the performance of an important task in a specified location. By beginning a specific activity at an astrologically determined inception, you can avoid bad luck or even ensure good luck on the task being performed. The task to benefit from this ritual and the location in which it will be performed must be chosen at the beginning of the ritual. If either the place or the task changes, the ritual must be re-cast to have any benefit.

Based on your Arcana check, you can avoid bad luck or gain a bonus to rolls involved in the named task provided it is performed at the specified time and place. These bonuses may apply to a single skill or ability check, a series of related rolls, or a single skill challenge depending on the task specified, but never to attack or damage rolls.



Arcana Check Result	Inception Time	Bonus
19 or lower	A specific day within the next week	Avoid bad luck (Re-roll all 1s and 2s on the d20)
20-29	One of two specific times in the next week	+2
30-39	One of three specific times within the next week	+4
40 or higher	One of four specific times within the next week	+6

Focus: A set of accurate star charts worth at least 100 gp.

Aura Reading

You shudder as you examine the stranger's aura. You sense dark vitality, as well as great arcane power and evil intent within his unimposing frame.

Level: 1
Category: Divination
Time: 10 minutes
Duration: 1 minute
Component Cost: 10 gp
Market Price: 50 gp
Key Skill: Arcana

You draw upon your arcane training to sense the auras of energy that surround all living things. These auras provide you with valuable information about each living creature whose aura you focus on for at least 1 full round while this ritual is in effect. The exact information gained is determined by your Arcana check. A higher check gains the listed information and benefits as well as all those listed for lower check results.

Arcana Check Result	Information Gained	Other Effects
19 or lower	Target's emotional state	+2 bonus to Insight checks you make on the target during the ritual's duration
20-29	Target's current hp loss, and the presence and type of any poison or disease present	+2 bonus to Heal checks you make on the target during the ritual's duration
30-39	Target's alignment	—
40 or higher	Target's power source and level	—

Birth Horoscope

Assuming you have his correct date of birth, the stars tell you that the duke should have an aggressive personality and a big ego, both of which he probably uses to cover up a lack of intellect.

Level: 4
Category: Divination
Time: 30 minutes
Duration: Instantaneous
Component Cost: 35 gp
Market Price: 175 gp
Key Skill: Arcana

You can use star charts in conjunction with knowledge of the time and place of an individual's birth to divine a wide variety of information about him or her. Unfortunately, there are several limitations to this information. If the time and place of the individual's birth are incorrect, then the information provided by a birth horoscope will be similarly inaccurate. Furthermore, while the heavens heavily influence most people, they do not rule any individual completely. The more detailed the information that a birth horoscope provides the more likely it is that a few of those details are not entirely accurate in spite of the influence of the celestial bodies.

The exact information provided by this ritual depends on your Arcana check. A higher check provides the listed result as well as the information gained for lower check results.

Arcana Check Result	Information Gained
9 or lower	Alignment and power source
10-19	Character class and profession
20-29	Ability scores and general personality traits
30-39	Character level, quirks, and some personality details
40 or higher	All game statistics and a detailed personality profile

Consult Paradox

You create a wrinkle in the tapestry of space and time and ask yourself a few questions about the dangers yet to come.

Level: 15
Category: Divination
Time: 10 minutes
Duration: 1 minute
Component Cost: 2,000 gp
Market Price: 5,000 gp
Key Skill: Arcana (no check)

You conjure an ethereal image of yourself from one hour in the future. Only you can converse with yourself. You reveal to yourself the details of the opponents in the next three encounters (as determined by the DM), their locations, and their strengths as long as they are within 50 squares of your location. If there are any traps within 20 squares of your location, you know their positions and their lethality. If you are in a dungeon, you can

map out a radius of the next 20 squares. Since you only have one minute with yourself, you know better than to waste each other's time with commentary and go straight to critical points of information. Your future self is no more skilled than you and cannot impart information you could not possibly know. Your future self cannot move from the location to which it was summoned and cannot be targeted by any attacks.

Because of the peculiarities of time and space, you are not contacted by yourself when the future becomes the present.



Cultural Insight

The nuances of the foreigners suddenly seem to you so intuitive. You find that you not only understand but can even predict their strange gestures, inflections, and humor. Everything about them suddenly becomes natural and familiar, and you greet them calmly and confidently.

Level: 4
Category: Divination
Time: 1 hour
Duration: 8 hours

Component Cost: 25 gp
Market Price: 150 gp
Key Skill: Arcana or Religion

When beginning this ritual, choose a specific group or culture that you wish to be its target. You or a subject you choose are granted a deeper understanding of those creatures or people that allows you to interact with them as naturally as if you were one of their own. As you finish the ritual, make an Arcana or Religion check. The result of your check determines the bonus you gain to skill checks, and to which skills, you make when interacting with members of the group you chose. You gain the bonus to skills to which a lower check result would grant bonuses as well.

Arcana or Religion Check Result	Skill Check Bonus	Skills to Which Bonus is Applied
19 or lower	Burst 2	Diplomacy, Insight
20-29	Burst 5	Streetwise
30-39	Burst 8	Bluff, Intimidate
40 or higher	Burst 12	History, Religion

Eagle Eyes

You close your eyes and utter familiar incantations. As you open your eyes, your vision stretches to the horizon. You perceive everything between you and that far off point. Even that which for others is a speck in the distance appears so close and clear to you that you can all but reach out and touch it.

Level: 10
Category: Divination
Time: 10 minutes
Duration: Instantaneous
Component Cost: 400 gp, plus one healing surge
Market Price: 1,000 gp
Key Skill: Arcana (no check)

Upon completing the ritual, you immediately glimpse everything between you and the farthest visible point from you in a direction of your choosing. From a good vantage point and with normal visibility, you may assume that you can see up to any point within a day's journey by foot. Because of the width of humanoid creatures' line of sight and the magical properties of this ritual, you may assume that you can see an area that is equally as wide as it is long. (In game terms, this means that the effective area is a blast with sides whose length is determined by how far you can see in the chosen direction.) Any number of factors such as obstacles, weather, and terrain may impede your vision and therefore limit what you can see.

In any case, you briefly get a magically enhanced view of everything between you and the farthest point you can see. You may make an immediate Perception check with a +10 bonus to notice anything that may lie in that area. Whatever you notice at that time may or may not still be there when you arrive at the point where you saw it.



Eavesdrop

You slump into the shadows at the corner of the senatorial meeting hall and pull your hood low over your eyes. Your keen ears begin to detect and filter every last sound around you. All rings clearly to you down to the faint whispers of the two traitorous senators plotting the usurpation of the Celestial Speaker's seat from the mezzanine above the senate floor.

Level: 3
Category: Divination
Time: 10 minutes
Duration: 10 minutes
Component Cost: 20 gp
Market Price: 125 gp
Key Skill: Arcana

Make an Arcana check. Use the result as a bonus to any Perception (Listen) checks you make against targets that are unaware of you while the ritual persists. Normally, a target is unaware of you if it cannot see or hear you; however, your DM may deem a target in a crowded inn or market square that can technically see and hear you as unaware of your presence.

Follow the Money

The enchanted coin leaves a glittering trail in your sight, marking places where it has rested with a shining residue only you can see.

Level: 6
Category: Divination
Time: 10 minutes
Duration: 24 hours
Component Cost: 70 gp
Market Price: 360 gp
Key Skill: Arcana

You enchant a single coin of at least one gold piece in value. For 24 hours you can see a glowing trail everywhere the coin has travelled and a magical mark everywhere it has rested, both visible only to you. You can tell at a glance if someone has handled the coin or if it has been kept somewhere. You can pick your marked coin from a pile of coins. You can also make an Arcana check and add the result to a single Streetwise check made to discern the flow of goods and services (legal or otherwise) through a town or city or a single Perception check made to track a creature bearing the coin.

Know Thine Enemy

On the eve of battle your force gathers around you. They bow their heads as you lead them in a prayer and ask the gods to grant you victory. The mystical forces with which you plead grant you insight into your enemies' every weakness, allowing you to regale your men with a sermon that not only inspires their courage, but also guides them in their plan of attack!

Level: 16
Category: Divination
Time: 8 hours
Duration: 8 hours or 1 encounter
Component Cost: 3,600 gp
Market Price: 9,000 gp
Key Skill: Religion

Use this ritual to prepare your party for an upcoming battle. As the ritual begins, choose a specific group of enemies you expect to encounter within the next day (for example, gnolls). As you pray to the gods, you are granted insight into your enemies' weaknesses, and you share these revelations with those who participate in the ritual with you through an inspired sermon. During any encounter within the next day with the specified type of group of enemies, you and up to five of your companions who participate in the ritual can call upon this inspiration to gain a number of benefits. You see the chinks in your opponents' armor, you find you can predict their every thrust and parry, and you move to thwart any advantage they try to seize upon before they can capitalize upon it.

This ritual grants you a certain number of combat-related bonuses against attacks from the chosen enemies. Upon completion of this ritual, make a Religion check. The result of your Religion check determines the bonuses you gain and what they affect. You gain all bonuses associated with your check result and all lower results.

Religion Check Result	Bonus	Bonus Applied to
19 or lower	+1	One defense other than AC
20-39	+2	Two defenses other than AC
40 or higher	+3	Saving throws against ongoing effects

Library of the Gods

Your thoughts scour one of the great libraries in domain of your god, a library greater than any in the mortal world.

Level: 2
Category: Divination
Time: 5 minutes
Duration: Instant
Component Cost: 25 gp
Market Price: 100 gp
Key Skill: Religion

You may make a single knowledge check, but use the result of your Religion check + 5 instead of the normal skill.

Melding of Minds

Grasping at your subject's face, your fingers slide intuitively about seeking the points where his conscience is nearest the surface, feeling out his thoughts. Though he struggles, he cannot resist your penetrating gaze. As you bore deeper into his mind, his struggling subsides, and soon you find yourself plumbing the depths of his brain as leisurely as if you were thumbing through the dusty tomes and scrolls scattered about your study.

Level: 24
Category: Divination
Time: 1 hour
Duration: Special
Component Cost: 21,000 gp, plus 5 healing surges
Market Price: 105,000 gp
Key Skill: Arcana

With this awesomely powerful (and excruciatingly intrusive) ritual, you can open the mind of a creature to your own to be read like a book. Because you must carefully and patiently probe your subject's thoughts, make careful arcane gestures and manipulate the subject physically to literally coax its thoughts to the surface of its mind where you can tap them, you must have a willing or helpless subject to perform this ritual. A creature that is unwilling to succumb to the ritual and who struggles will disrupt your ability to sustain your link with its mind. Attempting this ritual on a subject who is not helpless always fails within 1d6 x 10 minutes, ruins half the component cost, and wastes 2 of the caster's healing surges. Likewise, if the subject dies before the completion of the ritual, those components and healing surges are lost.

Upon completion of the ritual, you may freely access the creature's mind, knowing anything it knows or feels from its emotional state to its memories to information it knows to dreams it has had. You needn't know the creature's language, for in exploring its mind you discover information not in language but in thoughts. Your own mind translates those thoughts into information you can comprehend just as easily as the target can. However, there is a limit on the type of information you can learn with this ritual, and you must know what you are looking for as you carefully sift through the vast expanse of all that the target knows.

With this ritual, you can discover factual information (of information the target believes to be factual) of almost any sort. Simply framing a question in your mind allows you to sift through its thoughts and discover the answer (as your subject perceives it). This does not guarantee you will gain correct information, only information the subject believes to be correct. You may ask one such question of the subject and immediately know its answer each round that you are able to sustain the ritual. You cannot simply open the creature's mind and assume you know everything it knows and store it for later. Nor can you learn the creature's language, skills, feats, or powers (or any other such ability the subject possesses) with this ritual.

Upon completion of the ritual, make an Arcana check. Use the result of your Arcana skill check plus 10 as an attack roll vs. the creature's Will defense. If the result of your Arcana check equals or exceeds the subject's Will defense, the ritual is successful and you probe into its mind, gather whatever information you choose. If the modified result of the check is less than the subject's will defense score, you complete the ritual, expend the component costs and healing surges, but fail to probe its mind

and learn nothing from it. The result of your Arcana skill check without the +10 bonus also serves to determine how long you can sustain the link into the creature's mind. For each round of its duration, you learn one piece of information from the subject.

Unmodified Arcana Check Result	Duration
19 or lower	1 round
20-24	2 rounds
25-29	3 rounds
30-34	5 rounds
35-39	7 rounds
40 or higher	1 minute



Mesmerism

You swing the crystal back and forth, back and forth. The castellan's eyes flutter. Now he's ready to answer your questions.

Level: 4

Category: Divination

Time: 10 minutes

Duration: 10 minutes (see below)

Component Cost: 70 gp

Market Price: 175 gp

Key Skill: Arcana

You put a willing or helpless target into a light trance, the better to focus its mental energies and greatly increase its powers of recall. Most creatures simply don't have the mental discipline and awareness to utilize the full power of their memory and subconscious, but you assist the process by means of this ritual.



The target is under the trance for approximately 10 minutes. During this time, you may ask the target questions, which it answers truthfully and to the best of its ability. The exact quality of information you receive, however, depends on your Arcana check as determined below. You must make an Arcana check each time you ask a question. Although questioning the target might be simple and straightforward when fully cognizant, the trance requires you to phrase your questions slowly, and the target may have to think about the answer for a moment before responding. These factors limit the practical amount of questioning that can be done, but careful questioning can still be highly effective.

The information you can retrieve is limited by what the target has been personally exposed to. Questioning a peasant, for example, is unlikely to give you any insight into the affairs of a powerful wizard. You can, however, retrieve information that the target might not consider significant on a conscious level.

You may ask up to five questions when you cast this ritual. Depending on how well you roll, you might be able to ask further questions (if you desire to do so).

Arcana Check Result	Information Received
9 or lower	Vague or partial information (<i>"The Duchess wore a formal ensemble to the royal ball."</i>)
10-15	Basic information (<i>"The Duchess wore her new gown, the one the Duke gave her for her birthday."</i>)
16-20	Accurate information (<i>"The Duchess' gown was a gift from her husband. It's made of red silk and accented with ermine and gold thread."</i>) You may ask one follow-up question relevant to the answer (<i>"What patterns are embroidered on the gown?"</i>)
21-25	Insightful information (<i>"The Duchess wore the gown, the silver tiara, and a gold ring with an emerald. I don't know where she got the ring, but her husband didn't give it to her."</i>) You may ask one follow-up question relevant to the answer (<i>"How do you know that the Duke didn't give her the ring?"</i>)
26 or higher	Highly detailed information, including insights the target is not consciously aware of (<i>"I never saw the duchess wear that ring until Margrave Ballaki spent the night in the castle last summer. She always wears it when he comes to the castle."</i>) You may ask any one follow-up question that you'd like. (<i>"What can you tell me about the Margrave?"</i>)

Meteorological Horoscope

Pouring over your star charts, you discover that your hometown is going to experience a devastating flood within a fortnight due to the tidal influence of the moon.

Level: 1
Category: Divination
Time: 30 minutes
Duration: Instantaneous
Component Cost: 5 gp, plus a focus worth at least 100 gp
Market Price: 50 gp
Key Skill: Arcana or Nature

With access to charts showing the positions of the stars, moon, and planets at different times throughout the year, you can predict the weather and other natural events occurring in a specific time and place chosen at the beginning of the ritual.

The exact information provided by this ritual depends on your Arcana check. A higher check provides the listed result as well as the information gained for lower check results.

Arcana or Nature Check Result	Information Gained
9 or lower	The most prominent feature of the weather ("rain", "snow" or "hurricane")
10-19	Additional details about the weather (3 feet of snow in 7 hours)
20-29	Secondary features of the weather ("with light winds" or "plus fog")
30-39	Complete information as if described to you by someone who was present
40 or higher	Complete information on the weather and natural events as if you could experience it first hand

Focus: Performing this ritual requires a star chart worth at least 100 gp as a focus.

Munzelmong's Meticulous Mensuration

With a flash of insight, and to the shock of the grizzled merchant, you declare there are precisely 798 gold pieces in the sacks, not 850, and that there are 4.75 gallons of rum in the barrel, not 5.5.

Level: 3
Category: Divination
Time: 10 minutes
Duration: 15 minutes
Component Cost: 25 gp
Market Price: 125 gp
Key Skill: Arcana (no check)

For the duration of Munzelmong's Meticulous Mensuration, you are unerringly accurate in determining quantities of nearly anything at a glance. With a quick look, you can determine

how many constituents of a batch there are (coins in a hoard, pottery shards on a dungeon floor, etc.), or how much, in common units of volume or weight, of a liquid or solid is present in a particular container.

Perceive the Ties of Blood

A drop of blood is placed in a reflecting pool. Images of progenitors appear in the water as an unearthly voice whispers names.

Level: 1
Category: Divination
Time: 10 minutes
Duration: Instantaneous
Component Cost: 10 gp
Market Price: 50 gp
Key Skill: Arcana

You place a drop of a subject's blood into a pool of water. One after another, images of the subject's ancestors appear as if reflected on the surface of the water. With each image a voice can be heard to whisper the name of the person displayed. When you begin the ritual you may choose what language the voice will speak in, but it must be a language that you understand. The order in which the images are displayed starts with the subject's parents and continues backwards in generation. The number of generations the ritual displays is dependent on the result of your Arcana check.

Arcana Check Result	Generation
9 or lower	Parents
10-19	Grandparents
20-29	Great-grandparents
30-39	Burst 12
Each additional +10	One additional generation

This ritual may instead be used to confirm the blood relation of two subjects. At the casting of the ritual, a drop of each subject's blood must be placed into the pool of water. If the two subjects are related, their images will be displayed and a voice will whisper their relation. An Arcana check is not required for this use of the ritual.

The ritual's component cost represents salts, dusts, and solutions that are dissolved into a body of water. Once the ritual has begun, any object that pierces the surface of the water disrupts the ritual, ruining the results.

Pierce the Veil

Your eyes take on a magical keenness that pierces illusions and reveals false phantasms for what they really are.

Level: 6
Category: Divination
Time: 10 minutes
Duration: 8 hours
Component Cost: 75 gp
Market Price: 360 gp
Key Skill: Arcana

Pierce the Veil allows you to recognize effects as illusory and resist powers with the illusion key word. Further, at any point during the duration of the ritual you may make a single Wisdom vs. Will attack against an invisible creature within 20 squares as a minor action. You must be aware of the creature to make this attack, but you needn't pinpoint it exactly. If the creature is in range and the attack hits, the creature is no longer invisible to you. If it uses another power to become invisible, however, you cannot use this attack again.

Upon completing the ritual, make an Arcana check. The result of your Arcana check determines the bonus you gain when making Insight checks to recognize effects as illusory, your bonus to Will defense against powers with the illusion keyword, and your bonus to saves made to end illusory effects on you caused by powers with the Illusion keyword.

Arcana Check Result	Bonus to Insight Checks	Bonus to Will Defense	Bonus to Saving Throws
9 or lower	+1	+1	No bonus
10-19	+2	+1	+1
20-29	+3	+2	+1
30 or higher	+5	+3	+2

Propitiation

You contact nearby beings to ask what to do to earn their trust and avoid their malice.

Level: 6
Category: Divination
Time: 10 minutes
Duration: 10 minutes
Component Cost: 140 gp
Market Price: 360 gp
Key Skill: Arcana, Nature, or Religion (no check)

Originally developed to appease denizens of the wild, this ritual was found to be capable of contacting other types of beings by substituting components. Each time you perform this ritual, select and use only one type of components from the table below. That choice determines the origin of the beings you can contact at that time. When you perform this ritual, you can limit its scope to specific types if you wish. (You could choose to contact only fey humanoids instead of all fey or only natural magical beasts instead of all natural creatures.)

Components Used	Origin of Beings Contacted	Ruling Skill
Alchemical Reagents	Fey or elemental	Arcana
Rare Herbs	Natural	Nature
Sanctified Incense	Immortal or shadow	Religion
Residium	Any (including aberrant)	Arcana, Nature, or Religion (choose one)



Depending on the components you use, this ritual announces your presence to beings of the chosen type(s) anywhere in the nearby vicinity (within 100 squares of you), and tells them of your desire to learn what to do to serve their interests, while not severely damaging your own.

If there are no beings of the type you chose to contact within range, you learn that fact.

If there are such beings in range, but they are unwilling to be contacted in this manner, you learn that fact and nothing more. (If they resent or fear this kind of intrusivemagicalinterrogation, you would only be able to contact them by other means.)

If the beings you seek are willing to be contacted, images appear in your mind showing what those beings would like you to believe they want, including any special conditions or time limits. If you will, you may try to accomplish their desires. If you succeed, those beings' dispositions might improve (though obdurate ones could always remain spiteful).



Remembrance of Wholeness

You finish the final incantations and open your eyes. The crumbling ruins before you are again whole and teeming with life. You see every detail of the lives and culture of the ancient people that once thrived here.

Level: 1
Category: Divination
Time: 10 minutes
Duration: Special

Component Cost: 10 gp
Market Price: 50 gp
Key Skill: Arcana, Nature, or Religion

You can see all things around you as they once were. A castle in ruins is restored to the splendor of its prime; a forest ravaged by flames is lush and vibrant once again; shattered fragments of clay and stone are the masterfully worked sculpture an ancient artist

once created. All things are whole again in your sight, and you can see the creatures that dwelt there long ago, the trappings of their culture, their accoutrements, and anything else that lingered there when it was thriving.

This ritual only works in places that have been destroyed or fallen into disrepair, but works regardless of how much time has passed since the place was thriving. You see the area as it was when it was still thriving, and you see every detail of what was there at that time. You cannot hear as a result of Remembrance of Wholeness. The ritual does not impart the ability to understand what you are seeing, nor to interact with the things you see. If an ancient scroll you see is in an unknown text, you cannot read it, and if it is locked away in a bone scroll tube, you cannot get to it. The time at which you see things and in exactly what state they appear to you is determined by the fates that grant you the Remembrance of Wholeness, and throughout the duration of the ritual events continue unfold as they did at the time you see them. Creatures move around and go about their business as

they did long ago. As such, you may or may not glimpse certain individuals or things that were in the area when it was thriving, as they may simply have been absent at the particular time you see. (The DM's discretion will dictate exactly what you see.)

Upon completion of the ritual, make a skill check. If you seek to be granted remembrance of a man-made structure, make an Arcana check. For a holy site of or place of religious significance, make a Religion check. For an area of wilderness, make a Nature check. The result of the check determines how long your special sight persists.

Arcana, Nature, or Religion Check Result	Duration
9 or lower	1 minute
10-19	10 minutes
20-29	1 hour
30-39	8 hours
40 or higher	1 day

Revelation

You need just a bit of information, and you need it now! There is no time for an elaborate ritual: the preparation of countless reagents, a complex choreography of gestures, the arduous bargaining with fickle spirits. Your quarry is ahead of you, and you lose more ground with every wasted moment. You make a quick offering to the Fates in the hopes that their response to your urgent inquiry will be immediate.

Level: 12
Category: Divination
Time: Special
Duration: Instantaneous
Component Cost: 500 gp, plus special (see below)
Market Price: 2,600 gp
Key Skill: Religion

As you cast this ritual, make a Religion check. The result of the check determines how quickly an extraplanar force hears and answers your plea for knowledge. At the end of this casting time (the end of your turn in the round in which the casting ends), you immediately obtain your answer (if the resulting Arcana or History check is successful).

If your Religion check results in a time that is longer than you wish to wait, you can abandon the ritual. Unless your question is answered immediately (because your Religion check result is 40 or above), you lose only one round's worth of actions (that is all actions in the round in which you began the casting). Because you can immediately sense the lack of the mystic vibrations that indicate that an entity intends to answer your plea, you lose only that single round if you choose to abandon it. Further, you stop before expending all of the required components and save half the cost.

Because your plea is so urgent, and because you are calling upon whatever forces are willing to hear you, this ritual carries with it the inherent risk of drawing the attentions of a malignant entity. In addition, a sacrifice of vital energy (healing surges) is required for such a speedy answer. In all other respects, the ritual functions the same as the Consult Mystic Sages ritual (see 4E D&D *Player's Handbook*).

Religion Check Result	Time	Cost
19 or lower	5 minutes	2 healing surges
10-19	1 minute	3 healing surges
30-39	3 rounds	4 healing surges
40 or higher	1 round	5 healing surges

Seance

Holding hands with your companions in a circle you call upon the long dead spirit of the only man who knew the information you require to divulge his dark secrets.

Level: 8
Category: Divination
Time: 10 minutes
Duration: 10 minutes
Component Cost: 500 gp
Market Price: 680 gp
Key Skill: Arcana or Religion

You contact the dead spirit of an intelligent creature whose name is known to you, to ask questions and receive answers. At the DM's option the spirit may manifest as an apparition or simply communicate with the ritualists mentally. The spirit knows only what it knew in life and what it has experienced in the afterlife, though most spirits refuse to talk about the latter. Your familiarity with the target and the result of your Arcana or Religion check determines the number of questions the spirit will answer.

This ritual requires at least one assistant to aid the caster. Everyone participating in the ritual must join hands in a circle. Should this circle be broken at any point during the ritual, either by force or by one of the members breaking physical contact or leaving the circle, the ritual immediately ends.

Specific Spirit is...	Modifier
An immediate family member	+6
Your ancestor	+4
A friend	+2
An acquaintance	+0
Your enemy	-2
A complete stranger	-4



Arcana or Religion Check Result	Result
0 or lower	A hostile incorporeal undead of the same level as the party manifests and attacks the caster
1-9	An impostor spirit answers 1 question falsely
10-19	The named spirit answers 1 question
20-29	The named spirit answers 2 questions
30-39	The named spirit answers 3 questions
40 or higher	The named spirit answers 4 questions

At the DM's option, specific spirits may be impossible to contact, or may provide answers that are cryptic, incomplete or misleading. The DM may also choose to run the questioning of the spirit as a skill challenge using Diplomacy as the main skill.

Spirit Walk

You see the world before you become cloudy and indistinct as your soul leaves your body on a sojourn through the primal spirit world. Soon you can see a number of totemic animal spirits coming into view.

Level: 10
Category: Exploration
Time: 10 minutes
Duration: 10 minutes
Component Cost: 400 gp
Market Price: 1,000 gp
Key Skill: Nature

You sit in a meditative trance that transports your soul into the primal spirit world. You can still see and hear things in the plane your body is on, but you see things as though a thick fog and all sound and smells become less distinct (-5 to all Perception checks).

While in the spirit realm, one or more animal spirits appears to you as larger and more intelligent members of their species. You can seek out a spirit of the specific variety of animal of your choice and ask it a number of questions based on your Nature skill check. This roll is modified by any personal relationship you may have with related animals or animal spirits. At the DM's option you may be able to seek out a specific individual animal spirit whose name is known to you.

Each animal spirit is mainly knowledgeable about their spiritual and mundane animal brethren as well as their activities and anything happening within the borders of their natural habitat. This ritual conveys the ability to communicate freely with the spirit animal regardless of the caster's languages or ability to speak with animals.

While in the spirit world, you become vulnerable to attack by unfriendly animal spirits. In the spirit world you retain all of your normal statistics, but you cannot take any of your physical possessions with you, and must fight unarmed or flee from the spirit world and back into your body (thereby ending the ritual). Common animal spirits in the spirit world will have combat statistics equivalent to their mundane animal counterparts, though some may be far more powerful.

Animal Spirit is...	Modifier
Your personal totem	+6
Your tribal totem	+4
The same animal as your familiar or beast companion	+2
Not an animal from your home region	-2
The natural enemy of your familiar, beast companion, or totem	-4

Nature Check Result	Result
0 or lower	A hostile spirit of your level attacks you
1-9	An animal spirit answers no questions
10-19	The animal spirit answers 1 question
20-29	The animal spirit answers 2 questions
30-39	The animal spirit answers 3 questions
40 or higher	The animal spirit answers 4 questions

True Faith

The "priest of the sun god" serves a different master. He may have deceived the duke, but your divination reveals the truth to you.

Level: 2
Category: Divination
Time: 1 minute
Duration: 10 minutes
Component Cost: 25 gp
Market Price: 100 gp
Key Skill: Religion

This ritual allows you to make a Religion check against the target's Will defense. If you hit, you know what deity the target worships. The symbol of the target's deity appears over its heart as a faintly glowing outline visible to you and up to 8 allies you choose to include when casting this ritual. These allies can see what you see, but they cannot assist the caster in the Religion check to determine the target's loyalties. You may still need to make another Religion check to correctly identify the target's deity.

If you don't hit, you do not know what deity the creature worships. You see a murky gray blob of energy over the target's heart. However, if the target proclaims allegiance to a given deity or temple while the ritual is still in effect, you may make another Religion check against the target's Will defense each time it makes such a statement.



Will of the Masses

You tap into the collective hopes, dreams, and fears of your allies, learning just what you need to say to sway them to your side.

Level: 10
Category: Divination
Time: 1 hour
Duration: 24 hours
Component Cost: 400 gp
Market Price: 1,000 gp
Key Skill: Arcana or Religion

You reach into the collective spirit of a group of people and allow it to wash over you. You feel what they feel: their hopes, their fears, their morale, their will. Perhaps you are their leader and seek to sway their opinion of your latest decree; perhaps you are an emissary and need to know what moves them so you can more effectively plead with them; perhaps you are a wandering rake and seek to play on their fears so you can manipulate them.

Whatever the case, as you complete the ritual, choose either the Diplomacy or Bluff skill, and make an Arcana or Religion check. Your skill check represents how many individuals' feelings within the masses you tap into and how keenly you grasp the swirling ether that is their will. During the next day, you can apply a bonus to checks with the skill you chose and the Insight skill. You may use this bonus when dealing with a certain number of people based upon your skill check result. Consult the table for the bonus you gain and for how many individuals to whom you can apply your bonus.

Arcana or Religion Check Result	Bluff or Diplomacy Skill Bonus	Gain Bonus with a Number of Individuals Equal to...
19 or lower	+1	Half your level
20-29	+2	Your level
30-39	+3	Double your level
40 or higher	+4	Quadruple your level



Chapter 5

Exploration Rituals

You know, not everything fits into its own neat little category; some things just defy classification. This goes double for rituals. There're a whole slew of them that the wizards, priests, and other "learned" individuals just can't seem to nail down into a category of their own. So, in their esteemed wisdom, the world's eggheads and pen-jockeys decided to create a category of rituals that contains all the rituals that don't fit into the other eight categories. These generic rituals are called "exploration" rituals, which makes about as much sense as a goblin whore in a dwarven brothel, since half the bloody things have nothing to do with "exploration."

But don't let the name dissuade you; exploration rituals contain some of the most useful magic for the common grunt. Generally, all you need is a few coppers to rub together and enough sense to fill a halfling's codpiece to cast at least one or two exploration rituals. Now don't get me wrong, exploration rituals cover a lot of ground, and there's a wide margin of skill between a big showy ritual like Floating Castle and the glorified flea repellent that is Repel Vermin (although you're likely to get a lot more use out of the latter). Exploration rituals cover a lot of thematic ground as well; from exceedingly useful magic that lets you track down a wounded enemy by following the scent of his blood to ridiculous wizard-y nonsense that lets you open a small portal to the Elemental Chaos.

As you might guess, my favorite exploration rituals are those that can be learned and used by the common hobgoblin grunt on campaign, and there're a bunch of rituals that fit that bill. For instance, his Imperial Majesty once sent a legion I was commanding into the Darkspire Mountains to assault the dragonborn keep of Ithrax Drom. Well, the ascent to the fortress is a rough climb, and certainly not one that an entire legion in heavy kit could manage. So I decided to send a small squad of elite men to infiltrate the fortress and then open up the gates for us. Unfortunately, my best man with locks and traps – which the fortress was rumored to be filled with – was a great, fat son-of-a-whore named Gorbo the Grand.

Gorbo wasn't actually part of my legion; he was a specialist on loan from a local thieves' guild (at a considerable cost) for this particular mission. The problem was that Gorbo, although a gifted thief and lock-picker, was perhaps the fattest hobgoblin I have ever had the sorry luck to lay eyes on. He could barely lift his jiggling backside out of a chair, let alone up a steep mountains slope. But I needed to get his tubby arse up the mountain, and luckily we had a warlock with us at the time that knew a couple of very useful rituals. You know, I have to admit, I don't particularly mind warlocks when it comes to spellcasters; they know their place and most them understand that you have to sacrifice something to get

anywhere in the world. Anyway, this particular warlock knew a ritual called Easy Climb that would allow even ol' Gorbo to scale a summit like a mountain goat with sticky hooves.

Needless to say, the ritual allowed the rest of my little strike force to get Gorbo up the mountain and into Ithrax Drom without incident. That fat tub of lard proved that he was worth every penny, and sprung open the heavily warded and trapped gates without so much as a single dragonborn noticing. Well, we took the keep, which led to the eventual defeat and subjugation of the entire dragonborn empire, and I was given Ithrax Drom as a reward for a job well done. I don't use it much, though; I never could get that lizard-y stink out of the linens.

—Azagar

EXPLORATION RITUALS BY LEVEL

Lvl	Ritual	Key Skill	Page
1	Delver's Glimpse	Arcana	73
1	Dutch's Fastidiousness	Arcana	75
1	Easy Climb	Nature or Religion	76
1	Memetic Sending	Arcana	85
1	Message in a Bottle	Arcana	86
1	Repel Vermin	Nature	91
1	Reset	Arcana or Religion	91
1	Seeds of Plenty	Nature	92
1	Somnus	Arcana, Nature, or Religion	93
2	Deep Pockets	Arcana	73
2	Eternal Flame	Arcana	77
2	Scent of Blood	Nature	91
2	Trackless Passage	Nature	97
3	Animal Thief	Nature	68
3	Animal Tracker	Nature	68
3	Battlesigns	Arcana	69
3	Energy Enhancement	Arcana or Religion	77
3	Ferriandus' Peaceful Rest	Arcana	79
3	Light Step	Nature	83
3	Lighten Armor	Arcana	84
3	Nature's Voice	Nature	87
3	Permanent Passage	Arcana	89
3	Radiance Infusion	Religion	91
3	Unearth the Mortal Frame	Religion	97

Lvl	Ritual	Key Skill	Page
4	Ancient's Chant	Arcana or Religion	66
4	Burrow	Nature	70
4	Create Pit	Arcana or Nature	72
4	Fallnor's Balloon	Arcana	79
4	Hibernation	Nature	82
4	Many Little Feet	Arcana	84
4	Nature's Road	Nature	87
4	Phan Xu's Delivery	Arcana	89
4	Sentinel's Devotion	Nature or Religion	92
4	Stentor's Voice	Arcana	94
5	Aces High	Arcana or Religion	65
5	Animal Decoy	Arcana or Nature	66
5	Blood Sacrifice	Arcana	70
5	Circle of Ruin	Arcana	71
5	Defender's Devotion	Arcana or Religion	73
5	Easy Trail	Nature	76
5	Extraplanar Trader	Arcana	78
5	Melody of Comfort	Arcana	85
6	Animal Investiture	Nature	67
6	Automation	Arcana	69
6	Daredevil's Devotion	Arcana or Religion	72
6	Dog Scent	Nature	74
6	Evoke the Inner Strength	Religion	77
6	Gather Storm Clouds	Arcana or Nature	81
6	Gullible Song	Arcana	82
6	Leave no Trace	Nature	83
6	Prayer of Purity	Religion	90
6	Song of Striding and Springing	Arcana	93
6	Stolen Knowledge	Arcana	94
6	Tap Power Nexus	Arcana or Nature	96
7	Mystic's Devotion	Arcana or Religion	86
8	Attune Lodestone	Nature	68
8	Beacon	Arcana	70
8	Communicate with the Unintelligible	Arcana	71



EXPLORATION RITUALS BY LEVEL (CONTD.)

Lvl	Ritual	Key Skill	Page
8	Connecting Song	Arcana	71
8	Finish Surface	Arcana	80
8	Open Window (Air)	Arcana	87
8	Open Window (Fire)	Arcana	88
8	Open Window (Water)	Arcana	88
8	Phantom Explorer	Arcana	90
8	Song of Amplification	Arcana	93
8	Watchful Ally	Arcana, Nature, or Religion	98
9	Dowsing	Arcana	75
9	Natural State	Arcana or Nature	86
10	Darkvision	Arcana	73
10	Starr's Sanctuary of Serene Reflection	Arcana or Religion	93
11	Contingent Ritual	Arcana	72
11	Extradimensional Stables	Arcana	78
11	Find Followers	Arcana	80
12	Alter Terrain	Arcana or Nature	66
12	Manse	Arcana	84
12	Part the Waters	Nature	89
14	Fire Walk	Nature or Religion	80
14	Group Wildshape	Nature	82
14	Imbue With Ability	Arcana or Religion	82
14	Sea's Blessing	Arcana or Nature	92
16	Enchanted Slumber	Arcana	76
20	Earthquake	Nature	76
20	Overland Flight	Arcana	88
22	Storm of Insects	Nature	94
22	Tree of Life	Nature	97
22	Telltale Trail	Arcana or Religion	96
24	Mass Power	Arcana	85
25	Summon Storm	Nature	95
26	Dragonfriend Song	Arcana	75
26	Vital Link	Arcana or Religion	97
27	Floating Castle	Arcana	81

Aces High

The next step of your mission is critical, and you need all the advantages you can get. Your friend might have just what you require: an ace up his sleeve.

Level: 5

Category: Exploration

Time: 5 minutes

Duration: Until discharged

Component Cost: Special

Market Price: 250 gp

Key Skill: Arcana or Religion

This versatile ritual is performed before your next skill check or the next skill check of an ally. It involves an offering to a relevant deity in accord with a specific task about to be undertaken. The ceremony thus completed, the recipient gains a +1 to +5 bonus to the applicable check depending upon your Arcana or Religion check. If the recipient ever performs a skill check different from the one intended by the ritual in the meantime, he doesn't get any advantage, the bonus staying in check until he carries out the planned task.

As an example, a trap must be disabled. The party's cleric accomplishes the formal procedure, obtains a Religion check of 17, and simply touches the rogue upon completion. The rogue gains a +3 bonus to her Thievery check when she disables the trap.

Arcana or Religion Check Result	Bonus to Next Skill Check
9 or lower	+1
10-19	+2
20-29	+3
30-39	+4
40 or higher	+5

The ritual's components are the four aces of a common deck of cards, along with either a king or queen figure, depending if the recipient of the ceremonial is a man or a woman. In addition, objects or tools germane to the task at hand and worth no less than 25 gp are required. The cards and articles all fade away at the ritual's conclusion.

The following list, which is far from exhaustive, gives only some possible examples.

Skill	Task	Required Item(s)
Acrobatics	Move across a tightrope	Hemp or silk ropes
Arcana	Magical research	Blank spellbook
Bluff	Impersonate a soldier	Armor or shield
History	Research a battle	Weapon
Thievery	Open a lock	Set of thieves' tools

This ritual cannot be used to bolster the key skill of another ritual.

Alter Terrain

With a final word, the ground before you shapes and alters into the terrain envisioned in your mind. Surely your enemies will be corralled where you want them, or find it slow-going otherwise.

Level: 12
Category: Exploration
Time: 10 minutes
Duration: 8 hours
Component Cost: 1,000 gp
Market Price: 2,600 gp
Key Skill: Arcana or Nature

This ritual alters a contiguous area into one type of terrain (difficult, blocking, challenging, hindering, obscured, or cover) chosen by the caster. The caster is free to choose the specific terrain – uneven ground, shallow water, walls, impassable rubble, ice, deep mud, lava, pits, fog, smoke, piles of rubble, and so on – as long as it's appropriate to the specific environment in which the ritual is cast. An Arcana or Nature check determines the maximum number of contiguous squares of terrain you can alter. The first number shown below is the maximum squares of blocking, obscured, or cover terrain. The second number is the maximum squares of difficult, challenging, or hindering terrain.

Arcana or Nature Check Result	Maximum Number of Squares Altered
19 or lower	3/5
20-29	6/10
30-39	9/15
40 or higher	12/20

To complete this ritual, the caster must spend 10 minutes preparing components and casting the ritual. Then, at any time within 24 hours, the caster spends a minor action; this is when the contiguous area of terrain is chosen. The terrain immediately alters on the caster's minor action, and lasts for 8 hours or until the caster dismisses the ritual with another minor action.

Ancient's Chant

...neque porro quisquam est, qui dolorem ipsum quia dolor sit amet, consectetur, adipisci velit, sed quia non numquam eius modi tempora incidunt ut labore et dolore magnam aliquam quaerat voluptatem.

Level: 4
Category: Exploration
Time: Special
Duration: Until discharged
Component Cost: Special
Market Price: 150 gp
Key Skill: Arcana or Religion

When beginning the Ancient's Chant, name another ritual. By emptying your mind with this chant, you are able to focus upon casting the named ritual.

The casting time and cost of the Ancient's Chant varies, based upon the ritual you intend to cast next. The casting time is equal to that of the named ritual. The casting cost includes 35 gp worth of components, plus a number of healing surges

equal to half the level of the named ritual. Your allies cannot assist you by contributing healing surges (although they may assist you with your skill check).

Once you have determined the casting time and cost of this ritual, make an Arcana or Religion check. Use the result as a bonus to any skill check you make when casting the named ritual. You lose the benefit of Ancient's Chant if you do not cast the named ritual immediately afterwards, or if you are interrupted while casting the named ritual.

Animal Decoy

The raven perched on the wizard's staff launches itself at the ogre with an unspoken command, trying to scratch out the brute's eyes. The ogre is still brushing away black feathers from its face when the wizard's spell reduces it to ashes.

Level: 5
Category: Exploration
Time: 10 minutes
Duration: Special
Component Cost: 100 gp
Market Price: 250 gp
Key Skill: Arcana or Nature

You target a non-hostile Tiny animal, usually a raven, spider, or ferret. The animal must remain within 5 squares of you for the time necessary to perform the ritual. Once the ritual is complete, the animal always occupies the same square you do, staying with you until its service is discharged.

Once per encounter, you can command the Animal Decoy to distract one adjacent enemy during combat as a free action, providing you with a bonus to one Bluff check to gain combat advantage. Your Arcana or Nature check determines the benefits provided by the Animal Decoy and how long it remains with you.

Arcana Check Result	Bonus to Bluff Checks	Duration
19 or lower	+2 bonus to Bluff check roll to gain combat advantage	2 hours (1 encounter)
20-29	+2 bonus to Bluff check roll to gain combat advantage; Bluff check is now a minor action in combat instead of a standard action	4 hours (2 encounters)
30-39	+5 bonus to Bluff check roll to gain combat advantage; Bluff check is now a minor action in combat instead of a standard action	6 hours (3 encounters)
40 or higher	+5 bonus to Bluff check roll to gain combat advantage; Bluff check is now a free action in combat instead of a standard action	8 hours (4 encounters)



After the animal performs this service for you or the ritual's duration ends, your influence ends, and the animal reverts to its natural behavior. You can have only one Animal Decoy with you at any one time; any attempt to bind another Animal Decoy results in the subsequent ritual's failure (though ritual components will still be expended).

Animal Investiture

You have moved beyond taking the shape of beasts as your own to taking their very spirit in yours. Their strengths become yours, but only as long as you maintain their form.

Level: 6
Category: Exploration
Time: 10 minutes
Duration: Special
Prerequisite: Druid
Component Cost: 250 gp
Market Price: 680 gp
Key Skill: Nature

While using *wildshape* to take the form of an animal, you use this ritual to tie yourself even closer to that animal. This ritual allows you take on more animal traits of the animal, such as movement rates, though these abilities only last as long as you remain in this animal form.

There are five categories of animals that you may select from: aquatic, bird, burrowing, predator, or primal. You must *wildshape* into an appropriate animal before casting the ritual, and this ritual lasts as long as you maintain that *wildshape* form. This ritual ends as soon as you resume your humanoid form, use *wildshape* to change into a different animal form, or use an at-will, encounter, or daily power without the beast form keyword. If this ritual ends while you are in a dangerous environment, such as in mid-flight if you are using the bird version of this ritual, you suffer the effects of the environment normally.

The abilities granted by this ritual depend on your animal form and your Nature check result.

AQUATIC

Suitable Wildshape Forms: Alligator, turtle, fish, dolphin

Nature Check Result	Ability
19 or lower	Swim 2
20-39	Swim 4, low-light vision
40 or higher	Swim 6, Water Breathing as the ritual

BIRD

Suitable Wildshape Forms: Eagle, raven, crow

Nature Check Result	Ability
19 or lower	Take half damage from falls (this may be reduced further with the Acrobatics skill)
20-39	Fly 2
40 or higher	Fly 4

BURROWING

Suitable Wildshape Forms: Moles, badgers

Nature Check Result	Ability
19 or lower	Low-light vision
20-39	Burrow 2
40 or higher	Burrow 4, darkvision

PREDATOR

Suitable Wildshape Forms: Wolf, hunting cat

Nature Check Result	Ability
19 or lower	+1 power bonus to speed
20-39	Low-light vision, +5 power bonus to Perception checks to find tracks
40 or higher	+2 power bonus to speed

PRIMAL

Suitable Wildshape Forms: Primal beast

Nature Check Result	Ability
19 or lower	Low-light vision, +5 bonus to nature checks to forage
20-39	+5 bonus to Perception checks to find tracks
40 or higher	Darkvision

Animal Thief

Deliberately bumping into the rich mark, the rogue offered his most abject apologies. The rich merchant viewed him with a suspicious eye, but reassured by the presence of his money purse, he turned away without a word. The rogue smiled at the merchant's receding back: the rat he slipped onto the merchant's cloak climbed down to the money purse and proceeded to slip it off.

Level: 3
Category: Exploration
Time: 10 minutes
Duration: Special
Component Cost: 50 gp
Market Price: 150 gp
Key Skill: Nature

You target a non-hostile Tiny animal, usually a rat, weasel, or snake. The animal must remain within 5 squares of you for the time necessary to perform the ritual. Once the ritual is complete, the animal always occupies the same square you do, staying with you until the duration of the ritual ends.

Before making a Thievery check to pick at target's pocket, you can command the Animal Thief to provide you with a bonus to the roll. The Animal Thief can provide this bonus only once for the duration of the ritual. Your Nature check determines the bonus provided by the Animal Thief and how long it remains with you.

Nature Check Result	Bonus to Thievery Checks	Duration
19 or lower	+1	6 hours
20-29	+3	12 hours
30-39	+5	18 hours
40 or higher	+7	24 hours

After the animal performs this service for you or the ritual's duration ends, your influence ends, and the animal reverts to its natural behavior. You can have only one Animal Thief with you at any one time – any attempt to bind another Animal Thief results in the subsequent ritual's failure (though ritual components are still expended).

Animal Tracker

Unable to find the goblinoids' tracks, the ranger pulled a little mouse from one of her pouches. The mouse stood on its hind legs, sniffing the air. It turned east, then west, then east again. At last, it fell on all fours and started crawling in the direction of the rising sun. "They went east towards the mountains," the ranger announced.

Level: 3
Category: Exploration
Time: 10 minutes
Duration: Special
Component Cost: 50 gp
Market Price: 150 gp
Key Skill: Nature

You target a non-hostile Tiny animal, usually a hawk, falcon, or mouse. The animal must remain within 5 squares of you for the time necessary to perform the ritual. Once the ritual is complete, the animal always occupies the same square you do, staying with you until the ritual's duration ends.

Before making a Perception check roll to find tracks, you can command the Animal Tracker to provide you with a bonus to your roll. The Animal Tracker can provide this bonus only once for the duration of the ritual. Your Nature check determines the bonus provided by the Animal Tracker and how long it stays with you.

Nature Check Result	Bonus to Perception Checks	Duration
19 or lower	+1	6 hours
20-29	+3	12 hours
30-39	+5	18 hours
40 or higher	+7	24 hours

After the animal performs this service for you or the ritual's duration ends, your influence ends, and the animal reverts to its natural behavior. You can have only one Animal Tracker with you at any one time – any attempt to bind another Animal Tracker results in the subsequent ritual's failure (though ritual components are still expended).

Attune Lodestone

Through your mastery of the natural world, your lodestone can find nearly anything you will it to.

Level: 8
Category: Exploration
Time: 10 minutes
Duration: Special
Component Cost: 135 gp, plus a focus worth at least 50 gp
Market Price: 680 gp
Key Skill: Nature

Using your knowledge of the natural world, you can attune a lodestone to any single object or place in the world. Items or locations on other planes cannot be found with this ritual. You must have some knowledge of the object or place you wish to find and succeed on a Nature check to attune your lodestone to it. Once attuned, the lodestone points unerringly toward the object or place when set on the ground. The lodestone always finds the shortest path, even if that path is impassible.

Arcana Check Result	Distance
24 or lower	1 mile
25-29	5 miles
30-34	25 miles
35-39	50 miles
40 or higher	Anywhere in the world



Familiarity With Object/Place	Modifier to Nature Checks
You've been there or seen it	+5
You know great detail about it	+2
You've met someone who's seen it	+0
You've heard of it	-2
You only have hearsay to go on	-5

If the target of this ritual is not within your Nature check result, then the ritual fails. You get one half the component cost back, but the other half is spent on ruined materials. A druid who attempts this ritual gets back the whole cost if it fails, but he or she may not try again on the same target until after an extended rest.

Focus: In addition to the component cost, you need a metallic stone of at least 50 gp in value or a stone imbued by the Create Lodestone ritual (see pg. 25).



Automation

Like winding up a clock, you bend the flows of magic, and animate an object, allowing it to complete simple tasks unaided.

Level: 6
Category: Exploration
Time: 5 minutes
Duration: 30 minutes
Component Cost: 140 gp
Market Price: 360 gp
Key Skill: Arcana

By summoning your arcane power, you can animate a single object of no more than Medium size to perform a simple repeatable task (such as digging or sweeping). Upon completion of the ritual, the object needs precise instructions on what it is to do. These instructions must be a simple command (like “sweep”, “dig”, or “push”) and the amount of time you wish the object to perform the task. After the command is given, the item works until either its task is completed or the ritual’s duration ends. If required to use an Athletics or Endurance check, the item uses your Arcana modifier instead. This ritual must be performed on an appropriate object for the task to be done (you cannot animate a sword for digging or a rope for pushing).

Battlesigns

As the battle rages on, you feel a heightened connection to your comrades. With a slight gesture from the rogue, you know a sneak attack is coming to the ogre in front of you. A glint in the wizard’s eye tells you that an arcane explosion is imminent for the pack of gnolls. You decide it’s best to stay where you are and keep hacking at the unsuspecting brute in front of you.

Level: 3
Category: Exploration
Time: 10 minutes
Duration: 8 hours
Component Cost: 25 gp
Market Price: 125 gp
Key Skill: Arcana

This ritual heightens your awareness of the subtle body language of your allies. For the duration of the ritual, you and your allies can communicate simple tactical messages to each other with hand and body gestures. The only requirement is line of sight from sender to any other ritual participants, and the message is automatically understood. Each message must be a simple statement, conveying a single action you are going to perform or a single action you wish an ally (or allies) to make. All gestures are free actions. The number of gestures you can make in a single round is determined by your Arcana check. The benefits from this ritual apply only to simple tactical actions. Using subtle signals with social interactions and other situations are resolved normally.

Arcana Check Result	Signaled Actions/Round
9 or lower	1
10-29	2
30 or higher	3

This ritual affects you and up to five other willing participants. This ritual makes it difficult for other combatants to notice or understand the non-verbal gestures being made around them. Anyone not included in the ritual takes a -10 penalty to Perception checks to notice the gestures, and a -20 to Insight checks to understand them.

Beacon

That ruby crown has been bad luck ever since you stole it from Loxilliax's hoard. No matter what direction you travel, her goons seem to find you with ease. The wizard wants you to get rid of it, but that's just superstition; besides, it will fetch a good price in the Grey Market of Orr, and there's no way Loxilliax will know you're headed there!

Level: 8
Category: Exploration
Time: 1 hour
Duration: Special
Component Cost: 400 gp
Market Price: 680 gp
Key Skill: Arcana

You place a small, invisible beacon on an object that allows you to know the location of that object merely by concentrating on it. This act of concentration requires a standard action. The beacon can be detected by an Arcana check, which must beat the Arcana check of the ritual caster who placed the beacon. How much information you receive from the beacon, as well as its duration, is based on your Arcana check.

Arcana Check Result	Location of the Object	Duration
19 or lower	Direction only, i.e. North	24 hours
20-39	Direction and approximate distance, i.e. less than 25 miles to the North	1 week
40 or higher	Direction and exact distance	1 mnth

The beacon, once placed, can lay dormant indefinitely – a dormant beacon is almost impossible to detect, raising the DC to do so by 10. Once activated by a free action, the above durations take effect.

There is no limit to the distance over which you are able to activate a beacon, but it must be on the same plane as you or the beacon will give incorrect information.

Every time you concentrate on the beacon, anyone trained in Arcana near the object gets a free Arcana check to notice the beacon's magical signal.

You may not have more than one beacon at a time; if another beacon is cast, the original one fades away.

The Transfer Enchantment ritual may be used to move the beacon to a different object, while the Disenchant Magic Item ritual may be used to destroy only the beacon itself, leaving the other properties of the object intact. In both cases, the level of the beacon's ritual caster is used instead of the level of the magic object to determine if the ritual caster is able to affect it. For instance, a level 15 magic item with a beacon

on it cast by a level 8 ritual caster would be treated as a level 8 magic item for the purpose of the Disenchant Magic Item ritual being used solely to remove the beacon.

Blood Sacrifice

Chanting words of power, you plunge the silver knife downward, spattering the blood of your sacrifice across the candle-lit altar.

Level: 5
Category: Exploration
Time: 30 minutes
Duration: Special
Component Cost: 50 gp, plus a focus worth 500 gp
Market Price: 250 gp
Key Skill: Arcana or Religion

You sacrifice the lives of one or more helpless living beings to harness the power of their escaping vitae for your next ritual. If you begin another ritual (chosen before beginning the Blood Sacrifice) on the round after you complete the Blood Sacrifice, the skill check for the second ritual gains a bonus based on the number, character level, and intelligence of the sacrificed victims.

Sacrifice is...	Bonus to Associated Ritual
Below 3 Intelligence and size Tiny or smaller	None
Below 3 Intelligence and size Small or larger	+2 per sacrificed individual
Over 2 Intelligence and 2 or more levels lower than the caster	+2 per sacrificed individual
Over 2 Intelligence and within 1 level of the caster	+3 per sacrificed individual
Over 2 Intelligence and 2 or more levels higher than the caster	+4 per sacrificed individual

The sacrifices must be living creatures that are bound, drugged, unconscious, or otherwise unable to defend themselves. In order to successfully sacrifice a victim, the caster must spend a full-round action and succeed on a DC 20 Arcana or Religion check. A failed check means that the ritual sacrifice has been botched and the caster gains no benefit from that individual's death.

Focus: The focus for this ritual is a silvered sacrificial knife worth at least 500 gp.

Burrow

You tunnel through the earth like a giant badger.

Level: 4
Category: Exploration
Time: 10 minutes
Duration: 30 minutes
Component Cost: 35 gp
Market Price: 175 gp
Key Skill: Nature (no check)



You or an ally can burrow through soft earth and mud at half your normal speed or through packed earth or clay at a quarter of your normal speed (round down in both cases). You are unable to burrow through stone. As you burrow, the earth closes back in behind you so that other non-burrowing creatures cannot follow and no tunnel is left behind. The recipient of this ritual can end its effects as a free action.

Circle of Ruin

“Every wall falls with time my friend. This will just speed up the process to fit our schedule.”

Level: 5
Category: Exploration
Time: 10 minutes
Duration: Instantaneous
Component Cost: 75 gp, plus 1 healing surge
Market Price: 250 gp
Key Skill: Arcana

You draw a circle that incorporates mystic sigils into its design on a flat surface such as a wall, ceiling, or the side of a box. The area within the circle becomes old and brittle as if years had passed. Lower the DC to break through the object covered by the circle by a number based on the results of your Arcana check. The circle can be made large enough for a single Medium-sized creature to pass through.

Arcana Check Result	DC Modifier
19 or lower	-5
20-29	-10
40 or higher	-15

Communicate with the Unintelligible

It had three fat double-jointed arms with three pudgy digits each. These digits hummed continuously. The arms, as one might call them, were attached to a sickly yellow squat body that jiggled in rhythm with the humming digits. A single beautiful red gemstone was set within its belly, and this flashed various colors while a blue-fanged mouth atop its torso opened and closed, producing a gargling chitter. Never were you happier that you knew this ritual, and that the strange creature was merely trying to give you directions out of this place.

Level: 8
Category: Exploration
Time: 10 minutes
Duration: 24 hours
Component Cost: 500 gp
Market Price: 680 gp
Key Skill: Arcana

This ritual enables you to understand communications from a creature with an origin other than Natural, and who is not using a spoken language to communicate. For the ritual to be effective, you must have witnessed the method of communication in the last 24 hours. Such methods of communication include body language, simple vocalizations, instinctual understanding, or methods that defy classification.

If the result of your Arcana check is 35 or higher, you are able to dialogue with entities that know this method of communication, instead of just understanding them. You become able to actually use the actual method of communication only if it is physically possible; if it is not physically possible, you can still communicate by speaking a language you know. Your message will be mystically understood by the entity with which you are communicating. That said; most non-spoken languages will either be much simpler or much more complex than spoken ones. Therefore, the message you send might be simplified or seem fragmentary, even bizarre; and vice-versa. You might be unable to express certain advanced concepts or you may be faced with the perplexing task of sorting through a thousand new forms of expressing what you thought to be a simple emotion. However, the loss of some understanding is still far preferable to being shredded apart by a creature from another plane.

Connecting Song

The song infects each who hears it, entering their souls and binding each of them together.

Level: 8
Category: Exploration
Time: 10 minutes
Duration: Special
Prerequisite: Bard
Component Cost: 135 gp, plus a focus worth 680 gp
Key Skill: Arcana
Market Price: 680 gp

The ritual forges a telepathic link between you and every ally who hears the whole performance of the ritual. Make an Arcana check. The result determines the duration of the ritual's effects

Arcana Check Result	Duration
19 or lower	10 minutes
20-29	1 hour
30-39	8 hours
40 or higher	1 day

The subjects can communicate vocally or sub-vocally and each subject can “hear” every other. In addition, each subject is aware of the every other’s general condition and health.

Focus: A musical instrument you play as part of performing the ritual.

Contingent Ritual

A good mage is always prepared – even prepared to be caught off guard. Using an esoteric technique, the spellcaster goes through the entirety of his or her ritual casting, adding complex gestures and flourishes. And nothing happens. It is not a fluke. With a knowing smile, the spellcaster knows he can call upon the power of a ritual at any time, with but a few simple gestures. A good mage always prepares in advance, after all.

Level: 11
Category: Exploration
Time: Special
Duration: Special
Component Cost: Special
Market Price: 2,500 gp
Key Skill: Arcana

You pick a ritual that you are capable of casting, and begin to cast it as normal. Near the end of your casting, you alter the weave and flow of magic, building up a flow of mystic energy, but channeling it within yourself to hold until needed. Your casting time is doubled when storing a ritual in this manner, and the normal gp component cost for the ritual is 25% higher than normal, rounded up. For example, if a spellcaster wishes to use Contingent Ritual with the Animal Messenger ritual, the casting time becomes 20 minutes, rather than 10, and the component cost is 13 gold, instead of 10 gp.

Having channeled a Contingent ritual, the caster can later trigger the ritual with a standard action. For rituals that involve skill checks, the caster makes the skill check at the time the ritual is triggered, not at the casting of Contingent Ritual.

The limit to how many rituals can be held in Contingent Ritual is determined by an Arcana check performed before the first Contingent Ritual casting of the day. The check determines the total number that can be held in reserve for that day, and if the caster fails to meet the minimum DC for the check, he or she is unable to use Contingent Ritual that day. Further, the check also determines the highest level of ritual that can be held in reserve. Rituals higher than 20th level cannot be held with Contingent Ritual.

Arcana Check Result	Maximum Number of Rituals Held in Reserve	Highest Level of Ritual
19 or lower	1	5th
20-29	2	10th
30-39	3	15th
40 or higher	4	20th

Spellcasters typically use Contingent Ritual to prepare rituals they will need at some point during the day, based on their research into the situation at hand. For example, a ritual user who knows they will be traveling to a foreign country where the natives speak a language unfamiliar to the party may cast the Comprehend Languages ritual and place it in reserve. When the party encounters the natives for the first

time, the ritual user can use Comprehend Languages, as he has now “heard” the language, a requirement for the Comprehend Languages ritual.

Create Pit

You finish the final words of the incantation and point at the ground. Suddenly the flagstones rip apart at your feet.

Level: 4
Category: Exploration
Category: 30 minutes
Duration: Permanent
Component Cost: 35 gp, plus 1 healing surge
Market Price: 175 gp
Key Skill: Arcana or Nature

After casting this ritual an uncovered pit appears within 5 squares. The pit can appear in any solid, non-magical earthen or stone terrain. The pit is permanent until it collapses or is filled in, and you can fill the pit with water, spikes, or anything else once it is created.

The maximum depth and width of the pit created by this ritual is determined with an Arcana or Nature check.

Arcana or Nature Check Result	Maximum Pit Depth	Maximum Pit Width
9 or lower	10 feet	1 square
10-19	20 feet	2 squares
20-29	30 feet	2 squares
30-39	50 feet	4 squares
40 or higher	100 feet	6 squares

Daredevil's Devotion

You dive off of the rooftop, rolling and coming up in a crouch. Your dagger seems almost to pull you forward as you dodge to the side, weaving through lesser enemies to land a blow on their leader.

Level: 6
Category: Binding
Time: 1 hour
Duration: 12 hours
Component Cost: 30 gp
Market Price: 120 gp
Key Skill: Arcana or Religion (no check)

You practice your signature tricks and maneuvers, and attune yourself to any one weapon in your possession. For the duration of the ritual, as long as you are wielding that weapon, you gain a +2 bonus to any Acrobatics or Athletics checks to execute a stunt or move over terrain. This does not apply to checks to escape from grabs or restraints.

In addition, once per encounter, as a move action, you may shift as many squares as your move speed. You must end this movement in an attack made with the attuned weapon. For the rest of that encounter, you suffer a -1 penalty to speed.

Anyone else who attempts to use the weapon suffers a -1 penalty to speed.



You may only cast this ritual for yourself, and the weapon will be attuned only to you. You can end the effects of the ritual at any time. You may not be under the effects of more than one Daredevil's Devotion at once.

As you advance, you grow more practiced with your devotions, as well as more extravagant. At 16th level, the casting time for this ritual decreases to 30 minutes, while the cost increases to 120 gp and the bonus increases to +3. At 26th level, the time decreases to 10 minutes and the cost increases to 500 gp, while the bonus increases to +4.

Darkvision

As you finish the ritual, the flow of the Shadowfell enters your body and lights up your eyes with a violet hue.

Level: 10 **Component Cost:** 200 gp
Category: Exploration **Market Price:** 1,000 gp
Time: 10 minutes **Key Skill:** Arcana
Duration: Special

You draw upon the energies of the Shadowfell to enable you to see in the dark, where normal sight is otherwise useless. You gain darkvision. Your Arcana check determines how long the ritual lasts.

Arcana Check Result	Duration
19 or lower	4 hours
20-29	4 hours
30-39	8 hours
40 or higher	12 hours

Deep Pockets

The guard roughly went through your clothing and pockets. When he was all done, you had to suppress a smile, as he had missed the small dagger hidden deep.

Level: 2 **Component Cost:** 25 gp
Category: Exploration **Market Price:** 100 gp
Time: 10 minutes **Key Skill:** Arcana
Duration: 24 hours

A designated pocket gains extra depth and capacity. When a creature attempts to search or pickpocket you, its Perception DC is equal to your Arcana check. Items must be small enough to fit in the pocket normally, and the pocket can only contain a number of pounds of items determined by the result of your Arcana check. For the duration of the ritual, all items within the pocket weigh only 1 pound. It takes a minor action to draw an item out of the pocket.

Arcana Check Result	Pocket Capacity
19 or lower	3 lbs.
20-29	5 lbs.
30-39	10 lbs.
40 or higher	15 lbs.

Defender's Devotion

As you polish the suit of plate mail, you reflect on the many battles you've been through together. As long as your faith in the armor doesn't tarnish, neither will the metal.

Level: 5 **Component Cost:** 25 gp
Category: Exploration **Market Price:** 70 gp
Time: 1 hour **Key Skill:** Arcana or Religion
Duration: 12 hours (no check)

You meditate over, clean with mystic reagents, or otherwise attune yourself to any one suit of heavy armor or any one heavy shield in your possession. For the duration of the ritual, you gain a +1 bonus to one defense while wearing the armor or shield. This defense must be determined at the start of the ritual. Anyone else who attempts to wear the armor or shield instead suffers a -2 penalty to that defense.

You may only cast this ritual for yourself, and the armor or shield will be attuned only to you. You can end the effects of the ritual at any time. You may not be under the effects of more than one Defender's Devotion at once.

As you advance, you grow more practiced with your devotions, as well as more extravagant. At 15th level, the casting time for this ritual decreases to 30 minutes, while the cost increases to 100 gp and the bonus increases to +2. At 25th level, the time decreases to 10 minutes and the cost increases to 500 gp, while the bonus increases to +3.

Delver's Glimpse

The events of the day have taken a heavy toll on you and your companions. Now, standing before an ornate stone door, you wonder what lies beyond. Is it an escape from this wretched place, or does this door hide death for us all? You touch the door with the tip of your finger and a tiny, transparent circle appears, providing you with a glimpse of what waits for you on the other side.

Level: 1 **Component Cost:** 10 gp
Category: Exploration **Market Price:** 50 gp
Time: 10 minutes **Key Skill:** Arcana
Duration: Special



Once you complete the ritual, you are empowered with the ability to create tiny fields of invisibility with your touch. As a standard action, you can touch a solid, inanimate object (usually a door) and a circular area just beyond your fingertip becomes invisible, allowing you to peer through the object, and view what lies beyond. About the circumference of a gold piece, the area of invisibility extends through the object. Your Arcana check determines how many times you are able to use this ability before the ritual expires, as well as determining the depth of the invisibility through the object. This ability only works on non-magical, non-living, solid materials like wood, iron, or stone. Mostly used on doors, this ritual's effects can also be used on containers like chests and locked cabinets, but without a way to see into darkness, little information as to what is inside such objects is revealed. The area of invisibility provides only one-way perception. Creatures on the other side of the object do not notice the newly formed 'peephole.' The information revealed to the viewer through the invisible peephole is limited by its small circumference, the depth of the door or object, and the lighting conditions beyond.

Arcana Check Result	Depth of Invisibility	Charges
19 or lower	2 inches (simple wooden door)	2
20-29	4 inches (usual stone door)	4
30-39	6 inches (main door to dungeon complex)	6
40 or higher	12 inches (protected vault door)	8

The charges last until expended or until the caster takes an extended rest. The areas of invisibility last for 1 minute. If used on an invalid object, like a magically warded door, that particular casting fails but a charge is not expended. If the object is too thick to see through, a charge is still expended, and the caster can see through the object to the depth specified by the Arcana check.

Dog Scent

The rich earthy loam swirls around your nostrils, almost intoxicating. The anxious noblewoman's expensive perfume mixes with the earthy smell, the two scents dancing with each other as the small white dog she holds continues to bark. And then you take another whiff and smell what the dog smells – a dark odor underneath everything, something foul and unnatural.

Level: 6
Category: Exploration
Time: 10 minutes
Duration: 1 hour
Component Cost: 100 gp
Market Price: 250 gp
Key Skill: Nature

You draw upon your knowledge of the natural world, greatly increasing your own or an ally's sense of smell. This provides a bonus to Perception checks made to spot or search, as well as to find tracks. It may also provide information not immediately apparent, such as the lingering scent of a fragrant cigar that passed through the area or the smell of burning leaves some miles distant. Your sense of taste is also greatly enriched, revealing deep wells of flavor in even common rations and in rare wines an exquisite sensory pleasure.

Nature Check Result	Perception Bonus
19 or lower	+2
20-39	+4
40 or higher	+6



Because a dog's sense of smell is over a hundred thousand times as sensitive as a humanoid's, any creature not used to the increased stimuli while under the effect of this ritual is prone to being distracted. The comparison would be if someone blind all their life suddenly recovered their eyesight—wanting to look at everything would not be an unusual reaction. This is subject to the DM's judgment, but might include a slight penalty to social interactions as new smells reveal themselves and the creature involuntarily inhales deeply through its nose.

Casting this ritual after a failed Perception check allows another check to be made, as the circumstances have changed sufficiently.

Dowsing

Closing your eyes and reaching out towards the northeast, you can sense the energy pattern of gold hidden deep within the cliff face.

Level: 9
Category: Exploration
Time: 10 minutes
Duration: 5 minutes
Component Cost: 300 gp
Market Price: 800 gp
Key Skill: Arcana

Name a specific nonliving substance (for example, gold, wood, or oil) or energy type (for example, cold, fire, necrotic, or radiant). For the duration of the ritual's effect, you can detect the direction and distance to the nearest quantity of that substance or energy, so long as one lies within the ritual's range as determined by your Arcana check result.

Arcana Check Result	Range
9 or lower	5 squares
10-19	10 squares
20-29	30 squares
30-39	60 squares
40 or higher	100 squares

Dragonfriend Song

Placating the giant beast with notes that please him is the only way to get to him to see you as no threat.

Level: 26
Category: Exploration
Time: 10 minutes
Duration: 10 minutes
Prerequisite: Bard
Component Cost: 45,000 gp, plus a focus worth 12,500 gp
Market Price: 285,000 gp
Key Skill: Arcana

The ritual offers affinity to a specific color variety of dragon. Make an Arcana check and choose amongst the following variety of dragons: black, blue, green, red, or white.

Dragon Color	Keyword
Black	Acid
Blue	Lightning
Green	Poison
Red	Fire
White	Cold

Your Arcana check determines the effects of the ritual for you and each ally who hears the entire performance of your ritual.

Arcana Check Result	Benefit
19 or lower	Gain a +2 power bonus to Diplomacy and Bluff checks against the specific color of dragon
20-29	Gain +1 power bonus to all defenses and resist 5 against all attacks with the keyword corresponding to your color choice
30-39	Gain a +3 power bonus to Diplomacy and Bluff checks against the specific color of dragon
40 or higher	Gain +3 power bonus to all defenses and resist 10 against all attacks with the keyword corresponding to your color choice

You gain all abilities associated with your Arcana check and all lower results. The bonuses remain for the duration of the ritual.

In addition and at the GM's discretion, if this song is played in the presence of the specific dragon color the caster chose, and it is not inherently hostile because of previous events, it will not attack the caster or his allies. Unless it is attacked, it will instead listen attentively while the ritual is being performed. For the purposes of making Stealth checks, the dragon is considered distracted while the song is being played.

Focus: A musical instrument you play as part of performing the ritual.

Dutch's Fastidiousness

"There is nothing worse than having to face your enemies while dirty or unkempt."

Level: 1
Category: Exploration
Time: 10 minutes
Duration: 30 minutes
Component Cost: 5 gp
Market Price: 50 gp
Key Skill: Arcana (no check)

This ritual summons up mystical forces of pure energy that are obsessive about cleaning. You can direct these energies to remove dirt, wash away stains, dust, scrub, and cleanse. The energy has little physical presence, so cannot actually move anything heavier than a pound.

It takes the magical forces 5 minutes to clean an area that is 5 feet by 5 feet (including objects and people therein). Once cast, the ritual lasts as long as you concentrate on the cleaning tasks at hand.

Earthquake

The earth heaves and buckles in response to your urgings, tearing down a section of the castle wall as if it were a house of cards.

Level: 20
Category: Exploration
Time: 1 hour
Duration: Instantaneous
Prerequisite: Druid

Component Cost: 5,000 gp
Market Price: 25,000 gp
Key Skill: Nature

This ritual causes a powerful earthquake in a limited area, knocking down buildings and throwing people off their feet. The affected area is an area 5 burst that must be within your line of sight. The effect of the ritual depends on your Nature check result.

Nature Check Result	Effect
19 or lower	Weak wood buildings and temporary structures are destroyed
20-39	Wood buildings are destroyed and Medium or smaller creatures are knocked prone
40 or higher	Stone buildings are destroyed and Huge or smaller creatures are knocked prone

Easy Climb

You say a quick prayer, and then start the climb up the cliff to the keep above.

Level: 1
Category: Exploration
Time: 10 minutes
Duration: Special

Component Cost: 10 gp
Market Price: 50 gp
Key Skill: Nature or Religion

This ritual lets you designate up to five ritual participants, including yourself, who are then able to find a purchase on the steepest walls, receiving a +10 bonus to Athletics checks made to climb. The duration of this ritual is based on your Nature or Religion check.

Arcana Check Result	Duration
9 or lower	3 rounds
10-14	5 rounds
15-19	1 minute
20-24	3 minutes
25-29	5 minutes
30 or higher	10 minutes

Easy Trail

As you say the final words, the brambles part and open a path.

Level: 6
Category: Exploration
Time: 10 minutes
Duration: Special

Component Cost: 75 gp
Market Price: 360 gp
Key Skill: Nature or Religion

This ritual clears a trail through difficult terrain, moving brush out of the way, smoothing broken ground, or raising a path through a swamp. The maximum width and length of the area cleared and the length of time it remains cleared is based on your Nature or Religion check.

Nature or Religion Check Result	Maximum Width x Length	Duration
10-19	1 square x 10 squares	1 minute
20-29	2 square x 20 squares	5 minutes
30-39	3 square x 30 squares	10 minutes
40 or higher	4 square x 40 squares	30 minutes

The cleared area may be dismissed as a minor action. Anyone attempting to find your tracks across this area suffers a -5 penalty to their Perception check.

Enchanted Slumber

Breathing deeply, the dragon sleeps atop a mound of coins, jewels and armor. You approach the beast and its horde without fear, walking in the open. Its slumber is enchanted, the result of a ritual your wizard friend cast. It would take the mountain coming down on the creature for it to awake. You hope.

Level: 16
Category: Exploration
Time: 30 minutes
Duration: Special

Component Cost: 3,600 gp, plus 2 healing surges
Market Price: 9,000 gp
Key Skill: Arcana



When you perform this ritual you cause a creature of your choice to fall into a deep slumber. Although you need not know or have ever seen the subject, when performing the ritual you must describe your intended target with enough clarity that the ritual unequivocally knows which creature you're talking about.

If your description is insufficient to determine a specific creature, the ritual fails and no components are expended. If your statement describes a target other than the one you intended, the ritual still functions and the components are expended. You only know if the ritual was successful, not if it affected your intended target.

Your Arcana check is used as an attack roll against the target's Will defense, success indicating the creature falls asleep for a number of hours as determined on the chart below. If you fail to beat the target's Will defense, the ritual fails and the components are expended. Your Arcana check also determines the ritual's range. If no creature within range matches your description at the time of casting, the ritual fails and no components are expended.

Arcana Check Result	Range	Duration of Sleep
19 or lower	1 mile	2 hours
20-29	5 miles	4 hours
30-39	20 miles	8 hours
40 or higher	100 miles	12 hours

Sufficiently powerful warding magic, such as Magic Circle, can block Enchanted Slumber. Only damage can revive the sleeper. Loud noises and rough handling are insufficient to break the ritual's effect. The sleep is restorative, and grants the creature the benefits of an extended rest if it sleeps for at least six hours.

Energy Enhancement

You temporarily imbue a weapon with magical energy.

Level: 3
Category: Exploration
Time: 10 minutes
Duration: Special
Component Cost: 35 gp
Market Price: 175 gp
Key Skill: Arcana or Religion

You enchant one or more weapons so that the damage they deal is of a specific energy type. Each time you use this ritual, you determine the type of energy damage the affected weapon or weapons deal. If you used the Arcana skill you can choose from acid, cold, fire, lightning, or thunder. If you used Religion, you can choose from fire, necrotic, or radiant. Attacks with the weapon gain the keyword associated with the damage type. For example, if you enchant a weapon to deal fire damage, attacks made with it gain the fire keyword.

The ritual lasts for a number of encounters determined by your Arcana or Religion check. You can divide the duration between up to three weapons (depending on your Arcana check), but each weapon must last for at least one encounter.

Arcana or Religion Check Result	Duration
19 or lower	1 encounter
20-39	2 encounters
40 or higher	3 encounters

Eternal Flame

You throw the last vial into the bonfire. Alchemical reagents explode in the heat, sizzling and crackling as the flames change from red orange to bright blue.

Level: 2
Category: Exploration
Time: 10 minutes
Duration: Permanent
Component Cost: 30 gp
Market Price: 160 gp
Key Skill: Arcana (no check)

You enchant a furnace or cooking fire so that it never runs out of fuel. You begin the ritual by building a mundane fire inside a ring of runes drawn in chalk. Alchemical reagents are added to the flame in stages, causing violent reactions. The completed ritual creates an oddly colored flame that continues burning long after it has exhausted its supply of fuel. The fire smolders like a pile of hot coals unless someone utters a command word to change the intensity of the blaze. Command words are set at the time of casting. The most common command words are "bigger" and "smaller" spoken in Dwarven.

Evoke the Inner Strength

Radiant light from the cleric washes over you, invigorating your body. Infused with life-energy, your limbs tremble, and you feel limitless, untouchable. When the goblins round the corner, you stand in front of them and laugh as their spears tear into your flesh. You feel nothing but the protective ward of the ritual.

Level: 6
Category: Exploration
Time: 10 minutes
Duration: 30 minutes
Component Cost: 140 gp
Market Price: 360 gp
Key Skill: Religion

You draw upon the positive energies of the universe to imbue yourself or another creature with the ability to greatly increase your momentary surges of physical and psychic vigor. While in effect, this ritual allows temporary hit points you gain to stack with each other, up to a certain limit, depending on your Religion check.

Religion Check Result	Level of Power Gained
19 or lower	Ritual caster's Level + 5
20-29	Ritual caster's Level + 10
30-39	Ritual caster's Level + 20
40 or higher	Ritual caster's Level + 30

The ritual does not grant you temporary hit points, only the ability to benefit from multiple sources of such hit points. The temporary hit points disappear if you take a short or extended rest, but the ritual still remains in effect if its duration has not ended, allowing you to gain its benefits the next time you gain temporary hit points.

The ritual causes you to greatly exceed your normal limits. When the ritual ends, you lose all temporary hit points you have at the time. If you do not make a successful saving throw at the ritual's conclusion, you also become weakened until you reach your next milestone or you take an extended rest.

Extradimensional Stables

Chanting and making arcane gestures, you open a rift in time and space in which materializes a comely looking stable. Smiling over your shoulder, you tell your companions that they need not worry about the safety of their mounts and supplies while delving into the dungeon.

Level: 11
Category: Exploration
Time: 10 minutes
Duration: Special

Component Cost: 300 gp
Market Price: 1,000 gp
Key Skill: Arcana (no check)

You bend the fabric of space and time to create an extradimensional pocket that contains a set of stables large enough to accommodate up to six Large creatures, three Huge creatures, or one Gargantuan creature. From the inside of this extradimensional space, it looks just like any earthy stable; but from the outside, it is invisible unless the portal is open. The stable comes pre-stocked with straw bedding and grain for common domestic animals used as mounts (horses, mules, donkeys, etc.). The stable is staffed by an invisible servant (treat as an invisible 1st-level minion with no attacks, all 10's in ability scores, and +5 Nature) who cannot leave the extradimensional space of the stables. This servant will have the mounts rested, fed, and groomed within an hour's time.

The extra-dimensional stable is accessible by a stationary portal which can only be opened and closed by the caster. Provided that the caster closes the mounts in the stables before leaving, the stables provide a safe haven for the mounts of the caster and his allies. To get the mounts back, the caster need only return to the place the portal to the extradimensional stables was originally opened, and he can cause the portal to reappear at will. The extradimensional stables disappear after the mounts and all other living beings have been removed from them.



Extraplanar Trader

As you finish the ritual, a gigantic, crimson-skinned humanoid appears, flanked by pillars of flame. His voice booms out, "I believe we have a transaction to discuss."

Level: 5
Category: Exploration
Time: 1 hour
Duration: Special

Component Cost: 100 gp, plus 1 healing surge
Market Price: 250 gp
Key Skill: Arcana

You draw an extraplanar trader and businessman to your location for a deal. You may buy a wide selection of mundane items and any magic item of the specified level or lower from the trader (as determined by your DM). The trader will buy any magical or mundane item from you as well. The total amount the trader is willing to purchase and the maximum level of magic item for sale are determined by your Arcana check.

Arcana Check Result	Maximum Item Level	Maximum Purchase
19 or lower	Your level	Maximum item value
20-24	Your level + 1	1.5 times maximum item value
25-29	Your level + 2	Twice maximum item value
30 or higher	Your level + 3	Three times maximum item value



The trader is typically an efreet or other powerful extraplanar being, and arrives with bodyguards. A trader will not appear in a town or settlement, nor will it come if there are any obvious potential threats in the area. The trader will not fight for the summoner, take the summoner with it, or provide any other services except for buying and selling equipment. If attacked, the trader disappears back into the planes. Efforts to bind the trader with other magic or magically charm or compel it automatically fail.

An extraplanar trader does not always arrive immediately after the completion of the ritual; sometimes there is a wait of a few minutes to a few hours. If the summoner has recently performed this ritual, or has mistreated previous extraplanar traders, it is possible that no trader arrives at all. In such cases, the component cost is not expended.

Fallnor's Balloon

The crystal bead in your hand grows larger, forming a clear bubble that soon envelops you. As it grows bigger and bigger, you feel yourself lift off the ground. Soon you are looking down upon the ground upon which you just stood.

Level: 4 **Component Cost:** 50 gp
Category: Exploration **Market Price:** 175 gp
Time: 10 minutes **Key Skill:** Arcana
Duration: 24 hours

You create a translucent bubble that forms around you (a close burst) and anyone in close contact with you. The size of the bubble is under your control and the larger it is, the more lift it provides. The maximum amount of lift and the bubble's AC is determined by your Arcana check result.

Arcana Check Result	Maximum Load	Armor Class	Bubble Size
19 or lower	250 lbs.	10	Burst 1
20-29	500 lbs.	15	Burst 3
30-39	1,000 lbs.	20	Burst 5
40 or higher	2,000 lbs.	30	Burst 8

If successfully attacked, the bubble fails and the contents of the bubble fall from their current height. The bubble's pilot can make a saving throw modified by his or her Dexterity modifier to reduce the falling damage by one half. The pilot's saving throw applies to all occupants, who can then further reduce the falling damage if they are trained in Acrobatics.

The bubble does not provide any additional protection to its occupants, and they are considered to be immobilized. Occupants cannot make attacks from within the bubble without causing it to fail, but they can move in and out of it with a move action. A successful attack on the occupants is also a successful attack on the bubble.

The pilot can only control the upward and downward motion of the bubble, which is at the mercy of the winds for direction. The maximum rate of ascent and descent is 2 squares per round.

The bubble can float on and below water holding up to 2,000 pounds, regardless of Arcana check result. The AC determines the depth possible: 10 feet per point of AC. Air inside the bubble lasts for 10 hours divided by the number of Medium-sized creatures within the bubble. The movement of the bubble is at the mercy of prevailing currents in whatever medium it is traveling (air, water, etc.)

The ritual requires a clear gem that is consumed as the bubble is formed.

Ferriandus' Peaceful Rest

As you finish casting this ritual, a calm, soothing aura descends around you. Within these peaceful surroundings you have the chance for a good night's rest.

Level: 3 **Component Cost:** 25 gp
Category: Exploration **Market Price:** 125 gp
Time: 10 minutes **Key Skill:** Arcana
Duration: 8 hours

You create a zone of calm in an area burst 3 within 5 squares where you and your group can rest and refit. This calm supersedes almost any normal surroundings or situations. The ritual reduces loud noises, dims bright lights, sweetens noxious odors, and moderates normal temperatures to a maximum of 20 degrees. Magical effects or extreme temperatures are not affected. The quality of rest is so good it reduces the amount of time needed for an extended rest.

Extremely talented wizards can evoke such a peaceful rest that temporary hit points are gained at the end. Recipients of Ferriandus' Peaceful Rest must be in the zone for the whole extended rest to benefit from the temporary hit point bonus.

The zone does not prevent nor warn of the entrance of creatures into the zone.

The reduced extended rest time and possible temporary hit points are determined by you Arcana check.

Arcana Check Result	Reduced Rest Time	Temporary Hit Points
14 or lower	15 minutes	None
15-19	30 minutes	None
20-24	45 minutes	None
25-29	1 hour	1d4
30 or higher	1 1/2 hours	1d6

Find Followers

The time has come to gather those who believe in your cause. Old friends and new allies shall be united, and you will lead them to victory.

Level: 11
Category: Exploration
Time: 1 hour
Duration: Instantaneous
Component Cost: 720 gp
Market Price: 1,200 gp
Key Skill: Arcana

You send a telepathic message that is received by anybody who would consider themselves aligned with your cause and would view you as a better exemplar than themselves in its pursuit. The message itself can be as long as you want, and you can choose to exclude certain individuals from the call. Once the message has been received, the recipients know your current location and condition, along with your identity. If you specified an identity for yourself in your message ("Kervil, the Wall of Virtue!") that is the identity people learn. If you do not specify an identity, they learn the identity with which you are best associated.

The range of the sending is dictated by the result of your Arcana check.

Arcana Check Result	Maximum Distance of Message
9 or lower	10 miles
10-19	100 miles
20-29	500 miles
30-39	1,000 miles
40 or higher	Anywhere on the same plane

Finish Surface

The rough cavern before you begins to smooth out, taking on the appearance of finished walls, floor, and ceiling, as if master carpenters and masons have been working the area.

Level: 8
Category: Exploration
Time: 1 hour
Duration: Permanent
Component Cost: 135 gp
Market Price: 680 gp
Key Skill: Arcana

When this ritual is cast, the affected surface area of a natural cavern or tunnel, as determined by the caster's Arcana check result, is transformed into smooth, finished material of the same original type it was comprised off. This gives the area a more finished appearance and can be used for doing the finishing work on a roughly dug out tunnel or for quickly finishing the surfaces of an underground passage if necessary. The size of the opening in any direction cannot be extended by more than it would take to smooth out the surface so,

for example, a tunnel roughly 5 feet in diameter can be transformed into a finished 5 foot high by 5 foot wide passage, but cannot be transformed into a 5 foot wide by 10 foot high space.

Arcana Check Result	Affected Areas
19 or lower	100 square feet (four 1 square x 1 square areas)
20-29	200 square feet (four 1 square x 2 square areas)
30-39	400 square feet (four 2 square x 2 square areas)
40 or higher	800 square feet (four 2 square x 4 square areas)

Fire Walk

The priest intones in a grim voice "Fire walk with me," and you feel suddenly weaker. The priest motions you on; still nervous, you step out onto the molten lava, and feel your boot sink only slightly into its surface. Grinning, you set off across the glowing red pool—the devil Abraxus can't lose you that easily!

Level: 14
Category: Exploration
Time: 10 minutes
Duration: 1 hour per healing surge
Component Cost: 1,000 gp, plus 1 healing surge per participant
Market Price: 4,000 gp
Key Skill: Nature or Religion (no check)

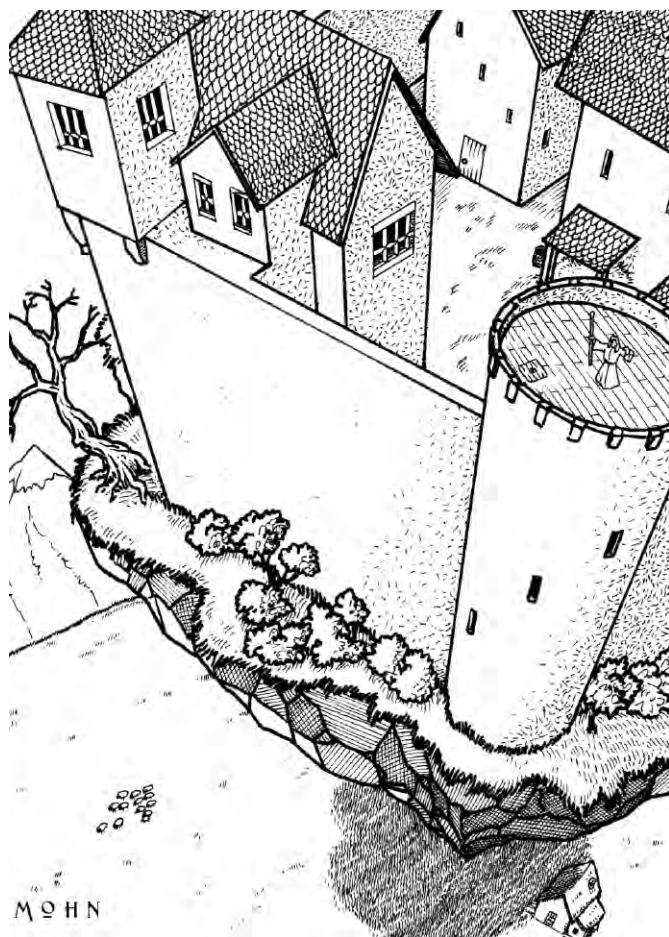
After tracing an obscure seven-pointed star on the ground and placing a candle at each point, chanting this ritual allows you and up to six others to walk on fire, ignoring all ill effects.

This ritual protects you and any willing creatures from being damaged by walking over lava or through flames. The participants are also protected from extreme heat up to the temperature of molten lava (around 2,200 degrees Fahrenheit). Your possessions are likewise protected from any damage that might come from being exposed to the extreme heat, though if an item is dropped into lava, the ritual does not extend to protect it.

This ritual only protects against ambient heat; there is no benefit against magical fire directed at any of the affected creatures, for instance.

The ritual's component cost is 1,000 gp, and in order to receive the benefit of it, a creature must stand in the star and spend at least one healing surge upon the ritual's completion. For each healing surge spent, the ritual will protect that creature for one hour.

After the appropriate amount of time, the ritual and all protections it grants end.



Floating Castle

Is it just your imagination, or – no, it's really happening. The keep shudders, and then pulls free of its moorings. Stone grinds against stone, and then your floating fortress soars into the sky.

Level: 27 **Component Cost:** 155,000 gp
Category: Exploration **Market Price:** 650,000 gp
Time: 2 hours **Key Skill:** Arcana
Duration: Permanent

You cause a building or complex of buildings and the ground on which they stand to rise into the air. If several buildings are to be affected, they must be surrounded by a wall or otherwise joined. The buildings must all fall into an area no larger than 30 squares by 30 squares and 100 feet (20 squares) in height.

The castle will float at a height which you command, either staying in one location or moving at a maximum overland speed of 12 squares. Your creation may be permanently floating, or capable of descending to earth.

When the ritual is cast, you must either specify who can magically command the structure to move, or create physical controls to be used for piloting. At the DM's discretion, your castle may also sail on the winds or be drawn by flying creatures.

Anyone within the affected building or buildings at the time of the ritual immediately becomes aware of what is happening. Those trained in the Arcana skill then have the opportunity to make an Arcana check of their own. If this beats the caster's Arcana Check Result, the ritual fails and no components are expended.

At the DM's discretion, there may be further restrictions on the size and movement of the castle, as well as the conditions for casting the ritual.

Gather Storm Clouds

You raise your hands to the sky to control the elements of the air. At your command, clouds gather and darken to an angry mass flickering with light and rumbling with thunder.

Level: 6 **Component Cost:** 25 gp
Category: Exploration **Market Price:** 360 gp
Time: 30 minutes **Key Skill:** Nature or Religion
Duration: Special

This ritual creates a mass of storm clouds above your head. Directly beneath these clouds is a 10-square-by-10-square zone that can be moved 5 squares by you with a move action. You must remain in the zone or the storm weakens. For each round that you are outside the zone, the duration and modifier decreases by one category. This ritual can only be used outdoors. Also, the roiling cloud mass is noticeable from a considerable distance unless the current weather hides the effects.

These clouds are charged with electrical energy that amplifies all attacks with the lightning or thunder keyword. The attacks can either be yours, your allies', or your enemies' attacks. Attacks with the lightning or thunder keyword receive a bonus to both attack and damage rolls. At least one square of the attack must be in the zone to be modified by this ritual.

Your Nature or Religion check result determines the duration and attack modifier as described below.

Nature or Religion Check Result	Affected Areas	Bonus to Attack and Damage Rolls
9 or lower	30 minutes	+1
10-19	1 hour	+2
20-29	2 hours	+3
30-39	4 hours	+4
40 or higher	8 hours	+5

Group Wildshape

Calling forth the primal urgings within all creatures, you change the forms of men to those of beasts, sharing the animal world with your allies.

Level: 14
Category: Exploration
Time: 10 minutes
Duration: Special
Prerequisite: Druid
Component Cost: 800 gp
Market Price: 4,200 gp
Key Skill: Nature

Invoking the power of the primal spirits, you grant your animal shape to your allies. This ritual may only be performed while you are using *wildshape* and can affect up to eight other ritual participants chosen by you. All targets of this ritual must be willing. When the ritual is complete, the targets change into the same *wildshape* form as your current form. While in that form they may be targeted by the Animal Investiture ritual (see pg. 67) appropriate to their *wildshape* form. While in *wildshape*, the targets of this ritual retain their abilities, skills, and feats but cannot use at-will, encounter, or daily powers. They may only make basic melee attacks.

The duration of the ritual depends on the Nature check result, though it ends immediately if you end your *wildshape* power or change to another *wildshape* form. Also, the targets may end the ritual as a free action.

Nature Check Result	Duration
19 or lower	4 hours
20-29	8 hours
30-39	12 hours
40 or higher	24 hours

Gullible Song

A well-placed hiccup and a bawdy song about the miller's daughter is all that's needed to beguile the simple.

Level: 6
Category: Exploration
Time: 10 minutes
Duration: 10 minutes
Prerequisite: Bard
Component Cost: 50 gp, plus a focus worth 360 gp
Market Price: 360 gp
Key Skill: Arcana

Your performance makes your audience susceptible to all charms and illusions. Make an Arcana check. The result determines the penalty to saving throws against ongoing with the charm or illusion keyword to every creature who can hear your performance other than you and your allies.

Arcana Check Result	Effect
19 or lower	-1 penalty
20-29	-2 penalty
30-39	-3 penalty
40 or higher	-4 penalty

Affected creatures also suffer a -5 penalty to Insight and Perception checks to detect disguises or illusions.

Focus: A musical instrument you play as part of performing the ritual.

Hibernation

Drawing on the primal energies of nature, you fall into a deep slumber, slowing your heart rate and breathing to the point that they are indistinguishable from death.

Level: 4
Category: Exploration
Time: 1 hour
Duration: Special
Prerequisite: Druid
Component Cost: 40 gp
Market Price: 200 gp
Key Skill: Nature

By entering a deep sleep, you can slow your consumption of air, food, and water immensely. The hibernating state allows you to make Perception checks as normal for being asleep. You can go without food or water for a number of days equal to your Nature check result, and you consume air at 1/100th the normal rate. This ritual affects you and up to four other ritual participants you designate.

Imbue with Ability

You and your allies draw close and join hands, each of you surrendering some of your strength and knowledge. As the ritual draws to a close, you each have gained valuable yet fleeting insight and power from one another.

Level: 14
Category: Exploration
Time: 10 minutes
Duration: 6 hours (special)
Component Cost: 500 gp, plus 2 healing surges per participant (see text)
Market Price: 4,500 gp
Key Skill: Arcana or Religion

This ritual must be performed by a minimum of two characters, but no more than five including you. The component cost for this ritual is 500 gp per participant, and each participant must spend two healing surges.

At the end of the ritual, each participant may choose a power from his or her own class (the action type and level of the power is dependent on the result of your skill check). The participant does not need to know the power, but it must be



one the character is capable of learning (multiclass characters can choose from either class). Each character then bestows the chosen power on another character who participated in the ritual. No character can have more than one power bestowed upon him or her in this manner.

Each player may use the power bestowed upon him or her only once, if the power is not used within the duration of the ritual, it is lost. When using a bestowed power, the character using the power must meet all prerequisites, requirements, or other restrictions.

Arcana or Religion Check Result	Level of Power Gained
29 or lower	Level 1 or Lower Encounter Power
30-34	Level 3 or Lower Encounter Power
35-39	Level 7 or Lower Encounter Power
40-44	Level 2 or Lower Utility or Daily Power*
45 or higher	Level 6 or lower Utility or Daily Power*

*You can voluntarily take a lower result.

Leave No Trace

You speak a word of power and the signs of your presence fade away. The campfire's ashes scatter to the winds, the holes left by tent pegs fill in with dirt, and all appears as it was prior to your visit. "Let's see those bandits track us now!" you say confidently.

Level: 6
Category: Exploration
Time: 10 minutes
Duration: Permanent
Component Cost: 100 gp
Market Price: 300 gp
Key Skill: Arcana

You draw upon arcane forces and attempt to erase all signs of your presence from the immediate area. The area of effect is based on the result of your Arcana check. Your Arcana check, with a +5 bonus, also sets the DC for Perception checks made to detect your presence.

Arcana Check Result	Area of Effect
9 or lower	Burst 10
10-19	Burst 25
20-29	Burst 100
30-39	1 square mile
40 or higher	5 square miles

This ritual does not interact directly with living or dead creatures. For example, if the ritual was performed on the site of a recent battle, spilled blood would disappear, broken twigs would be repaired, footprints and other obvious signs of battle would be erased, but a dead body would remain where it fell. It is important to note that this ritual attempts to restore an area to what it looked like prior to your presence and activity there, including the presence of up to ten others you may choose to include in the ritual when casting it. This means that performing the ritual on the site of a battle you did not participate in would not restore it to its pre-battle condition.

If the area of effect is given in miles, this indicates the number of miles that have 'forgotten' your presence. If you are currently being pursued, then whatever trails you may have left end abruptly. The ritual is not perfect, however. Those creatures pursuing you are still entitled to a Perception check.

A successful Perception check indicates that some small trace remains, unnoticed by you, which provides a sign of your presence and activities in the area. Only one Perception check can be made per creature.

Light Step

You run out across the ice, a step ahead of the cracks that follow in your wake.

Level: 3
Category: Exploration
Time: 10 minutes
Duration: Special
Component Cost: 25 gp
Market Price: 125 gp
Key Skill: Nature

This ritual allows you to designate up to five ritual participants, including yourself, and enables them to cross difficult terrain caused by deep snow, swamps, soft sand, and similar terrain with no reduction in movement. The duration of this enchantment is based on your Nature skill check.

Arcana Check Result	Duration
9 or lower	1 hour
10-19	6 hours
20-29	12 hours
30-39	18 hours
40 or higher	24 hours

Lighten Armor

The armor seems to shimmer as you lay your fingertips on it. You can feel it growing less burdensome.

Level: 3
Category: Exploration
Time: 1 hour
Duration: Permanent
Component Cost: 100 gp
Market Price: 250 gp
Key Skill: Arcana (no check)

Lighten Armor permanently reduces the weight of one suit of armor by 10 pounds, without altering its armor bonus, size, or appearance. It has no effect on armor weighing 10 pounds or less, and only one such ritual can ever be performed on a given suit of armor.

Manse

The door opens before you can knock, and inside the hallway, sconces burst into flame, lighting your way into the wizard's mansion.

Level: 12
Category: Exploration
Time: 1 hour
Duration: Permanent
Component Cost: 500 gp
Market Price: 2,600 gp
Key Skill: Arcana

You enchant your home, be it a town home, villa, keep, tower, tree house, or dungeon, to provide several conveniences, such as:

- Doors that open and close by themselves.
- Mundane locks.
- Fireplaces and hallway sconces that light themselves.
- Chairs, serving dishes, brooms, and other domestic items that move about by themselves.
- A harmless sensory effect such as a shower of sparks, trees made of glass, ceilings that mimic the sky above, faint music, etc.

Nothing that you create with this ritual can deal damage, serve as a weapon, or hinder another creature's actions in any arcane way. The size of the mansion affected by this ritual is roughly a burst defined by a number of squares equal to 25 + your Arcana skill check. The number of effects that your manse may exhibit is based on your Arcana check as well. While you are within your manse, you may direct these effects from anywhere inside your manse. Each direction of an effect takes a minor action.

Arcana Check Result	Number of Effects
9 or lower	1
10-14	2
15-19	3
20-24	4
25-29	5
30-34	8
35 or higher	12

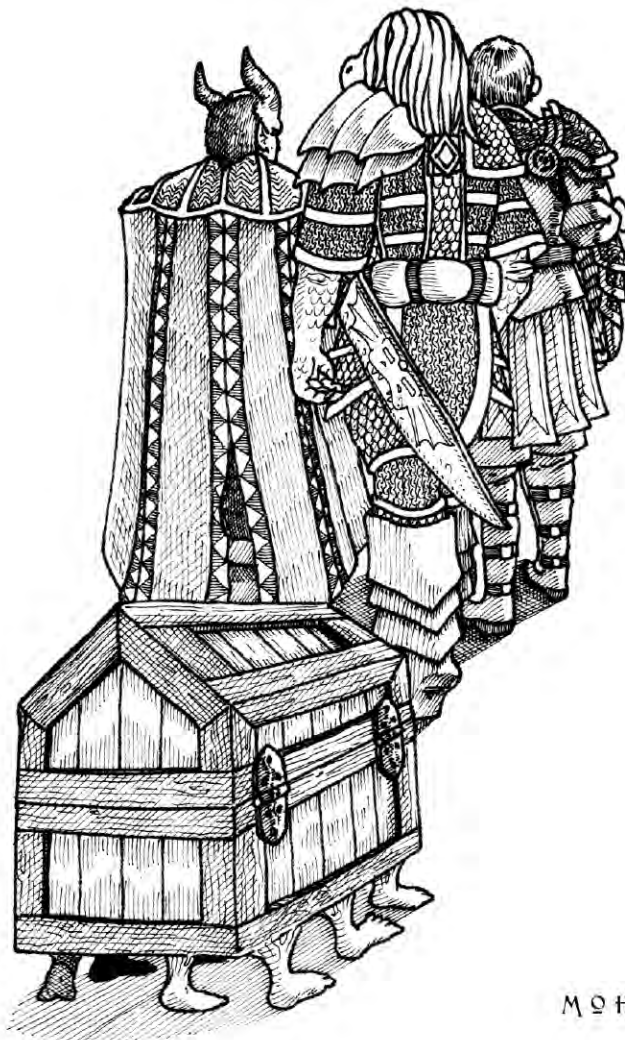
Many Little Feet

As you finish the ritual, the base of the statue sprouts many little feet. It wobbles awkwardly, but does not topple, and then follows you slowly out of the dungeon.

Level: 4
Category: Exploration
Time: 10 minutes
Duration: 24 hours
Component Cost: Special (see text)
Market Price: 680 gp
Key Skill: Arcana

This ritual allows you to create hundreds of little feet that appear from the base of the target object, like a chest, statue or even a boat. These feet allow the object to move at a speed of 4 squares per round (200 feet per minute and 2 miles per hour). The object follows you or someone you designate, at a distance you specify, up to a maximum of 10 squares. It can be given simple commands; for example, "travel north," and will follow them until the duration expires to the best of its ability.

Your Arcana check determines the maximum size of an object you can move. If the target object is larger than this maximum, you cannot move it and you lose half the component costs.



M O H N



Arcana Check Result	Maximum Size of Object	Component Cost (gp)
9 or lower	Small	125
10-19	Medium	300
20-29	Large	700
30-39	Huge	1,600
40 or higher	Gargantuan	5,000

If the target object is secured, or restrained, the Little Feet struggle in an attempt to dislodge themselves from their surroundings. The weight of the target object does not impact the speed of the feet. However, the surface that the object walks on must be able to support its weight. For example, a statue animated by the ritual may be too heavy to transport over a rope bridge. You may also have difficulties with clearance for the animated object; a tall obelisk will not fit through small doorways or through low tunnels.

Mass Power

Tapping into the magic that flows through all living beings, you augment the power and bring your allies into its flow.

Level: 24 **Component Cost:** 17,000 gp, plus 1 healing surge
Category: Exploration **Market Price:** 85,000 gp
Time: 30 minutes **Key Skill:** Arcana
Duration: Instantaneous

Choose one utility power you know. The range of that power becomes a close burst 5 that affects each ally within the burst. The utility power chosen must be one that can normally target an ally. The utility power to be augmented must be cast immediately after the ritual ends, within a certain time frame as determined by your Arcana check.

Arcana Check Result	Time Frame
9 or lower	1 round
10-19	2 rounds
20-29	4 rounds
30-39	1 minute
40 or higher	5 minutes

Melody of Comfort

You play a melody which evokes the richness of a king's salon and the intoxication of luxury.

Level: 5 **Component Cost:** 100 gp, plus a focus worth 300 gp
Category: Exploration **Market Price:** 300 gp
Time: 10 minutes **Key Skill:** Arcana (no check)
Duration: 8 hours
Prerequisite: Bard

For the ritual's duration, you and any ally who hears the whole performance of the ritual feels and believes as if he or she were in an opulent chamber filled with every comfort they can imagine. Food, drink, exotic scents and smokes fill the perceived space, as do opulent furnishings which offer the greatest comfort to any ally who reclines on them. The ritual provides food, shelter and rest in the wilderness, but it appears as if you are sleeping on the ground to anyone not affected by the ritual. You can dismiss the ritual with a minor action. Any attack immediately dismisses the ritual.

If you are an ally takes and extended rest within the duration of the ritual, the value of all healing surges spent until your next extended rest increase by +1.

Focus: A musical instrument you play as part of performing the ritual.

Memetic Sending

You tap a passer-by on the shoulder and speak your message. A blank look flickers across his face, and he goes on about his business. Within an hour everyone is talking about the strange designs that are appearing daubed on walls and sewn into clothing. Only you and your target know what they really mean.

Level: 1 **Component Cost:** 10 gp
Category: Exploration **Market Price:** 50 gp
Time: 5 minutes/1 hour **Key Skill:** Arcana
Duration: Special

This ritual allows you to seed an area with a meme – a catchy idea that expresses itself in every facet of society for a brief time. The meme appears as a design etched on goods, as doodles in the margins of books, graffiti on walls, as a topic of conversation... it is inescapable. The area covered is dependent upon your tier.

Tier	Coverage
Heroic	A town, or district of a larger city
Paragon	A city, or a portion of a larger country
Epic	A country

This ritual only takes effect in civilized areas such as villages and towns, since it depends upon the presence of thinking creatures to manifest and propagate. The actual casting of the ritual is brief (five minutes) but it takes a full hour for the effects to appear.

Apart from the ability to seed an idea across a wide area, this ritual also allows you to embed a message within the meme that can only be deciphered by a single person named by you during the casting. Upon first coming across the meme the target immediately and instinctively understands the message you embedded within it.

The complexity of the embedded message and the duration that the meme persists for is dependent upon your Arcana check.



Arcana Check Result	Duration	Complexity
19 or lower	1 hour	10 words
20-29	6 hours	20 words
30-39	24 hours	30 words
40 or higher	1 week	40 words

Memes may persist long beyond their original duration, depending on the whims of society. However, their forced ubiquity and magical message fade when the duration expires. After that they are just interesting designs or catchphrases.

Message in a Bottle

This cellar is vast, but you know exactly where to find the empty bottle about which your contact has spoken. When you uncork the mundane vessel, you find out a new meaning to the expression "message in a bottle."

Level: 1
Category: Exploration
Time: 1 minute
Duration: Special
Component Cost: 5 gp
Market Price: 25 gp
Key Skill: Arcana

You speak aloud a message of up to 25 words which is literally trapped inside an empty bottle for an indefinite period of time once you put its stopper back in place. The message is repeated precisely, but only once, as soon as the cork is removed or if the bottle's integrity is ever compromised (broken or smashed).

If the bottle is ever uncorked or destroyed while contained by an area subject to the Silence ritual or a similar effect, the message therein remains in suspension in the air for as long as the Silence ritual lasts. When the ritual or effect provoking the stillness ends, the message can then be heard normally.

Mystic's Devotion

You focus your thoughts on the power swirling through the air, and draw some of it into your spear. When you open your eyes, the shaft sparkles with crackling lightning.

Level: 7
Category: Exploration
Time: 1 hour
Duration: 12 hours
Component Cost: 45 gp
Market Price: 150 gp
Key Skill: Arcana or Religion (no check)

You attune yourself to any one weapon in your possession, and infuse it with elemental power. Choose one of the following damage types: acid, cold, fire, lightning, necrotic, radiant, poison, psychic, or thunder. For the duration of the ritual, you may take a -2 penalty attack and damage rolls to any martial attack power or basic attack in order to deal that type of damage rather than normal damage. In addition, any critical hit dealt with the weapon deals ongoing 5 of that type of damage.

Anyone else who attempts to use the weapon suffers a -3 penalty to attack rolls. Any other type of elemental damage that you would deal with other items or powers instead becomes the type chosen for the ritual.

You may only cast this ritual for yourself, and the weapon will be attuned only to you. You can end the effects of the ritual at any time. You may not be under the effects of more than one Mystic's Devotion at once.

As you advance, you grow more practiced with your devotions, as well as more extravagant. At 17th level, the casting time for this ritual decreases to 30 minutes, while the cost increases to 175 gp and the penalty to attack rolls and damage rolls is reduced to -1. At 27th level, the time decreases to 10 minutes, the cost increases to 750 gp, and you gain resist 5 to the chosen type of damage while wielding the attuned weapon.

Natural State

After casting this ritual, the infamous blighted plain is no longer quite so blighted.

Level: 9
Category: Exploration
Time: 1 hour
Duration: Instantaneous (see below)
Component Cost: 320 gp, plus 2 healing surges
Market Price: 840 gp
Key Skill: Arcana or Nature

This potent ritual causes fantastic or magical terrain to return to a more natural state, causing cave slime to vanish off walls and transforming blood rock into normal rock. Illusory walls are destroyed and land polluted or fouled by magic rejuvenated. This ritual may not affect certain magical or fantastic terrain at your DM's discretion. The ritual does not affect difficult, blocking, or hazardous terrain unless it is fantastic or magical in nature.

The effects of this ritual are instantaneous but not necessarily permanent. Therefore, while you could cause choke frost in an area to disappear, choke frost in surrounding areas may eventually fill in the gap.

The area affected by Natural State is determined by an Arcana or Nature check.

Arcana or Nature Check Result	Area Affected
19 or lower	Burst 2
20-29	Burst 4
30-39	Burst 8
40 or higher	Burst 12



Nature's Road

Branches recoil, brambles give way, and the slipperiest of rocks hold tight under this ritual. It is as if the natural world is assisting in your journey, removing all of its normal obstacles from your path.

Level: 4
Category: Exploration
Time: 10 minutes
Duration: 10 hours
Prerequisite: Druid
Component Cost: 50 gp
Market Price: 150 gp
Key Skill: Nature

This ritual removes many of the mundane complications of traveling through the wilderness, making such progress little more difficult than traveling on a road. Those affected by this ritual improve the multiplier for base overland speed due to naturally occurring difficult terrain. The amount of the improvement is based on your Nature check result.

Nature Check Result	Improvement
29 or lower	One category (1/2 speed to 3/4 speed, 3/4 speed to full speed)
30 or higher	Two categories (always full speed)

This ritual has no effect on movement in combat. This ritual affects you and up to four other ritual participants you designate.

Nature's Voice

An emerald-green mist rises from the ground and begins to swirl before you as images of growling beasts, squawking birds, and chittering insects appear and disappear within it. One of these images coalesces in front of you as the mist expands, wraps around your throat, and dissipates.

Level: 3
Category: Exploration
Time: 10 minutes
Duration: Special
Component Cost: 25gp
Market Price: 125 gp
Key Skill: Nature

You tap into the essence of a creature from the natural world and confer its vocal characteristics to you and your allies. For the duration of the ritual, you and your allies are able to speak to each other using the same vocal characteristics of the animal chosen. You hear the growls, grunts, chirps, or clicks of the chosen animal coming from your allies, but you understand them as if they were speaking your native language. Anyone not included in the ritual only hears basic animal sounds and will not be able to understand what is being spoken. Even if a creature can understand the sounds from the base animal (like the base creature itself), it will still be unable to understand the communication between the ritual participants; it is a magical effect using the vocal characteristics, not duplicating a language.

The sounds created must still be audible to the recipients; this ritual does not grant extraordinary hearing to the participants. Within these parameters, you can use this new method of speaking just as you would your normal language; you can whisper, yell, or sing just like you could with normal speech. You can still use your usual, normal voice and normal languages as you wish, even mixing them just as easily as you could mix words of any dialect you know within the same sentence. Your Nature check determines the duration of the ritual's effects.

Nature Check Result	Duration
19 or lower	4 hours
20-29	8 hours
30-39	12 hours
40 or higher	24 hours

This ritual affects you and up to five willing participants. This ritual does not prevent a creature from making an Insight check to try to determine what is being communicated through body language and tone of voice. This check can be made with a -20 penalty reflecting the complete inability to understand the language spoken.

Open Window (Air)

A small circular opening is torn in the fabric of reality. Fresh air begins to pour through in a pleasant breeze, out of place in this dark chamber deep underground. The collapsed ceiling is a setback, but not a fatal one, now – taking a deep breath of sweet air, you begin to dig.

Level: 8
Category: Exploration
Time: 10 minutes
Duration: Special
Component Cost: 200 gp
Market Price: 680 gp
Key Skill: Arcana

You rip a small hole in the fabric of reality, opening a window to an airy realm in the Elemental Chaos. This tiny hole is much too small to move through, though it does allow the passage of breathable air as though aboveground on a normal day.

Your Arcana check determines the maximum duration of the effect.

Arcana Check Result	Duration
14 or lower	1 hour
15-19	2 hours
20-24	4 hours
25-29	8 hours
30 or higher	24 hours

You can choose to close the window at any time, provided you are within sight of it. This requires a minor action.

When the window closes, any remaining air is sucked through the opening.

While the opening is too small for you to travel through, it may attract creatures from the Elemental Chaos. The longer the window is open, the greater the likelihood a creature from the Elemental Chaos may investigate.

Open Window (Fire)

Your words tear a jagged rip in the fabric of reality. Flames dance around the opening, their sudden heat licking the thick ice and shedding wavering orange shadows across the packed snow, but never crossing over. You huddle around this new source of warmth, grateful that, despite your treacherous guide's best intention, you will not freeze to death in the Ice Caves of Tch'Dol.

Level: 8
Category: Exploration
Time: 10 minutes
Duration: Special
Component Cost: 200 gp
Market Price: 680 gp
Key Skill: Arcana

You rip a small hole in the fabric of reality, opening a window to a fiery realm in the Elemental Chaos. This tiny hole is much too small to move through, though it does give off the amount of heat and light a strong fire would. The flames will not cross over the edge of the opening, though their heat could certainly melt snow and ice that is close enough to be affected by it. Because the source of heat is a window to another plane, it could be opened in situations where a normal fire could not exist, such as in heavy rain or under water.

Your Arcana check determines the maximum duration of the effect.

Arcana Check Result	Duration
14 or lower	1 hour
15-19	2 hours
20-24	4 hours
25-29	8 hours
30 or higher	24 hours

You can choose to close the window at any time, provided you are within sight of it. This requires a minor action.

When the window closes, any benefit of heat disappears.

While the opening is too small for you to travel through, it may attract creatures from the Elemental Chaos. The longer the window is open, the greater the likelihood a creature from the Elemental Chaos may investigate.

Open Window (Water)

Your words open a smooth oval hole in the fabric of reality. Fresh water immediately starts to pour out in a steady trickle, splashing on to the cracked desert earth. "It may not look like much," you explain to your companions. "But water is patient and powerful – if there are Bloodworm Tunnels beneath our feet, this should flood them out."

Level: 8
Category: Exploration
Time: 10 minutes
Duration: Special
Component Cost: 200 gp
Market Price: 680 gp
Key Skill: Arcana

You rip a small hole in the fabric of reality, opening a window a watery realm in the Elemental Chaos. This tiny hole is much too small to move through, though it does release a steady trickle of fresh water, enough to fill a bucket in about a minute if held underneath the opening. Continuous water may have an erosive effect on the ground, and if there is not a sufficient drainage system, it will begin to fill an enclosed chamber.

Water that enters particularly cold areas will freeze after leaving the opening, but the force of movement from the Elemental Chaos prevents the actual opening from being frozen shut.

Your Arcana check determines the maximum duration of the effect.

Arcana Check Result	Duration
14 or lower	1 hour
15-19	2 hours
20-24	4 hours
25-29	8 hours
30 or higher	24 hours

You can choose to close the window at any time, provided you are within sight of it. This requires a minor action.

When the window closes, the trickle stops immediately.

While the opening is too small for you to travel through, it may attract creatures from the Elemental Chaos. The longer the window is open, the greater the likelihood a creature from the Elemental Chaos may investigate.

OVERLAND FLIGHT

As you mutter the final words of the ritual, arcane winds from the Elemental Chaos sweep around you and your friends, imbuing you with the power of flight.

Level: 20
Category: Exploration
Time: 10 minutes
Duration: Special
Component Cost: 5,000 gp
Market Price: 25,000 gp
Key Skill: Arcana



When you perform this ritual, you can designate up to eight participants (including yourself if you wish) and grant them a fly speed of 12. Any creature affected by this ritual that uses an attack power cancels the ritual's effect on itself (and only itself), forcing it to descend safely towards the ground at the rate of 12 squares per round. Your Arcana check determines the duration of the ritual.

Arcana Check Result	Duration
19 or lower	2 hours
20-29	6 hours
30-39	12 hours
40 or higher	24 hours



Part the Waters

With a wave of your hands, the raging river before you opens like a seam, exposing the sodden river bed, and allowing the caravan to cross what was just a moment ago an impassable torrent.

Level: 12
Category: Exploration
Time: 10 minutes
Duration: Special
Component Cost: 1,000
Market Price: 3,200 gp
Key Skill: Nature

When you cast this ritual, you force water to part before you and expose the land beneath. The exposed ground is 2 squares wide and must extend in a straight line from a point no more

than 3 squares away from you. Your Nature check determines the volume of water you can affect, and the ritual's duration.

Nature Check Result	Depth/Distance	Duration
19 or lower	10 feet/10 squares	10 minutes
20-29	20 feet/20 squares	30 minutes
30-39	40 feet/40 squares	2 hours
40 or higher	80 feet/80 squares	4 hours

If the water is too deep for you to reach the bottom, the ritual fails and the components are expended. The ritual must also connect two areas of dry land for it to succeed. For example, if you try to part a lake 80 squares across, but only roll a 30 on your Arcana check the ritual fails and the components are expended. You do not create a dry path 60 squares into the lake that ends in a wall of water.

Flowing water, such as in a river is interrupted, but does not build up the way it would behind a dam. The water crosses the intervening space without moving through the affected area. Creatures and objects in the water or floating on it follow the same route.

The caster may end the ritual's effects as a minor action.

Permanent Passage

You lay an enchantment on a door which prevents it from being locked. The locking mechanism emits an awful grinding as it warps, becoming completely inoperable.

Level: 3
Category: Exploration
Time: 10 minutes
Duration: Permanent
Component Cost: 50 gp
Market Price: 150 gp
Key Skill: Arcana (no check)

You permanently disable the locking mechanism of a portal of some kind (any one which could be affected by Arcane Lock). The ritual frustrates any attempt to repair the lock or to equip the door with a new mechanism. Nothing short of removing the door and installing a new one, with a new locking mechanism, will bar passage through the portal.

Phan Xu's Delivery

The magic circle flashes blindingly for an instant, and the pile of treasure sinks through the stone floor as if it were insubstantial fluid. A distant chamber clatters with gold raining from the ceiling. A fortune awaits your return.

Level: 4
Category: Exploration
Time: 10 minutes
Duration: Until dismissed
Component Cost: 30 gp, plus 200 gp to prepare each chamber
Market Price: 175 gp
Key Skill: Arcana (no check)

You prepare a chamber by drawing a unique permanent magic circle on its ceiling using a specially prepared paint mixed with exotic dyes and powdered metals. The prepared chamber remains potent until the permanent magic circle is disrupted or removed. Multiple chambers, with their own unique design, may be prepared with each casting specifying a single destination.

In the future you may draw a 10-foot diameter circle with the specially prepared paint. Placing any non-living objects on the circle and completing the ritual results in them falling through the floor and out from the ceiling of the prepared chamber. The effect only lasts for a fraction of a round.

The temporary teleportation circle is burned in the process and must be recreated at a further cost of 30 gp for any future casting. Only inanimate objects may be teleported, although non-animate corpses are acceptable, and once sent, they cannot be retrieved again by means of this ritual. The destination chamber must be on the same plane as the sending circle and each chamber design must be unique. If more than one identical chamber exists, the items will not be delivered.

Care should be taken with any delicate items, as the fall and impact may damage them.

A prepared chamber should be kept from prying eyes as the design painted on its ceiling may be disrupted and recreated elsewhere. If an enterprising thief accomplishes this feat, any items sent will be delivered to the thief's chamber rather than the legitimate original. A good amount of booty may be lost before the scam is discovered; however, not all deliveries may be welcomed by the thief.

Phantom Explorer

You conjure a silent gray figure that resembles a typical adventurer. The figure moves ahead of you, testing the ground ahead of it with every step.

Level: 8 **Component Cost:** 250 gp
Category: Exploration **Market Price:** 680 gp
Time: 10 minutes **Key Skill:** Arcana
Duration: 8 hours

This ritual conjures a Medium-sized figure that resembles a typical human adventurer. The Phantom Explorer moves ahead of you setting off any traps, hazards, or ambushes that might be lying in wait. The Phantom Explorer weighs exactly 100 pounds and is treated as a living creature for any effect it is exposed to. The Phantom Explorer has no hit points and does not avoid any attacks directed against it. As soon as the Phantom Explorer takes any damage or suffers from any condition, it is destroyed, and the trap, hazard, or ambush is probably revealed for what it is.

You can cause the Phantom Explorer to move anywhere from 1 to 10 squares ahead of you, moving at a speed equal to your base land speed. You can direct it to manipulate any object that you have line of sight to, including opening a chest or pulling on a lever. It cannot fight and has no intelligence, and can only move or manipulate objects when commanded to do so by you. Directing a Phantom Explorer to take a particular course of action (even changing how far ahead it moves from you) requires a minor action.

A Phantom Explorer can be recognized for what it is with a successful Insight check with a DC equal to your Arcana check, meaning that some creatures may not be fooled by it

Prayer of Purity

The duke raises his glass of wine, "A toast to celebrate the day."

The eager look on his nephew's face confirms your suspicions that the duke's wine has been poisoned. You lay your hand upon the duke's arm, "But first my lord, if you will permit me, a brief prayer."

Level: 6 **Component Cost:** 150 gp
Category: Exploration **Market Price:** 360 gp
Time: 1 minute **Key Skill:** Religion
Duration: Instantaneous

You remove all traces of poison and impurities from food or drink laid before you. You must have line of sight to the food or drink you wish to purify with this ritual. You can affect enough food and drink to feed 12 Medium or Small creatures or six Large creatures. Your Religion check determines what types of toxins can be removed from the food or drink.

Religion Check Result	Toxins Removed
9 or lower	No effect
10-19	Poisons of level 5 or lower
20-29	Poisons of level 10 or lower or diseases of level 5 or lower
30-39	Poisons of level 15 or lower or diseases of level 10 or lower
40 or higher	Poisons of level 20 or lower or diseases of level 15 or lower

The ritual does not notify you in any way as to the presence or absence of poisons or diseases in the food or drink affected, nor does it nullify any harmful toxins added to the food or drink after the ritual is complete. The ritual does nothing to affect the taste or nourishment of the foodstuffs.



Radiance Infusion

You call upon divine power and infuse your holy symbol with radiant energy. The light springs forth, brighter than any torch and fortifies your efforts to combat darkness.

Level: 3
Category: Exploration
Time: 10 minutes
Duration: 24 hours
Component Cost: 25 gp
Market Price: 125 gp
Key Skill: Religion

You call upon divine forces to empower your holy symbol with radiant energy. Your holy symbol glows as brightly as a sunrod for the ritual's duration and extends light out to 20 squares. You may dismiss this light as a minor action and end the ritual before the duration expires. As long as this spell provides light, you can draw upon its power to extend the reach of some of your prayers. As a minor action, you may extend by 1 square the range of any at-will ranged prayers you know. Each time you use this ability the range of the light provided by this ritual is reduced by 4 squares.

Repel Vermin

The sheriff's men followed you into the swamp. The gnats and stinging flies drove them away. You sit amid the muck and mud, unaffected.

Level: 1
Category: Exploration
Time: 10 minutes
Duration: Special
Component Cost: 10 gp
Market Price: 50 gp
Key Skill: Nature

You create an invisible barrier around you and up to 8 other creatures that prevents insects from touching your skin. The length of the ritual is based on your Nature check.

Nature Check Result	Duration
9 or lower	6 hours
10-19	12 hours
20-29	24 hours
30-39	2 days
40 or higher	4 days

The ritual does not grant protection from the attacks of giant or monstrous insects.

The ritual also grants a +2 bonus to Endurance checks made in swamps or other areas with a significant number of biting and stinging insects.

Reset

You give of your own time and vital energy to refresh the duration of certain kinds of rituals, including those performed by others. Though childishly simple to perform; merely requiring that you keep up a long droning chant while extending your arms out from your shoulders, the fact that it takes four hours to complete makes it rather onerous. Only the certain knowledge that it allows you to keep other, more powerful, rituals going holds you to your long and dreary task.

Level: 1
Category: Exploration
Time: 4 hours
Duration: Instantaneous
Component Cost: 10 gp
Market Price: 20 gp
Key Skill: Arcana or Religion (no check)

This simple and cheap, but rather tedious ritual allows you to sustain certain other rituals by essentially causing their durations to begin again once you complete it. It even allows you to restart the duration of a ritual which you did not, or even could not (due to your level), perform. Indeed, this ritual is most often performed by apprentices and acolytes in order to sustain rituals originally brought into being by their more experienced elders, who usually have better things to do with their time and resources.

You may only restart rituals that affect or influence an area. You must be within the area affected by the ritual you seek to renew when performing the Reset ritual. The ritual you sustain continues to function in all ways as if performed by its originator. You can use this ritual repeatedly to sustain a ritual so long as its duration never actually elapses before you finish it. In theory this means you could sustain even very powerful rituals almost indefinitely.

Since it takes four hours to perform this ritual, it is typically used to restart rituals with relatively lengthy durations, most often an entire day. This permits a temple, wizard college, or similar institution to sustain rituals originally performed by their more powerful members without placing too high a burden on their daily schedule. All it requires is that one or more junior members give of their own time to sustain the ritual. As you might suspect, performing this ritual is a common punishment for students who displease their teachers.

Scent of Blood

The primal scent of blood screams out for your attention, drawing your senses like a magnet. Your prey cannot escape you now.

Level: 2
Category: Exploration
Time: 5 minutes
Duration: 1 hour
Component Cost: 25 gp
Market Price: 100 gp
Key Skill: Nature

Make a Nature check. Apply the result as a bonus to any Perception check you make to follow a creature's tracks so long as the creature is freshly wounded. For the purposes of this ritual, freshly wounded is defined as having lost hit points

in an encounter within the past four hours. If the creature regains hit points from any power with the healing keyword, this ritual can help you track it to the point where it was healed but no further.



Sea's Blessing

After completing this ritual, you and your companions are blessed with the ability to move and breathe beneath the water as if it were dry land.

Level: 14
Category: Exploration
Time: 10 minutes
Duration: Special
Component Cost: 800 gp
Market Price: 4,200 gp
Key Skill: Arcana or Nature

When you perform this ritual, you can designate up to eight individuals (including yourself) to share its benefits.

Creatures affected by this ritual can breathe and even talk underwater without impediment. The creatures gain the aquatic keyword and a swim speed equal to their land speed. They can even use powers or items with the fire keyword (though the power or item creates scalding hot steam instead of regular flames). The ritual also keeps all of your possessions dry, including porous objects like scrolls and tomes.

This ritual does not affect a creature's ability to breathe air or move on dry land.

Your Arcana or Nature check determines the duration of the effect.

Arcana or Nature Check Result	Duration
19 or lower	2 hours
20-29	4 hours
30-39	12 hours
40 or higher	24 hours

Seeds of Plenty

Within days of planting the specially prepared seeds, the desert began to bloom despite the complete lack of rain and the poor soil.

Level: 1
Category: Exploration
Time: 1 hour
Duration: Special
Prerequisite: Druid
Component Cost: 20 gp
Market Price: 150 gp
Key Skill: Nature

By suffusing seeds with primal energy, you enable them to grow regardless of the conditions they are planted in. Seeds enchanted by this ritual will grow for a number of weeks equal to the Nature check result regardless of the natural conditions they are planted in. The soil and environment must be suitable for plants to grow, so this ritual will not allow plants to grow in arctic areas, in stone, etc. Seeds of plenty will ignore droughts, poor soil, or limited sunlight but can be destroyed by the acts of animals, fire, locusts, etc. This ritual affects seeds sufficient to plant a number of squares equal to the Nature result check. Once enchanted, the seeds remain so until they are planted.

Sentinel's Devotion

From the top of the tall oak, you can see the land for miles around. You imprint the sight in your memory, until you can picture every last leaf and stone even with your eyes closed. Nothing will sneak up on you here.

Level: 4
Category: Exploration
Time: 1 hour
Duration: 12 hours
Component Cost: 20 gp
Market Price: 60 gp
Key Skill: Nature or Religion (no check)

You connect yourself to the spirits of the land, draw on a natural talent for attentiveness, or in some other way attune yourself to your surroundings. For the duration of the ritual, you gain a +2 bonus to both passive and active Perception checks to notice hostile or potentially hostile creatures.

You may only cast this ritual on yourself. The effects of multiple Sentinel's Devotions do not stack.



As you advance, you grow more practiced with your devotions, as well as more extravagant. At 14th level, the casting time for this ritual decreases to 30 minutes, while the cost increases to 80 gp, and the bonus increases to +3. At 24th level, the time decreases to 10 minutes, the cost increases to 300 gp, while the bonus increases to +4.

Somnus

You cover yourself with a shroud of arcane energies that ease your mind and soothe your body. While so affected, you are slow to react to danger, but you are able to recover faster than you would normally.

Level: 1 **Component Cost:** 10 gp
Category: Exploration **Market Price:** 50 gp
Time: 10 minutes **Key Skill:** Arcana, Nature, or
Duration: 4 hours (special) Religion (no check)

When you complete this ritual, you are overcome with a pleasant euphoria that helps you rest and recover. You need to spend 4 hours in this state to gain the benefits of a 6-hour extended rest. During this time you are drowsy and slow to react. You are considered dazed and suffer a -5 penalty on Perception checks. You can end the ritual at any time as a standard action. If the ritual ends before you complete 4 hours of rest, you gain no benefit from the ritual, but any time you spent resting still counts towards your total rest time.

Song of Amplification

The notes expand to fill the valley beneath you with a voice like a god.

Level: 8 **Component Cost:** 135 gp,
plus a focus worth 680 gp
Category: Exploration **Market Price:** 680 gp
Time: 10 minutes **Key Skill:** Arcana
Duration: 10 minutes
Prerequisite: Bard

The ritual allows any sound that you or one designated ally produces to be heard over great distances. Make an Arcana check. The result determines how far away the sound can be heard and the duration of the ritual.

Arcana Check Result	Effect and Duration
19 or lower	100 squares (or 500 ft.), 1 minute
20-29	1 mile, 5 minutes
30-39	2 miles, 10 minutes
40 or higher	5 miles, 1 hour

You or the designated ally may direct which sounds are amplified.

Focus: A musical instrument you play as part of performing the ritual.

Song of Striding and Springing

Like a fanfare at the front of a charge, playing this song gives spring to your allies' steps and swift passage to the slow.

Level: 6 **Component Cost:** 500 gp,
plus a focus worth 450 gp
Category: Exploration **Market Price:** 450 gp
Time: 10 minutes **Key Skill:** Arcana
Duration: 10 minutes
Prerequisite: Bard

The ritual allows you and any ally which hears your whole performance to feel more limber. Make an Arcana check. The result determines the effects upon your allies for the duration of the ritual according to the following table.

Arcana Check Result	Effect
19 or lower	+2 power bonus to Athletics (Jump) checks and Acrobatics checks
20-29	+1 power bonus to speed
30-39	+3 power bonus to Athletics (Jump) checks and Acrobatics checks
40 or higher	+2 power bonus to speed

You gain all abilities associated with your Arcana check result and all lower results.

Focus: A musical instrument you play as part of performing the ritual.

Starr's Sanctuary of Serene Reflection

A small building with a single door for admittance springs into existence before your eyes. On the door is a sign reading "available" in your native tongue.

Level: 10 **Component Cost:** 400 gp
Category: Exploration **Market Price:** 1,000 gp
Time: 10 minutes **Key Skill:** Arcana or Religion
Duration: 16 hours (no check)

This ritual creates a temporary structure intended to serve as a spiritual chapel for those religious characters who find themselves displaced from more traditional places of worship.

The structure created is 2 squares by 2 squares with a single door. There is a sign on the door that can be flipped to indicate if the chapel is "available" or "occupied." The sign is magical and cannot be removed from the door. The words appear in whatever primary language the reader is familiar with. For illiterate characters, the sign will display a pictogram indicating a "yes" or "no" for admittance.

Inside the chapel, which is dimly lit by a soft, magical glow, there is a small altar with a simple prayer rug lying on the ground before it. There are also several small candles, matches, a large loaf of warm bread, and a large basin of clean water. The materials inside (except for the candles and matches) are non-flammable. Although the ritual caster may enter and leave the sanctuary without restriction, other individuals may only enter and exit the sanctuary once per day. Up to four Medium-sized or one Large-sized creature may occupy the interior of the sanctuary.

The candles and matches are intended for religious purposes. The water can be used for religious purposes (it is holy water), for cleaning, or to satisfy one's thirst. The bread may also be used as part of a religious ceremony if desired, or simply consumed.

Other items may be left in the chapel for use by others who enter it. Any additional items left inside at the expiration of the ritual's duration appear on the ground where the sanctuary previously stood.

The walls of the sanctuary have a magical dampening effect on sound such that it is impossible to hear anything happening outside the sanctuary from the inside, with the reverse being true as well. The closed door is considered an iron door for purposes of breaking in, and the walls are considered to be hewn stone.

Stentor's Voice

Your voice rings out across the battlefield. Your troops on the other side of the valley, hearing your voice clearly, take heart and renew the fight.

Level: 4
Category: Exploration
Time: 10 minutes
Duration: 5 minutes
Component Cost: 35 gp
Market Price: 150 gp
Key Skill: Arcana

Your voice is clearly heard out to a great distance. Your Arcana check determines the distance that your voice carries.

Arcana Check Result	Distance
19 or lower	1 mile
20-29	2 miles
30-39	3 miles
40 or higher	4 miles

All creatures within range hear your voice with the same volume, as if you were standing only a few feet away from them. If you whisper, they hear your whisper. If you shout, they hear you shouting. They only hear your voice, however, not those of your companions or other ambient sounds. Your voice is not blocked by any material; your shouts and boasts at the entrance to the dungeon echo throughout every room.

You may choose to end the ritual as a minor action before the duration has expired.

Stolen Knowledge

As the sacrificial victim's life bleeds out of him, so his knowledge bleeds into you.

Level: 6
Category: Exploration
Time: 5 minutes
Duration: 24 hours
Component Cost: 150 gp, plus special (see below)
Market Price: 360 gp
Key Skill: Arcana (no check)

The casting of this ritual requires a designated sacrificial victim who must be present for the entire casting time. At the culmination of the ritual, you make a coup de grace attack against this victim. If you cannot make a coup de grace attack against the victim (such as if he is not helpless) you may make a melee basic attack instead. If the victim dies as a result, the ritual succeeds. A failed ritual still uses its normal value in components but grants no benefits.

Upon success, you gain one of the following benefits chosen at the completion of the ritual:

- The effects of one of the victim's feats.
- Skill training in one of the skills the victim was trained in.
- A single piece of knowledge – a word, a phrase, the answer to a single question – that the victim possessed.

The first two benefits last for only 24 hours before fading. For the duration of the ritual, the caster gains all the benefits of the feat or skill training as if he had selected it himself. Knowledge gained through the use of this ritual is permanent, although it may be forgotten normally.

Storm of Insects

Fields were eaten bare, forests turned to wastelands, and villages emptied at your command. All life collapsed in the face of the onslaught, an army of insects so vast the land was in constant twilight.

Level: 22
Category: Exploration
Time: 1 hour
Duration: Special
Prerequisite: Druid
Component Cost: 13,000 gp
Market Price: 65,000 gp
Key Skill: Nature

Calling up a horde of insects beyond counting, this ritual blankets the lands in locusts, weevils, beetles, and all manner of harmful insects. This ritual affects a 2 mile radius, within which, all normal plants are eaten within 8 hours and creatures with the plant keyword suffer ongoing 1 damage as long as they are in the affected area (no save). All creatures in the affected area suffer a -5 penalty to Perception checks and cannot regain healing surges. Any target more than 5 squares away is



considered to have concealment. The insects cannot be killed with normal attacks in any quantity sufficient to make a dent in their population.

The duration of the ritual depends on your Nature check result.

Nature Check Result	Duration
19 or lower	8 hours
20-29	12 hours
30-39	24 hours
40 or higher	3 days

Summon Storm

Ominous dark clouds gather above as you continue chanting the primitive ritual. The winds begin to pick up, howling in the growing darkness surrounding you, as tiny drops of rain patter lightly all around. Directing the whirling mass of clouds towards the thin line of smoke in the distance, you have a feeling those Cultists of the Flame are going to regret ever interfering with a defender of Nature.

Level: 25
Category: Exploration
Time: 1 hour
Duration: Special

Component Cost: 20,000 gp, plus at least 1 healing surge
Market Price: 150,000 gp
Key Skill: Nature

By channeling ancient nature spirits through your body, you exert your control over the very weather. Your Nature check determines the potency of the ritual. Once your result is determined, you can freely choose the severity of the storm you desire – just because you are entitled to make a tornado, for instance, does not mean you have to spend four healing surges and do so.

Nature Check Result	Strength and Cost	Duration
19 or lower	Heavy rain/ 1 healing surge	2 hours per level
20-29	Lightning storm/ 2 healing surges	1 hour per level
30-39	Torrential downpour/ 3 healing surges	30 minutes per level
40 or higher	Tornado/ 4 healing surges	1 hour

The storm initially appears around you, and then travels to wherever you direct it before taking its final form. It can be directed anywhere within your line of sight. Depending on the temperature, the type of precipitation may be sleet or snow.



This ritual will not create rain clouds indoors.

The potential effects of storms are up to the DM. Heavy rains may cause dirt to become mud, hindering movement and erasing tracks, for example, while a lightning storm may result in trees being struck and falling down. A torrential downpour might well lead to flash flooding, while a tornado would be an incredibly destructive force, leaving rubble, broken buildings, and widows in its wake.

The area affected by a storm can be no larger than a city, and may be as specific as a particular block. Once directed, you do not have any further control over how the storm behaves. It would be almost impossible to have a tornado affect only a specific part of a city, for example.

While this ritual is most often used to create severe storms, it could also be used to clear away such weather. If the current storm is the result of a creature having used this ritual, then the DC to break up the storm is the Nature check result of the first caster. If successful, the storm dissipates within 10 minutes.

Any creature that aids you with your Nature check must also spend a healing surge, as the ritual is extremely strenuous.

Tap Power Nexus

You can feel the power of this place pulsating through the air, making your small hairs stand on end. You focus your thoughts and speak the mystic words that will harness the land's pooled energy and channel it into your next ritual.

Level: 6
Category: Exploration
Time: 30 minutes
Duration: Special
Component Cost: 150 gp
Market Price: 360 gp
Key Skill: Arcana or Nature

You are able to locate and tap into the supernatural power that flows through particular places in order to empower a consecutively cast ritual.

Magic is the lifeblood of the land. It ebbs and flows across the landscape, but in some special locations it collects into pools of supernatural power waiting to be tapped. The streams of magical energy that crisscross the land are called ley lines, and the places where these ley lines meet and magical energy pools in larger quantities are called power nexuses. To a casual observer, a power nexus appears as a place of great natural beauty, but those with the Ritual Caster feat can feel the magical energy in the air. Particularly potent power nexuses are sometimes marked with an obelisk, pyramid, or standing stones and are almost always guarded by those who do not wish to share its power.

In order to cast this ritual, you must locate and travel to a power nexus. Finding a ley line or minor nexus may only require a journey of a few miles, but locating and accessing a more potent power nexus may be the focus of an entire adventure or campaign arc. You must be within 10 squares of a nexus to be able to use this ritual. The result of your Nature or Arcana check determines the maximum magnitude of power nexus you are able to access and the bonus it provides. This bonus applies to the next ritual you cast, provided that you begin it on the round after you complete the Tap Power Nexus ritual. Higher magnitude power nexuses are more difficult to tap but provide greater magical energy. On a failed check, you are unable to re-attempt to tap the supernatural energy of that power nexus for 24 hours.

Arcana or Nature Check Result	Maximum Magnitude of Power Nexus Tapped	Bonus to Consecutively Cast Ritual
9 or lower	Ley Line	+2
10-19	Minor Nexus	+4
20-29	Lesser Nexus	+6
30-39	Intermediate Nexus	+8
40 or higher	Greater Nexus	+10

Telltale Trail

You scatter handfuls of specially prepared powder until clouds of many different colors swirl around you. Eventually, this powder settles onto the ground and then disappears, seemingly swallowed by the cosmos, as if it had never existed. However, as soon as a creature walks past you, and leaves a shining set of neon footprints in its wake, you realize how easily you can learn important information merely by examining the interplay of the various hues of its tread. Not to mention the simplicity of actually finding the creature itself by following the path made by its footprints.

Level: 22
Category: Exploration
Time: 1 hour
Duration: 24 hours
Component Cost: 12,000 gp
Market Price: 65,000 gp
Key Skill: Arcana or Religion

This ritual allows you to create an area where most creatures produce glowing footprints that not only make it simple to track them, but which also reveal critical pieces of information about them. Your Arcana or Religion check determines the size of the area affected by Telltale Trail, which is a burst.

Arcana or Religion Check Result	Affected Area
9 or lower	Burst 5
10-19	Burst 10
20-29	Burst 20
30-39	Burst 40
40 or higher	Burst 100

A creature that moves over any horizontal surface within the area of the ritual leaves a bright, glowing footprint behind. This print persists for the next 6 hours as it slowly fades away. While it exists, you, as well as anyone whom you spend one minute teaching the secret, can learn the following information about the creature that made the print merely by looking at it:

- Alignment
- Origin
- Type
- Approximate level (heroic, paragon, or epic)

Examining a print is a minor action. The exact color and shade that reveals a particular piece of information about a given creature changes every time you perform this ritual. This means you must teach others how to read a footprint again whenever you perform the ritual. Once you teach someone the secrets of interpreting a footprint, he or she can teach it to others as well.

Any creature able to see a set of footprints can track down the creature that made them, so long as it stays within effect of the ritual, without the need to make a Perception check.



Trackless Passage

The path behind you is empty, your passing having left no mark upon it. Anyone following you has his work cut out for him.

Level: 2
Category: Deception
Time: 10 minutes
Duration: 10 hours
Prerequisite: Druid
Component Cost: 25 gp
Market Price: 100 gp
Key Skill: Nature

Masking foot prints, broken branches, and even smells, this ritual hides all the mundane signs of your passing. Any Perception checks to find signs or tracks of a target of this ritual must beat your Nature check result. This ritual only conceals the tracks made while the ritual is active; once it ends, those targeted by the ritual produces tracks normally. This ritual affects you and up to four other ritual participants you designate.

Tree of Life

By binding your spirit to that of a tree, you drastically extend your lifespan and your resilience in the face of death.

Level: 22
Category: Exploration
Time: 8 hours
Duration: Special
Prerequisite: Druid
Component Cost: 15,000 gp, plus 5 healing surges
Market Price: 75,000 gp
Key Skill: Nature (no check)

This ritual places a portion of your soul into a tree and vice versa, linking your two life-forces together. As long as the tree remains healthy, your body shares the resilience of the tree you are bound to. You age as the tree does, slowing your natural aging rate to 1/10th of its normal value. Druids who use this ritual tend to become slower in action and more considerate in their thought processes, taking on aspects of the trees. Some have even been known to grow moss in their hair and beards after using this ritual.

While under the effects of this ritual, you may cast the Hibernation ritual (see pg. 82) once per day without consuming components. You may cast the Tree Stride ritual once per week without components and ignore the limitation of line of sight, but you may only travel back to your bound tree. You also gain a +5 bonus to Endurance checks to resist disease and a +5 power bonus to death saving throws. Twice per day, as a free action, you can regain an expended healing surge while adjacent to your bound tree. The bound tree may be used as a body part for purposes of the Raise Dead ritual, and doing so ignores the normal 30 day limitation of that ritual.

If the tree you are bound to is damaged, you immediately suffer the same amount and type of damage. If the tree is killed, you die as well. This ritual ends if the tree is slain, even if you somehow survive or are returned to life.

Unearth the Mortal Frame

You dangle a desiccated bone from a thin black cord. It unerringly points you to the murdered priest's mortal remains.

Level: 3
Category: Exploration
Time: 10 minutes
Duration: Until sunrise (see below)
Component Cost: 25 gp
Market Price: 125 gp
Key Skill: Religion

This ritual allows you to find a single body as long as it is on the same plane as you are. For the duration of this ritual, you can determine the general direction of the body but not determine distance. You can also use your Religion check whenever a skill check or skill challenge calls for you to use Perception to find clues or notice details about the body in question.

If the body has been dismembered, the ritual directs you to the nearest piece of the body of significant size (hand-sized or larger). If the body has been utterly destroyed (such as by immersion in acid, *disintegrate*, cremation, and so on), this ritual directs you to the place where the remains were destroyed.

This ritual is capable of pointing you to deceased bodies and undead creatures. If used on a person that is still alive, you learn that they are still alive and the ritual fails. You must have a personal effect of your target for this ritual to work: a bit of hair, a piece of jewelry, a garment or something similar from the person you wish to find.

This ritual can only be performed at night. The effects last until sunrise.

Vital Link

You forge a magical link between two creatures. This link lets them share their resistances and immunities.

Level: 26
Category: Exploration
Time: 1 hour
Duration: Permanent until broken
Component Cost: 45,000 gp, plus two special foci worth 5,000 gp each
Market Price: 225,000 gp
Key Skill: Arcana or Religion (no check)

You create a special magical link between two willing living recipients. The creatures must be within 10 squares of each other when the ritual is cast, but do not need line of sight to one another (they still must have line of effect). The recipients must each hold a magical focus that links them together when the ritual is cast, but these don't need to be kept beyond the ritual's completion. Once the link is established, the two creatures remained linked until the link is somehow broken.

While joined by the magical link, the recipients share all resistances, immunities (save for the insubstantial quality), and saving throw bonuses, whether granted by magical items, class, or race. For example, if a dwarf and an eladrin were linked with this ritual, the dwarf would gain the eladrin's +5 bonus to saving throws against charm effects; and the eladrin would gain the dwarf's +5 bonus to saving throws against poison. The creatures are still counted as separate entities with regards to defenses, hit points, and being targeted by powers or affected by conditions; though, if one creature gains resistance or immunity to a particular effect, both recipients benefit from it.

Resistances, immunities, and saving throw bonuses do not stack. Instead, the creature with the higher bonus counts first (immunity to an effect is always greater than resistance to the same effect).

The link crosses any distance, but is instantly severed should one of the recipients travel to another plane or die. Certain magical effects or wards such as an area of dead magic or petrification might also sever the link at the DM's discretion.

Focus: The foci for this ritual are two flawless gemstones of the same type and size worth at least 5,000 gp each.

Watchful Ally

You concentrate for a moment, thinking about Barradin, the Dwarven warrior who chased a pack of ghouls around a corner and down a dark tunnel a minute ago. With a sense of relief, you soon know that he's fine, if not a little angry at the lack of treasure in the ghouls' lair.

Level: 8

Category: Exploration

Time: 10 minutes

Duration: 12 hours

Component Cost: 250 gp

Market Price: 680 gp

Key Skill: Arcana, Nature, or Religion (no check, special)

This ritual creates a magical bond between its participants, giving them the ability to better function as a team in hostile environments. Once the ritual is complete, the participants (up to five total) gain the ability to converse with each other via whispers – words whispered by one participant can be heard easily by any other designated participant as long as they are within the area of effect of the ritual. Note that magical silence effects still block this communication.

In addition, depending upon the key skill used to cast this ritual, one (and only one) of the following effects is granted to all participants:

- **Arcana:** They each gain the ability to communicate with each other purely by mental thought.
- **Nature:** They each know the distance and direction to each other.
- **Religion:** They each know when any other participant is first wounded, bloodied or affected by a condition (stunned, dazed, immobilized, etc.)

Note that the information conveyed by this ritual works for participants who are all within 1 mile of each other and on the same plane, though the ritual will still be in effect should the wayward participant in question return within range of the ritual.



Chapter 6

Restoration Rituals

A soldier's lot is to march and bleed; and while there's not a whole lot you can do about the marching bit, there are a few rituals that can make the bleeding part somewhat less lethal. Restoration rituals can do everything from offer a bit of relief the next time you get the crotch rot from the local brothel to bringing your mangled corpse back to life, which probably makes them the most useful group of rituals to the common grunt. The only downside to restoration rituals is that, often as not, they utilize divine magic, and if you're not on good terms with the local clergy... well, then you better not get sick, injured, or dead.

As you no doubt know, every cohort in the legions is assigned a medic, who usually doubles as the cohort's cleric and spiritual advisor. I'll admit that a medic is a damned useful thing to have, but I'd just as soon keep the gods out of my military, thank you very much. Gods are bloody fickle creatures, and are just as likely to grant you victory as they are to evacuate their divine bowels on your head because you burned the wrong kind of incense at the shrine. But such is the lot of a general in the Imperial Horde; you try to keep the gods and their servants happy so they in turn keep your men in fighting shape. That's often the deciding factor in any protracted battle. The side with the most clerics and healers equipped with a wide variety of restoration rituals can often win a battle by simple attrition.

Here's an example of what I'm talking about. Not too long ago, I was promoted to the position of Legion Imperator, which is a

fancy way of saying that I was now in charge of two legions rather than one. Well, my first task with my new title was to lead my two legions to the Veruthian Glade, a big mucking forest infested with elves and fey. His Imperial Majesty was pushing the boundaries of the empire west and the Veruthian Glade stood in the way of hobgoblin progress; not to mention that it would be a rather large bastion of unfriendlies sitting inside our new borders. So, my two legions were tasked with destroying any organized resistance to hobgoblin interests in the area; which was pretty much every living soul in the Veruthian Glade.

Now fighting elves, eladrin, and their disgusting fey allies in the middle of an enchanted forest is not the most ideal setup for victory for a bunch of hobgoblin grunts in heavy armor. Sure we can smash the tar out of them toe-to-toe, but elves and eladrin aren't particularly skilled with the sort of weapons a real warrior might use, and instead rely on the longbow and remaining a healthy distance from their foes to stay alive. Now standard legionnaire kit includes a banded mail breast plate and a large, rectangular shield; that's usually enough to keep even an elven longbow from killing a grunt outright. However, in the Veruthian Glade we were facing roughly five hundred elven and eladrin archers and skirmishers, and despite the fact that we outnumbered them four to one, they used the cover provided by the forest and those damned longbows to shoot the hell out of us.

I, of course, knew going in what we were facing; and I also knew that we had the enemy outnumbered. So, I made our camp in a large clearing that contained a small natural spring. Then, I had our senior sawbones – who was also a high priest of Torgash, our patron deity of war – cast a nifty little ritual called Blessed Fountain. The ritual turned that ordinary spring into a font of holy energy, so that every wounded grunt that drank from it was restored to almost full vigor and vitality. So, I had five cohorts engage the elves and eladrin while the other fifteen were held in reserve. Then, when the elves and eladrin shot the first five cohorts to pieces, I had them pulled back and replaced with a fresh five. Meanwhile the injured cohorts drank from the blessed pool, and were restored to fighting shape. I kept that up all day; swapping out injured cohorts for fresh ones, and then restoring the injured ones to full fighting capacity to be slotted back into the fight. In the end, the elves and eladrin simply ran out of arrows, as they were basically forced to fight forty cohorts instead of twenty.

Hah! Once those pointy eared whoresons ran out of arrows, we had ourselves a fine old time reminding them why they hated hobgoblins so much. An elven archer forced to fight with his short sword is almost too pathetic to enjoy killing... almost.

—Azagar

RESTORATION RITUALS BY LEVEL

Lvl	Ritual	Key Skill	Page
1	Baptize the Faithful	Religion	100
1	Cleansing	Heal	101
2	Transfer Vitality	Heal	106
3	Detect Ailment	Heal	102
4	False Life	Arcana or Religion	103
5	Restore Senses	Heal	105
6	Cure Lycanthropy	Heal	101
8	Extended Vitality	Heal	102
12	Field of Victory	Religion	104
14	Feast of the Dead	Arcana or Religion	104
16	Bond of Life	Arcana or Religion	100
16	Contingent Recovery	Heal	101
18	Heal	Heal	105
18	Sun's Renewal	Nature	106
24	Cure Blight	Nature	101
24	Restore Youth	Heal	105
26	Hidden Soul	Arcana or Religion	105
27	Time Compression	Arcana	106

Baptize the Faithful

Those of your faith kneel before you as you anoint each of them with the sacred elements. They arise with their bodies refreshed and their faith reaffirmed.

Level: 1

Category: Restoration

Time: 5 minutes

Duration: Instantaneous

Component Cost: 10 gp

Market Price: 50 gp

Key Skill: Religion (no check)

You baptize a single worshiper of your god with elements sacred to your religion (animal blood, ash, iron shavings, light, plant extracts, wind, sand, salt, smoke or water, etc.). The target baptized may spend a healing surge at the end of this ritual. He or she may use this healing surge normally, or, instead of healing damage, the target can use it to gain an immediate saving throw, with a +5 bonus, to end any of the following conditions: blinded, cursed, dazed, deafened, slowed, stunned, or weakened.

Bond of Life

Binding your life force to that of one of your allies, you share your vitality in times of need.

Level: 16

Category: Restoration

Time: 8 hours

Duration: Special

Component Cost: 2,000 gp, plus special (see below)

Market Price: 9,000 gp

Key Skill: Arcana or Religion

This ritual binds two creatures together so their life forces are shared, allowing them to feel each other's wounds and heal each other's injuries. This ritual may only be used on two targets that are willing or helpless, and may only be used on creatures that have healing surges. Each of the two targets must expend a healing surge as part of the ritual casting, and cannot recover this healing surge until the ritual ends.

While this ritual is active and both targets are within 10 squares of one another, they can draw upon each other's healing surges as if they were their own, but when doing so, use their own healing surge value. Also, either target can spend a healing surge as a free action to transfer one ongoing effect from the other target to itself. The downside of this ritual is that if one of the affected creatures dies, the other takes damage equal to the dead creature's healing surge value.

The duration of this ritual depends on your Arcana or Religion check result.

Arcana or Religion

Check Result

Duration

19 or lower

1 hour

20-29

4 hours

30-39

8 hours

40 or higher

24 hours



Cleansing

With a few minutes' effort, you clean the patient's wounds and make him ready for treatment, vastly reducing the chance of infection or other complications.

Level: 1
Category: Restoration
Time: 10 minutes
Duration: 24 hours
Component Cost: 10 gp
Market Price: 50 gp
Key Skill: Heal

By cleaning wounds, removing infections, and dulling pains, this ritual makes it much easier to treat the target with medicine. The effects of the ritual depends on your Heal check result. The target receives all benefits associated with your check result and all lower applicable results.

Heal Check Result	Effect
19 or lower	+5 to Endurance checks made by the target and to Heal checks made to treat the target
20-39	Improves the disease track of any diseases infected the target by one state, but cannot cure the disease
40 or higher	+10 to Endurance checks made by the target and to Heal checks made to treat the target

Also, the target's appearance is improved as all signs of injury or illness are removed for the duration of the ritual. A target may only benefit from this ritual once every 24 hours.

Contingent Recovery

Creating a series of emergency guidelines, you create a contingency by putting a fragment of your life-force in reserve. When the right conditions are met, this fragment will be returned to you, healing you in the process.

Level: 16
Category: Restoration
Time: 1 hour
Duration: 24 hours
Component Cost: 2,000 gp, plus special (see below)
Market Price: 9,000 gp
Key Skill: Heal

This ritual creates an emergency reserve of healing that will be activated under specific circumstances. When this ritual is cast, you must set a specific situation that will activate the ritual; if that situation occurs, the target of this ritual spends two healing surge as an immediate reaction, regaining the appropriate amount of hit points. The most common situations used with this ritual are when the target becomes bloodied, when the target reaches 0 hit points, when the target suffers ongoing damage, or when the target suffers some sort of status effect.

When this ritual is cast, the target must spend a number of healing surges determined by the Heal check result. The

target gains no hit points from spending these healing surges. Regardless of the number of healing surges spent in the casting of this ritual, the target only gains the benefit from two healing surges when the ritual activates.

Heal Check Result	Healing Surges
19 or lower	3 healing surges
20-39	2 healing surges
40 or higher	1 healing surges

Cure Blight

Where there was pestilence, famine, and despair you bring health, plenty, and hope. Crops bloom, livestock thrives, and the peasants are happy in the wake of your work.

Level: 24
Category: Restoration
Time: 8 hours
Duration: Special
Component Cost: 21,000 gp
Market Price: 105,000 gp
Key Skill: Nature

Drawing forth disease, drought, hunger, and misery, this ritual improves the quality of life for those in the affected area. In a 2 mile radius, fields are fertile, rains plentiful, and the people happy. Creatures in this area gain a +2 bonus to Endurance, Heal, and Nature checks and a +2 bonus to death saving throws for the duration of the ritual as long as they remain in the affected area. Any crops or livestock will be especially productive and profitable for the time the ritual is active.

Casting this ritual in the Shadow Realm inflicts a -10 penalty to your Nature check result, while casting it in the Fey Realm grants a +10 bonus to your Nature check result. This ritual will negate a Storm of Insects (see pg. 94) ritual if cast in the same area.

The duration of the ritual depends on your Nature check result.

Nature Check Result	Duration
19 or lower	1 day
20-29	1 week
30-39	1 month
40 or higher	1 year

Cure Lycanthropy

Using an ancient concoction of wolfsbane, silver dust, and other ingredients, you create an elixir that can cure the curse of the werewolf. Unfortunately for the target, it is a very dangerous process that not everyone survives.

Level: 6
Category: Restoration
Time: Varies
Duration: Permanent
Component Cost: 50 gp, plus a focus (see below)
Market Price: 350 gp
Key Skill: Heal



This ritual involves the target drinking a foul tasting concoction of herbs and minerals for several nights straight under the new moon. Known only to a few werewolf hunters, alchemists, and nomads, it is rarely used since the smallest mistake can awake the lycanthrope influence to attack those who try to cure it.

The target of this ritual must be willing or helpless for the duration of the ritual. During the ritual, each night the target drinks the concoction, and the ritualist must make a Heal check. The Heal check result determines the effectiveness of that night's concoction.

Heal Check Result	Effectiveness
9 or lower	Failure, and the target turns into his lycanthrope form and attacks the ritualist if able
10-19	Failure
20-29	Success, and the target suffers damage equal half the Heal check
30 or higher	Two successes, and the target suffers damage equal to the Heal check

You must accumulate 5 successes within the week after the new moon. If you cannot accumulate enough successes, you must start again on the next new moon, including buying all the ritual components again. If you do accumulate 5 successes, the creature loses its lycanthrope powers and shapechanger origin, becoming a normal member of its race and gaining the natural origin.

This ritual has no effect on shifters, though they do find the concoction involved incredibly vile.

Focus: The focus for this ritual is a sprig of wolfsbane and 1 pound of silver.

Detect Ailment

You can see it sitting there, a disease eating away at his stomach. For now it's minor, but you know in time it will grow out of control.

Level: 3

Category: Restoration

Time: 10 minutes

Duration: Instantaneous

Component Cost: 30 gp

Market Price: 150 gp

Key Skill: Heal

This ritual allows you to detect an abnormal ailment affecting a single target. The target must remain immobile for the duration of the casting time, but does not need to be a willing participant. Your Arcana check determines if there is an ailment on the target, and possibly the type and severity of the ailment. The ritual defines an ailment as something outside the normal occurrence for that body type, such as a curse, disease, or ongoing effect. This ritual reveals all ailments upon the target. The ritual does not reveal how to cure any ailments found.

Heal Check Result	Detection
19 or lower	Type of ailment; disease, poison, possession, curse, etc.
20-29	How severe is the ailment; already in second stage of disease, been possessed for 8 days, etc.
30-39	Specific name of ailment; Mummy Rot, possessed by the ghost of Albinok, etc.
40 or higher	Course of ailment; time until next state change, duration left, etc.

Extended Vitality

Turning rage, courage, and perseverance into healing energies, you are able to close wounds using nothing more than high morale.

Level: 8

Category: Restoration

Time: 10 minutes

Duration: 1 hour

Component Cost: 135 gp

Market Price: 680 gp

Key Skill: Heal (no check)

This ritual focuses your excitement and morale into physical form, closing your wounds as your courage grows. While this ritual is active, you convert all temporary hit points into normal hit points, but only at half the original value. You cannot benefit from temporary hit points while this ritual is active. If healing from this ritual would bring over your maximum hit point value, any additional healing is wasted.

False Life

In desperation, you revive your fallen comrade with forbidden rituals and forgotten lore, draining life from yourself to restore your ally. She sits up slowly with a vacant stare as her head lolls to one side. Despite the drawback, she is ready once more to join you in battle.

Level: 4
Category: Restoration
Time: 1 hour
Duration: Special
Component Cost: 100 gp (special)
Market Price: 250 gp
Key Skill: Arcana or Religion (no check)

To complete this ritual you must have a relatively complete corpse of a creature that died less than 24 hours ago. You infuse the body with necrotic energy and arcane reagents, returning the body to a semblance of life. Any temporary conditions that had been applied to the subject creature are no longer in effect; however, permanent conditions still apply.

The subject returns to life with 1 hit point and no healing surges. For each healing surge you (or others assisting with the ritual) expend as part of the component cost, the subject begins with additional hit points equal to the surge value, up to its maximum hit points. The subject creature cannot gain or expend healing surges, but it can benefit from healing powers that do not require it to expend surges. Every 8 hours, the subject creature must make a saving throw or lose hit points equal to its level. If reduced to 0 hit points by any means, the subject immediately dies.

The subject is also affected by a death penalty (see the Raise Dead ritual in the *D&D 4E Player's Handbook*). Unlike Raise Dead, the death penalty applied to a creature under the affect of False Life does not fade. In addition, the subject is dazed and the only actions it can use are at-will powers.

Also, like Raise Dead, you can't grant False Life to a creature that has been petrified or has died of old age. In addition, the subject's soul must be free and willing (see Raise Dead for more information). The component cost increases to 1,000 gp for paragon tier characters and 10,000 gp for epic tier characters.

Time spent under the affect of False Life counts toward the time the subject can be dead and still be affected by Raise Dead or a similar ritual (including another casting of False Life). A creature under the affect of False Life can still be raised as an undead creature, in which case, the False Life ends immediately.



Feast of the Dead

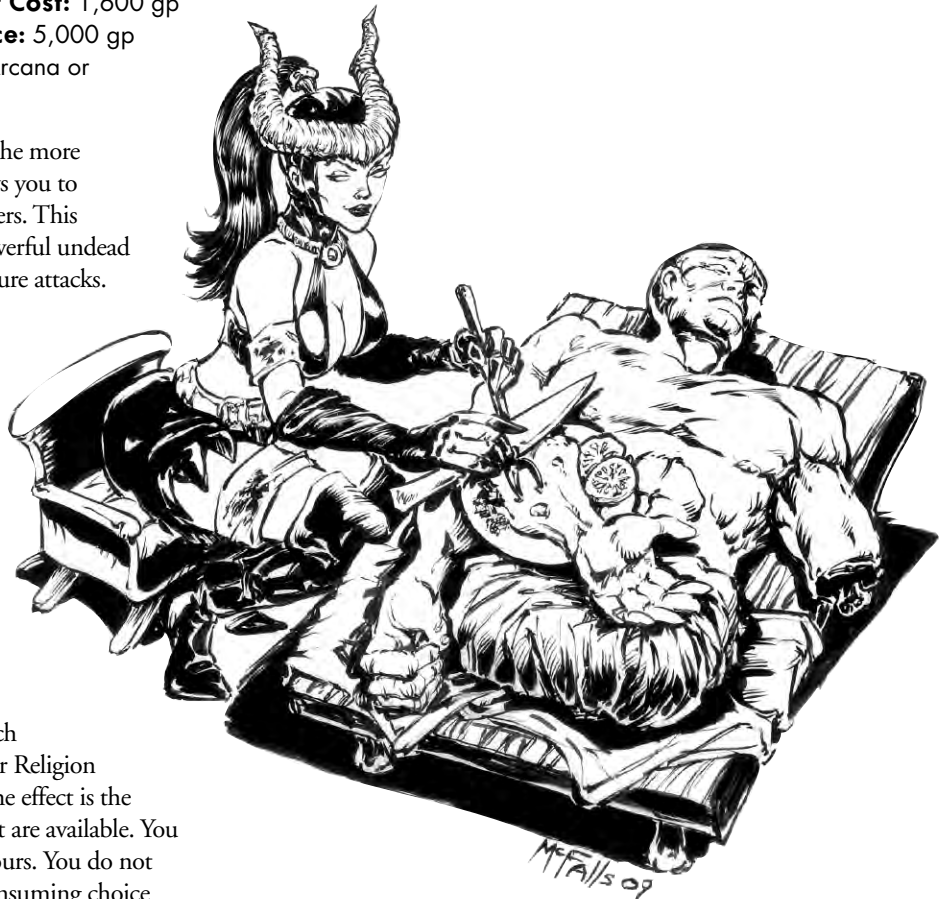
Feasting on the flesh of the dead, you draw what remains of their essence into your soul, restoring your vitality in the process.

Level: 14
Category: Restoration
Time: 10 minutes
Duration: 24 hours
Component Cost: 1,600 gp
Market Price: 5,000 gp
Key Skill: Arcana or Religion

A tool of necromancers of the worst sort and the more intelligent varieties of undead, this ritual allows you to heal yourself by consuming the corpses of others. This unwholesome ritual is commonly used by powerful undead after battles in order to quickly prepare for future attacks. This ritual can be performed by the living, but even most necromancers draw the line at cannibalism.

The corpses consumed as part of the ritual must be of Small size or larger, have an Intelligence or Wisdom score of at least 5, and be of the natural, fey, or immortal origin. These corpses must have been killed in the last 24 hours and must retain at least half their mass.

The number of corpses the ritual caster must consume and the effects bestowed by such cannibalism varies according to your Arcana or Religion check result; if there are insufficient corpses, the effect is the highest possible for the number of corpses that are available. You can only benefit from this ritual once in 24 hours. You do not actually consume the entire corpse, instead consuming choice bits, such as the heart, liver, or brain.



Arcana or Religion Check Result	Corpses Required	Effect
19 or lower	1	Restores 1 healing surge
20-39	2	Restores 2 healing surges
40 or higher	4	You are considered to have taken an extended rest

You invoke the power of your god and sprinkle holy water around a small area, filling the area with the grace of your god. While holy ground is powerful for you and your allies, the merest touch of your enemies can render these efforts for naught. The area affected is a close burst 1 around the square in which the ritual is cast. Allies in the zone gain the following abilities based on your Religion check result. Or result of 20 or higher still allows targets to use their second wind as a free action.

Religion Check Result	Ability
19 or lower	Use second wind action as a free action
20-29	+2 to healing surge value
30-39	+4 to healing surge value
40 or higher	+6 to healing surge value

Field of Victory

You sanctify a small area to your god, and as long as it remains un sullied by the touch of your enemies, the favor of your god shines on those who stand within it.

Level: 12
Category: Restoration
Time: 10 minutes
Duration: Special
Component Cost: 1,000 gp
Market Price: 2,600 gp
Key Skill: Religion

This ritual ends after 1 hour or when an enemy enters the affected area.



Heal

The green healing energies flow through the body in front of you, and you watch as every wound closes up in a few minutes.

Level: 18
Category: Restoration
Time: 1 hour
Duration: 5 minutes
Component Cost: 5,000 gp
Market Price: 17,000 gp
Key Skill: Heal (no check)

The Heal ritual allows the target to spend a single healing surge but regain hit points as if it had spent four healing surges. If the target has no healing surges to spend, you may spend one of your healing surges in its stead.

Hidden Soul

Placing a piece of your soul in a small gemstone, you create a shelter for your soul to hide should your body be destroyed.

Level: 26
Category: Restoration
Time: 8 hours
Duration: Special
Component Cost: 45,000 gp, plus a focus worth at least 20,000 gp
Market Price: 225,000 gp
Key Skill: Arcana or Religion (no check)

This ritual allows you to remove a fragment of a willing or helpless target's soul, allowing the target to avoid many of the limitations of the Raise Dead ritual. This ritual places a shard of the target's soul in a specially prepared gemstone worth at least 20,000 gp. The loss of the soul shard forces the target to lose a healing surge that cannot be regained until the soul shard is returned to the target. The gem containing the soul shard may be used as if it were a body part for the Raise Dead ritual and ignores the 30 day limit normally associated with Raise Dead. If the gem is put in contact with the corpse of the target, it will restore the target to life as per the Raise Dead ritual, though no component cost is paid. Either method of using the gem to return the target to life restores the soul shard to the target and shatters the gem.

The target of this ritual cannot pass onto any sort of afterlife as long as the gem containing its soul survives, even if it dies of old age or by other means Raise Dead cannot remedy. If the gem is destroyed, the soul shard returns to the target immediately without harm to the target.

Focus: A gem worth at least 20,000 gp.

Restore Senses

The recipient of this ritual's effects immediately becomes aware of a rapid inundation of sensory experiences previously denied them, as its long-impaired senses become fully functional once again.

Level: 5
Category: Restoration
Time: 10 minutes
Duration: Instantaneous
Component Cost: 100 gp
Market Price: 250 gp
Key Skill: Heal (no check)

The Restore Senses ritual restores any and all impaired senses in a single target, including curing blindness, deafness, loss of smell or scent ability, numbness (loss of touch sensation), or loss of taste, whether the effect was caused by magical or mundane effects.

The ritual does not restore sensory organs (such as eyes or tongue) that have been lost, but will repair them if they are damaged. A second application of this ritual can then be used to make the organs functional.

Restore Youth

Wrinkles and lines vanish from your face as time seems to reverse itself. Grey hairs darken and return to their original hue, while vigor returns to your joints and muscles.

Level: 24
Category: Restoration
Time: 12 hours
Duration: Special
Component Cost: 25,000 gp
Market Price: 105,000 gp
Key Skill: Heal

You restore the youth of one creature, returning the subject to its physical prime. All conditions related to age end, but other permanent conditions or injuries remain. For example, blindness caused by extreme age is instantly removed by this ritual, while blindness caused by injury or a power remains.

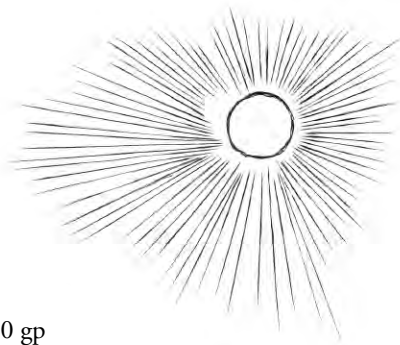
Your Heal check determines how long the renewed youth lasts.

Heal Check Result	Duration
19 or lower	6 months
20-29	1 year
30-39	5 years
40 or higher	10 years

The subject of this ritual ages normally while under its effects. After this ritual ends, the subject rapidly returns to its correct physical age. If the subject has exceeded the normal lifespan of its race through this ritual, then it dies when the ritual expires. If the subject repeats this ritual, the durations stack, but the subject's physical age does not change further.

Optional Focus: The duration of the ritual can be made permanent through ritual sacrifice. This requires a sentient creature, willing or unwilling, who loses a number of years of its

life equal to the years being restored. If more years are needed than the victim has left, then multiple victims may be required. In addition to the sacrifice, special oils and components worth 25,000 gp are also required.



Sun's Renewal

You reinvigorate your allies with the power of the sun.

Level: 18
Category: Restoration
Time: 1 hour
Duration: Instantaneous
Component Cost: 5,000 gp, plus 1 action point
Market Price: 17,000 gp
Key Skill: Nature (no check)

When you cast this ritual, you fill yourself (if you wish) and up to four of your allies with the reinvigorating power of the sun. Creatures affected by the ritual are treated as if they have taken an extended rest, restoring all healing surges and uses of daily powers. Creatures don't actually take an extended rest, however, and so keep benefits such as accumulated action points.

This ritual can only be cast aboveground outdoors when the sun is shining (normally, during the day).



Time Compression

Everything around you begins to dawdle. The laws of the universe follow your whim and you command time to slow for everything but you and those you call friends.

Level: 27
Category: Restoration
Time: 5 minutes
Duration: Special
Component Cost: 45,000 gp
Market Price: 250,000 gp
Key Skill: Arcana (no check)

You cast the ritual on yourself and up to five willing recipients. The ritual speeds up time for those affected. The group takes a short rest. That short rest becomes an extended rest for all rules applying to short and extended rests. The extended rest is 8 hours long, though only 5 minutes pass in the rest of the plane. Because the fabric of the universe is fragile at this point in space, your group may not move more than 1 square in any direction from where the ritual was cast, nor can they do anything other than talk to each other. Any attempt to move beyond the distance stated or use any powers (regardless of their intent), dispels the time compression instantly for everyone involved. Neither you nor any other members affected may cast any other rituals for the same reason. If the compression is stopped prematurely, the duration does not count as an extended rest, only a short rest.

Because of the bizarre laws of time and space, you cannot use this ritual more than once in a true 24-hour period.

Transfer Vitality

Your allies are battered, so you transfer some of your life essence to help them recover.

Level: 2
Category: Restoration
Time: 5 minutes
Duration: Instantaneous
Component Cost: 20 gp
Market Price: 100 gp
Key Skill: Heal (no check)

When you complete this ritual, you or one willing ally within 5 squares spends a healing surge but gains no benefit. Instead you or another ally within 5 squares recovers one additional healing surge. A character may not increase his or her current reserve of healing surges above the maximum number of healing surges per day.



Chapter 7

Srying Rituals

Now, as much as I hate having someone sticking their nose into my business, I have often found it necessary to stick my nose into the business of others. Knowing what my enemies are up to ahead of time has kept me healthy and alive for decades. Good old fashioned spies and espionage can ensure a veritable flood of useful intelligence on your enemies; however, even the best spy can only discover what his own eyes and ears can see and hear, and that usually requires said spy to be in close proximity to his target. I can't tell you how many good spies I've lost just as they were about to get the goods on a rival general or some other political enemy. Unfortunately, when your spy is killed, all that juicy intelligence he's gathered goes with him.

So, now that I've blathered on about spies and whatnot, you're probably asking yourself: Is there a point to all this? Of course there is. My teeth stay firmly together unless I have something important to say, and since I tend to talk a lot, you can likely infer that I'm one important son-of-a-whore. Okay, so you need to gather intelligence on an enemy without getting yourself or your best men eviscerated in the process. So how do you spy on a foe from the safety and comfort of your own bedchamber? Easy, you bribe or force a wizard you know to cast a srying ritual for you.

That's right, kiddies, there's a whole group of rituals dedicated to gathering information remotely; or as the wizards and other eggheads

call it: srying. Now, I'll admit, srying rituals tend to be complex and often require a bunch of mystical gewgaws and a whole lot of arcane knowhow to pull off. That pretty much guarantees that your average grunt is way above his pay grade when it comes to casting one. So, like I said, even the best of us are, at times, forced to work with wizards, warlocks, and other arcane practitioners to get the job done.

Case in point; when I was just an average grunt working his way up the ranks, I found myself assigned to a cohort that was a bit less cohesive than your average outfit in the legions. The problem stemmed from our centurion, a real whoreson's whoreson named Urgev, who was thick as a post and meaner than a basilisk with tooth rot. Well, we endured Urgev's mistreatment for about six months, until one of us cracked and caved in the bastard's skull for him one night while he was drunk off his arse and passed out cold.

Now, Urgev deserved to have his brains beaten in more than anyone I've ever met, but the legions don't look too kindly on grunts murdering their betters. None of us knew who actually committed the murder, and we sure wouldn't have said anything if we had known. Unfortunately, the general of the legion we were attached to was a craft old hobgoblin named Vargal, and he certainly didn't need a confession to keep order in his ranks. Vargal called in his pet wizard, who used a ritual called Blood of Ages on the corpse of poor ol'

Urgev. Well, after an hour, that ritual caused the killer's face to appear in the wizard's crystal ball, and as it turns out, the killer was my bunkmate. Too bad, Gavor was a good, solid hobgoblin who only did what he thought was in the best interest of the cohort. Lucky for Gavor, I found him before Vargal's praetorians did. I saved Gavor a week of the worst torture you can imagine and a slow execution by sliding my short sword between his ribs while he was taking a piss outside of the local tavern.

So let this tale be a lesson to you. Keep a wizard and a few scrying rituals on hand when you need to perform a bit of skullduggery from the safety of your command tent; and when you give some cruel and useless waste of breath what he deserves, make sure you hide the body.

—Azagar

Arrow of Scrying

You complete the incantations and scribe the last of the runes into the arrowhead. Now you and your companions will see what's on the other side of that ravine.

Level: 4
Category: Scrying
Time: 30 minutes
Duration: Special
Component Cost: 35 gp, plus a focus worth at least 25 gp
Market Price: 175 gp
Key Skill: Arcana

When you perform this ritual, designate a specific arrow as your focus. Once fired from a bow, that arrow functions as a magical sensor allowing you to see as if you were standing where the focus was. Until activated, the dweomered arrow retains its charge for 3 days.

Your arcana check determines the effective duration of the scrying sensor once the arrow is activated.

Arcana Check Result	Duration
19 or lower	1 round
20-24	2 rounds
25-29	3 rounds
30-39	4 rounds
40 or higher	5 rounds

You can see through the sensor but you cannot hear; if you have darkvision or low-light vision, it functions through the sensor. Use the Perception skill to determine whether you hear quiet sounds or notice unobtrusive things while observing an area through the sensor.

Warding magic, such as the Forbiddance ritual, cannot block the ritual. However, the arrow takes on a dweomered shimmer that watchful creatures might notice. Creatures must succeed on a Perception check with a DC equal to 10 + your level to notice the sensor. If the target of this ritual notices your scrying sensor, the target can simply spend a standard action to destroy the sensor.

SCRYING RITUALS BY LEVEL

Lvl	Ritual	Key Skill	Page
4	Arrow of Scrying	Arcana	108
8	Fly on the Wall	Nature	112
8	Kyleth's Blooded Sight	Arcana	113
10	Blood of Ages	Arcana or Religion	108
10	Emit's Plaques of Far Sight	Arcana	110
12	Egg of the Coot	Religion	110
12	Emit's Wandering Coin	Arcana	111
12	Kyleth's Augmented Familiar	Arcana	113
12	Song of Listening	Arcana	115
13	Sezrakan's Deceitful Sensor	Arcana	114
15	Gift of the Fey	Nature	112
16	Flames of Allies	Arcana or Religion	111
20	Forestwatch	Nature	112
26	Censer of Farsight	Arcana or Religion	109
27	Sight of the Gods	Religion	115
28	Sezrakan's All-Seeing Retribution	Arcana	114
29	Sezrakan's Masterful Glamour	Arcana	114

Focus: The focus for this ritual is a shield or piece of armor that has been polished to a mirror sheen worth at least 25 gp. The focus conveys what you see and hear.

Blood of Ages

The blood is spilled and the prayers are spoken into the darkening skies. Soon the visions will come and your fallen comrades will be avenged.

Level: 10
Category: Scrying
Time: 1 hour
Duration: Special
Component Cost: 400 gp, plus 1 healing surge, plus a focus worth at least 500 gp
Market Price: 1,000 gp
Key Skill: Arcana or Religion

When you perform this ritual, spend a healing surge and choose a specific creature that has slain a fellow PC. You create a magical sensor adjacent to that creature, and you can see and hear as if you were standing in the square where your sensor is located. You need not personally know or have ever seen the



subject. This ritual can show you a creature anywhere in the world, but it can't show you a creature on another plane.

You have no inherent way to discern where the sensor is in relation to you, but careful observation might give you some clues. The sensor moves with the subject for the duration of the effect.

Your Arcana or Religion check determines the duration of the ritual.

Arcana or Religion Check Result	Duration
19 or lower	1 round
20-24	2 rounds
25-29	3 rounds
30-39	4 rounds
40 or higher	5 rounds

You can hear through the sensor as well as see; if you have darkvision or low-light vision, it functions through the sensor. Use the Perception skill to determine whether you hear quiet sounds or notice unobtrusive things while observing an area through the sensor.

This ritual creates a scrying sensor – a reddish shimmer in the air – that observant creatures might notice. Creatures must succeed on a Perception check with a DC equal to 10 + your level to notice the sensor. They can't disrupt or interact with the sensor in any way.

Sufficiently powerful warding magic, such as the Forbiddance ritual, can block Blood of the Ages. If the subject's location is warded in such a manner, the components are wasted in the attempt.

Focus: The focus for this ritual is a crystal ball worth at least 500 gp. The focus conveys what you see and hear.

Censer of Farsight

Your companions have gathered at the appointed hour. You light the sacred flame and breathe the holy incense in deep. Your vision swims, and then solidifies into a single collective image.

Level: 26

Category: Scrying

Time: 3 hours

Duration: Special

Component Cost: 26,000 gp, plus a focus worth at least 15,000 gp

Market Price: 150,000 gp

Key Skill: Arcana or Religion

When you perform this ritual, choose a specific creature you or one of your allies have previously witnessed. This ritual can show you and up to eight allies a creature anywhere in the world, or as well as any plane. Otherwise, the specifics of the creature must abide by the ritual Observe Creature (see D&D 4E *Player's Handbook*).

This ritual creates a scrying sensor – a shimmer in the air – that watchful creatures might notice. Creatures must succeed on a Perception check with a DC equal to 10 + your level to notice the sensor. If the target of this ritual notices the

aura, the target can use a standard action to focus its will in an attempt to destroy the sensor. Make an opposed Wisdom check, aided by your allies; if the target's result is higher than yours, the sensor is destroyed and you spend one healing surge but regain no hit points (or take damage equal to your healing surge value if you don't have any healing surges left). The subject can repeat this effort until the sensor is destroyed or the duration ends.

You and your allies can hear through the sensor as well as see, and if you have darkvision low light vision, it functions through the sensor. You and your allies can use the Perception skill to determine whether you hear quiet sounds or notice unobtrusive things while observing an area through the sensor.

You have no inherent way to discern where the sensor is in relation to you, but careful observation might give you some clues. The sensor moves with the subject for the duration of the effect.

Your Arcana or Religion check determines the duration of the ritual.

Arcana or Religion Check Result	Duration
19 or lower	1 round
20-24	2 rounds
25-29	3 rounds
30-39	4 rounds
40 or higher	5 rounds

Sufficiently powerful warding magic, such as the Forbiddance ritual, can block Censor of Farsight. If the creature is warded in such a manner, the components are wasted in the attempt.

Focus: A bejeweled censer worth 15,000 gp or more and 26,000 gp of rare incense that is consumed in the casting of the ritual. The focus creates a magical smoke that conveys what you see and hear.

Egg of the Coot

Born from the heart of utter evil, the small black orb fits perfectly in your palm. You shudder at the cost of activating such an item, all the while lusting after the power it will grant.

Level: 12 **Component Cost:** 1,000 gp, plus 1 healing surge
Category: Scrying **Market Price:** 3,000 gp
Time: 1 hour **Key Skill:** Religion
Duration: 1 day

When you perform this ritual, you create a small, egg-like orb of absolute darkness. To activate the egg, spend a healing surge and choose a square within 20 squares of you. You do not need to have line of effect to the square. You create a magical sensor in that square. You can see and hear as if you were standing there, and you have darkvision through the sensor. Use the Perception

skill to determine whether you hear quiet sounds or notice unobtrusive things while observing an area through the sensor.

Your Religion check determines how long the sensor lasts. The Egg may be activated as many times in an hour as the caster has healing surges to spend.

Religion Check Result	Duration
19 or lower	1 round
20-24	2 rounds
25-29	3 rounds
30-39	4 rounds
40 or higher	5 rounds

The ritual creates a scrying sensor – a dark aura – that watchful creatures might notice. Creatures must succeed on a Perception check with a DC equal to 10 + your level to notice the sensor. If the sensor is noticed, you can take a standard action and spend another healing surge through the Egg to create a burst of necrotic energy centered on the square that holds the sensor. You create a burst 2 attack, using your Religion check result against each target's Fortitude defense. On a hit, the target suffers necrotic damage equal to your Religion check result minus 20. Making this attack destroys the sensor and the Egg.

Sufficiently powerful warding magic, such as the Forbiddance ritual, can block the Egg of the Coot. If the location is warded in such a manner, you learn that as soon as you begin the ritual, so you can interrupt the ritual and not expend any components.

Focus: The focus for this ritual is the Egg of the Coot itself. Within its black depths you see and hear what the focus conveys.

Emit's Plaques of Ear Sight

You draw a card from the top of the deck, already knowing you've lost the wager. No matter, the gods still have dice to throw.

Level: 10 **Component Cost:** 400 gp, plus a focus worth at least 250 gp
Category: Scrying **Market Price:** 1,000 gp
Time: 10 minutes **Key Skill:** Arcana
Duration: Special

When you perform this ritual, designate a specific deck of cards. Use that deck in any game of cards where gambling occurs, and for the duration of the ritual, one item valuing at least 50 gp functions as a magical sensor allowing you to see and hear as if you were standing where the focus was. Typically, the caster of Emit's Plaques of Ear Sight purposefully loses the item to the person he wishes to scry.

You have no inherent way to discern where the sensor is in relation to you, but careful observation might give you some clues. The sensor moves with the subject for the duration of the effect.



Your Arcana check determines the duration of the ritual.

Arcana Check Result	Duration
19 or lower	10 minutes
20-24	30 minutes
25-29	1 hour
30-39	4 hour
40 or higher	8 hours

You can hear through the sensor as well as see; if you have darkvision or low-light vision, it functions through the sensor. Use the Perception skill to determine whether you hear quiet sounds or notice unobtrusive things while observing an area through the sensor.

Sufficiently powerful warding magic, such as the Forbiddance ritual, can block Emit's Plaques of Far Sight. If the subject's location is warded in such a manner, the ritual is wasted in the attempt.

Focus: This ritual requires two focuses. The first is a small, valuable item worth at least 50 gp that must be "lost" to the target on which you wish to scry. The second focus, it a large polished coin worth at least 200 gp that conveys what you see and hear.

Emit's Wandering Coin

You pass your hand over the coin, feeling the familiar crackle of energy as the ritual takes root. The drow merchant wanted to be paid? He'll receive more than he bargained for.

Level: 12 **Component Cost:** 1,000 gp, plus a focus worth at least 500 gp
Category: Scrying **Market Price:** 2,600 gp
Time: 10 minutes **Key Skill:** Arcana
Duration: 8 hours

When you perform this ritual, designate a specific coin as your focus. For the duration of the ritual, the coin functions as a magical sensor allowing you to see and hear as if you were standing where the focus is.

Unlike most scrying rituals, you have an innate sense of where the focus is; this sense allows you to determine the general direction of the focus, but not proximity. Careful observation through the scrying sensor might give you some clues as to the focus' actual location.

Your Arcana check determines the effective distance of the ritual. Once the focus passes beyond this radius, the ritual is broken.

Arcana Check Result	Effective Distance
19 or lower	20 squares
20-24	1 mile
25-29	10 miles
30-39	100 miles
40 or higher	1,000 miles

You can hear through the sensor as well as see (note that most coins are placed in a pouch or treasure chest); if you have darkvision or low-light vision, it functions through the sensor. Use the Perception skill to determine whether you hear quiet sounds or notice unobtrusive things while observing an area through the sensor.

Warding magic, such as the Forbiddance ritual, cannot block the ritual. However, the coin takes on a dweomered shimmer that watchful creatures might notice. Creatures must succeed on a Perception check with a DC equal to 10 + your level to notice the sensor. If the target of this ritual notices your scrying sensor, the target can simply spend a standard action to destroy the sensor.

Focus: The focus for this ritual is a crystal ball worth at least 500 gp. The focus conveys what you see and hear.

Flames of Allies

Your allies are gathered. You stare deep into the flickering flame, and a vision comes to light.

Level: 16 **Component Cost:** 2,000 gp, plus a focus worth at least 1,500 gp
Category: Scrying **Market Price:** 5,500 gp
Time: 1 hour **Key Skill:** Arcana or Religion
Duration: Special

When you perform this ritual, choose a location you or one of your gathered allies has previously visited. The location must be fixed in place, and abide by all the conditions that apply to the ritual View Location (see D&D 4E *Player's Handbook*). This ritual can show you a location anywhere in the world, or as well as any plane.

This ritual creates a scrying sensor – a shimmer in the air – that watchful creatures might notice. Creatures must succeed on a Perception check with a DC equal to 10 + your level to notice the sensor. They can't disrupt or interact with the sensor in any way.

You and up to eight allies can hear through the sensor as well as see, and if you have darkvision or low-light vision, it functions through the sensor. You and your allies can use the Perception skill to determine whether you hear quiet sounds or notice unobtrusive things while observing an area through the sensor.

Your Arcana or Religion check determines the duration of the ritual.

Arcana or Religion Check Result	Duration
19 or lower	1 round
20-24	2 rounds
25-29	3 rounds
30-39	4 rounds
40 or higher	5 rounds

Sufficiently powerful warding magic, such as the Forbiddance ritual, can block Flames of Allies. If the location is warded in such a manner, the components are wasted in the attempt.

Focus: The focus of this ritual is a mixture of rare alchemical agents worth at least 1,500 gp that are burned in a large fire through which visions of the scryed location are seen.

Fly on the Wall

An insect answers your mystical summons then flutters silently away in the direction you gesture. As it does, you become aware of everything around it. You observe intently as it settles gently on the sill of the Celestial Speaker's private chambers...

Level: 8
Category: Scrying
Time: 10 minutes
Duration: Special
Component Cost: 250 gp
Market Price: 680 gp
Key Skill: Nature

You imbue a Tiny natural animal with the ability to act as a conduit of sight and sound for you. You can see and hear through its natural modes of sight and hearing. The creature follows your direction and infiltrates an area within range that you specify. You must concentrate to see and hear through the animal's senses, and when doing so, you are considered stunned. You bestow upon the animal magically heightened senses and guile so that it can more effectively carry out its charge for you.

Upon completion of the ritual, make a Nature check. The result of your Nature skill check determines the bonus you grant to the creature's Stealth and Perception checks, as well as the length of time that you can impose your will upon it. After this time expires, your connection with the animal is lost and it goes about its business.

Nature Check Result	Bonus to Perception and Skill Checks	Duration
9 or lower	None	1 hour
10-19	+1	6 hours
20-29	+3	12 hours
30-39	+5	24 hours
40 or higher	+7	48 hours

Forestwatch

Standing in the heart of the silent glade, you focus your senses and allow the forest to speak through you.

Level: 20
Category: Scrying
Time: 1 hour
Duration: 5 rounds
Component Cost: 12,000 gp, plus a focus (see below)
Market Price: 25,000 gp
Key Skill: Nature

When you perform this ritual, you must be within a natural forest or woodland. Choose a creature with the natural or fey origin to scry; if that creature is within the woodland, you create a magical sensor adjacent to it, and you can see and hear as if you were standing in the square where your sensor is located.

You need not personally know or have ever seen the subject. Nor does it need to be a specific creature (although it must be of the fey or natural origin). "The nearest ogre," or "the goblin warchief," suffices. The magic of the ritual interprets your statement of intended subject in the most straightforward way possible. If no creature matches the description, the ritual fails and no components are expended. When faced with multiple potential creatures to scry, the ritual defaults to the closest one.

You can discern a sensor's general direction and distance. The location of the sensor is static; once established (by locating the creature to observe) it cannot move from that spot, even if the creature does.

Your Nature check determines the potential radius of the scrying.

Arcana Check Result	Effective Distance
19 or lower	20 squares
20-24	40 squares
25-29	1 mile
30-39	5 miles
40 or higher	25 miles

You can see and hear through the sensor. Use the Perception skill to determine whether you hear quiet sounds or notice unobtrusive things while observing an area through the sensor.

Forestwatch creates a scrying sensor – a glamour that shimmers and dances in the air – that watchful creatures might notice. Creatures must succeed on a Perception check with a DC equal to 10 + your level to notice the sensor. If the target of this ritual notices your scrying sensor, the scrying is immediately dispelled.

Powerful warding magic, such as the Forbiddance ritual, block Forestwatch. If the subject's location is warded in such a manner, you learn that as soon as you begin the ritual, so you can interrupt the ritual and not expend any components.

Focus: The focus for this ritual is a clear natural spring or pool. The focus conveys what you see and hear.

Gift of the Fey

A delicate, feminine hand emerges from the still pool, bearing a pair of perfect emeralds. In awes silence, you take the gem and carefully store it away.

Level: 15
Category: Scrying
Time: 1 hour
Duration: Permanent
Component Cost: 2,000 gp, plus 3 healing surges
Market Price: 6,000 gp
Key Skill: Nature



When you perform this ritual, you must be near a large, natural body of water. When the ritual concludes, a slender, eladrin hand reached from the pool, bearing two small, perfectly faceted emeralds (each emerald is worth 100 gp). When activated, each functions as a magical sensor allowing you to gaze into the emerald and see and hear as if you were standing where the matching emerald was. An emerald can be activated by spending a healing surge and focusing on the emerald; each emerald may be activated once per day.

Activating the emeralds creates a shimmer in the air that watchful creatures might notice. Creatures must succeed on a Perception check with a DC equal to 10 + your level to notice the sensor. If the target of this ritual notices the aura, the target can use a standard action to focus its will in an attempt to destroy the sensor. Make an opposed Wisdom check; if the target's result is higher than yours, the sensor is destroyed and you spend one healing surge but regain no hit points (or take damage equal to your healing surge value if you don't have any healing surges left). The subject can repeat this effort until the sensor is destroyed or the duration ends.

Your Nature check determines the duration of the scrying.

Nature Check Result	Duration
19 or lower	1 round
20-24	2 rounds
25-29	3 rounds
30-39	4 rounds
40 or higher	5 rounds

Sufficiently powerful warding magic, such as the Forbiddance ritual, can block the Gift of the Fey. If the location is warded in such a manner, both emeralds explode, inflicting in burst 3, inflicting 3d10 damage to all creatures within the burst.

Kyleth's Augmented Familiar

You place the bejeweled necklace around the neck of your familiar and give the dragonling a tender kiss. "Gods' speed, little one."

Level: 12 **Component Cost:** 500 gp, plus
Category: Scrying a focus worth at least 800 gp
Time: 5 minutes **Market Price:** 2,050 gp
Duration: 1 hour **Key Skill:** Arcana

You cast this ritual on your familiar. For the next hour, the familiar becomes a magical sensor allowing you to see and hear as if you were standing where the familiar was.

Your arcana check determines how far the familiar can go from your position without breaking the ritual. If the familiar moves beyond this distance, or is slain, the ritual is broken.

Arcana Check Result	Distance
20 or lower	10 squares
21-29	15 squares
30 or higher	20 squares

You can hear through the sensor as well as see; if you have darkvision or low-light vision, it functions through the sensor. Use the Perception skill to determine whether you hear quiet sounds or notice unobtrusive things while observing an area through the sensor.

Sufficiently powerful warding magic, such as the Forbiddance ritual, can block Kyleth's Augmented Familiar. If the familiar's location is warded in such a manner, the ritual is broken.

Focus: Matching, small jeweled mirrors worth at least 400 gp each. One mirror is worn by your familiar, while the other serves as the focus that conveys what you see and hear.

Kyleth's Blooded Sight

The last ogre flees out of sight – just as you planned. Focusing on the gem set in your blade, you conjure a vision of the fleeing monster as it returns to its defended lair. With a knowing nod to your companions you relay your vision and begin to prepare your assault.

Level: 8 **Component Cost:** 250 gp,
 plus
Category: Scrying a focus worth at least 500 gp
Time: 1 hour **Market Price:** 680 gp
Duration: Special **Key Skill:** Arcana

When you perform this ritual, choose a specific weapon. The next time that weapon wounds another creature the wound immediately becomes a magical sensor, allowing you to see and hear as if you were standing adjacent to the creature.

You have no inherent way to discern where the sensor is in relation to you, but careful observation might give you some clues. The sensor moves with the subject for the duration of the effect.

Your Arcana check determines the duration of the ritual.

Arcana Check Result	Duration
19 or lower	5 rounds
20-24	1 minute
25-29	10 minutes
30-39	30 minutes
40 or higher	1 hour

You can hear through the sensor as well as see; if you have darkvision or low-light vision, it functions through the sensor. Use the Perception skill to determine whether you hear quiet sounds or notice unobtrusive things while observing an area through the sensor.

Sufficiently powerful warding magic, such as the Forbiddance ritual, can block Kyleth's Blooded Sight. If the subject's location is warded in such a manner, the ritual is wasted in the attempt and must be recast.

Focus: A weapon set with gems worth at least 500 gp. The jewels set within the focus convey what you see and hear.

Sezrakan's All-Seeing Retribution

You complete the incantations and feel the arcane trap settle over you. The next fool so unwise to spy on you will have a grim surprise, indeed.

Level: 28 **Component Cost:** 50,000 gp
Category: Scrying **Market Price:** 425,000 gp
Time: 8 hours **Key Skill:** Arcana
Duration: 1 month, or until discharged

If anyone performs a divination or scrying ritual intended to gather information about you – such as someone using Consult Oracle to ask questions about you, or using Sight of the Gods to spy on you – you instantly become aware of it. You do not learn the nature of the ritual caster's questions or efforts. You learn only the identity the ritual caster well enough to scry on him or her in turn. In addition, you can instantly send a bitter message through the link, forcing your foe to spend healing surges, or – if the target has no healing surges available – take damage equal to each surge value. In order to force the target to spend healing surges, you must overcome his Will defense with your Arcana check. If you succeed, your Arcana check determines how many healing surges the target must spend.

Arcana Check Result	Healing Surges Spent
19 or lower	1
20-24	2
25-29	4
30-39	6
40 or higher	8

The effect of this ritual ends when you have been alerted to a divination or scrying attempt.

Sezrakan's Deceitful Sensor

Let the old mage scry on you – he'll soon learn that eyes can lie!

Level: 13 **Component Cost:** 1,200 gp
Category: Scrying **Market Price:** 4,000 gp
Time: 1 hour **Key Skill:** Arcana
Duration: Special

As long as the ritual is in effect, it redirects any attempt to scry on you. While the viewer will indeed see you as you are, your surroundings are drawn from a second scrying sensor you create. So while the heroes are exploring a dungeon, a scryer might see them in a city, cautiously making their way through the streets, checking for traps, their torches held high. The ritual's caster can determine the nature, though not the specifics, of the false background.

There is a chance that the scryer can detect this false vision. Creatures must succeed on a Perception check with a DC equal to 10 + your level to realize the vision is false.

Your Arcana check determines the duration of the glamour.

Nature Check Result	Duration
19 or lower	4 hours
20-24	8 hours
25-29	12 hours
30-39	1 day
40 or higher	3 days

Sezrakan's Masterful Glamour

You finish the ritual with a trace of satisfaction. No one can find you now!

Level: 29 **Component Cost:** 55,000 gp
Category: Scrying **Market Price:** 625,000 gp
Time: 1 hour **Key Skill:** Arcana
Duration: Special

As long as the ritual is in effect, it redirects any attempt to scry on you to another creature, determined at random. Someone scrying on an ancient lich might see a halfling eating in a tavern instead, or an elf wandering the woods. The vision is real, but not who the scryer sought.



Your Arcana check determines the duration of the glamour.

Nature Check Result	Duration
19 or lower	8 hours
20-24	12 hours
25-29	1 day
30-39	3 days
40 or higher	1 week

Sight of the Gods

No matter where your foes may hide, they cannot escape your sight. You call upon your patron deity, and see through his eternal eyes.

Level: 27
Category: Scrying
Time: 1 day
Duration: Special
Component Cost: 50,000 gp, plus a focus worth at least 20,000 gp
Market Price: Cannot be purchased
Key Skill: Religion

When you perform this ritual, choose a specific creature. You create a magical sensor adjacent to that creature, and you can see and hear as if you were standing in the square where your sensor is located. You need not personally know or have ever seen the subject. However, when performing the ritual you must describe your intended subject with sufficient clarity that the ritual unambiguously knows which creature you're talking about. This ritual can show you a creature anywhere in the world, and on any plane.

The magic of the ritual interprets your statement of intended subject in the most straightforward way possible. If your description is insufficient to determine a specific creature, the ritual fails and no components are expended. If your statement describes a subject other than the one you intended, the ritual still functions and the components are expended.

The Sight of the Gods does not grant their wisdom, so you have no inherent way to discern where the sensor is in relation to you, but careful observation might give you some clues. The sensor moves with the subject for the duration of the effect.

Your Religion check determines the duration of the ritual.

Religion Check Result	Duration
19 or lower	1 round
20-24	2 rounds
25-29	3 rounds
30-39	4 rounds
40 or higher	5 rounds

You can hear through the sensor as well as see, and you have darkvision through it. Use the Perception skill to determine whether you hear quiet sounds or notice unobtrusive things while observing an area through the sensor.

Sight of the Gods creates a scrying sensor – a shimmer in the air – that watchful creatures might notice. Creatures must succeed on a Perception check with a DC equal to 10 + your level to notice the sensor. If the target of this ritual notices your scrying sensor, the target can use a standard action to destroy the sensor. Make an opposed Wisdom check; if the target's result is higher than yours, the sensor is destroyed and you take damage equal to twice your healing surge value. The subject can repeat this effort until the sensor is destroyed or the duration ends.

Sight of the Gods cannot be blocked by warding magic.

Focus: A holy symbol set with a mirror worth at least 20,000 gp. The focus conveys what you see and hear.

Song of Listening

Wizards may scry, but your song allows you to witness the sounds of life itself.

Level: 12
Category: Scrying
Time: 10 minutes
Duration: Special
Prerequisite: Bard
Component Cost: 400 gp, plus a focus worth 1,250 gp
Market Price: 2,600 gp
Key Skill: Arcana

The ritual allows you to listen across any distance. Choose one of the following: a specific creature or object no bigger than size Large, a location you have visited before, or a square within 20 squares of your current location.

Depending on your choice, this ritual functions just like the Observe Creature, View Location, View Object, or Wizard's Sight rituals except that only sound is transmitted through the scrying sensor. You can hear speech or quieter sounds with a successful Perception check, but you do not gain the ability to understand languages you do not otherwise know.

Your Arcana check determines how long the sensor lasts.

Arcana Check Result	Duration
19 or lower	1 round
20-24	2 rounds
25-29	3 rounds
30-39	4 rounds
40 or higher	5 rounds

Focus: A musical instrument you play as part of performing the ritual.



Chapter 8

Travel Rituals

Another group of profoundly useful rituals, travel rituals can get you from one place to another in a hurry, or at least make the getting there a bit more comfortable. However, some travel rituals can be fairly dangerous to use, as they require a body to traverse through the Elemental Chaos or someplace even worse to get from point A to point B. I don't know about you, but I'd rather walk across the entire bloody continent than risk letting some archfiend get me by the short and curlies because a jaunt through the Nine Hells might shorten my trip.

Travel rituals that use teleportation magic can be a bit dicey as well. Unlike eladrin, warlocks, and certain types of planar critters that have all but mastered teleporting, rituals that use that kind of mojo are bit less precise. You could wind up teleporting into a wall, off the edge of a cliff, or even mix and match your body parts with some other poor fool if you manage to teleport into the same space he was standing. But don't let all that dissuade you from learning a travel ritual or two. There's bound to be a time when you need to get someplace fast that's halfway on the other side of the world; and unless you have the extreme misfortune of being a warlock or a wizard, then the right travel ritual can mean the difference between escaping that rampaging horde of gnolls and getting a first-person look at the insides of a dire hyena.

Still don't think you need a travel ritual or two? Then let me enlighten you. One of my favorite rituals, and one that has gotten me out of more scrapes than I can remember, is a useful little ritual called Jaunt. It's a short range teleportation ritual that doesn't require you to have spent half your life with your nose in a spellbook to use properly. All it does is teleport you a around twenty feet or so; and I know that doesn't sound like much, but believe me, twenty feet is sometimes all that separates you from continued existence and a painful death.

I once got myself captured by a bunch of humans after losing a disastrous battle against the forces of King Ivar the Valorous. Old Ivar threw me in a cell, and then to add insult to injury, had me submit myself to be interviewed by an elven scribe on a weekly basis. Ivar is one sodding great warrior, for a human anyway, but he's a former adventurer, which means that he has some bloody foolish ideas about power, leadership, and mercy. Anyway, Ivar thought that my experiences might be of some use to adventurers, and he's probably right, but having to explain military tactics to an elven scribe is like trying to explain the game of chess to blind halfwit.

Anyway, I was fairly content to sit in that cell until I could figure out a way to explain my failure and capture to his Imperial Majesty. So there I sat for months, relating my tales of heroism on the battlefield to



TRAVEL RITUALS BY LEVEL

Lvl	Ritual	Key Skill	Page
5	Wilderness' End	Nature	128
6	Blink	Arcana	118
6	Jaunt	Arcana	121
6	Teleport Misdirection	Arcana	126
7	Zolobachai's Wagon	Arcana	128
8	Contingent Displacement	Arcana	118
9	Dimensional Mousehole	Arcana	119
10	Cheetah's Ineluctable Pursuit	Nature	118
10	Mutable Door	Arcana	122
10	Transmit Remains	Arcana	127
10	Tunnelport	Arcana	127
12	Feet of the Cloudburrower	Arcana or Nature	120
13	Phantasmal Conveyance	Arcana	123
14	Infernal Passage	Religion	120
14	Teleport Trick	Arcana	126
15	Deceptive Teleport	Arcana	119
16	Summon Friend	Arcana	125
17	Spatial Door	Arcana	124
18	Shadow Trail	Arcana	124
19	Jaunter's Visit	Arcana	122
21	Dream Travel	Arcana or Nature	119
22	Planar Trap	Arcana	123
22	Primordial's Passage	Arcana	124
23	Teleport Attractor	Arcana	125
24	Jaunter's Abduction	Arcana	121
26	Jaunter's Summons	Arcana	121
27	All Roads Lead Here	Arcana	117
30	Marvelous Map	Arcana	122

this elven scribe, until I finally figured out a way to keep his Imperial Majesty from slaying me alive when I returned home. You see, the how of escaping was never a problem. I had committed that Jaunt ritual to memory years ago, and once I figured out how I was going to placate my superiors back home, I just went ahead and used it.

Aiding my escape was the fact that this elven scribe, Zavivus Oakshadow, had come to trust me, fool that he is. So, that last time he came into my cell to interview me, I grabbed him, wrapped my manacle chains around his neck and gave him just enough of a squeeze to knock him out. Then, I hoisted his body over my shoulder, and used the Jaunt ritual to teleport outside of my cell, which just happened to overlook the Tragerian River. So I plummeted the hundred or so feet into the water, swam a ways downstream, and then hauled myself and Zavivus back to hobgoblin lands in a hurry.

Turns out Zavivus knew an awful lot about the inner workings of King Ivar's kingdom, and made for one very valuable prisoner. That made his Imperial Majesty quite happy, and as a reward for my harrowing escape, he let me keep Zavivus as my personal scribe.

Ain't that right, Zavivus? Oh, don't pout; you're much better off here than you ever were at King Ivar's court. Well, maybe I'll let you go one of these days... after you finish scribing my memoirs, of course.

—Azagar

All Roads Lead Here

You finish the words of the ritual and settle in to wait; knowing that walking in any direction would simply return you to this spot.

Level: 27

Category: Travel

Time: 8 hours

Duration: 24 hours

Component Cost: 50,000 gp, plus 5 healing surges

Market Price: 425,000 gp

Key Skill: Arcana

You force space to curve in on itself, forming an inescapable trap. As part of this ritual, you must map the ley lines in an area of no more than one square mile by sprinkling diamond dust and observing the fall, and then walk these lines backwards carrying a rune-carved lodestone. At the end of the ritual, you must bury the lodestone and make an Arcana check to determine the robustness of your trap.

During the duration of the ritual, all creatures in the area cannot move more than 40 squares without ending up at the location where you buried the lodestone. All modes of movement except for teleportation are affected. The trap can be detected with an opposed Perception or Arcana check vs. your Arcana check when you performed the ritual. It can be disarmed with an opposed Thievery or Arcana check vs. your Arcana check when you performed the ritual.

The duration of the curved space effect is 24 hours, but the ritual caster (not his assistants) can prolong this duration by spending a healing surge when the ritual expires, thus renewing the effect for another 24 hours. If the ritual is sustained consistently for an entire year, the effect becomes permanent.

Blink

An explosion of elemental energy encompasses you and your allies. Your bodies are temporarily torn from this plane, reforming a short distance away; but be warned, where you reform may be unknown.

Level: 6
Category: Travel
Time: 4 hours, then 6 seconds
Duration: Instantaneous
Component Cost: 300 gp, plus 1 healing surge
Market Price: 360 gp
Key Skill: Arcana

You concentrate, utter the syllables, “*En Por,*” and then throw a pre-prepared pouch of reagents on the ground. Upon contact with the ground, the pouch explodes in a circle of multi-colored, space-bending energy. You and all allies touching you within a close burst 1 disappear and reappear between 35 and 145 feet away. You are drawing upon the primal forces of space, warping and bending it. Because of the volatile nature of bending space, the direction and distance you teleport are uncontrollable and are determined as follows:

Distance: Up to 2d12 + 5 squares

Direction: Roll 1d8 and use the table below to determine the general direction

Result	Direction
1	North
2	North-East
3	East
4	South-East
5	South
6	South-West
7	West
8	North-West

The destination must be an area that can be inhabited by the party. The distance result denotes the maximum distance teleported; the destination location furthest along the direction indicated should be used. The direction result provides general guidance as to the direction moved; the exact final destination is subject to the DM’s discretion. If no possible target location exists along the determined direction the ritual fails, the pouch does not explode, and the components are not used.

Preparing the pouch requires 4 hours of uninterrupted time. Once prepared, the ritual can be activated with a brief 6 second mental concentration effort. If used in combat, this ritual can be cast as a standard action. If the ritual fails, i.e., if no suitable target location exists, a minor action is required to pick up the reagent pouch.

As the ritual is not complete until the final mental concentration, only the character that prepared and created the pouch may use it.

Cheetah’s Ineluctable Pursuit

You anoint yourself and your companions with a pungent musk that sensitizes your nose to the scent of your prey, and grants you the speed of a great cat while you hunt.

Level: 10
Category: Travel
Time: 10 minutes
Duration: 12 hours
Component Cost: 400 gp
Market Price: 1,000 gp
Key Skill: Nature

You and up to six allies move with relentless speed as long as you follow the scent of the creature you designate. In order to follow the scent, you must follow the path that was taken by your target. If you leave the path, you must return to the point at which you left in order to pick up the scent again. As long as you are moving along the path toward your prey, treat your party’s speed as double the speed of its slowest member for the purposes of determining how far you can travel in an hour or a day.

When you complete this ritual, make a Nature check to determine what you need to pick up the target’s scent.

Nature Check Result	You Must Have...
19 or lower	A sample of the target’s blood or spoor
20-29	Something belonging to the target
30-39	A specific location the target passed through in the past day
40 or higher	A general area the target passed through in the last week

Contingent Displacement

You weave the strands of nearby space and time into a protective net around yourself and your companions. Should any others suddenly appear in this area, the resulting shift of the net will immediately propel you elsewhere.

Level: 8
Category: Travel
Time: 30 minutes
Duration: Until discharged
Component Cost: 135 gp
Market Price: 680 gp
Key Skill: Arcana

You enchant an area to provide you with an automatic escape if anything attempts to teleport into your midst. As part of this ritual, you must anoint a single room (or a burst 4 area) with rare oils and unguents, mixed according to a formula known only to you. You may then apply these oils to yourself and up to eight allies. If any creature that was not anointed by these oils teleports into the area you enchanted, the ritual is discharged and each creature that was anointed can teleport as an immediate interrupt. Only those who are in the anointed area when the ritual is discharged can teleport, and the square they teleport into must be outside the area.



At the completion of the ritual, make an Arcana check. The result determines how far each anointed creature can teleport.

Arcana Check Result	Distance
9 or lower	5 squares, to a location you can see
10-19	10 squares, to a location you can see
20-29	10 squares, no line of sight required
30 or higher	20 squares, no line of sight required

Deceptive Teleport

You and your friends step through a gate to nowhere, leaving behind convincing figments of yourselves to continue the negotiation you suspected was going to end badly.

Level: 15 **Component Cost:** 800 gp
Category: Travel **Market Price:** 5,000 gp
Time: 1 hour **Key Skill:** Arcana
Duration: 24 hours or until discharged

You create a hidden escape route that allows you to disappear undetected and reappear at the permanent teleportation circle of your choice. As part of this ritual, you must draw a circle 10 feet in diameter using ink crafted from the blood of a creature that can turn invisible (such as an imp). This circle must match in every way the permanent teleportation circle that is to be your destination.

When you finish the ritual, make an Arcana check. The circle you drew can be detected only by making an opposed Perception check against this Arcana check. You may designate up to eight of your allies that will be included in the ritual in addition to yourself. At any point during the duration of the ritual, you can discharge the ritual as a minor action. Any included creatures that are within the circle you drew are teleported to the permanent teleportation circle, leaving behind perfect illusory duplicates. This transition is undetectable unless the observer makes an opposed Perception check against the Arcana check you made when you performed the ritual.

The illusion continues for the duration of the ritual and attempts to simulate the sounds and motions that the teleported creatures were making before they left, but the imposture grows less convincing with time. Observers gain a cumulative +1 bonus to Perception checks for each round that has passed since the ritual was discharged.

Dimensional Mousehole

You inscribe a circle the size of your head, and feel the wind of another land whistle through the diminutive portal you have created.

Level: 9 **Component Cost:** 150 gp
Category: Travel **Market Price:** 800 gp
Time: 10 minutes **Key Skill:** Arcana
Duration: Special

You breach space to create a narrow tunnel that stretches from your location to a permanent teleport circle elsewhere on the same plane. As part of performing this ritual, you must draw a circle one foot in diameter using powdered semi-precious stones. This new circle must match the permanent teleport circle you wish to link it to in every way except for its size. It disappears when the ritual's duration ends.

When you finish performing this ritual, make an Arcana check. The result determines the duration that the circles remain linked.

Arcana Check Result	Linkage Duration
9 or lower	2 rounds
20-39	4 rounds
40 or higher	6 rounds

While the circles are linked, those near either one can look through to see a misty panorama of the location of the other circle, up to a distance of 60 feet. Any creature that is able to fit through the small circle you drew can use a move action to enter either circle and be teleported to its linked pair. It is also possible to reach through the circle, pick up objects at the other location, and carry them through the Dimensional Mousehole, again limited by the size of the smaller circle.

Dream Travel

You fall asleep prepared to track your first true dream back to the gate of polished horn through which it came, and then pass through the gate so that you will wake at your destination.

Level: 21 **Component Cost:** 7,000 gp
Category: Travel **Market Price:** 28,000 gp
Time: 1 hour **Key Skill:** Arcana or Nature
Duration: 24 hours (no check)

You and up to eight of your allies go to sleep in one place and wake up in another location you designate on the same plane. You do not have to have seen or visited your destination, but it must be an unmoving location that you can specifically describe. The logic of your dream carries out your intentions in the most literal way possible. If your designation cannot identify a specific location, the ritual fails but you do not need to expend the component cost.

The teleportation takes no time at all, but it does not take place until the next time you are asleep during an extended rest within the ritual's duration. Allies included in the ritual who were not asleep when you are teleported are left behind. Being teleported does not wake you, and you cannot predict when during your rest it will take place, so you will be asleep and defenseless for some time at the new location.



Feet of the Cloudrunner

Your touch transforms the feet of you and your comrades into the hairy hooves of the ki-rin.

Level: 12
Category: Travel
Time: 10 minutes
Duration: Special

Component Cost: 1,000 gp
Market Price: 2,600 gp
Key Skill: Arcana or Nature

You and up to eight allies gain the ability to fly when you take the run action. The number of squares you fly is equal to the number of squares you usually move when you run. You cannot hover. If your first action on your turn is not a run action, you fall 1 square. At the start of your turn, you fall 2 squares for each previous turn during which you did not take a run action. If you fall to the ground, you take falling damage as appropriate for the number of squares you fell that turn.

When you perform this ritual, make a Nature check to determine the duration of the ritual's effect.

Arcana or Nature Check Result	Duration
9 or lower	5 minutes
10-19	10 minutes
20-29	30 minutes
30-39	1 hour

Internal Passage

You conjure forth a powerful devil that agrees to transport you and your allies into the Nine Hells... for a price, of course.

Level: 14
Category: Travel
Time: 1 hour
Duration: Instantaneous

Component Cost: 1,500 gp (see below)
Market Price: 4,200 gp
Key Skill: Religion

You must use this ritual in the world. When you perform this ritual, you transport yourself and up to eight allies to a random spot within the Nine Hells without any guarantee of personal safety. In addition to the component cost, each character must expend a number of healing surges determined by your Religion check.

Religion Check Result	Healing Surges Required
9 or lower	5
10-19	4
20-29	3
30-39	2
40 or higher	1

Each character is required to pay this cost. Another character can pay some or all of the required healing surges for another character, but a character unable to pay the required amount is not transported.

At the DM's option, bargaining with the devil might require a skill challenge.

Special: Tieflings have a special connection with the Nine Hells. Consequently, a tiefling who has mastered this ritual or performs it from a scroll does not pay the gp component cost and gains a +5 racial bonus to the Religion check.



Jaunt

Like many things, position depends upon observation. This fact, although slightly counter-intuitive, has a great many magical applications. Many mages can, with enough time, simply be someplace else.

Level: 6
Category: Travel
Time: 10 minutes
Duration: Instant
Component Cost: 140 gp
Market Price: 360 gp
Key Skill: Arcana

You concentrate and inevitably twist the astral ether that determines where a person is. With time and concentration you can bypass doors, chasms, walls, and other barriers. This ritual can also take a certain number of ritual passengers with you. Although the range is not long, a little is often all you need.

Arcana Check Result	Distance	Passengers
19 or lower	2 squares	1 other person
20-29	4 squares	2 other people
30-39	6 squares	4 other people
40 or higher	8 squares	8 other people

This ritual teleports you and a certain number of passengers a certain distance. This ritual does not require that you know or see where you are going, merely that you know in which direction and how far you want to go.

If you attempt to Jaunt to an unsuitable spot, such as into a solid object. Everyone takes 1d6 damage for each square teleported, is returned to their starting positions, and the ritual ends with the component cost spent.

An unsuitable spot is either a spot that is completely filled in with a solid material, or partially filled in with a solid material. Attempting to Jaunt into stone, a crowd of people, or an intricate arrangement of wires will trigger the damage and the return to the starting location. Attempting to jaunt into a liquid or someplace that cannot support you, such as over a chasm, will not trigger the damage and will not return you to the starting location.

Jaunter's Abduction

Your magic circle winds up the threads of time and space and binds them to you and your comrades. When you leave the circle, the threads stretch tight, ready to recoil on your command and bring you back here with the quarry you have seized.

Level: 24
Category: Travel
Time: 10 minutes
Duration: 1 hour or until discharged
Component Cost: 8,000 gp, plus 3 healing surges
Market Price: 105,000 gp
Key Skill: Arcana

You prepare a snatch and grab mission that will allow you and your allies to grab your targets and bring them back to this spot. As part of this ritual, you must use rare and costly resins and gums to sketch a temporary teleportation circle 10 feet in diameter. You and up to six of your allies standing within this circle are included in the ritual. When you complete the ritual, make an Arcana check to determine how strongly the temporary circle attracts those within.

At any point during the duration of the ritual, each creature that was included can use a minor action to discharge the ritual, teleporting them back to the temporary circle and ending the effect of the ritual for themselves only. Any creature that was grabbed by the included creature is teleported as well if the Arcana check you made when you performed the ritual exceeds the target's Will defense.

Jaunter's Summons

You unravel the fabric of reality to create a hole in space around the one you seek. You know that they will soon arrive in your vicinity, but you cannot predict who else might fall in with them.

Level: 26
Category: Travel
Time: 10 minutes
Duration: Instantaneous
Component Cost: 50,000 gp
Market Price: 425,000 gp
Key Skill: Arcana

You contact an extraplanar entity to help you locate the individual you seek, and then teleport your target to your current location. When you complete the ritual, make an Arcana check to determine what you must give this entity in order to be able to perform the ritual.

Arcana Check Result	You Must Provide...
19 or lower	Something belonging to the target
20-29	Something the target touched
30-39	A description a bright djinni could use to identify the target, such as "the under-secretary of Hell"
40 or higher	A description even a simple elemental could understand, such as "the wizard embedded in ice at a volcano's heart"

If the target's level is equal to or lower than yours, the target is teleported to a point within 40 squares of your current location. You cannot control the precise location in which the target will arrive, although it will always be free of immediate hazards; if no such location exists, the ritual fails, but you do not have to expend component costs. The target can choose to bring up to six of its allies that are in sight before it is teleported.

Jaunter's Visit

You find the place where your quarry's footsteps disturb the threads of space and time, and work a greater disturbance to bring yourself there.

Level: 19 **Component Cost:** 7,000 gp
Category: Travel **Market Price:** 20,000 gp
Time: 10 minutes **Key Skill:** Arcana
Duration: Instantaneous

You contact an extraplanar entity to help you locate the individual you seek, and then teleport to your target's location. When you complete the ritual, make an Arcana check to determine what you must give this entity in order to be able to perform the ritual.

Arcana Check Result	You Must Provide...
19 or lower	Something belonging to the target
20-29	Something the target touched
30-39	A description an intelligent ghost could use to identify the target, such as its name
40 or higher	A description even a stupid demon could understand, such as "the creature that was wounded here yesterday"

This ritual does not provide you with any information about the target's location, only the coordinates necessary to teleport you and up to eight allies to a point within 40 squares of the target's current position. You cannot control the precise location in which you will arrive, although it will always be solid ground that is free of immediate hazards. If no such location exists, the ritual fails, but you do not have to expend component costs. Upon arrival, you and your allies are dazed (save ends).

Marvelous Map

Using a set of exotic and expensive inks, you invoke the law of similarity to create a useful confusion between the map you draw and the territory it describes.

Level: 30 **Component Cost:** 75,000 gp
Category: Travel **Market Price:** 600,000 gp
Time: 1 hour **Key Skill:** Arcana
Duration: Special

You use your knowledge of an area to allow you and up to eight allies to travel instantly between any two points in the area during the duration of the ritual. As part of performing this ritual, you must use fantastically rare and expensive inks to draw a map of an area you are familiar with. The maximum size of the map is 500 square miles, and you must be in the area shown on the map. Adding more details to the map make it more useful, but only features of a certain size can be mapped. The minimum resolution of the map is 500 feet, making it

impossible to arrive at a location with any greater precision. This limitation means that a Marvelous Map is handy for transportation across a continent or a city, but not for navigating within a castle or a dungeon.

At the ritual's completion, make an Arcana check to determine the duration of the ritual.

Arcana Check Result	Duration
19 or lower	5 minutes
20-39	30 minutes
40 or higher	3 hours

When you finish making the map, an arrow appears at your current location. During the duration of the ritual, as a move action you can fold the map such that your location touches another location shown on the map, teleporting you and your allies to within 500 feet of that area. The ritual will always place you on solid ground free of immediate hazards. If no such safe place exists near your intended location, the attempt to teleport there fails. If you attempt to travel to a location that is erroneously marked on the map but is not actually present in the area, the ritual ends.

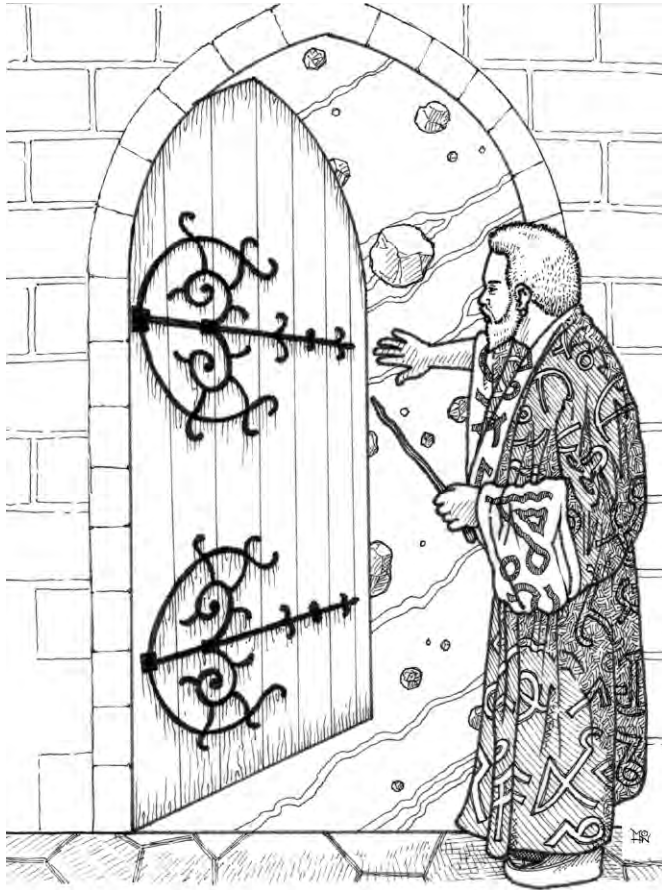
Mutable Door

You conjure an ordinary-seeming door that fills a passageway. Depending on how it is opened, it does not necessarily lead to the corridor beyond.

Level: 10 **Component Cost:** 1,000 gp, plus 3 healing surges
Category: Travel **Market Price:** 5,000 gp
Time: 1 hour **Key Skill:** Arcana (no check)
Duration: Until dismissed

You create an ordinary wooden door that fills a doorway up to 15 feet tall by 10 feet wide. The door has metal fittings, including a handle and hinges that allow it to open normally as well as an unusually large keyhole that appears to be purely decorative, as it is not connected to any visible lock mechanism. When a certain type of item is placed in this keyhole, for the next round, the door will open onto the location of another Mutable Door that the ritual caster (not an assistant) has created using this ritual. During this time, while the door is open, the squares on either side of the two linked Mutable Doors are treated as being adjacent.

When the ritual to create a Mutable Door is performed, you specify the nature of the item that must be inserted in the keyhole of other Mutable Doors to cause them to open onto this door. The specified item must have a value of at least 500 gp, and the act of placing it in the keyhole destroys the item. Those who wish the Mutable Door to be usable by anyone typically specify gems. For example, inserting a diamond into any of the castle's Mutable Door would cause it to open onto



the throne room, while a ruby will lead to the armory. Those who wish to keep the use of their Mutable Doors private, typically specify special items that will be difficult for others to obtain, such as jade discs gilded with different runes for different locations.

Phantasmal Conveyance

You conjure up a shimmering, ethereal boat. It sits atop the waves, its sail fluttering in an unseen breeze.

Level: 13
Category: Travel
Time: 30 minutes
Duration: 24 hours
Component Cost: 1,200 gp
Market Price: 5,000 gp
Key Skill: Arcana

You conjure up a magical vehicle based on your Arcana check result. It can hold up to twelve Medium creatures or the equivalent. It lasts until the duration has expired or until it takes damage.

Arcana Check Result	Speed	Overland Speed (10-hour day)	Conveyance Type
19 or lower	12	60 miles	Wagon or carriage
20-29	15	75 miles	Rowboat or sailboat
30-39	20	100 miles	Submersible boat
40 or higher	25	125 miles	Zeppelin or airship

You can conjure the conveyance listed next to your Arcana check result, or anything a lower check could summon. The speed is determined by your check result regardless of which vehicle you choose.

The conveyance comes complete with whatever is necessary to power it; carriages are drawn by phantom steeds, and ships sail with arcane winds. As soon as the vehicle takes damage, this means of propulsion ceases to exist, and the vehicle begins to slow. The next round, the conveyance itself fades away, dropping all passengers to the ground.

Planar Trap

You carve a chest with the scenes of torment you remember all too well from your own visit to the nightmare dimension. No would-be thief who finds himself transported there can say he wasn't warned.

Level: 22
Category: Travel
Time: 1 hour
Duration: Until discharged
Component Cost: 13,000 gp
Market Price: 65,000 gp
Key Skill: Arcana

You prepare a trap that sends anyone who touches it to a permanent teleportation circle on another plane that you have previously visited. As part of performing this ritual, you must decorate the object you wish to trap with a depiction of the plane that holds the destination circle, including the rune sequence that designates that circle. The trapped object must be small enough that you could lift it above your head. When you finish preparing this object, make an Arcana check.

The ritual is discharged when the object is touched by any creature other than you and your allies who were present when you performed the ritual. As an immediate interrupt, you make a burst 5 attack centered on the triggering creature, using the Arcana check you made when you created the trap against the Will defense of each creature in the burst. If you hit, the target is teleported to the linked portal.

Primordial's Passage

The creators of the mortal realms do not build as men do. As they constructed the World, they forged a secret realm filled with passages linking their work together in patterns no mortal may truly comprehend. A skilled ritualist can find his way into this network of gateways, but getting out again is another matter entirely.

Level: 22
Category: Travel
Time: 5 minutes
Duration: Special
Component Cost: 10,000 gp
Market Price: 100,000 gp
Key Skill: Arcana

You create an unstable, one-way passage, allowing you and up to five allies to cross great distances at great risk. An intricate doorway covered in Primordial sigils must be etched into any solid surface. The doorway can be big enough for a Large creature to fit through, but smaller portals can be created if desired. The ritualist must then walk into the doorway and envision a static destination in the Mortal World that he has previously visited. After one round, the doorway vanishes into nothingness. Unfortunately for those who have entered it, the doorway does not immediately transport those within to their destination. Instead, they are trapped in a bewildering realm of chaotic sounds and light that the ritualist must forge his way through with force of will and arcane knowledge. An Arcana check on the part of the ritualist determines how long it takes those who entered the doorway to reach their destination and how addled they shall be when they emerge.

Arcana Check Result	Time Elapsed	Negative Effect
19 or lower	1d10 days	Travelers weakened for 1d10 hours
20-29	3d12 hours	Travelers dazed for 1d6 hours
30-39	2d6 hours	Travelers knocked prone
40 or higher	1d20 minutes	None

When the time elapsed indicated by the Arcana check has expired, all who entered the doorway emerge at the destination envisioned by the ritualist and suffer the negative effect noted. Each traveler rolls for the duration of the negative effect individually, should one be suffered. Should the ritualist's destination be inaccessible due to it being destroyed, inhabited, or warded against teleportation, travelers emerge at the nearest unoccupied, unwarded area.

Shadow Trail

You name the place to which you would go, and step onto the river of darkness that will speed your way there.

Level: 18
Category: Travel
Time: 1 hour
Duration: 8 hours
Component Cost: 2,000 gp, plus 3 healing surges
Market Price: 17,000 gp
Key Skill: Arcana

You name a destination, and are shown a trail of darkness stretching from you to a point within a hundred yards of the destination you name. You do not have to have seen or visited your destination, but it must be an unmoving location that you can specifically describe. The ritual interprets your description in the most literal way possible. If your designation cannot identify a specific location, the ritual fails but you do not need to expend the component cost.

Any number of your allies may be included in the ritual, but each participant must expend a healing surge. The trail is one square wide, and is invisible to all who are not included in the ritual. For the duration of the ritual, as long as each participant is standing on the trail, their overland travel speed is tripled and they are invisible to all other creatures. The ritual ends for all participants as soon as any included creature leaves the trail, uses an attack power, or does not spend at least one move action per turn moving forwards along the trail.

Spatial Door

You sketch a doorway using ink made from displacer blood and a brush of blink dog hair. A hole in space opens, and when you draw the other side of this hole it will form a passageway for those who know how to perceive it.

Level: 17
Category: Travel
Time: 10 minutes
Duration: 4 hours
Component Cost: 5,000 gp
Market Price: 12,000 gp
Key Skill: Arcana

You link two points in space, allowing instant travel between two locations on the same plane. As part of this ritual, you must draw a circle 10 feet in diameter using exotic and costly fluids. This circle is visible to all unless you choose to hide the Spatial Door by using transparent and fast-evaporating fluids. If so, make an Arcana check. Any creature that did not observe you drawing the circle must make an opposed Perception roll against this Arcana check in order to perceive the Spatial Door.



During the duration of the ritual, you can use the same fluids to draw a second circle within one mile of the first, opening a passageway between them. If you chose to hide the first circle, the second circle is similarly hidden. Those who can perceive the Spatial Door can see through the passageway to gain a hazy view of the location of the other circle and the area within 60 feet.

At the time that you draw the second circle, you must decide whether to make an Arcana check to lock the passageway. If you leave it unlocked, until the ritual ends or is dispelled, any creature that can perceive the Spatial Door may pass through either circle and teleport to the location of the other one as a move action. If you choose to lock the passageway, you and your allies who were present when you created both circles can still pass as a move action. All other creatures must use a standard action to make an opposed Strength vs. the Arcana check you made to lock the passageway in order to pass.



Summon Friend

You create a circle of arcane symbols on the ground. As the symbols begin to glow, the form of your old friend begins to coalesce before you. The hazy form becomes solid and he steps from the circle, glad to see you.

Level: 16

Category: Travel

Time: 1 hour

Duration: Instantaneous

Component Cost: 4,000 gp, plus a focus worth at least 2,500 gp

Market Price: 10,000 gp

Key Skill: Arcana

This ritual allows you to summon a person with which you are familiar. You must have spent at least one week's time with the target person, although this time does not have to have been consecutive. This ritual must be cast within a permanent teleportation circle constructed specifically for this ritual. Upon completion of the ritual, the target person appears within the teleportation circle with whatever gear he or she was carrying at the time of the ritual's completion. Your Arcana check determines how far away the target can be and still be affected by the ritual.

The target person is aware of the summoning ritual as it finishes and who is casting it. The target person can resist the summoning; and if he or she chooses to do so, the ritual automatically fails, with the loss of any components involved.

Arcana Check Result	Range
19 or lower	1 mile
20-29	100 miles
30-39	1,000 miles
40 or higher	Anywhere in the world

Focus: A permanent teleportation circle prepared with enchanted paints and pigments.

Teleport Attractor

You reshape the fabric of the world to form a funnel, ensuring that any that travels to this region by warping space will arrive in the place you have chosen for them.

Level: 23

Category: Travel

Time: 30 minutes (special)

Duration: 24 hours

Component Cost: 5,000 gp, plus 5 healing surges

Market Price: 80,000 gp

Key Skill: Arcana (no check)

You guard against unexpected visitors by ensuring that all who teleport into your sanctum will arrive in the spot you choose, unless they are higher level than the ritual caster who performed the ritual. As part of this ritual, you must sprinkle a burst 20 area with exotic oils from a censer, and then place the censer in the center of a burst 2 area of solid ground that is free of any immediate hazards. Any creature that attempts to teleport into the burst 20 area must instead appear in the burst 2 area.

The duration of the teleport attractor effect is 24 hours, but the ritual caster (not his assistants) can prolong this duration by spending a healing surge when the ritual expires, thus renewing the effect for another 24 hours. If the ritual is sustained consistently for an entire year, the effect becomes permanent.

Teleport Misdirection

You labored long and hard to create a featureless chamber with four indistinguishable exits. Compared to that, it is a simple working to ensure that intruders will always find themselves going through the western passage.

Level: 6 **Component Cost:** 200 gp,
Category: Travel plus 1 healing surge
Time: 8 hours **Market Price:** 680 gp
Duration: Until discharged **Key Skill:** Arcana

You prepare a spatial rearrangement intended to confuse and mislead. As part of this ritual, you must use ink made from a gelatinous cube to draw an invisible temporary teleportation circle up to 30 feet in diameter. When you finish performing the ritual, make an Arcana check to determine how subtly you have crafted your misdirection.

When this circle is entered by any creature that was not inside it when you finished the ritual, the trap becomes charged. It discharges as an immediate interrupt when any creatures attempt to leave the circle. When the trap discharges, all creatures in the circle are teleported such that they keep their relative positions but are rotated up to 360 degrees within the circle. You must specify the degree of rotation when you perform the ritual.

Teleported creatures remain unaware of their misdirection unless they make an opposed Perception check vs. the Arcana check you made when you performed the ritual. Bonuses or penalties may apply to this roll depending on the environment.

Environment	Bonus/Penalty
Obvious asymmetries, such as an ordinary bedroom	+20
Nondescript surroundings, such as a forest	+10
Featureless surroundings, such as a trackless desert	+5
Carefully crafted symmetry	-5
Poor visibility	-5

The runes can be disabled with an opposed Thievery or Arcana check vs. the Arcana check you made when you performed the ritual.

Teleport Trick

You draw on the principle of similarity and prepare invisible rules that will shunt those who step into this chamber into another with identical features.

Level: 14 **Component Cost:** 500 gp,
Category: Travel plus 3 healing surges
Time: 8 hours **Market Price:** 4,200 gp
Duration: Until discharged **Key Skill:** Arcana

You prepare a spatial displacement intended to send intruders elsewhere without their knowledge. As part of this ritual, you must use ink made from the vitreous humor of a dimensional marauder to draw two invisible temporary teleportation circles, each one up to 30 feet in diameter. Both circles must be within 100 squares of one another on the same plane of existence. When you finish performing the ritual, make an Arcana check to determine how craftily you have set your trap.

When either circle is entered by any creature that was not inside it when you finished the ritual, the trap becomes charged. It discharges as an immediate interrupt when any creature attempts to leave either circle. When the trap discharges, all creatures in each circle are teleported into the other circle, maintaining their relative positions. Creatures whose level is higher than the ritual caster's cannot charge the trap and are not teleported when the trap is discharged.

Teleported creatures remain unaware of their misdirection unless they make an opposed Perception check vs. the Arcana check you made when you performed the ritual. Bonuses or penalties may apply to this roll depending on the environment.

Environment	Bonus/Penalty
Obvious discrepancies	+20
Nondescript surroundings, such as a rough cavern	+10
Featureless surroundings, such as a snowy field	+5
Artfully crafted correspondences	-5
Poor visibility	-5

The trap can be disabled with an opposed Thievery or Arcana check vs. the Arcana check you made when you performed the ritual.



Transmit Remains

"Just don't let them eat me!"

Level: 10

Category: Travel

Time: 10 minutes

Duration: Special

Component Cost: 400 gp,
plus 2 healing surges

Market Price: 1,000 gp

Key Skill: Arcana

To cast this ritual, you must know the sigil sequence of a permanent teleportation circle. During casting, you can temporarily attune one creature (including yourself) to that teleportation circle. This ritual automatically discharge if the subject is killed, instantly teleporting the subject's remains (and any equipment that was on the subject's person when he was killed) back to that circle from anywhere on the same plane.

While you cast this ritual, the subject must remain within the teleportation circle to which you are attuning him. If the subject leaves the circle before the ritual is complete, the ritual fails and the casting components will be wasted. If you are not the subject, you must also be at the same location as the teleportation circle while you cast this ritual.

Upon completion of the ritual, make an Arcana check. The result determines how long the subject remains attuned to the teleportation circle.



Arcana Check Result	Duration
19 or lower	8 hours
20-29	24 hours
30-39	3 days
40 or higher	1 week

As long as the subject is still attuned to the circle, the ritual discharges as an immediate reaction. Once this ritual is discharged, the subject is no longer attuned to the circle.

Effects that prevent teleportation can prevent the discharge of this ritual. Equally, if an object or creature is within the teleportation circle when the subject is killed, this ritual will not discharge. In either event, the ritual discharges as soon as the circumstances preventing teleportation cease, as long as this happens within the duration determined when the ritual was cast.

Tunnelport

You and your companions step through one portal and emerge from another.

Level: 10

Category: Travel

Time: 10 minutes

Duration: Instantaneous

Component Cost: 400 gp

Market Price: 1,000 gp

Key Skill: Arcana

This ritual allows up to eight creatures (including yourself if you wish) to instantly move between one portal and another portal that lies within a certain number of squares. The movement is instantaneous, teleporting the targets from the starting portal to a second chosen portal within range. You can only cast this ritual if you have line of sight to the desired portal, have traveled through the portal previously, or have seen it with a ritual such as View Location. For the purpose of this ritual, a portal means any fixed opening that can be passed through, including a tunnel mouth, door, portcullis, or the hollowed out trunk of a tree.

You must make an Arcana check to determine the number of squares the targets can move.

Arcana Check Result	Squares Teleported
19 or lower	10 squares
20-29	20 squares
30-39	35 squares
40 or higher	50 squares

If the desired portal is not within the range of the ritual, the ritual fails and nothing happens (though the components are still used up).

Adventurers often use this ritual to quickly pass through areas they have already explored, or to avoid regions that they know are dangerous or troublesome to move through.

Wilderness' End

You speak to the spirits of the land, beseeching them to carry you to the nearest point where civilization has intruded on their domain.

Level: 5 **Component Cost:** 135 gp
Category: Travel **Market Price:** 350 gp
Time: 1 hour **Key Skill:** Nature
Duration: Instantaneous (special)

You contact the spirit of the wilderness around you and request a vision of the nearest location that has been substantially altered by civilized activity. A glade where a boot has been discarded or a single tree chopped down would not qualify, but a woodsman's hut, a cultivated field or orchard, a subterranean dungeon, or a ruined temple are all possible results of the ritual. Each vision offers a blurred view of the location, as if seen from a hundred feet away on a misty day. Nothing more than 60 feet from the center of the civilized activity can be made out.

If you are given a vision, you may study it for up to five rounds. After that time, you and up to eight allies you can see may choose to be teleported to the location of your vision. If you decide not to be teleported, you may then be shown the next nearest location that qualifies for this ritual. You must choose not to be teleported to each location in order before being shown the next one.

The maximum number of locations you can see in your visions depends on the result of your Nature check.

Nature Check Result	Maximum Number of Locations
9 or lower	0
10-19	1
20-29	2
30 or higher	3

Zolobachai's Wagon

You conjure a conveyance fit for a vainglorious mountebank, complete with garish advertisements for the wonders and nostrums within. It's just the thing your party needs to haul a king's ransom unsuspected through enemy territory.

Level: 7 **Component Cost:** 135 gp
Category: Travel **Market Price:** 680 gp
Time: 1 hour **Key Skill:** Arcana
Duration: 24 hours

You create a platform of pure force that is 4 squares long, 3 squares wide, and surrounded by a lip 1 inch high. The platform is covered by an illusion that gives it the appearance of an inconspicuous mundane conveyance, such as a wagon pulled by a pair of weary mules. You specify the details of this illusion at the time that you perform the ritual. Once created, you cannot alter the illusion, although it does change to reflect its circumstances – for example, the wagon's wheels and mules' hooves appear to move as appropriate for the terrain and even get muddy if it rains.

The platform floats three feet above any reasonably solid surface, ignoring difficult terrain. When you are on top of the platform, you can use your move actions to move the platform. The platform can hold up 6,000 pounds, including as many creatures as can fit on top of it without squeezing.

At the completion of the ritual, make an Arcana check. The result determines the platform's speed.

Arcana Check Result	Speed
9 or lower	10
10-19	12
20-29	15
30 or higher	20



Chapter 9

Warding Rituals

If you're like me, then just about every third person you meet would like nothing more than to plant a dagger between your shoulder blades. Also, if you're like me, then you have a heaping pile of gold, gems, and other treasures acquired over the course of an eventful career. Now keeping both your hide and your valuables intact and free from the predations of a world full of ungrateful, lazy, and spiteful ne'er-do-wells usually takes more than a good lock and a stout door. Luckily, for successful souls like myself, there are a bunch of very useful warding rituals that can make a would-be thief or murderer regret the day he pulled wet and screaming from his mama's womb.

Warding rituals come in all shapes and sizes, and can do anything from alerting you when someone enters your campsite to making sure that two hated enemies can't do much more than hurl insults at each other. The majority of warding rituals are used to protect a place or object, but some are designed to prevent a certain type of critter from entering the warded area or making certain types of magic less effective.

While warding rituals are pretty effective at what they do, they do have a rather stiff downside. Most require at least passing knowledge of the arcane arts, and if you're the type that makes his living in an honest profession like soldiering, pirating, or raiding,

then you'll likely beat your poor brains to putty trying to get some of the more potent warding rituals to work. So you'll likely be forced to befriend – or at least tolerate – a wizard or warlock who can cast a warding ritual for you.

Even I have been forced to hire the odd wizard in my career to keep my valuables – and that includes my own hairy arse – well protected. In fact, I once had a tiefling wizard named Findulus, who would do just about anything for a bit of gold, cast a rather potent warding ritual on my private chambers. The ritual was called Sanctum, and it ensured that arcane magic used within its warded area was much less effective. You see, I'm not worried about some fool with a blade kicking down the door and trying to hack me to pieces; there are few souls in this world brave or stupid enough to try to tangle with ol' Azagar in an even fight. However, my enemies have sent more than a few spell-flinging fools my way. I had grown pretty tired of having my beard singed with fire and lightning before I could manage to stick a knife in the guts of yet another wizard or warlock that fancied himself an assassin. So, I figured the Sanctum ritual was a fairly good investment of my time and money.

Anyway, I paid Findulus to stick around for a year and a day, renewing the Sanctum ritual until it became permanent. Then,

because he did such a good job, I arranged to pay him a bonus over drinks in my personal chambers. Well, as skilled a wizard as Findulus was, he often let the promise of gold override his commonsense. Poor Findulus; he actually looked surprised when I stuck that dagger in his belly.

What's that? Of course I don't still live in the same chambers. I've gotten new ones since my last promotion...warded with something even nastier than the Sanctum ritual. Why don't you come by tonight and I'll give you a tour over drinks.

—Azagar

WARDING RITUALS BY LEVEL

Lvl	Ritual	Key Skill	Page
1	Glue trap	Arcana	133
2	Animal Watcher	Arcana or Nature	130
3	Assassin's Foil	Arcana	131
4	Harmonious Terrain	Nature	133
4	Protection from Fey	Arcana	136
4	Protection from Lycanthropes	Arcana or Religion	136
4	Protection from Vampires	Arcana or Religion	136
6	Arcane Trap	Arcana	130
6	Forbid Entry	Arcana	132
6	Invisibility to Animals	Nature	134
8	Brownberry's Annoying Companion	Arcana	131
8	Protection from Poison	Heal or Nature	136
8	Sanctum	Arcana	137
8	Unbroken Illumination	Arcana	139
10	Storm Ward	Nature	138
12	Icy Patch	Nature	134
12	Invisibility Ward	Arcana	134
12	Rune of Teleportation	Arcana	137
14	Unsinkable	Arcana	139
16	Castle Ward	Arcana	132
16	Teleport Lock	Arcana	139
18	Scrying Free Song	Arcana	138
20	Ghost Glue	Arcana or Religion	132
24	Holy Sanctuary	Religion	133
24	Lightning Rod	Arcana or Nature	135
24	Neutral Ground	Arcana	135
24	Secret Location	Arcana	138

Animal Watcher

Before drifting off to sleep, the wizard reassured himself by patting the warty toad squatting on his backpack. If danger came in the night, he would not be caught unaware.

Level: 2

Category: Warding

Time: 10 minutes

Duration: One extended rest (no check)

Component Cost: 20 gp

Market Price: 100 gp

Key Skill: Arcana or Nature

You target a non-hostile Tiny animal; usually a toad, lizard, or spider. The animal must remain within 5 squares of you for the time necessary to perform the ritual. Once the ritual is complete, the animal always occupies the same square you do, staying with you until its service is discharged.

Before taking an extended rest, you can command the Animal Watcher to provide a lookout for you. While sleeping, you use your passive Perception score to determine whether you detect approaching danger and wake up, but without the -5 penalty for being asleep.

After you take an extended rest, your influence ends, and the animal reverts to its natural behavior. You can have only one Animal Watcher with you at any one time – any attempt to bind another Animal Watcher results in the subsequent ritual's failure (though ritual components are still expended).

Arcane Trap

The sudden scream appears to have come from your study. Perhaps those thieves will think twice before they try to steal from a wizard again.

Level: 6

Category: Warding

Time: 10 minutes

Duration: 24 hours

(special)

Component Cost: 140 gp, plus 1 healing surge

Market Price: 370 gp

Key Skill: Arcana

You ward a door, window, or some other portal to bring harm to any who open, enter, or pass through the warded area. You may pass normally, but any who you have not designated trigger the effect as an immediate reaction to opening or passing through the warded area. When you perform the ritual, you can designate other creatures to pass safely. The options you may choose from are the same as that for Arcane Lock (see 4E D&D *Player's Handbook*). The Arcane Trap uses your Perception check to detect invisible or hidden creatures passing through the warded area.

Upon completing the ritual you choose a power you have learned that has a range of close burst or close blast. A burst effect must center on the warded portal, the exact area of a blast power must be set when the power is chosen and must



be adjacent to the warded portal. The result of your Arcana check determines the maximum level of the power you can choose; the chosen power is expended without effect at the end of the ritual. This check, with a +5 bonus, also sets the DC for Thievery checks to disable the trap and Perception checks to notice it.

Arcana Check Result	Level of Blast or Burst Power
9 or lower	Level 3 or less
10-19	Level 7 or less
20-29	Level 13 or less
30-39	Level 17 or less
40 or higher	Level 25 or less

If the trap is triggered, the DM rolls an attack using your attack bonuses, as if you used the selected power in the warded area. Bonuses from implements or similar sources do not apply to the Arcane Trap. You do not need to be in the same area or even on the same plane when the trap is triggered.

A selected area can only be warded by one Arcane Trap; a second casting of this ritual in a warded area fails without effect (although any component cost must still be paid). The warding effect lasts for 24 hours, or until triggered, but the ritual caster (not any assistants) can extend this duration by expending a healing surge every 24 hours to sustain it. The caster does not need to be in the same area or even on the same plane to sustain the effect. If the ritual's effect is sustained without interruption for a year and a day, the effect becomes permanent until triggered.

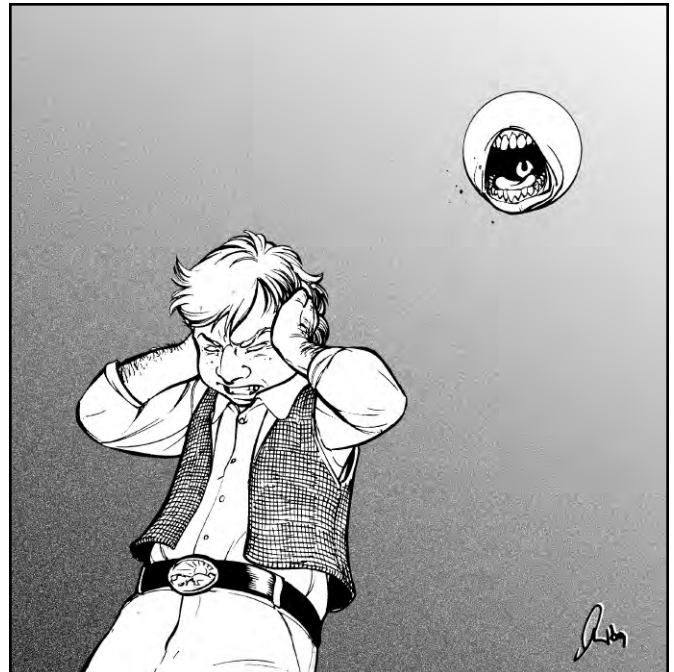
Assassin's Foil

The faintest footfall, the most carefully-worded perjury, the most subtle sleight of hand, all ring with cacophonous salience to your senses!

Level: 3
Category: Warding
Time: 10 minutes
Duration: 8 hours
Component Cost: 25 gp
Market Price: 125 gp
Key Skill: Arcana

Uttering the final phrases of the ritual, you designate a single room (or a burst 4 area) that will fall under its protection. As the ritual is completed, make an Arcana check. The check result determines the penalty suffered by creatures in the area making Bluff, Stealth, and Thievery checks.

Arcana Check Result	Penalty to Checks
19 or lower	-1
20-29	-3
30-39	-5
40 or higher	-7



Brownberry's Annoying Companion

You set the sigil and when it goes off, the target is going to wish it had exploded and killed him. The screaming ball never stops, never rests, and haunts the unfortunate subject until the end of time.

Level: 8
Category: Warding
Time: 10 minutes
Duration: Special
Component Cost: 250 gp
Market Price: 680 gp
Key Skill: Arcana

You place a magical mark upon a lock, latch, or any object the target can interact with. When the target touches the object, the mark vanishes and is replaced with a floating flesh-colored ball the size of a fist. Although it appears solid, the ball has no actual physical presence. The ball rises to the shoulder of the target, a mouth appears over the ball, and it begins screaming annoyingly in the target's ear. Every minute, the scream pauses for one round – the ball gives the illusion of taking a deep breath – and starts up again. Your Arcana check determines how long the annoying companion lasts.

Arcana Check Result	Duration
19 or lower	6 hours
20-29	12 hours
30-39	18 hours
40 or higher	24 hours

Anyone plagued by an annoying companion suffers a -5 penalty to all Charisma-based skill rolls, a -2 penalty to

Perception checks, and cannot take extended rests. In addition, the target automatically fails all Stealth checks and cannot surprise opponents. The ritual can be dismissed by you or by any arcane caster that studies the orb for 10 minutes and then beats your Arcana skill check with his. You may replace the scream with loud laughter, moaning, or other noises generated by other parts of the body. The mouth cannot form words.

Castle Ward

You watch as your dungeon fills with webs, fogs, and other magical hazards and traps.

Level: 16 **Component Cost:** 1,800 gp
Category: Warding **Market Price:** 9,000 gp
Time: 1 hour **Key Skill:** Arcana
Duration: 12 hours

This ritual affects one stronghold, castle, dungeon or similar area you own or inhabit. The area can be no larger than 20 squares by 20 squares and 50 feet (10 squares) in height.

All corridors are filled with magical zones of fog. Any squares in these zones are considered heavily obscured, except for those adjacent to you, which are considered lightly obscured.

All doors in the area are magically locked. Your Arcana check +5 determines the difficulty for Thievery skill checks and Strength checks made to open these doors.

All staircases in the area are filled with zones of magical webs. All squares are treated as difficult terrain, and any creature ending its movement in a square covered by the magical web is immobilized (save ends).

All intersections are filled with zones of magical confusion that makes the target go in another direction than they intended (determined randomly), unless they make an immediate save against this effect.

A number of doors determined by your Arcana check are cloaked by an illusion, making it appear as if they were plain wall. Creatures that view or interact with the illusion are entitled to Insight checks to detect the fact that it is a false wall. This check's DC equals your Arcana check result. A creature is allowed a check the first time it sees the illusion and each time it interacts with it. A creature that touches an illusion automatically determines that the image is a fake.

Arcana Check Result	Number of Doors Warded
19 or lower	2
20-24	4
25-29	6
30-34	8
35-39	12
40 or higher	16

You may also place two stinking clouds within two squares within the warded area. The first time a creature enters one of the squares, a *stinking cloud* (as if cast by you) appears as an immediate reaction, centered on that square. The *stinking cloud* works exactly as the 5th-level daily wizard power (see 4E *D&D Player's Handbook*), except that you cannot move it and it is sustained by the ritual for 5 minutes.

Forbid Entry

Though you are trapped in a dungeon teeming with undead, after warding the entrance, you and your companions can rest easy.

Level: 6 **Component Cost:** 140 gp
Category: Warding **Market Price:** 360 gp
Time: 10 minutes **Key Skill:** Arcana
Duration: 8 hours or until broken

You place magical runes and symbols around the doors, windows, and other entrances to a single building or room (6 square burst maximum). When you complete the ritual, you may select a number of creatures to freely come and go, but the ritual hedges out all other creatures.

Affected creatures whose level is equal to your Arcana check minus 10 cannot enter the warded building or room. An affected creature whose level is greater than your Arcana check minus ten may enter the building or room but takes damage equal to your Arcana check. In doing so the creature breaks the ward, and others may freely enter.

Ghost Glue

With a final convulsive shudder you call forth a spectral geyser of thick, cloying mud that erupts for a few moments before disappearing from your sight. Though this endless stream of mud passes right through you, and everything else within range, and then seems to vanish, you know that it continues to spew forth an unrelenting but intangible torrent. You also know that creatures used to simply ignoring the material world find this cascade of unearthly sludge an almost impossible obstacle.

Level: 20 **Component Cost:** 12,000 gp
Category: Warding **Market Price:** 30,000 gp
Time: 1 hour **Key Skill:** Arcana or Religion
Duration: 24 hours

This ritual allows you to create an area that not only impedes the progress of insubstantial creatures but also makes it easier to harm them. Your Arcana or Religion check determines the size of the area affected by Ghost Glue, which is a burst.



Arcana or Religion Check Result	Area Affected
9 or lower	Burst 3
10-19	Burst 5
20-29	Burst 7
30-39	Burst 10
40 or higher	Burst 15

Insubstantial creatures treat every square within the area you create with this ritual as difficult terrain. This applies even when flying or using any other sort of movement that would normally ignore difficult terrain. In addition, attacks made against insubstantial creatures do full damage rather than the one-half damage.

Gluetrap

Marking out an area several paces across, you infuse the ground with arcane energy, turning it to the consistency of deep mud or quicksand.

Level: 1 **Component Cost:** 10 gp
Category: Warding **Market Price:** 50 gp
Time: 10 minutes **Key Skill:** Arcana
Duration: 24 hours

This ritual creates a burst 2 area of sticky, glue-like material. Any non-flying creature entering the area has trouble moving around. The glue area is considered difficult terrain. Any creature that begins its turn in the area is slowed until it moves out of the area or until the end of its next turn if it does move outside the area. Any creature knocked prone in the area must take two move actions to stand up. Detecting the glue trap requires a Perception check with a DC equal to your Arcana check result.

Harmonious Terrain

Your enemy doesn't notice the marks and sigils etched into the earth. The vines and weeds grow to entrap them as they move in to attack you.

Level: 4 **Component Cost:** 100 gp
Description: Warding **Market Price:** 175 gp
Time: 10 minutes **Key Skill:** Nature
Duration: Until activated or 24 hours.

You lay down a wall of 10 contiguous squares (you must physically move from square to square) on any natural terrain (grass, forest, etc). Once finished, the ritual is active. You can include the names of up to 5 allies (including yourself) that you want to be unaffected by the ritual. Anything else that steps upon the square activates a hazard (see below).

Hazard

Perception

◆ Creatures notice the sigils on the ground with a Perception check with a DC equal to 10 + one-half your Nature check.

Trigger

An enemy enters a warded square.

Opportunity Action Melee

Targets: Creature in the warded square

Attack +5 + one-half your Nature check vs. Reflex

Hit: The target is immobilized (save ends).

Effect: Once a square has been activated, it becomes difficult terrain. However, it no longer acts as a hazard.

Countermeasures

- ◆ A character aware of the danger represented by the sigil can leap over a square with an Athletics check (DC 6, or DC 11 without a running start).
- ◆ A character adjacent to a warded square can disable the sigil with a Thievery check equal to your Nature check.

Holy Sanctuary

You focus the power of your god into the building around you, suffusing its structure with the divine. The air becomes lighter and the building seems somehow more than it was before.

Level: 24 **Component Cost:** 25,000 gp, plus 4 healing surges
Category: Warding **Market Price:** 105,000 gp
Time: 8 hours **Key Skill:** Religion
Duration: Special

This ritual consecrates a building no larger than 30 squares by 30 squares and 100 feet (20 squares) in height to be a holy place of your god. The building must be either a place of worship or home to someone who worships the god it is dedicated to. Once complete, the ritual remains in effect until a deed that goes against the teachings of the god of the sanctuary is committed by a worshipper of the god within the sanctuary. For example, if a

worshipper of a god of peace committed a murder within the sanctuary, it would end the ritual. Misdeeds by visitors, enemies, or those of other faiths have no effect on the ritual.

Once the building is consecrated, no minion with the shadow or aberrant origin or the undead, demon, or devil keyword whose level is lower level than your Religion check result minus 10 may enter the sanctuary. Any creature that enters the sanctuary that is vulnerable to radiant damage has that vulnerability increased by your Religion check result check minus 20. While within the sanctuary, any followers of the god to which the sanctuary is dedicated gain a +2 bonus to saving throws and Endurance and Heal checks.

Icy Patch

You can't help but smile at the orcs charging the castle walls. Considering it's the middle of summer, they probably forgot to bring their ice skates.

Level: 12
Category: Warding
Time: 10 minutes
Duration: Special
Component Cost: 400 gp, plus special
Market Price: 2,600 gp
Key Skill: Nature

This ritual creates a slick patch of ice in one or more squares you designate within your line of sight, no matter the time of year or temperature level of the environment. The ice created is very thin; a DC 25 Perception check is required to detect a square containing ice. The size of the patch is determined by the Nature check made as part of casting the ritual.

Nature Check Result	Affected Area	Duration
19 or lower	Burst 3	10 minutes (or until dismissed)
20-29	Burst 5	20 minutes
30-39	Burst 7	1 hour
40 or higher	Burst 10	2 hours

Any non-flying Medium or smaller creature entering an icy square must make an Acrobatics with a DC equal to 10 + one-half your nature check to continue movement; once this check is made, no other check is required by that creature for the duration of the ritual. Larger creatures are unaffected unless their entire space is covered in ice.

If the Acrobatics check is failed by 4 or less, the creature must move at half speed through all icy squares; it may attempt the check again on its following turn or with another move action. Failure by 5 or more causes the creature to fall prone; it may attempt the check again on its following turn or with another move action.

The cost of the ritual is dependent on the time of year. If the ritual is cast in winter, add 50 to the component cost.

In spring or fall, add 100 gp. Casting the ritual in summer requires 150 gold over the base cost.

Invisibility to Animals

Muting smells and hiding sounds, your attempts at stealth are not enough to fool the mind of a sentient creature, but the simple deceptions are more than enough for the mind of an animal.

Level: 6
Category: Warding
Time: 10 minutes
Duration: 1 hour
Prerequisite: Druid
Component Cost: 50 gp
Market Price: 600 gp
Key Skill: Nature

This ritual dulls the senses of animals (natural beasts) near those targeted by this ritual, making the target undetectable through sight, smell, or hearing. For creatures with the natural origin and the beast type to detect targets of this ritual, they must beat your Nature check result with a Perception check. Failure means the target of the ritual remains invisible to the animal. The animal may make another check each round that you are in the vicinity of the animal. This ritual affects you and up to four other ritual participants you designate.

This ritual will not protect you if you move into a square adjacent to an animal, or if you make any attacks against an animal. In both cases, the ritual immediately ends for that target.

Invisibility Ward

As you finish the ritual and sprinkle out the silver dust, everything hidden appears.

Level: 12
Category: Warding
Time: 1 hour
Duration: Special
Component Cost: 500 gp
Market Price: 2,600 gp
Key Skill: Arcana

You ward a building (or burst 10) against all forms of invisibility. Any invisible creature entering the area simply loses its invisibility, while any creature that attempts to become invisible finds that it is impossible. Creatures in the area can still gain concealment from mundane means. Your Arcana check determines how long the ward lasts.

Arcana Check Result	Duration
19 or lower	2 hours
20-29	8 hours
30-39	16 hours
40 or higher	24 hours

Optional Focus: You can extend the duration of this ritual indefinitely by using a silver-coated cyclops' eye worth at least 2,600 gp as a focus for the ritual. The ritual's effects last as long



as the focus remains within 20 squares of the center of the warded area. You can hide or protect the ritual's focus in any way you like, as long as it remains within 20 squares of the center of the warded area.



Lightning Rod

Reigning in the power of storm and thunder, you create a focus that will make the fiercest storms impossible in the region. Blizzards, hurricanes, and lightning storms will all be forced aside.

Level: 24
Category: Warding
Time: 1 hour
Duration: Special
Component Cost: 20,000 gp, plus a focus worth at least 5,000 gp
Market Price: 125,000 gp
Key Skill: Arcana or Nature

To cast this ritual, you prepare and then thrust a special iron and mithral rod into the ground. This rod calms storms in the region around it, making a heavy rain the worst that will happen in the two mile radius area protected by the Lightning Rod. Snow, winds, and other forms of weather may occur, but the damage they inflict will never be serious as long as the Lightning Rod remains. Any attempt to use the Control Weather ritual in this area to summon up a precipitation of any sort suffers a penalty equal to your Arcana or Nature check result minus 10.

Within a smaller radius around the Lightning Rod, attacks that have the lightning or thunder keywords are suppressed. Any creature within 10 squares of the rod gains resist thunder and lightning equal to your Arcana or Nature check result minus 20.

This ritual remains in effect until the Lightning Rod is pulled from the ground or destroyed. It may be pulled from the ground as a standard action or if it is struck with any power that would knock a target prone.

Focus: An iron and mithral rod worth at least 5,000 gp.

Neutral Ground

Lemorans can't stand Lantarans, and Lantarans can't stand Lindarans, and none of them can stand Dexarans—but at the Bi-Moonly Market of Sultan Ronterias, they all know to keep what they can't stand to themselves. The broad white banner flapping overhead guarantees that the only things to fear here are the dangerously low prices!

Level: 24
Category: Warding
Time: 1 hour
Duration: 12 hours
Component Cost: 25,000 gp, plus 5 healing surges
Market Price: 75,000 gp
Key Skill: Arcana

You call upon the spirits of peace and calmness, creating a white banner that suffuses the area with an unnatural serenity that presses down heavily on every violent impulse. By completing this ritual, you summon spirits that prevent any creatures in the area of effect from performing intentional acts of violence—this includes spells, powers, and so on. Any creature that attempts to take a violent action within the warded area is stunned as an immediate interrupt (save ends). Because the spirits base their judgment off of intention, there is no way to get around them by performing actions that “accidentally” result in someone on Neutral Ground coming to deliberate harm.

The spirits cannot prevent violent actions or intentions that have already taken place; for instance, if a poisoned drink were already on the banquet table, casting this ritual would not prevent the effects of the poison. Nor can they prevent a creature from attacking into the area of effect, as long as they are outside the range of the banner's influence.

The area of the effect is based on your Arcana check, and is given as a burst.

Arcana Check Result	Affected Area
19 or lower	Burst 2
20-29	Burst 5
30-39	Burst 10
40 or higher	Burst 20

You can cause the banner to remain an additional hour by expending an additional healing surge. This healing surge must be expended by the ritual caster, not any assistants, and must be spent each hour in order to maintain the ritual.

Protection from Fey

Utilizing the ancient fair folk's disdain for iron, a number of folk magic methods exist for barring the creatures of the Fey Realm from passing. Those fey who would test such magic are burned by the essence of iron.

Level: 4
Category: Warding
Time: 10 minutes
Duration: Until broken
Component Cost: 50 gp, plus a focus worth at least 5 gp
Market Price: 250 gp
Key Skill: Arcana

By marking a doorway with an iron horseshoe or ringing an area with iron shavings you construct a barrier against creatures from the Fey Realm. The ritual can be cast to protect a room, in which case it protects one room up to a burst 6 in area, or it can be cast to protect a close burst 1 area around the caster. Multiple castings of this ritual can be linked together to create a larger protected area.

Any creature with the fey origin that enters the warded room or burst suffers ongoing damage equal to your Arcana check result minus 10 (minimum 1). Fey can sense this ritual when they are adjacent to a square protected by it and cannot unknowingly cross into the warded room or area. Any non-fey creatures can break the ward, removing the iron involved in erecting it, as a standard action.

Focus: An iron horseshoe or iron shavings worth at least 5 gp.

Protection from Lycanthropes

Mixing wolfsbane and other herbs before setting them alight, you create a smoky haze that lycanthropes of all sorts find to be painful and disconcerting.

Level: 4
Category: Warding
Time: 10 minutes
Duration: 1 hour
Component Cost: 50 gp, plus a focus (see below)
Market Price: 250 gp
Key Skill: Arcana or Religion

Using specially prepared sprigs of wolfsbane, this ritual provides protection from lycanthropes of all sorts. This ritual creates a bundle of wolfsbane and other herbs that are set alight at the end of the ritual. For the hour following the ritual's completion, the smoke of the herbs harms creatures with the shapechanger keyword and impedes their senses. If the wolfsbane bundle is submerged in water the ritual ends immediately.

While this ritual is active, it creates a close burst 2 zone around the character carrying the wolfsbane bundle. The zone moves with the character carrying the bundle. Any shapechanger that enters or starts its turn in this zone suffers damage equal to the Arcana or Religion check result minus 20 (minimum 1) and a -2 penalty to attack rolls and Perception checks until the start of its next turn.

Focus: A sprig of wolfsbane.

Protection from Poison

When the poison from the arrow hits your system, you learn the true value of planning ahead.

Level: 8
Category: Warding
Time: 10 minutes
Duration: 8 hours
Component Cost: 100 gp, plus 1 healing surge
Market Price: 680 gp
Key Skill: Heal or Nature

This ritual builds up your natural resistance to toxins, trading some vitality in the process. The target of this ritual must expend a healing surge as part of this ritual, but gains no hit points for doing so. This healing surge cannot be regained until the duration of this ritual is over. At the conclusion of the ritual, the target gains a bonus based on your Heal or Nature check.

Heal or Nature Check Result	Effect
19 or lower	+2 to saving throws against ongoing poison damage
20-29	+4 to saving throws against ongoing poison damage
30-39	Resist poison 5
40 or higher	Resist poison 10

Protection from Vampires

Creating a web of repetitive tasks around an area, you devise a trap for any vampire that tries to enter, entrancing them in mundane tasks until they are complete.

Level: 4
Category: Warding
Time: 1 hour
Duration: Until discharged
Component Cost: 50 gp, plus a focus worth at least 10 gp
Market Price: 250 gp
Key Skill: Arcana or Religion

Using age-old folklore concerning the undead, this ritual focuses on distracting and confusing vampires or any intelligent, corporeal undead humanoid that try to break the defenses the ritual erects. The main component of this ritual is mustard seeds for counting or a net to be unwoven. These tasks work to trap the attention of the vampire, making it extremely difficult to focus on anything else, even when being attacked.



Rune of Teleportation

Tying a tear in space to a rune of detection, you create a defense that when activated will send the victim somewhere they may not wish to be.

Level: 12
Category: Warding
Time: 1 hour
Duration: 8 hours or until discharged
Component Cost: 1,000 gp
Market Price: 2,600 gp
Key Skill: Arcana

This ritual creates a magical rune that, when activated, teleports the creature that activated it to a square you specify. This rune fills an area that is no larger than a burst 2 area. Your Arcana check result determines the DC of the Perception check to detect the rune. When casting the ritual, you can name creatures or set conditions that allow passage through the area without activating the rune. When a creature does activate the rune, it is subject to an attack equal to your level +5 vs. Reflex. On a hit, the target is immediately teleported to a square of your choice within 20 squares. Commonly this results in the victim being trapped in a dungeon or other type of confinement. When the rune is triggered, you become aware that it has been triggered regardless of your distance from the ritual's area. Once activated, the rune disappears and the area is no longer warded.

This ritual protects up to 10 squares, and the squares need not be contiguous. For example, you could protect the squares around the doors into a room while not protecting the rest of the room. A vampire can spot the signs of this ritual protecting a square with a Perception check against a DC equal to your Arcana or Religion check result. Any vampire or corporeal undead humanoid of lower level than your Arcana or Religion check result minus 10 that enters a protected square is stunned (save ends). The vampire or undead creature suffers a penalty to its saving throw against the stun effect based on the Arcana or Religion check result. Once a protected square has been triggered, it is no longer protected.

Arcana or Religion Check Result	Saving Throw Penalty
10-19	-1
20-29	-2
30-39	-3
40 or higher	-5

Focus: Mustard seeds and a net with silver wire woven into its strands worth at least 10 gp.

Sanctum

You raise your hands and summon arcane energies against the smug thief. You are shocked when your power ebbs away and fails to connect.

"What?" the thief laughs, "You didn't think we'd be prepared for a wizard?"

Level: 8
Category: Warding
Time: 1 hour
Duration: 24 hours
Component Cost: 270 gp, plus 1 healing surge
Market Price: 680 gp
Key Skill: Arcana

You ward a single room (or a burst 4 area), against a chosen power source (such as arcane, divine, or martial). Creatures within the warded area gain a bonus to defenses against attacks with the chosen power source. Your Arcana check determines the bonus to defense.

Arcana Check Result	Bonus to Defense(s)
19 or lower	+1 to Fortitude, Reflex, and Will defenses
20-29	+1 to all defenses
30-39	+2 to Fortitude, Reflex, and Will defenses, +1 to AC
40 or higher	+2 to all defenses

An area cannot be warded by more than one Sanctum ritual; only the most recent casting takes effect. If a new casting is placed in an area warded by a permanent Sanctum, the permanent effect is suppressed only until the second Sanctum's duration ends or the second Sanctum is made permanent.

The warding effect lasts for 24 hours, but the ritual caster (not any assistants) can extend this duration by expending a healing surge every 24 hours to sustain it. The caster does not need to be in the same area or even on the same plane to sustain the effect. If the ritual's effect is sustained without interruption for a year and a day, the effect becomes permanent.

Scrying Free Song

As long as your song plays, no one can spy on you.

Level: 18
Category: Warding
Time: 10 minutes
Duration: Special
Prerequisite: Bard
Component Cost: 4,000 gp, plus a focus worth 3,250 gp
Market Price: 17,000 gp
Key Skill: Arcana (no check)

The ritual creates a burst 4 zone that a scrying sensor cannot enter. The effect lasts for as long as you continue playing the song. If you attempt to play longer than 8 hours uninterrupted, then you must spend a healing surge for each additional hour you play. While you are playing, you may not take a short or an extended rest.

Focus: A musical instrument you play as part of performing the ritual.

Secret Location

Your enemies want you dead, but they will never find you. That is, as long as you can trust those who know your secret.

Level: 24
Category: Warding
Time: 1 hour
Duration: 24 hours (see text)
Component Cost: 21,000 gp, plus 3 healing surges
Market Price: 105,000 gp
Key Skill: Arcana

When you complete this ritual, you protect a single location that is no larger than 10 squares by 10 squares and 20 feet in height (4 squares) from all forms of observation, both mundane and magical. Creatures cannot see the location and space bends such that creatures cannot possibly bump into the location. Magical attempt to view the location simply fail.

A creature can find the location if somebody who already knows of its existence tells the subject, or if it succeeds on a Perception check with a DC equal to 10 + your Arcana check while adjacent to the warded area. As the caster of the ritual, you are the only person who can initially find the location. Other creatures you tell about the location can subsequently find it, and they are free to pass on that information.

This ritual lasts 24 hours, but you may sustain it by spending a healing surge every 24 hours. If you sustain the ritual in this fashion for a year and a day, it becomes permanent.

Storm Ward

You finish the ritual, and the oncoming storm does not affect your campsite.

Level: 10
Category: Warding
Time: 10 minutes
Duration: 6 hours
Component Cost: 400 gp
Market Price: 1,000 gp
Key Skill: Nature

When you cast this ritual you create a burst 4 zone of warding which repels all normal weather conditions, preventing them from taking effect in the area. The strength of the ward, and thus the weather conditions it keeps out of the area, is determined by a Nature check.

Nature Check Result	Weather Condition Warded Against
19 or lower	Light rain, light winds, mist
20-24	Fog, heavy rain, moderate winds, sleet
25-29	Snow, torrential rain
30-34	High winds, blizzard, sandstorm
35 or higher	Hurricane force winds, whirlwind

If the check indicates that a weather condition is negated by the ritual, the weather condition cannot manifest within the ward's boundaries and does not affect any creatures within the burst. Any weather conditions unaffected by the ward can manifest normally, even if accompanying a weather condition prevented by the ritual. Therefore, your Nature check might keep out torrential rain but not the high winds that accompany it.

Weather conditions outside the ward are unaffected, and creatures traveling outside it can be affected normally (though, if they return to the safety of the Storm Ward, they are protected). Elemental creatures are unharmed by the ward and magical or supernatural weather conditions, such as those created by various powers, continue unabated.



Teleport Lock

Shoring up the walls between worlds, you force travelers to cross the space between their origin and destination in this dimension.

Level: 16
Category: Warding
Time: 1 hour
Duration: 24 hours
Component Cost: 3,600 gp
Market Price: 10,000 gp
Key Skill: Arcana

This ritual strengthens the barriers between this world and others, making it impossible to teleport in the area warded by the ritual. No creature whose level is lower than your Arcana check result minus 10 can use a power with the teleportation keyword that has an origin or destination square within the warded area. Any creature that attempts to do so does not expend the teleportation power, but does lose the action used to activate it. The size of the area is determined by the Arcana result check.

Arcana Check Result	Area Affected
19 or lower	Burst 5
20-29	Burst 10
30-39	Burst 15
40 or higher	Burst 20

Unbroken Illumination

Creating a small cloud of brightly glowing orbs, you illuminate the surrounding area with such intensity that all manner of shadows are banished.

Level: 8
Category: Warding
Time: 10 minutes
Duration: 1 hour
Component Cost: 135 gp
Market Price: 680 gp
Key Skill: Arcana

Creating an array of brightly glowing balls of light, this ritual burns through all forms of concealment. The size of the illuminated area is determined by the Arcana check result.

Arcana Check Result	Illuminated Area Size
19 or lower	Burst 3
20-29	Burst 5
30-39	Burst 7
40 or higher	Burst 10

This area is considered brightly illuminated and no creature within the area can gain any benefit from mundane concealment of any kind. This ritual has no effect on invisibility.

Unsinkable

Weaving a series of enchantments and defenses around the hull of a sailing vessel, you keep even the fiercest waves and winds from sinking your charge.

Level: 14
Category: Warding
Time: 24 hours
Duration: Special
Component Cost: 800 gp
Market Price: 4,200 gp
Key Skill: Arcana

This ritual wards a single Gargantuan ocean-going vehicle so that it will never sink due to purely natural means. It will never capsize due to storms, hole its hull on rocks, or rot away due to barnacles and similar creatures. It can be damaged and sunk normally by the act of any creature with an Intelligence score of 1 or more. This ritual does not make a vehicle invulnerable to damage, but instead allows it to narrowly avoid threats by a mix of luck and arcane power. This ritual provides no protection for the crew or cargo on board; they may still be injured or thrown overboard as normal.

The duration of this ritual depends on your Arcana check result.

Arcana Check Result	Duration
19 or lower	1 day
20-29	3 days
30-39	1 week
40 or higher	1 month

Index 1: Rituals Alphabetically

Lvl	Ritual	Category	Key Skill	Pg
5	Aces High	Exploration	Arcana or Religion	65
12	Aggravate Disease	Binding	Arcana	6
27	All Roads Lead Here	Travel	Arcana	117
12	Alter Terrain	Exploration	Arcana or Nature	66
5	Ancestral Insight	Divination	Arcana or Nature	52
4	Ancient's Chant	Exploration	Arcana or Religion	66
5	Animal Decoy	Exploration	Arcana or Nature	66
7	Animal Host	Binding	Nature	7
6	Animal Investiture	Exploration	Nature	67
3	Animal Thief	Exploration	Nature	68
3	Animal Tracker	Exploration	Nature	68
2	Animal Watcher	Warding	Arcana or Nature	130
6	Arcane Trap	Warding	Arcana	130
2	Armor of the Blessed	Binding	Religion	7
4	Arrow of Scrying	Scrying	Arcana	108
3	Assassin's Foil	Warding	Arcana	131
2	Astrological Inception	Divination	Arcana	52
8	Attune Lodestone	Exploration	Nature	68
1	Attuned Focus	Creation	Arcana, Nature, or Religion	20
1	Aura Reading	Divination	Arcana	53
6	Automation	Exploration	Arcana	69
1	Baptize the Faithful	Restoration	Religion	100
3	Battlesigns	Exploration	Arcana	69
8	Beacon	Exploration	Arcana	70
6	Beast Cloak	Creation	Nature	21
4	Birth Horoscope	Divination	Arcana	53
6	Blink	Travel	Arcana	118
10	Blood Frenzy Pouch	Creation	Arcana or Nature	21

Lvl	Ritual	Category	Key Skill	Pg
1	Blood Mask	Deception	Arcana	38
10	Blood of Ages	Scrying	Arcana or Religion	108
5	Blood Sacrifice	Exploration	Arcana	70
4	Blood Shaping	Creation	Arcana	22
16	Bond of Life	Restoration	Arcana or Religion	100
3	Bonded Mount	Binding	Nature or Religion	7
20	Bookworm Mage	Creation	Arcana or Religion	22
3	Brew Herbal Concoction	Creation	Nature	22
8	Brownberry's Annoying Companion	Warding	Arcana	131
4	Burrow	Exploration	Nature	70
12	Camouflage	Deception	Arcana	39
16	Castle Ward	Warding	Arcana	132
26	Censer of Farsight	Scrying	Arcana or Religion	109
10	Cheetah's Ineluctable Pursuit	Travel	Nature	118
4	Circle of Amorous Intentions	Deception	Arcana	39
5	Circle of Ruin	Exploration	Arcana	71
1	Cleansing	Restoration	Heal	101
4	Cloak of the Dead	Deception	Arcana	40
20	Command Marut	Binding	Arcana or Religion	8
8	Communicate with the Unintelligible	Exploration	Arcana	71
24	Confining Shackles	Binding	Arcana or Religion	8
8	Connecting Song	Exploration	Arcana	71
14	Consecrate	Binding	Religion	8
15	Consult Paradox	Divination	Arcana	53
8	Contingent Displacement	Travel	Arcana	118
16	Contingent Recovery	Restoration	Heal	101
11	Contingent Ritual	Exploration	Arcana	72



RITUALS ALPHABETICALLY (CONTD.)

Lvl	Ritual	Category	Key Skill	Pg
14	Continuous Deception	Deception	Arcana	40
1	Craft Talisman	Creation	Arcana or Nature	23
9	Create Contagion	Creation	Arcana or Nature	23
16	Create Druid Grove	Creation	Nature	24
2	Create Fetish	Creation	Arcana or Religion	24
2	Create Glamer Object	Deception	Arcana	40
8	Create Item	Creation	Arcana	24
1	Create Lodestone	Creation	Nature	25
4	Create Pit	Exploration	Arcana or Nature	72
4	Cultural Insight	Divination	Arcana or Religion	54
24	Cure Blight	Restoration	Nature	101
6	Cure Lycanthropy	Restoration	Heal	101
6	Dance of the Peacock	Deception	Arcana	40
6	Daredevil's Devotion	Exploration	Arcana or Religion	72
10	Darkvision	Exploration	Arcana	73
4	Deceiving Whispers	Deception	Arcana	41
15	Deceptive Teleport	Travel	Arcana	119
2	Deep Pockets	Exploration	Arcana	73
5	Defender's Devotion	Exploration	Arcana or Religion	73
8	Defile Nature	Creation	Arcana	25
16	Defile Soul	Creation	Arcana	26
6	Delay Spirit	Binding	Arcana	9
1	Delver's Glimpse	Exploration	Arcana	73
14	Desecrate	Binding	Religion	9
3	Detect Ailment	Restoration	Heal	102
9	Dimensional Mousehole	Travel	Arcana	119
6	Dog Scent	Exploration	Nature	74
9	Dowsing	Exploration	Arcana	75
26	Dragonfriend Song	Exploration	Arcana	75
21	Dream Travel	Travel	Arcana or Nature	119
1	Dutch's Fastidiousness	Exploration	Arcana	75

Lvl	Ritual	Category	Key Skill	Pg
10	Eagle Eyes	Divination	Arcana	54
20	Earthquake	Exploration	Nature	76
1	Easy Climb	Exploration	Nature or Religion	76
5	Easy Trail	Exploration	Nature or Religion	76
3	Eavesdrop	Divination	Arcana	55
14	Eclipse	Deception	Arcana	42
12	Egg of the Coot	Scrying	Religion	110
10	Emit's Plaques of Far Sight	Scrying	Arcana	110
12	Emit's Wandering Coin	Scrying	Arcana	111
16	Enchanted Slumber	Exploration	Arcana	76
16	Enduring Ward	Creation	Arcana, Nature, or Religion	26
3	Energy Enhancement	Exploration	Arcana or Religion	77
2	Eternal Flame	Exploration	Arcana	77
14	Eternal Slumber	Binding	Arcana or Religion	10
6	Eternal Sunshine	Creation	Nature or Religion	26
6	Evoke the Inner Strength	Exploration	Religion	77
8	Extended Vitality	Restoration	Heal	102
11	Extradimensional Stables	Exploration	Arcana	78
5	Extraplanar Trader	Exploration	Arcana	78
4	Fallnor's Balloon	Exploration	Arcana	79
4	False Life	Restoration	Arcana or Religion	103
20	False Portal	Deception	Arcana	42
18	False Portents	Deception	Arcana	43
14	Feast of the Dead	Restoration	Arcana or Religion	104
12	Feet of the Cloudrunner	Travel	Arcana or Nature	120
7	Feign Death	Deception	Religion	43
3	Ferriandus' Peaceful Rest	Exploration	Arcana	79
12	Field of Victory	Restoration	Religion	104
24	Final Pact	Binding	Arcana	10
11	Find Followers	Exploration	Arcana	80
11	Finest Worksong	Creation	Arcana	27

RITUALS ALPHABETICALLY (CONTD.)

Lvl	Ritual	Category	Key Skill	Pg
8	Finish Surface	Exploration	Arcana	80
14	Fire Walk	Exploration	Nature or Religion	80
6	First Guardian	Creation	Arcana	27
16	Flames of Allies	Scrying	Arcana or Religion	111
5	Flawless Glamour	Deception	Arcana	44
3	Fletcher	Creation	Nature	29
27	Floating Castle	Exploration	Arcana	81
8	Fly on the Wall	Scrying	Nature	11
6	Follow the Money	Divination	Arcana	29
6	Forbid Entry	Warding	Arcana	132
20	Forestwatch	Scrying	Nature	112
16	Frog Curse	Binding	Arcana	10
6	Gather Storm Clouds	Exploration	Arcana or Nature	81
22	Geas	Binding	Arcana or Religion	11
25	Genesis	Creation	Arcana	29
20	Ghost Glue	Warding	Arcana or Religion	132
15	Gift of the Fey	Scrying	Nature	112
1	Gluetrap	Warding	Arcana	133
12	Grave Countenance	Deception	Arcana	44
3	Grim Interrogator	Deception	Arcana or Religion	44
14	Group Wildshape	Exploration	Nature	82
6	Gullible Song	Exploration	Arcana	82
10	Hallow	Binding	Religion	11
24	Hallucinatory Regiment	Deception	Arcana	45
16	Hallucinatory Spectators	Deception	Arcana	45
4	Harmonious Terrain	Warding	Nature	133
18	Heal	Restoration	Heal	105
8	Heavenly Raiment	Creation	Religion	29
4	Hibernation	Exploration	Nature	82
26	Hidden Soul	Restoration	Arcana or Religion	105
24	Holy Sanctuary	Warding	Religion	133
6	Hunter's Pouch	Creation	Arcana or Nature	30
12	Icy Patch	Warding	Nature	134

Lvl	Ritual	Category	Key Skill	Pg
14	Imbue With Ability	Exploration	Arcana or Religion	82
12	Improved Magic Circle	Binding	Arcana	12
10	Incognito	Deception	Arcana	45
14	Infernal Passage	Travel	Religion	120
6	Invisibility to Animals	Warding	Nature	134
12	Invisibility Ward	Warding	Arcana	134
4	Invisible Weapon	Deception	Arcana	46
6	Jaunt	Travel	Arcana	121
24	Jaunter's Abduction	Travel	Arcana	121
26	Jaunter's Summons	Travel	Arcana	121
19	Jaunter's Visit	Travel	Arcana	122
5	King's Banquet	Creation	Arcana	30
16	Know Thine Enemy	Divination	Religion	55
12	Kyleth's Augmented Familiar	Scrying	Arcana	113
8	Kyleth's Blooded Sight	Scrying	Arcana	113
4	Lap of Luxury	Deception	Arcana	46
6	Leave No Trace	Exploration	Nature	83
2	Library of the Gods	Divination	Religion	55
24	Lifeshield	Binding	Arcana	12
3	Light Step	Exploration	Nature	83
3	Lighten Armor	Exploration	Arcana	84
24	Lightning Rod	Warding	Arcana or Nature	135
4	Liquid Courage	Creation	Arcana	30
12	Manse	Exploration	Arcana	84
4	Many Little Feet	Exploration	Arcana	84
30	Marvelous Map	Travel	Arcana	122
24	Mass Power	Exploration	Arcana	85
22	Master's Whip	Binding	Arcana	13
24	Melding of the Minds	Divination	Arcana	55
5	Melody of Comfort	Exploration	Arcana	85
1	Memetic Sending	Exploration	Arcana	85
4	Mesmerism	Divination	Arcana	56
1	Message in a Bottle	Exploration	Arcana	86



RITUALS ALPHABETICALLY (CONTD.)

Lvl	Ritual	Category	Key Skill	Pg
1	Meteorological Horoscope	Divination	Arcana or Nature	57
24	Modify Memories	Binding	Arcana	13
6	Moonlit Mark	Binding	Arcana or Religion	14
3	Munzelmong's Meticulous Mensuration	Divination	Arcana	57
10	Mutable Door	Travel	Arcana	122
7	Mystic's Devotion	Exploration	Arcana or Religion	86
9	Natural State	Exploration	Arcana or Nature	86
4	Nature's Road	Exploration	Nature	87
3	Nature's Voice	Exploration	Nature	87
20	Nesba's Mock Self	Creation	Arcana	31
24	Neutral Ground	Warding	Arcana	135
3	New Clothes	Creation	Arcana	31
18	Nightmares	Deception	Arcana	47
12	Oath of the Guardian	Binding	Arcana	14
9	Object Guardian	Binding	Arcana	15
12	Obsession	Binding	Arcana	15
8	Open Window (Air)	Exploration	Arcana	87
8	Open Window (Fire)	Exploration	Arcana	88
8	Open Window (Water)	Exploration	Arcana	88
20	Overland Flight	Exploration	Arcana	88
26	Pacifist Curse	Binding	Religion	16
12	Part the Waters	Exploration	Nature	89
1	Perceive the Ties of Blood	Divination	Arcana	58
3	Permanent Passage	Exploration	Arcana	89
5	Petrify Wood	Creation	Nature	31
4	Phan Xu's Delivery	Exploration	Arcana	89
13	Phantasmal Conveyance	Travel	Arcana	123
8	Phantom Explorer	Exploration	Arcana	90
14	Phase Shift	Deception	Arcana	47
6	Pierce the Veil	Divination	Arcana	58

Lvl	Ritual	Category	Key Skill	Pg
12	Pin the Soul	Binding	Arcana or Religion	16
22	Planar Trap	Travel	Arcana	123
12	Plant Growth	Creation	Nature	32
6	Poker Face	Deception	Arcana	48
6	Prayer of Purity	Exploration	Religion	90
22	Primordial's Passage	Travel	Arcana	124
6	Propitiation	Divination	Arcana, Nature, or Religion	58
4	Protection from Fey	Warding	Arcana	136
4	Protection from Lycanthropes	Warding	Arcana or Religion	136
8	Protection from Poison	Warding	Heal or Nature	136
4	Protection from Vampires	Warding	Arcana or Religion	136
3	Radiance Infusion	Exploration	Religion	91
30	Raise Castle	Creation	Arcana	32
1	Remembrance of Wholeness	Divination	Arcana, Nature, or Religion	59
1	Repel Vermin	Exploration	Nature	91
1	Reset	Exploration	Arcana or Religion	91
18	Restlessness	Deception	Arcana	48
5	Restore Senses	Restoration	Heal	105
24	Restore Youth	Restoration	Heal	105
12	Revelation	Divination	Religion	60
6	Rite of Exorcism	Binding	Arcana, Nature, or Religion	16
1	Ritual Circle	Creation	Arcana, Nature, or Religion	33
12	Rune of Teleportation	Warding	Arcana	137
8	Sanctum	Warding	Arcana	137
2	Scent of Blood	Exploration	Nature	91
18	Scrying Free Song	Warding	Arcana	138
8	Séance	Divination	Arcana or Religion	60
14	Sea's Blessing	Exploration	Arcana or Nature	92

RITUALS ALPHABETICALLY (CONTD.)

Lvl	Ritual	Category	Key Skill	Pg
24	Secret Location	Warding	Arcana	132
1	Seeds of Plenty	Exploration	Nature	92
4	Sentinel's Devotion	Exploration	Nature or Religion	92
28	Sezrakan's All-Seeing Retribution	Scrying	Arcana	114
13	Sezrakan's Deceitful Sensor	Scrying	Arcana	114
29	Sezrakan's Masterful Glamour	Scrying	Arcana	114
18	Shadow Trail	Travel	Arcana	124
27	Sight of the Gods	Scrying	Religion	115
16	Simulacrum	Creation	Arcana	33
10	Skirt the Line	Deception	Arcana	48
1	Somnus	Exploration	Arcana, Nature, or Religion	93
8	Song of Amplification	Exploration	Arcana	93
12	Song of Listening	Scrying	Arcana	115
6	Song of Striding and Springing	Exploration	Arcana	93
18	Soul Engine	Binding	Arcana	17
8	Soul Pool	Binding	Arcana or Religion	17
14	Spark of Life	Creation	Arcana	33
22	Spark of Life, Greater	Creation	Arcana	33
17	Spatial Door	Travel	Arcana	124
5	Spectral Cat	Creation	Religion	34
1	Spectral Line	Creation	Arcana	35
10	Spirit Walk	Divination	Nature	61
6	Standing Ovation	Deception	Arcana or Religion	49
10	Starr's Sanctuary of Serene Reflection	Exploration	Arcana or Religion	93
3	Steal the Voice	Deception	Arcana	50
4	Stentor's Voice	Exploration	Arcana	94
6	Stolen Knowledge	Exploration	Arcana	94
22	Storm of Insects	Exploration	Nature	94
10	Storm Ward	Warding	Nature	138
5	Summon Animals	Binding	Nature	17

Lvl	Ritual	Category	Key Skill	Pg
16	Summon Friend	Travel	Arcana	125
25	Summon Storm	Exploration	Nature	95
18	Sun's Renewal	Restoration	Nature	106
24	Sympathetic Focus	Creation	Arcana	36
6	Tap Power Nexus	Exploration	Arcana or Nature	96
23	Teleport Attractor	Travel	Arcana	125
16	Teleport Lock	Warding	Arcana	139
6	Teleport Misdirection	Travel	Arcana	126
14	Teleport Trick	Travel	Arcana	126
22	Telltale Trail	Exploration	Arcana or Religion	96
27	Time Compression	Restoration	Arcana	106
8	Tormented Slumber	Binding	Religion	18
2	Trackless Passage	Exploration	Nature	97
2	Transfer Vitality	Restoration	Heal	106
10	Transmit Remains	Travel	Arcana	127
22	Tree of Life	Exploration	Nature	97
2	True Faith	Divination	Religion	62
10	Tunnelport	Travel	Arcana	127
8	Unbroken Illumination	Warding	Arcana	139
3	Unearth the Mortal Frame	Exploration	Religion	97
14	Unsinkable	Warding	Arcana	139
12	Vanish	Deception	Arcana	50
26	Vital Link	Exploration	Arcana or Religion	97
8	Vitiate Binding	Deception	Arcana	50
6	Warder's Pouch	Creation	Arcana or Nature	36
8	Watchful Ally	Exploration	Arcana, Nature, or Religion	98
5	Wilderness' End	Travel	Nature	128
10	Will of the Masses	Divination	Arcana or Religion	62
26	Winter's Sojourn	Binding	Arcana	18
7	Zolobachai's Wagon	Travel	Arcana	128



Index 2: Rituals by Level

Lvl	Ritual	Category	Key Skill	Pg
1	Attuned Focus	Creation	Arcana, Nature, or Religion	20
1	Aura Reading	Divination	Arcana	53
1	Baptize the Faithful	Restoration	Religion	100
1	Blood Mask	Deception	Arcana	38
1	Cleansing	Restoration	Heal	101
1	Craft Talisman	Creation	Arcana or Nature	23
1	Create Lodestone	Creation	Nature	25
1	Delver's Glimpse	Exploration	Arcana	73
1	Dutch's Fastidiousness	Exploration	Arcana	75
1	Easy Climb	Exploration	Nature or Religion	76
1	Gluetrap	Warding	Arcana	133
1	Memetic Sending	Exploration	Arcana	85
1	Message in a Bottle	Exploration	Arcana	86
1	Meteorological Horoscope	Divination	Arcana or Nature	57
1	Perceive the Ties of Blood	Divination	Arcana	58
1	Remembrance of Wholeness	Divination	Arcana, Nature, or Religion	59
1	Repel Vermin	Exploration	Nature	91
1	Reset	Exploration	Arcana or Religion	91
1	Ritual Circle	Creation	Arcana, Nature, or Religion	33
1	Seeds of Plenty	Exploration	Nature	92
1	Somnus	Exploration	Arcana, Nature, or Religion	93
1	Spectral Line	Creation	Arcana	35
2	Animal Watcher	Warding	Arcana or Nature	130
2	Armor of the Blessed	Binding	Religion	7
2	Astrological Inception	Divination	Arcana	52

Lvl	Ritual	Category	Key Skill	Pg
2	Create Fetish	Creation	Arcana or Religion	24
2	Create Glamer Object	Deception	Arcana	40
2	Deep Pockets	Exploration	Arcana	73
2	Eternal Flame	Exploration	Arcana	77
2	Library of the Gods	Divination	Religion	55
2	Scent of Blood	Exploration	Nature	91
2	Trackless Passage	Exploration	Nature	97
2	Transfer Vitality	Restoration	Heal	106
2	True Faith	Divination	Religion	62
3	Animal Thief	Exploration	Nature	68
3	Animal Tracker	Exploration	Nature	68
3	Assassin's Foil	Warding	Arcana	131
3	Battlesigns	Exploration	Arcana	69
3	Bonded Mount	Binding	Nature or Religion	7
3	Brew Herbal Concoction	Creation	Nature	22
3	Detect Ailment	Restoration	Heal	102
3	Eavesdrop	Divination	Arcana	55
3	Energy Enhancement	Exploration	Arcana or Religion	77
3	Ferriandus' Peaceful Rest	Exploration	Arcana	79
3	Fletcher	Creation	Nature	29
3	Grim Interrogator	Deception	Arcana or Religion	44
3	Light Step	Exploration	Nature	83
3	Lighten Armor	Exploration	Arcana	84
3	Munzelmong's Meticulous Mensuration	Divination	Arcana	57
3	Nature's Voice	Exploration	Nature	87
3	New Clothes	Creation	Arcana	31
3	Permanent Passage	Exploration	Arcana	89
3	Radiance Infusion	Exploration	Religion	91
3	Steal the Voice	Deception	Arcana	50
3	Unearth the Mortal Frame	Exploration	Religion	97

RITUALS BY LEVEL (CONTD.)

Lvl	Ritual	Category	Key Skill	Pg
4	Ancient's Chant	Exploration	Arcana or Religion	66
4	Arrow of Scrying	Scrying	Arcana	108
4	Birth Horoscope	Divination	Arcana	53
4	Blood Shaping	Creation	Arcana	22
4	Burrow	Exploration	Nature	70
4	Circle of Amorous Intentions	Deception	Arcana	39
4	Cloak of the Dead	Deception	Arcana	40
4	Create Pit	Exploration	Arcana or Nature	72
4	Cultural Insight	Divination	Arcana or Religion	54
4	Deceiving Whispers	Deception	Arcana	41
4	Fallnor's Balloon	Exploration	Arcana	79
4	False Life	Restoration	Arcana or Religion	103
4	Harmonious Terrain	Warding	Nature	133
4	Hibernation	Exploration	Nature	82
4	Invisible Weapon	Deception	Arcana	46
4	Lap of Luxury	Deception	Arcana	46
4	Liquid Courage	Creation	Arcana	30
4	Many Little Feet	Exploration	Arcana	84
4	Mesmerism	Divination	Arcana	56
4	Nature's Road	Exploration	Nature	87
4	Phan Xu's Delivery	Exploration	Arcana	89
4	Protection from Fey	Warding	Arcana	136
4	Protection from Lycanthropes	Warding	Arcana or Religion	136
4	Protection from Vampires	Warding	Arcana or Religion	136
4	Sentinel's Devotion	Exploration	Nature or Religion	92
4	Stentor's Voice	Exploration	Arcana	94
5	Aces High	Exploration	Arcana or Religion	65
5	Ancestral Insight	Divination	Arcana or Nature	52
5	Animal Decoy	Exploration	Arcana or Nature	66
5	Blood Sacrifice	Exploration	Arcana	70
5	Circle of Ruin	Exploration	Arcana	71
5	Defender's Devotion	Exploration	Arcana or Religion	73

Lvl	Ritual	Category	Key Skill	Pg
5	Easy Trail	Exploration	Nature or Religion	76
5	Extraplanar Trader	Exploration	Arcana	78
5	Flawless Glamour	Deception	Arcana	4
5	King's Banquet	Creation	Arcana	30
5	Melody of Comfort	Exploration	Arcana	85
5	Petrify Wood	Creation	Nature	31
5	Restore Senses	Restoration	Heal	105
5	Spectral Cat	Creation	Religion	34
5	Summon Animals	Binding	Nature	95
5	Wilderness' End	Travel	Nature	128
8	Animal Investiture	Exploration	Nature	67
6	Arcane Trap	Warding	Arcana	130
5	Automation	Exploration	Arcana	69
6	Beast Cloak	Creation	Nature	21
6	Blink	Travel	Arcana	118
6	Cure Lycanthropy	Restoration	Heal	101
6	Dance of the Peacock	Deception	Arcana	41
6	Daredevil's Devotion	Exploration	Arcana or Religion	72
6	Delay Spirit	Binding	Arcana	9
6	Dog Scent	Exploration	Nature	74
6	Eternal Sunshine	Creation	Nature or Religion	26
6	Evoke the Inner Strength	Exploration	Religion	77
6	First Guardian	Creation	Arcana	27
6	Follow the Money	Divination	Arcana	55
6	Forbid Entry	Warding	Arcana	132
6	Gather Storm Clouds	Exploration	Arcana or Nature	81
6	Gullible Song	Exploration	Arcana	82
6	Hunter's Pouch	Creation	Arcana or Nature	30
6	Invisibility to Animals	Warding	Nature	134
6	Jaunt	Travel	Arcana	121
6	Leave No Trace	Exploration	Nature	83
6	Moonlit Mark	Binding	Arcana or Religion	14
6	Pierce the Veil	Divination	Arcana	58
6	Poker Face	Deception	Arcana	48
6	Prayer of Purity	Exploration	Religion	90



RITUALS BY LEVEL (CONTD.)

Lvl	Ritual	Category	Key Skill	Pg
6	Propitiation	Divination	Arcana, Nature, or Religion	58
6	Rite of Exorcism	Binding	Arcana, Nature, or Religion	16
6	Song of Striding and Springing	Exploration	Arcana	93
6	Standing Ovation	Deception	Arcana or Religion	49
6	Stolen Knowledge	Exploration	Arcana	94
6	Tap Power Nexus	Exploration	Arcana or Nature	96
6	Teleport Misdirection	Travel	Arcana	126
6	Warder's Pouch	Creation	Arcana or Nature	36
7	Animal Host	Binding	Nature	7
7	Feign Death	Deception	Religion	43
7	Mystic's Devotion	Exploration	Arcana or Religion	86
7	Zolobachai's Wagon	Travel	Arcana	128
8	Attune Lodestone	Exploration	Nature	68
8	Beacon	Exploration	Arcana	70
8	Brownberry's Annoying Companion	Warding	Arcana	131
8	Communicate with the Unintelligible	Exploration	Arcana	71
8	Connecting Song	Exploration	Arcana	71
8	Contingent Displacement	Travel	Arcana	118
8	Create Item	Creation	Arcana	24
8	Defile Nature	Creation	Arcana	25
8	Extended Vitality	Restoration	Heal	102
8	Finish Surface	Exploration	Arcana	80
8	Fly on the Wall	Scrying	Nature	112
8	Heavenly Raiment	Creation	Religion	29
8	Kyleth's Blooded Sight	Scrying	Arcana	113
8	Open Window (Air)	Exploration	Arcana	87
8	Open Window (Fire)	Exploration	Arcana	88

Lvl	Ritual	Category	Key Skill	Pg
8	Open Window (Water)	Exploration	Arcana	88
8	Phantom Explorer	Exploration	Arcana	90
8	Protection from Poison	Warding	Heal or Nature	136
8	Sanctum	Warding	Arcana	137
8	Séance	Divination	Arcana or Religion	92
8	Song of Amplification	Exploration	Arcana	93
8	Soul Pool	Binding	Arcana or Religion	17
8	Tormented Slumber	Binding	Religion	18
8	Unbroken Illumination	Warding	Arcana	139
8	Vitiate Binding	Deception	Arcana	50
8	Watchful Ally	Exploration	Arcana, Nature, or Religion	98
9	Create Contagion	Creation	Arcana or Nature	23
9	Dimensional Mousehole	Travel	Arcana	119
9	Dowsing	Exploration	Arcana	75
9	Natural State	Exploration	Arcana or Nature	86
9	Object Guardian	Binding	Arcana	15
10	Blood Frenzy Pouch	Creation	Arcana or Nature	21
10	Blood of Ages	Scrying	Arcana or Religion	108
10	Cheetah's Ineluctable Pursuit	Travel	Nature	118
10	Darkvision	Exploration	Arcana	73
10	Eagle Eyes	Divination	Arcana	54
10	Emit's Plaques of Far Sight	Scrying	Arcana	110
10	Hallow	Binding	Religion	11
10	Incognito	Deception	Arcana	45
10	Mutable Door	Travel	Arcana	122
10	Skirt the Line	Deception	Arcana	48
10	Spirit Walk	Divination	Nature	61
10	Starr's Sanctuary of Serene Reflection	Exploration	Arcana or Religion	93

RITUALS BY LEVEL (CONTD.)

Lvl	Ritual	Category	Key Skill	Pg
10	Storm Ward	Warding	Nature	138
10	Transmit Remains	Travel	Arcana	127
10	Tunnelport	Travel	Arcana	127
10	Will of the Masses	Divination	Arcana or Religion	62
11	Contingent Ritual	Exploration	Arcana	72
11	Extradimensional Stables	Exploration	Arcana	78
11	Find Followers	Exploration	Arcana	80
11	Finest Worksong	Creation	Arcana	27
12	Aggravate Disease	Binding	Arcana	6
12	Alter Terrain	Exploration	Arcana or Nature	66
12	Camouflage	Deception	Arcana	39
12	Egg of the Coot	Scrying	Religion	110
12	Emit's Wandering Coin	Scrying	Arcana	111
12	Feet of the Cloudrunner	Travel	Arcana or Nature	120
12	Field of Victory	Restoration	Religion	104
12	Grave Countenance	Deception	Arcana	44
12	Icy Patch	Warding	Nature	134
12	Improved Magic Circle	Binding	Arcana	12
12	Invisibility Ward	Warding	Arcana	134
12	Kyleth's Augmented Familiar	Scrying	Arcana	113
12	Manse	Exploration	Arcana	84
12	Oath of the Guardian	Binding	Arcana	14
12	Obsession	Binding	Arcana	15
12	Part the Waters	Exploration	Nature	89
12	Pin the Soul	Binding	Arcana or Religion	16
12	Plant Growth	Creation	Nature	32
12	Revelation	Divination	Religion	60
12	Rune of Teleportation	Warding	Arcana	137
12	Song of Listening	Scrying	Arcana	115
12	Vanish	Deception	Arcana	50
13	Phantasmal Conveyance	Travel	Arcana	123
13	Sezrakan's Deceitful Sensor	Scrying	Arcana	114

Lvl	Ritual	Category	Key Skill	Pg
14	Consecrate	Binding	Religion	8
14	Continuous Deception	Deception	Arcana	40
14	Desecrate	Binding	Religion	9
14	Eclipse	Deception	Arcana	42
14	Eternal Slumber	Binding	Arcana or Religion	10
14	Feast of the Dead	Restoration	Arcana or Religion	104
14	Fire Walk	Exploration	Nature or Religion	80
14	Group Wildshape	Exploration	Nature	82
14	Imbue With Ability	Exploration	Arcana or Religion	82
14	Infernal Passage	Travel	Religion	120
14	Phase Shift	Deception	Arcana	47
14	Sea's Blessing	Exploration	Arcana or Nature	92
14	Spark of Life	Creation	Arcana	33
14	Teleport Trick	Travel	Arcana	126
14	Unsinkable	Warding	Arcana	139
15	Consult Paradox	Divination	Arcana	53
15	Deceptive Teleport	Travel	Arcana	119
15	Gift of the Fey	Scrying	Nature	112
16	Bond of Life	Restoration	Arcana or Religion	100
16	Castle Ward	Warding	Arcana	132
16	Contingent Recovery	Restoration	Heal	101
16	Create Druid Grove	Creation	Nature	24
16	Defile Soul	Creation	Arcana	26
16	Enchanted Slumber	Exploration	Arcana	10
16	Enduring Ward	Creation	Arcana, Nature, or Religion	26
16	Flames of Allies	Scrying	Arcana or Religion	111
16	Frog Curse	Binding	Arcana	10
16	Hallucinatory Spectators	Deception	Arcana	45
16	Know Thine Enemy	Divination	Religion	55
16	Simulacrum	Creation	Arcana	33
16	Summon Friend	Travel	Arcana	125



RITUALS BY LEVEL (CONTD.)

Lvl	Ritual	Category	Key Skill	Pg
16	Teleport Lock	Warding	Arcana	138
17	Spatial Door	Travel	Arcana	124
18	False Portents	Deception	Arcana	43
18	Heal	Restoration	Heal	105
18	Nightmares	Deception	Arcana	47
18	Restlessness	Deception	Arcana	48
18	Scrying Free Song	Warding	Arcana	138
18	Shadow Trail	Travel	Arcana	124
18	Soul Engine	Binding	Arcana	17
18	Sun's Renewal	Restoration	Nature	106
19	Jaunter's Visit	Travel	Arcana	122
20	Bookworm Mage	Creation	Arcana or Religion	22
20	Command Marut	Binding	Arcana or Religion	8
20	Earthquake	Exploration	Nature	76
20	False Portal	Deception	Arcana	42
20	Forestwatch	Scrying	Nature	112
20	Ghost Glue	Warding	Arcana or Religion	132
20	Nesba's Mock Self	Creation	Arcana	31
20	Overland Flight	Exploration	Arcana	88
21	Dream Travel	Travel	Arcana or Nature	119
22	Geas	Binding	Arcana or Religion	11
22	Master's Whip	Binding	Arcana	13
22	Planar Trap	Travel	Arcana	123
22	Primordial's Passage	Travel	Arcana	124
22	Spark of Life, Greater	Creation	Arcana	33
22	Storm of Insects	Exploration	Nature	94
22	Telltale Trail	Exploration	Arcana or Religion	96
22	Tree of Life	Exploration	Nature	97
23	Teleport Attractor	Travel	Arcana	125
24	Confining Shackles	Binding	Arcana or Religion	8
24	Cure Blight	Restoration	Nature	101
24	Final Pact	Binding	Arcana	10

Lvl	Ritual	Category	Key Skill	Pg
24	Hallucinatory Regiment	Deception	Arcana	45
24	Holy Sanctuary	Warding	Religion	133
24	Jaunter's Abduction	Travel	Arcana	121
24	Lifeshield	Binding	Arcana	12
24	Lightning Rod	Warding	Arcana or Nature	135
24	Mass Power	Exploration	Arcana	85
24	Melding of the Minds	Divination	Arcana	55
24	Modify Memories	Binding	Arcana	13
24	Neutral Ground	Warding	Arcana	135
24	Restore Youth	Restoration	Heal	105
24	Secret Location	Warding	Arcana	138
24	Sympathetic Focus	Creation	Arcana	36
25	Genesis	Creation	Arcana	29
25	Summon Storm	Exploration	Nature	95
26	Censer of Farsight	Scrying	Arcana or Religion	109
26	Dragonfriend Song	Exploration	Arcana	75
26	Hidden Soul	Restoration	Arcana or Religion	105
26	Jaunter's Summons	Travel	Arcana	121
26	Pacifist Curse	Binding	Religion	16
26	Vital Link	Exploration	Arcana or Religion	97
26	Winter's Sojourn	Binding	Arcana	18
27	All Roads Lead Here	Travel	Arcana	117
27	Floating Castle	Exploration	Arcana	81
27	Sight of the Gods	Scrying	Religion	115
27	Time Compression	Restoration	Arcana	106
28	Sezrakan's All-Seeing Retribution	Scrying	Arcana	114
29	Sezrakan's Masterful Glamour	Scrying	Arcana	114
30	Marvelous Map	Travel	Arcana	122
30	Raise Castle	Creation	Arcana	32

Index 3: Rituals by Category

Lvl	Ritual	Category	Key Skill	Pg
2	Armor of the Blessed	Binding	Religion	7
3	Bonded Mount	Binding	Nature or Religion	7
5	Summon Animals	Binding	Nature	17
6	Delay Spirit	Binding	Arcana	9
6	Moonlit Mark	Binding	Arcana or Religion	14
6	Rite of Exorcism	Binding	Arcana, Nature, or Religion	16
7	Animal Host	Binding	Nature	7
8	Soul Pool	Binding	Arcana or Religion	17
8	Tormented Slumber	Binding	Religion	18
9	Object Guardian	Binding	Arcana	15
10	Hallow	Binding	Religion	11
12	Aggravate Disease	Binding	Arcana	6
12	Improved Magic Circle	Binding	Arcana	12
12	Oath of the Guardian	Binding	Arcana	14
12	Obsession	Binding	Arcana	15
12	Pin the Soul	Binding	Arcana or Religion	16
14	Consecrate	Binding	Religion	8
14	Desecrate	Binding	Religion	8
14	Eternal Slumber	Binding	Arcana or Religion	10
16	Frog Curse	Binding	Arcana	10
18	Soul Engine	Binding	Arcana	17
20	Command Marut	Binding	Arcana or Religion	8
22	Geas	Binding	Arcana or Religion	11
22	Master's Whip	Binding	Arcana	13
24	Confining Shackles	Binding	Arcana or Religion	8
24	Final Pact	Binding	Arcana	10
24	Lifeshield	Binding	Arcana	12
24	Modify Memories	Binding	Arcana	13
26	Pacifist Curse	Binding	Religion	16
26	Winter's Sojourn	Binding	Arcana	18

Lvl	Ritual	Category	Key Skill	Pg
1	Attuned Focus	Creation	Arcana, Nature, or Religion	20
1	Craft Talisman	Creation	Arcana or Nature	23
1	Create Lodestone	Creation	Nature	25
1	Ritual Circle	Creation	Arcana, Nature, or Religion	33
1	Spectral Line	Creation	Arcana	35
2	Create Fetish	Creation	Arcana or Religion	24
3	Brew Herbal Concoction	Creation	Nature	22
3	Fletcher	Creation	Nature	29
3	New Clothes	Creation	Arcana	31
4	Blood Shaping	Creation	Arcana	22
4	Liquid Courage	Creation	Arcana	30
5	King's Banquet	Creation	Arcana	30
5	Petrify Wood	Creation	Nature	31
5	Spectral Cat	Creation	Religion	34
6	Beast Cloak	Creation	Nature	21
6	Eternal Sunshine	Creation	Nature or Religion	26
6	First Guardian	Creation	Arcana	27
6	Hunter's Pouch	Creation	Arcana or Nature	30
6	Warder's Pouch	Creation	Arcana or Nature	36
8	Create Item	Creation	Arcana	24
8	Defile Nature	Creation	Arcana	25
8	Heavenly Raiment	Creation	Religion	29
9	Create Contagion	Creation	Arcana or Nature	23
10	Blood Frenzy Pouch	Creation	Arcana or Nature	21
11	Finest Worksong	Creation	Arcana	27
12	Plant Growth	Creation	Nature	32
14	Spark of Life	Creation	Arcana	33
16	Create Druid Grove	Creation	Nature	24
16	Defile Soul	Creation	Arcana	26



RITUALS BY CATEGORY (CONTD.)

Lvl	Ritual	Category	Key Skill	Pg
16	Enduring Ward	Creation	Arcana, Nature, or Religion	26
16	Simulacrum	Creation	Arcana	33
20	Bookworm Mage	Creation	Arcana or Religion	22
20	Nesba's Mock Self	Creation	Arcana	31
22	Spark of Life, Greater	Creation	Arcana	33
24	Sympathetic Focus	Creation	Arcana	36
25	Genesis	Creation	Arcana	29
30	Raise Castle	Creation	Arcana	32
1	Blood Mask	Deception	Arcana	38
2	Create Glamer Object	Deception	Arcana	40
3	Grim Interrogator	Deception	Arcana or Religion	44
3	Steal the Voice	Deception	Arcana	50
4	Circle of Amorous Intentions	Deception	Arcana	39
4	Cloak of the Dead	Deception	Arcana	40
4	Deceiving Whispers	Deception	Arcana	41
4	Invisible Weapon	Deception	Arcana	46
4	Lap of Luxury	Deception	Arcana	46
5	Flawless Glamour	Deception	Arcana	44
6	Dance of the Peacock	Deception	Arcana	41
6	Poker Face	Deception	Arcana	48
6	Standing Ovation	Deception	Arcana or Religion	49
7	Feign Death	Deception	Religion	43
8	Vitiate Binding	Deception	Arcana	50
10	Incognito	Deception	Arcana	45
10	Skirt the Line	Deception	Arcana	48
12	Camouflage	Deception	Arcana	39
12	Grave Countenance	Deception	Arcana	44
12	Vanish	Deception	Arcana	50
14	Continuous Deception	Deception	Arcana	40
14	Eclipse	Deception	Arcana	42
14	Phase Shift	Deception	Arcana	47
16	Hallucinatory Spectators	Deception	Arcana	45

Lvl	Ritual	Category	Key Skill	Pg
18	False Portents	Deception	Arcana	43
18	Nightmares	Deception	Arcana	47
18	Restlessness	Deception	Arcana	48
20	False Portal	Deception	Arcana	42
24	Hallucinatory Regiment	Deception	Arcana	45
1	Aura Reading	Divination	Arcana	53
1	Meteorological Horoscope	Divination	Arcana or Nature	57
1	Perceive the Ties of Blood	Divination	Arcana	58
1	Remembrance of Wholeness	Divination	Arcana, Nature, or Religion	59
2	Astrological Inception	Divination	Arcana	52
2	Library of the Gods	Divination	Religion	55
2	True Faith	Divination	Religion	62
3	Eavesdrop	Divination	Arcana	55
3	Munzelmong's Meticulous Mensuration	Divination	Arcana	57
4	Birth Horoscope	Divination	Arcana	53
4	Cultural Insight	Divination	Arcana or Religion	54
4	Mesmerism	Divination	Arcana	56
5	Ancestral Insight	Divination	Arcana or Nature	52
6	Follow the Money	Divination	Arcana	55
6	Pierce the Veil	Divination	Arcana	58
6	Propitiation	Divination	Arcana, Nature, or Religion	58
8	Séance	Divination	Arcana or Religion	60
10	Eagle Eyes	Divination	Arcana	54
10	Spirit Walk	Divination	Nature	61
10	Will of the Masses	Divination	Arcana or Religion	62
12	Revelation	Divination	Religion	60
15	Consult Paradox	Divination	Arcana	53
16	Know Thine Enemy	Divination	Religion	55
24	Melding of the Minds	Divination	Arcana	55

RITUALS BY CATEGORY (CONTD.)

Lvl	Ritual	Category	Key Skill	Pg
1	Delver's Glimpse	Exploration	Arcana	73
1	Dutch's Fastidiousness	Exploration	Arcana	75
1	Easy Climb	Exploration	Nature or Religion	76
1	Memetic Sending	Exploration	Arcana	85
1	Message in a Bottle	Exploration	Arcana	86
1	Repel Vermin	Exploration	Nature	91
1	Reset	Exploration	Arcana or Religion	91
1	Seeds of Plenty	Exploration	Nature	92
1	Somnus	Exploration	Arcana, Nature, or Religion	93
2	Deep Pockets	Exploration	Arcana	73
2	Eternal Flame	Exploration	Arcana	77
2	Scent of Blood	Exploration	Nature	91
2	Trackless Passage	Exploration	Nature	97
3	Animal Thief	Exploration	Nature	68
3	Animal Tracker	Exploration	Nature	68
3	Battlesigns	Exploration	Arcana	69
3	Energy Enhancement	Exploration	Arcana or Religion	77
3	Ferriandus' Peaceful Rest	Exploration	Arcana	79
3	Light Step	Exploration	Nature	83
3	Lighten Armor	Exploration	Arcana	84
3	Nature's Voice	Exploration	Nature	87
3	Permanent Passage	Exploration	Arcana	89
3	Radiance Infusion	Exploration	Religion	91
3	Unearth the Mortal Frame	Exploration	Religion	97
4	Ancient's Chant	Exploration	Arcana or Religion	66
4	Burrow	Exploration	Nature	70
4	Create Pit	Exploration	Arcana or Nature	72
4	Fallnor's Balloon	Exploration	Arcana	79
4	Hibernation	Exploration	Nature	82
4	Many Little Feet	Exploration	Arcana	84
4	Nature's Road	Exploration	Nature	87
4	Phan Xu's Delivery	Exploration	Arcana	89

Lvl	Ritual	Category	Key Skill	Pg
4	Sentinel's Devotion	Exploration	Nature or Religion	92
4	Stentor's Voice	Exploration	Arcana	94
5	Aces High	Exploration	Arcana or Religion	65
5	Animal Decoy	Exploration	Arcana or Nature	66
5	Blood Sacrifice	Exploration	Arcana	70
5	Circle of Ruin	Exploration	Arcana	71
5	Defender's Devotion	Exploration	Arcana or Religion	73
5	Easy Trail	Exploration	Nature or Religion	76
5	Extraplanar Trader	Exploration	Arcana	78
5	Melody of Comfort	Exploration	Arcana	85
6	Animal Investiture	Exploration	Nature	67
6	Automation	Exploration	Arcana	69
6	Daredevil's Devotion	Exploration	Arcana or Religion	72
6	Dog Scent	Exploration	Nature	74
6	Evoke the Inner Strength	Exploration	Religion	77
6	Gather Storm Clouds	Exploration	Arcana or Nature	81
6	Gullible Song	Exploration	Arcana	82
6	Leave No Trace	Exploration	Nature	83
6	Prayer of Purity	Exploration	Religion	90
6	Song of Striding and Springing	Exploration	Arcana	93
6	Stolen Knowledge	Exploration	Arcana	94
6	Tap Power Nexus	Exploration	Arcana or Nature	96
7	Mystic's Devotion	Exploration	Arcana or Religion	86
8	Attune Lodestone	Exploration	Nature	68
8	Beacon	Exploration	Arcana	70
8	Communicate with the Unintelligible	Exploration	Arcana	71
8	Connecting Song	Exploration	Arcana	71
8	Finish Surface	Exploration	Arcana	80
8	Open Window (Air)	Exploration	Arcana	87
8	Open Window (Fire)	Exploration	Arcana	88



RITUALS BY CATEGORY (CONTD.)

Lvl	Ritual	Category	Key Skill	Pg
8	Open Window (Water)	Exploration	Arcana	88
8	Phantom Explorer	Exploration	Arcana	90
8	Song of Amplification	Exploration	Arcana	93
8	Watchful Ally	Exploration	Arcana, Nature, or Religion	98
9	Dowsing	Exploration	Arcana	75
9	Natural State	Exploration	Arcana or Nature	86
10	Darkvision	Exploration	Arcana	73
10	Starr's Sanctuary of Serene Reflection	Exploration	Arcana or Religion	93
11	Contingent Ritual	Exploration	Arcana	72
11	Extradimensional Stables	Exploration	Arcana	78
11	Find Followers	Exploration	Arcana	80
12	Alter Terrain	Exploration	Arcana or Nature	66
10	Manse	Exploration	Arcana	84
12	Part the Waters	Exploration	Nature	89
14	Fire Walk	Exploration	Nature or Religion	80
14	Group Wildshape	Exploration	Nature	82
14	Imbue With Ability	Exploration	Arcana or Religion	82
14	Sea's Blessing	Exploration	Arcana or Nature	92
16	Enchanted Slumber	Exploration	Arcana	76
20	Earthquake	Exploration	Nature	76
20	Overland Flight	Exploration	Arcana	88
22	Storm of Insects	Exploration	Nature	94
22	Telltale Trail	Exploration	Arcana or Religion	97
22	Tree of Life	Exploration	Nature	96
24	Mass Power	Exploration	Arcana	85
25	Summon Storm	Exploration	Nature	95
26	Dragonfriend Song	Exploration	Arcana	75
26	Vital Link	Exploration	Arcana or Religion	97
27	Floating Castle	Exploration	Arcana	81
1	Baptize the Faithful	Restoration	Religion	100
1	Cleansing	Restoration	Heal	101
2	Transfer Vitality	Restoration	Heal	106

Lvl	Ritual	Category	Key Skill	Pg
3	Detect Ailment	Restoration	Heal	102
4	False Life	Restoration	Arcana or Religion	103
5	Restore Senses	Restoration	Heal	105
6	Cure Lycanthropy	Restoration	Heal	101
8	Extended Vitality	Restoration	Heal	102
12	Field of Victory	Restoration	Religion	104
14	Feast of the Dead	Restoration	Arcana or Religion	104
16	Bond of Life	Restoration	Arcana or Religion	100
16	Contingent Recovery	Restoration	Heal	101
18	Heal	Restoration	Heal	105
18	Sun's Renewal	Restoration	Nature	106
24	Cure Blight	Restoration	Nature	101
24	Restore Youth	Restoration	Heal	105
26	Hidden Soul	Restoration	Arcana or Religion	105
27	Time Compression	Restoration	Arcana	106
4	Arrow of Scrying	Scrying	Arcana	108
8	Fly on the Wall	Scrying	Nature	112
8	Kyleth's Blooded Sight	Scrying	Arcana	113
10	Blood of Ages	Scrying	Arcana or Religion	108
10	Emit's Plaques of Far Sight	Scrying	Arcana	110
12	Egg of the Coot	Scrying	Religion	110
12	Emit's Wandering Coin	Scrying	Arcana	111
12	Kyleth's Augmented Familiar	Scrying	Arcana	113
12	Song of Listening	Scrying	Arcana	115
13	Sezrakan's Deceitful Sensor	Scrying	Arcana	114
15	Gift of the Fey	Scrying	Nature	112
16	Flames of Allies	Scrying	Arcana or Religion	111
20	Forestwatch	Scrying	Nature	112
26	Censer of Farsight	Scrying	Arcana or Religion	109
27	Sight of the Gods	Scrying	Religion	115

RITUALS BY CATEGORY (CONTD.)

Lvl	Ritual	Category	Key Skill	Pg
28	Sezrakan's All-Seeing Retribution	Scrying	Arcana	114
29	Sezrakan's Masterful Glamour	Scrying	Arcana	114
5	Wilderness' End	Travel	Nature	128
6	Blink	Travel	Arcana	118
6	Jaunt	Travel	Arcana	121
6	Teleport Misdirection	Travel	Arcana	126
7	Zolobachai's Wagon	Travel	Arcana	128
8	Contingent Displacement	Travel	Arcana	118
9	Dimensional Mousehole	Travel	Arcana	119
10	Cheetah's Ineluctable Pursuit	Travel	Nature	118
10	Mutable Door	Travel	Arcana	122
10	Transmit Remains	Travel	Arcana	127
10	Tunnelport	Travel	Arcana	127
12	Feet of the Cloudrunner	Travel	Arcana or Nature	120
13	Phantasmal Conveyance	Travel	Arcana	123
14	Infernal Passage	Travel	Religion	120
14	Teleport Trick	Travel	Arcana	126
15	Deceptive Teleport	Travel	Arcana	119
16	Summon Friend	Travel	Arcana	125
17	Spatial Door	Travel	Arcana	124
18	Shadow Trail	Travel	Arcana	124
19	Jaunter's Visit	Travel	Arcana	122
21	Dream Travel	Travel	Arcana or Nature	119
22	Planar Trap	Travel	Arcana	123
22	Primordial's Passage	Travel	Arcana	124
23	Teleport Attractor	Travel	Arcana	125
24	Jaunter's Abduction	Travel	Arcana	121
26	Jaunter's Summons	Travel	Arcana	121
27	All Roads Lead Here	Travel	Arcana	117
30	Marvelous Map	Travel	Arcana	122

Lvl	Ritual	Category	Key Skill	Pg
1	Gluetrap	Warding	Arcana	133
2	Animal Watcher	Warding	Arcana or Nature	130
3	Assassin's Foil	Warding	Arcana	131
4	Harmonious Terrain	Warding	Nature	133
4	Protection from Fey	Warding	Arcana	136
4	Protection from Lycanthropes	Warding	Arcana or Religion	136
4	Protection from Vampires	Warding	Arcana or Religion	136
6	Arcane Trap	Warding	Arcana	130
6	Forbid Entry	Warding	Arcana	132
6	Invisibility to Animals	Warding	Nature	134
8	Brownberry's Annoying Companion	Warding	Arcana	131
8	Protection from Poison	Warding	Heal or Nature	136
8	Sanctum	Warding	Arcana	137
8	Unbroken Illumination	Warding	Arcana	139
10	Storm Ward	Warding	Nature	138
12	Icy Patch	Warding	Nature	134
12	Invisibility Ward	Warding	Arcana	134
12	Rune of Teleportation	Warding	Arcana	137
14	Unsinkable	Warding	Arcana	139
16	Castle Ward	Warding	Arcana	132
16	Teleport Lock	Warding	Arcana	139
18	Scrying Free Song	Warding	Arcana	138
20	Ghost Glue	Warding	Arcana or Religion	132
24	Holy Sanctuary	Warding	Religion	133
24	Lightning Rod	Warding	Arcana or Nature	135
24	Neutral Ground	Warding	Arcana	135
24	Secret Location	Warding	Arcana	138



Index 4: Rituals by Key Skill

Lvl	Ritual	Category	Key Skill	Pg
1	Attuned Focus	Creation	Arcana	20
1	Aura Reading	Divination	Arcana	53
1	Blood Mask	Deception	Arcana	38
1	Craft Talisman	Creation	Arcana	23
1	Delver's Glimpse	Exploration	Arcana	73
1	Dutch's Fastidiousness	Exploration	Arcana	75
1	Gluetraps	Warding	Arcana	133
1	Memetic Sending	Exploration	Arcana	85
1	Message in a Bottle	Exploration	Arcana	86
1	Meteorological Horoscope	Divination	Arcana	57
1	Perceive the Ties of Blood	Divination	Arcana	58
1	Remembrance of Wholeness	Divination	Arcana	59
1	Reset	Exploration	Arcana	9
1	Ritual Circle	Creation	Arcana	33
1	Somnus	Exploration	Arcana	93
1	Spectral Line	Creation	Arcana	35
2	Animal Watcher	Warding	Arcana	130
2	Astrological Inception	Divination	Arcana	52
2	Create Fetish	Creation	Arcana	24
2	Create Glamer Object	Deception	Arcana	40
2	Deep Pockets	Exploration	Arcana	73
2	Eternal Flame	Exploration	Arcana	77
3	Assassin's Foil	Warding	Arcana	131
3	Battlesigns	Exploration	Arcana	69
3	Eavesdrop	Divination	Arcana	55
3	Energy Enhancement	Exploration	Arcana	77
3	Ferriandus' Peaceful Rest	Exploration	Arcana	79
3	Grim Interrogator	Deception	Arcana	44
3	Lighten Armor	Exploration	Arcana	84
3	Munzelmong's Meticulous Mensuration	Divination	Arcana	57
3	New Clothes	Creation	Arcana	31

Lvl	Ritual	Category	Key Skill	Pg
3	Permanent Passage	Exploration	Arcana	89
3	Steal the Voice	Deception	Arcana	50
4	Ancient's Chant	Exploration	Arcana	66
4	Arrow of Scrying	Scrying	Arcana	108
4	Birth Horoscope	Divination	Arcana	53
4	Blood Shaping	Creation	Arcana	22
4	Circle of Amorous Intentions	Deception	Arcana	39
4	Cloak of the Dead	Deception	Arcana	40
4	Create Pit	Exploration	Arcana	72
4	Cultural Insight	Divination	Arcana	54
4	Deceiving Whispers	Deception	Arcana	41
4	Fallnor's Balloon	Exploration	Arcana	79
4	False Life	Restoration	Arcana	103
4	Invisible Weapon	Deception	Arcana	46
4	Lap of Luxury	Deception	Arcana	46
4	Liquid Courage	Creation	Arcana	30
4	Many Little Feet	Exploration	Arcana	84
4	Mesmerism	Divination	Arcana	56
4	Phan Xu's Delivery	Exploration	Arcana	89
4	Protection from Fey	Warding	Arcana	136
4	Protection from Lycanthropes	Warding	Arcana	136
4	Protection from Vampires	Warding	Arcana	136
4	Stentor's Voice	Exploration	Arcana	94
5	Aces High	Exploration	Arcana	65
5	Ancestral Insight	Divination	Arcana	52
5	Animal Decoy	Exploration	Arcana	66
5	Blood Sacrifice	Exploration	Arcana	70
5	Circle of Ruin	Exploration	Arcana	71
5	Defender's Devotion	Exploration	Arcana	73
5	Extraplanar Trader	Exploration	Arcana	78
5	Flawless Glamour	Deception	Arcana	44
5	King's Banquet	Creation	Arcana	30
5	Melody of Comfort	Exploration	Arcana	85
6	Arcane Trap	Warding	Arcana	130
6	Automation	Exploration	Arcana	69

RITUALS BY KEY SKILL (CONTD.)

Lvl	Ritual	Category	Key Skill	Pg
6	Blink	Travel	Arcana	118
6	Dance of the Peacock	Deception	Arcana	91
6	Daredevil's Devotion	Exploration	Arcana	72
6	Delay Spirit	Binding	Arcana	9
6	First Guardian	Creation	Arcana	27
6	Follow the Money	Divination	Arcana	55
6	Forbid Entry	Warding	Arcana	132
6	Gather Storm Clouds	Exploration	Arcana	81
6	Gullible Song	Exploration	Arcana	82
6	Hunter's Pouch	Creation	Arcana	30
6	Jaunt	Travel	Arcana	121
6	Moonlit Mark	Binding	Arcana	14
6	Pierce the Veil	Divination	Arcana	58
6	Poker Face	Deception	Arcana	48
6	Propitiation	Divination	Arcana	58
6	Rite of Exorcism	Binding	Arcana	16
6	Song of Striding and Springing	Exploration	Arcana	93
6	Standing Ovation	Deception	Arcana	49
6	Stolen Knowledge	Exploration	Arcana	94
6	Tap Power Nexus	Exploration	Arcana	96
6	Teleport Misdirection	Travel	Arcana	126
6	Warder's Pouch	Creation	Arcana	36
7	Mystic's Devotion	Exploration	Arcana	86
7	Zolobachai's Wagon	Travel	Arcana	128
8	Beacon	Exploration	Arcana	70
8	Brownberry's Annoying Companion	Warding	Arcana	131
8	Communicate with the Unintelligible	Exploration	Arcana	71
8	Connecting Song	Exploration	Arcana	71
8	Contingent Displacement	Travel	Arcana	118
8	Create Item	Creation	Arcana	24
8	Defile Nature	Creation	Arcana	25
8	Finish Surface	Exploration	Arcana	80
8	Kyleth's Blooded Sight	Scrying	Arcana	113

Lvl	Ritual	Category	Key Skill	Pg
8	Open Window (Air)	Exploration	Arcana	87
8	Open Window (Fire)	Exploration	Arcana	88
8	Open Window (Water)	Exploration	Arcana	88
8	Phantom Explorer	Exploration	Arcana	90
8	Sanctum	Warding	Arcana	137
8	Séance	Divination	Arcana	92
8	Song of Amplification	Exploration	Arcana	93
8	Soul Pool	Binding	Arcana	17
8	Unbroken Illumination	Warding	Arcana	139
8	Vitiate Binding	Deception	Arcana	50
8	Watchful Ally	Exploration	Arcana	98
9	Create Contagion	Creation	Arcana	23
9	Dimensional Mousehole	Travel	Arcana	119
9	Dowsing	Exploration	Arcana	75
9	Natural State	Exploration	Arcana	86
9	Object Guardian	Binding	Arcana	15
10	Blood Frenzy Pouch	Creation	Arcana	21
10	Blood of Ages	Scrying	Arcana	108
10	Darkvision	Exploration	Arcana	73
10	Eagle Eyes	Divination	Arcana	54
10	Emit's Plaques of Far Sight	Scrying	Arcana	110
10	Incognito	Deception	Arcana	45
10	Mutable Door	Travel	Arcana	122
10	Skirt the Line	Deception	Arcana	48
10	Starr's Sanctuary of Serene Reflection	Exploration	Arcana	93
10	Transmit Remains	Travel	Arcana	127
10	Tunnelport	Travel	Arcana	127
10	Will of the Masses	Divination	Arcana	62
11	Contingent Ritual	Exploration	Arcana	72
11	Extradimensional Stables	Exploration	Arcana	78
11	Find Followers	Exploration	Arcana	80
11	Finest Worksong	Creation	Arcana	27
12	Aggravate Disease	Binding	Arcana	6



RITUALS BY KEY SKILL (CONTD.)

Lvl	Ritual	Category	Key Skill	Pg
12	Alter Terrain	Exploration	Arcana	66
12	Camouflage	Deception	Arcana	39
12	Emit's Wandering Coin	Scrying	Arcana	111
12	Feet of the Cloudburrower	Travel	Arcana	120
12	Grave Countenance	Deception	Arcana	44
12	Improved Magic Circle	Binding	Arcana	12
12	Invisibility Ward	Warding	Arcana	134
12	Kyleth's Augmented Familiar	Scrying	Arcana	113
12	Manse	Exploration	Arcana	84
12	Oath of the Guardian	Binding	Arcana	14
12	Obsession	Binding	Arcana	15
12	Pin the Soul	Binding	Arcana	89
12	Rune of Teleportation	Warding	Arcana	137
12	Song of Listening	Scrying	Arcana	115
12	Vanish	Deception	Arcana	50
13	Phantasmal Conveyance	Travel	Arcana	123
13	Sezrakan's Deceitful Sensor	Scrying	Arcana	114
14	Continuous Deception	Deception	Arcana	40
14	Eclipse	Deception	Arcana	42
14	Eternal Slumber	Binding	Arcana	10
14	Feast of the Dead	Restoration	Arcana	104
14	Imbue With Ability	Exploration	Arcana	82
14	Phase Shift	Deception	Arcana	47
14	Sea's Blessing	Exploration	Arcana	92
14	Spark of Life	Creation	Arcana	33
14	Teleport Trick	Travel	Arcana	126
14	Unsinkable	Warding	Arcana	139
15	Consult Paradox	Divination	Arcana	53
15	Deceptive Teleport	Travel	Arcana	119
16	Bond of Life	Restoration	Arcana	100
16	Castle Ward	Warding	Arcana	132
16	Defile Soul	Creation	Arcana	26
16	Enchanted Slumber	Exploration	Arcana	10

Lvl	Ritual	Category	Key Skill	Pg
16	Enduring Ward	Creation	Arcana	26
16	Flames of Allies	Scrying	Arcana	111
16	Frog Curse	Binding	Arcana	10
16	Hallucinatory Spectators	Deception	Arcana	45
16	Simulacrum	Creation	Arcana	33
16	Summon Friend	Travel	Arcana	125
16	Teleport Lock	Warding	Arcana	138
17	Spatial Door	Travel	Arcana	124
18	False Portents	Deception	Arcana	43
18	Nightmares	Deception	Arcana	47
18	Restlessness	Deception	Arcana	48
18	Scrying Free Song	Warding	Arcana	138
18	Shadow Trail	Travel	Arcana	124
18	Soul Engine	Binding	Arcana	17
19	Jaunter's Visit	Travel	Arcana	122
20	Bookworm Mage	Creation	Arcana	22
20	Command Marut	Binding	Arcana	8
20	False Portal	Deception	Arcana	42
20	Ghost Glue	Warding	Arcana	132
20	Nesba's Mock Self	Creation	Arcana	31
20	Overland Flight	Exploration	Arcana	88
21	Dream Travel	Travel	Arcana	119
22	Geas	Binding	Arcana	11
22	Master's Whip	Binding	Arcana	13
22	Planar Trap	Travel	Arcana	123
22	Primordial's Passage	Travel	Arcana	124
22	Spark of Life, Greater	Creation	Arcana	33
22	Telltale Trail	Exploration	Arcana	96
23	Teleport Attractor	Travel	Arcana	125
24	Confining Shackles	Binding	Arcana	8
24	Final Pact	Binding	Arcana	10
24	Hallucinatory Regiment	Deception	Arcana	45
24	Jaunter's Abduction	Travel	Arcana	121
24	Lifeshield	Binding	Arcana	12
24	Lightning Rod	Warding	Arcana	135
24	Mass Power	Exploration	Arcana	85
24	Melding of the Minds	Divination	Arcana	55
24	Modify Memories	Binding	Arcana	13

RITUALS BY KEY SKILL (CONTD.)

Lvl	Ritual	Category	Key Skill	Pg
24	Neutral Ground	Warding	Arcana	135
24	Secret Location	Warding	Arcana	138
24	Sympathetic Focus	Creation	Arcana	36
25	Genesis	Creation	Arcana	29
26	Censer of Farsight	Scrying	Arcana	109
26	Dragonfriend Song	Exploration	Arcana	75
26	Hidden Soul	Restoration	Arcana	105
26	Jaunter's Summons	Travel	Arcana	121
26	Vital Link	Exploration	Arcana	97
26	Winter's Sojourn	Binding	Arcana	18
27	All Roads Lead Here	Travel	Arcana	117
27	Floating Castle	Exploration	Arcana	81
27	Time Compression	Restoration	Arcana	106
28	Sezrakan's All-Seeing Retribution	Scrying	Arcana	114
29	Sezrakan's Masterful Glamour	Scrying	Arcana	114
30	Marvelous Map	Travel	Arcana	122
30	Raise Castle	Creation	Arcana	32
1	Cleansing	Restoration	Heal	101
2	Transfer Vitality	Restoration	Heal	106
3	Detect Ailment	Restoration	Heal	102
5	Restore Senses	Restoration	Heal	105
6	Cure Lycanthropy	Restoration	Heal	101
8	Extended Vitality	Restoration	Heal	102
8	Protection from Poison	Warding	Heal	136
16	Contingent Recovery	Restoration	Heal	101
18	Heal	Restoration	Heal	105
24	Restore Youth	Restoration	Heal	105
1	Attuned Focus	Creation	Nature	20
1	Craft Talisman	Creation	Nature	23
1	Create Lodestone	Creation	Nature	25
1	Easy Climb	Exploration	Nature	76
1	Meteorological Horoscope	Divination	Nature	57
1	Remembrance of Wholeness	Divination	Nature	59
1	Repel Vermin	Exploration	Nature	91

Lvl	Ritual	Category	Key Skill	Pg
1	Ritual Circle	Creation	Nature	33
1	Seeds of Plenty	Exploration	Nature	92
1	Somnus	Exploration	Nature	93
2	Animal Watcher	Warding	Nature	130
2	Scent of Blood	Exploration	Nature	91
2	Trackless Passage	Exploration	Nature	97
3	Animal Thief	Exploration	Nature	68
3	Animal Tracker	Exploration	Nature	68
3	Brew Herbal Concoction	Creation	Nature	22
3	Bonded Mount	Binding	Nature	7
3	Fletcher	Creation	Nature	29
3	Light Step	Exploration	Nature	83
3	Nature's Voice	Exploration	Nature	87
4	Burrow	Exploration	Nature	70
4	Create Pit	Exploration	Nature	72
4	Harmonious Terrain	Warding	Nature	133
4	Hibernation	Exploration	Nature	82
4	Nature's Road	Exploration	Nature	87
4	Sentinel's Devotion	Exploration	Nature	92
5	Ancestral Insight	Divination	Nature	52
5	Animal Decoy	Exploration	Nature	66
5	Easy Trail	Exploration	Nature	76
5	Petrify Wood	Creation	Nature	31
5	Summon Animals	Binding	Nature	95
5	Wilderness' End	Travel	Nature	128
6	Animal Investiture	Exploration	Nature	67
6	Beast Cloak	Creation	Nature	21
6	Dog Scent	Exploration	Nature	74
6	Eternal Sunshine	Creation	Nature	26
6	Gather Storm Clouds	Exploration	Nature	81
6	Hunter's Pouch	Creation	Nature	30
6	Invisibility to Animals	Warding	Nature	134
6	Leave No Trace	Exploration	Nature	83
6	Propitiation	Divination	Nature	58
6	Rite of Exorcism	Binding	Nature	16
6	Tap Power Nexus	Exploration	Nature	96
6	Warder's Pouch	Creation	Nature	36
7	Animal Host	Binding	Nature	7
8	Attune Lodestone	Exploration	Nature	68



RITUALS BY KEY SKILL (CONTD.)

Lvl	Ritual	Category	Key Skill	Pg
8	Fly on the Wall	Scrying	Nature	112
8	Protection from Poison	Warding	Nature	136
8	Watchful Ally	Exploration	Nature	98
9	Create Contagion	Creation	Nature	23
9	Natural State	Exploration	Nature	86
10	Blood Frenzy Pouch	Creation	Nature	21
10	Cheetah's Ineluctable Pursuit	Travel	Nature	118
10	Spirit Walk	Divination	Nature	61
10	Storm Ward	Warding	Nature	138
12	Alter Terrain	Exploration	Nature	66
12	Feet of the Cloudburster	Travel	Nature	120
12	Icy Patch	Warding	Nature	134
12	Part the Waters	Exploration	Nature	89
12	Plant Growth	Creation	Nature	32
14	Fire Walk	Exploration	Nature	80
14	Group Wildshape	Exploration	Nature	82
14	Sea's Blessing	Exploration	Nature	92
15	Gift of the Fey	Scrying	Nature	112
16	Create Druid Grove	Creation	Nature	24
16	Enduring Ward	Creation	Nature	26
18	Sun's Renewal	Restoration	Nature	106
20	Earthquake	Exploration	Nature	76
20	Forestwatch	Scrying	Nature	112
21	Dream Travel	Travel	Nature	119
22	Storm of Insects	Exploration	Nature	94
22	Tree of Life	Exploration	Nature	97
24	Cure Blight	Restoration	Nature	101
24	Lightning Rod	Warding	Nature	135
25	Summon Storm	Exploration	Nature	95
1	Attuned Focus	Creation	Religion	20
1	Baptize the Faithful	Restoration	Religion	100
1	Easy Climb	Exploration	Religion	76
1	Remembrance of Wholeness	Divination	Religion	59
1	Reset	Exploration	Religion	91
1	Ritual Circle	Creation	Religion	33
1	Somnus	Exploration	Religion	93
2	Armor of the Blessed	Binding	Religion	7

Lvl	Ritual	Category	Key Skill	Pg
2	Create Fetish	Creation	Religion	24
2	Library of the Gods	Divination	Religion	55
2	True Faith	Divination	Religion	62
3	Bonded Mount	Binding	Religion	7
3	Energy Enhancement	Exploration	Religion	77
3	Grim Interrogator	Deception	Religion	44
3	Radiance Infusion	Exploration	Religion	91
3	Unearth the Mortal Frame	Exploration	Religion	97
4	Ancient's Chant	Exploration	Religion	66
4	Cultural Insight	Divination	Religion	54
4	False Life	Restoration	Religion	103
4	Protection from Lycanthropes	Warding	Religion	136
4	Protection from Vampires	Warding	Religion	136
4	Sentinel's Devotion	Exploration	Religion	92
5	Aces High	Exploration	Religion	65
5	Defender's Devotion	Exploration	Religion	73
5	Easy Trail	Exploration	Religion	76
5	Spectral Cat	Creation	Religion	34
6	Daredevil's Devotion	Exploration	Religion	72
6	Eternal Sunshine	Creation	Religion	26
6	Evoke the Inner Strength	Exploration	Religion	77
6	Moonlit Mark	Binding	Religion	14
6	Prayer of Purity	Exploration	Religion	90
6	Propitiation	Divination	Religion	58
6	Rite of Exorcism	Binding	Religion	16
6	Standing Ovation	Deception	Religion	49
7	Feign Death	Deception	Religion	43
7	Mystic's Devotion	Exploration	Religion	86
8	Heavenly Raiment	Creation	Religion	29
8	Séance	Divination	Religion	92
8	Soul Pool	Binding	Religion	17
8	Tormented Slumber	Binding	Religion	18
8	Watchful Ally	Exploration	Religion	98
10	Blood of Ages	Scrying	Religion	108
10	Hallow	Binding	Religion	11

RITUALS BY KEY SKILL (CONTD.)

Lvl	Ritual	Category	Key Skill	Pg
10	Starr's Sanctuary of Serene Reflection	Exploration	Religion	93
10	Will of the Masses	Divination	Religion	62
12	Egg of the Coot	Scrying	Religion	110
12	Field of Victory	Restoration	Religion	104
12	Pin the Soul	Binding	Religion	16
12	Revelation	Divination	Religion	60
14	Consecrate	Binding	Religion	8
14	Desecrate	Binding	Religion	9
14	Eternal Slumber	Binding	Religion	10
14	Feast of the Dead	Restoration	Religion	104
14	Fire Walk	Exploration	Religion	80
14	Imbue With Ability	Exploration	Religion	82
14	Infernal Passage	Travel	Religion	120
16	Bond of Life	Restoration	Religion	100
16	Enduring Ward	Creation	Religion	26
16	Flames of Allies	Scrying	Religion	111
16	Know Thine Enemy	Divination	Religion	55
20	Bookworm Mage	Creation	Religion	22
20	Command Marut	Binding	Religion	8
20	Ghost Glue	Warding	Religion	132
22	Geas	Binding	Religion	11
22	Telltale Trail	Exploration	Religion	96
24	Confining Shackles	Binding	Religion	8
24	Holy Sanctuary	Warding	Religion	133
26	Censer of Farsight	Scrying	Religion	109
26	Hidden Soul	Restoration	Religion	105
26	Pacifist Curse	Binding	Religion	16
26	Vital Link	Exploration	Religion	97
27	Sight of the Gods	Scrying	Religion	115

AZAGAR'S Book of Rituals

If there is anything I've learned in my sixty years on this godsforsaken plane, it's that you can never be too prepared. Sometimes all the spells and steel in the world won't pull your arse from the fire when a well-laid plan has gone belly up. What you need then is a good ritual to turn disaster into victory – or at least into something that doesn't resemble your own very messy demise. Good thing ol' Azagar is here to chisel a bit of the stupid off a world full of blockheads...I mean adventurers.

– Azagar

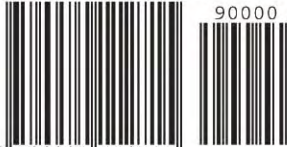
Azagar's Book of Rituals presents over 300 new rituals for Fourth Edition Dungeons and Dragons! Narrated by the hobgoblin general Azagar in his own inimitable style, *Azagar's Book of Rituals* features every category of rituals. It covers heroic, paragon, and epic play, and even includes rituals appropriate for the PHB2 bard and druid classes. An exhaustive set of indexes makes the book easy to navigate, and allows you to find rituals alphabetically, by level, or by category. Prepare yourself for hundreds of new ritual options for your character!

For use with the 4th Edition

**DUNGEONS
& DRAGONS**
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook, Monster Manual, and
Dungeon Master's Guide core rulebooks, available from Wizards of the Coast, Inc.

ISBN 978-0-9841127-1-5



90000 >

9 780984 112715

GMG4450

\$14.99

