



# Rituals

## From *Dragon* #366

(Rituals originally written by Peter Schaefer  
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# Arcane Barrier

## Warding Ritual 12



*You pound on the translucent wall and shout, but no amount of brute force seems able to penetrate the barrier in your path.*

**Level:** 12

**Category:** Warding

**Time:** 10 minutes

**Duration:** 4 hours

**Component Cost:** 1000 gp

**Market Price:** 3200 gp

**Key Skill:** Arcana

You create a magical barrier that is up to 2 squares long and tall, and is typically large enough to block a doorway or the entrance of a hallway.

The obstruction is invisible from more than 10 squares away but is readily apparent as a translucent, shimmering, paper-thin wall from closer than that.

When creating the barrier, you also determine circumstances that open the barrier; this is the same as for Arcane Lock (*Player's Handbook*, page 301).

*Your Arcana check, with a +5 bonus, determines the DC for Knock or similar rituals to open it, and the DC to burst the barrier with a Strength check is 5 greater than that.*

If you spend 4 hours and four times the component costs to perform this ritual, the duration increases to permanent. A ritual caster who uses Knock or a similar ritual to open a permanent Arcane Barrier can choose to bring it down temporarily, in which case it seals again after 5 minutes, or to destroy the barrier.

# Banish Vermin

## Warding Ritual 1



*Minor preparation is all it takes to ward against pests.*

**Level:** 1

**Category:** Warding

**Time:** 10 minutes

**Duration:** Special

**Component Cost:** 10 gp

**Market Price:** 30 gp

**Key Skill:** Nature

You ward a single zone, up to burst 5, to be unpleasant to all kinds of unwanted rodents and insects of size Tiny or smaller, even if they are part of a swarm. Any vermin that are in the burst must leave by the most expedient means possible, and none enter the affected area for a period determined by your Nature check result.

Check Result	Duration
9 or lower	3 days
10-19	1 week
20-29	2 weeks
30 or higher	1 month

# Battlefield Elocution

Exploration Ritual 3



*With your voice magically amplified, every soul in the army standing before you can hear your words.*

**Level:** 3

**Component Cost:** 25 gp

**Category:** Exploration

**Market Price:** 125 gp

**Time:** 10 minutes

**Duration:** 1 hour

**Key Skill:** Arcana or Religion (No check)

You gain the ability to speak so that all creatures within 100 squares with a DC 0 Perception check can hear you. Only words you desire to be heard so broadly are. You or another creature under this effect can transfer the power to a willing recipient with a touch and a minor action as long as the effect persists. For some ritual casters, this spell makes their voices loud as thunder; others' voices ring in people's ears without crossing the intervening space.

# Bolster Object

Warding Ritual 6



*Though it looks no different, the iron portcullis has become harder than steel. The ram can batter itself to flinders before the portcullis gives way.*

**Level:** 6

**Component Cost:** 150 gp

**Category:** Warding

**Market Price:** 300 gp

**Time:** 10 minutes

**Key Skill:** Arcana or Nature

**Duration:** Instantaneous

The target object, which you must touch during the performance of the ritual, increases its hit points by 10% for every 5 points you have on your check result. An object targeted by this ritual multiple times benefits only from the best casting.

# Chameleon's Cloak

Deception Ritual 10



*No one can notice you or your friends thanks to the concealing cloak of magic you have conjured.*

**Level:** 10

**Component Cost:** 200 gp

**Category:** Deception

**Market Price:** 1000 gp

**Time:** 10 minutes

**Key Skill:** Arcana

**Duration:** 24 hours

You conceal yourself and up to 8 allies within 5 squares of you, using a combination of camouflage and distraction to ensure that no one notices any of you. The Perception DC to notice a creature concealed by this ritual is equal to the Arcana or Nature check result with a +5 bonus. A concealed creature that leaves the square it occupies at the completion of the ritual or that attacks a creature loses all benefit from the ritual.

# Conceal Object

Deception Ritual 10



*Some say the safest place to hide something is in plain sight. For you, the safest place to hide something is wherever you want.*

**Level:** 10

**Component Cost:** 400 gp

**Category:** Deception

**Market Price:** 2000 gp

**Time:** 10 minutes

**Key Skill:** Arcana

**Duration:** Permanent

One object within 5 squares of you becomes difficult to notice, no matter how obvious it is. Any creature with line of sight to the object is entitled to a Perception check at a DC equal to your Arcana check result with a +5 bonus. A creature that touches the object gains a +5 bonus to the check, and a creature that is rudely forced to notice the object (such as by walking into a wall it was unable to notice) automatically sees the concealed object. Moving the concealed object ends the effect.

# Deceive Sensor

Deception Ritual 26



*Enemies who spy on you see only what you want them to see.*

**Level:** 26

**Component Cost:** 45,000 gp

**Category:** Deception **Market Price:** 325,000 gp

**Time:** 30 minutes

**Key Skill:** Arcana

**Duration:** 24 hours

You weave an illusion that only scrying sensors can see around yourself or another creature within 5 squares of you during the ritual. Any scrying sensor within 10 squares of an affected creature sees only the illusion you choose at the ritual's conclusion. The illusion can contain anything you desire, with up to 5 minutes of programmed actions. Creatures viewing the illusion are entitled to an Insight check to detect the fact that it is false. This check's DC equals your Arcana check result. A creature is allowed a check the first time it sees the illusion.



# Delay Affliction

## Restoration Ritual 4



*With effort and focus, you prevent an ally from continuing to suffer from his ailment . . . for now.*

**Level:** 4

**Category:** Restoration

**Time:** 30 minutes

**Duration:** Special

**Component Cost:** 50 gp

**Market Price:** 175 gp

**Key Skill:** Heal

Delay Affliction puts a single enduring effect, any of those affected by Remove Affliction, on hold for a period determined by the ritual caster's check result. Until that time is up, the target acts in all ways as though he or she were not affected by the affliction. Upon completing this ritual, make a Heal check, using the level of the effect you are trying to delay (or the level of the creature that caused the effect) as a penalty to this check.

Heal Check Result	Duration
9 or lower	1 day
10-19	3 days
20-29	1 week
30 or higher	2 weeks

# Delver's Fire

Exploration Ritual 2



*This campfire burns anywhere but underwater.*

**Level:** 2

**Component Cost:** 25 gp

**Category:** Exploration **Market Price:** 100 gp

**Time:** 10 minutes

**Key Skill:** Arcana or

Nature (No check)

**Duration:** 8 hours

You create a campfire that burns on any horizontal surface, and it needs no fuel beyond your magic. It burns for 8 hours or until doused as any normal fire can be doused.

# Earthen Ramparts

Exploration Ritual 6



*At your command, walls of earth rise around your position and offer protection.*

**Level:** 6

**Component Cost:** 80 gp

**Category:** Exploration **Market Price:** 360 gp

**Time:** 10 minutes

**Key Skill:** Arcana or Nature

**Duration:** Instantaneous

You channel the earth around you into defensive mounds. Within 10 squares of you, earth rises to create a wall 2 squares high. On one side of the wall (your choice), the earthen mound is sloped so creatures can climb atop the wall. Climbing atop the mound from that side costs an extra square of movement. For every 10 points you have on an Arcana or Nature check result, you can create another wall 2 within 10 squares.

# Excavation

Exploration Ritual 6



*Earth and loose stone disappear bit by bit before your eyes, leaving a rough trench in its wake.*

**Level:** 6

**Component Cost:** 70 gp

**Category:** Exploration

**Market Price:** 300 gp

**Time:** 10 minutes

**Key Skill:** Arcana

**Duration:** 1 minute

You clear 1 square of earth and loose stone within 5 squares of you, leaving the start of a trench or a tunnel. For every 10 points on the Arcana check result, you clear another square. The material disappears over the course of the ritual's duration and is scattered across the world.

# Explorer's Fire

Exploration Ritual 1



*You enchant a fire so that it isn't visible from more than a short distance, in the hope that it won't attract unwanted attention.*

**Level:** 1 **Component Cost:** 10 gp

**Category:** Exploration **Market Price:** 50 gp

**Time:** 10 minutes **Key Skill:** Arcana or Nature

**Duration:** 8 hours

You alter one fire of bonfire size or smaller within 5 squares of you. Light cast by the fire cannot be seen from more than 5 squares from the fire. The fire's light is unchanged within that radius, and the ritual does not diminish or contain the fire's heat or sounds.

# Farsight

## Scrying Ritual 16



*Your senses reach to the horizon when you will it.*

**Level:** 16

**Component Cost:** 3,600 gp plus a focus worth 2,500 gp

**Category:** Scrying

**Time:** 10 minutes

**Market Price:** 9000 gp

**Duration:** Special

**Key Skill:** Arcana

Farsight functions as the Wizard's Sight ritual, but you can place your scrying sensor in any square you can see, no matter how far. 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. You cannot place the scrying sensor in a location you can see only through a scrying sensor.

Your Arcana check result determines how long the sensor lasts.

Arcana Check	Result Duration
19 or lower	2 rounds
20–24	3 rounds
25–29	4 rounds
30–39	5 rounds
40 or higher	6 rounds

Sufficiently powerful warding magic, such as the Forbiddance ritual, can block Farsight. 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:** A mirror or a crystal ball worth at least 2,500 gp. The focus conveys what you see and hear.

# Fastidiousness

## Warding Ritual 1



*You are clean, and you would like to remain so, even while digging through aboleth slime for lost treasures.*

**Level:** 1 **Component Cost:** 10 gp

**Category:** Warding **Market Price:** 50 gp

**Time:** 10 minutes **Key Skill:** Arcana

**Duration:** 24 hours

You or a creature within 2 squares of you is warded against becoming dirty. No matter what the target does, touches, walks through, or experiences, the target's person, clothes, and carried possessions are not soiled. If the target is in any way soiled when the ritual is completed, that filth is immediately shed. Attacks or other effects that involve dirtying the character work as normal but leave no lasting waste or residue.

# Memory Seal

## Binding Ritual 18



*Some things are better left forgotten, and you will see to it that they are.*

**Level:** 18

**Component Cost:** 7000 gp

**Category:** Binding

**Market Price:** 25,000 gp

**Time:** 1 hour

**Key Skill:** Arcana

**Duration:** Permanent

You lock a single memory away so that the targeted creature can no longer recall it. A single memory sealed away by this ritual can be specific ("seeing me stealing the Darlingian Scepter" or "how to enter my secret laboratory") or general ("what you read in my journal" or "the last conversation you had today").

A target of this ritual must be either willing or helpless for the duration of the ritual. You can target yourself with this ritual only if you have at least one assistant in performing it. On an unwilling target, your Arcana check result must beat the target's Will defense for the ritual to succeed, in addition to determining how hard the ritual is on the target (in terms of damage; see below). lasts.

Arcana Check Result	Effect on Target
24 or Lower	Damage equal to target's max HP
25-29	Damage equal to three-quarters the target's max HP
30-34	Damage equal to one-half the target's max HP
35-39	Damage equal to one-quarter the target's max HP
40 or Higher	No damage



# Mordenkainen's Ascent

Exploration Ritual 6



*You create a magic golden ladder or rope, which allows you access to the highest heights.*

**Level:** 6

**Component Cost:** 75 gp

**Category:** Exploration **Market Price:** 360 gp

**Time:** 10 minutes

**Key Skill:** Arcana

**Duration:** 1 hour

You create a ladder that is firmly attached to a wall within 5 squares of you, or a knotted rope tied to something within 20 squares of you. Climbing the ladder is a DC 0 check, and climbing the rope is a DC 10 check; other factors, such as rain, high winds, or slippery oil, never make the task more difficult. The ladder reaches a maximum height of 4 squares, plus 1 for every 5 points on your Arcana check result. The rope has a maximum length of 10 squares, plus 1 for every 5 points on your Arcana check result.

# Mordenkainen's Joining

Creation Ritual 6



*You join two blocks of stone as though they had been cut and dragged that way from the mountain. With your help, the wall should have no gaps whatsoever.*

**Level:** 6

**Component Cost:** 50 gp

**Category:** Creation

**Market Price:** 360 gp

**Time:** 10 minutes

**Key Skill:** Arcana (No check)

**Duration:** Instantaneous

Two nonliving objects join together permanently. The boundary between them becomes as smooth and unnoticeable as possible—for objects that could fit together naturally, such as two blocks of stone, two planks of wood, or two pieces of a weapon, the ritual makes them completely seamless.

# Overland Flight

Exploration Ritual 20



*Where you come from, they say "as you fly" and not "as the crow flies."*

**Level:** 20

**Component Cost:** 5000 gp

**Category:** Exploration

**Market Price:** 25,000 gp

**Time:** 30 minutes

**Key Skill:** Arcana (No check)

**Duration:** 10 hours

You and all allies within 5 squares of you gain overland flight 20. You lose your minor, immediate, and standard actions while flying at your overland flight speed, and can use your move action only to fly. You fly the specified number of squares with a single move action. If you take actions to do anything else, you crash. When using this ritual to fly for 10 hours, including rests, you can travel approximately 100 miles.

# Preserve Flame

Exploration Ritual 6



*Under winter rain or the ocean's depths, the old mage's fires burned just as well as in midsummer.*

**Level:** 6

**Component Cost:** 75 gp

**Category:** Exploration

**Market Price:** 360 gp

**Time:** 10 minutes

**Key Skill:** Arcana (No check)

**Duration:** 8 hours

You alter one fire of bonfire size or smaller within 5 squares of you. No amount of water or effort can douse the flame until the ritual's duration expires. The ritual caster can voluntarily end this effect as a minor action.

# Preservation

## Warding Ritual 2



*Wizards use this spell to keep their tomes from mold and other dangers. Explorers wish the wizards would do the same for trail rations.*

**Level:** 2

**Component Cost:** 25 gp

**Category:** Warding

**Market Price:** 100 gp

**Time:** 10 minutes

**Key Skill:** Arcana or Nature

**Duration:** Permanent

You enchant a quantity of nonliving organic material so that it resists all natural deterioration. Rot, mold, consuming vermin, and the like all leave the enchanted material alone. Damage intentionally done can still harm the material.

Your Arcana or Nature check determines how much material you can affect with one ritual casting.

Arcana or Nature Check Result	Duration
19 or lower	10 pounds
20–24	20 pounds
25–29	50 pounds
30–39	100 pounds
40 or higher	200 pounds

# Planar Sending

Exploration Ritual 14



*Through your magic, you can communicate with creatures on other planes.*

**Level:** 14

**Component Cost:** 700 gp

**Category:** Exploration

**Market Price:** 4,200 gp

**Time:** 20 minutes

**Key Skill:** Arcana (No check)

**Duration:** Instantaneous

You convey a mental message of up to 25 words to a person you know on another plane. You must choose a plane when you complete the ritual. If the target is not on that plane, he or she does not receive the message.

# Safeguard

## Warding Ritual 16



*Your skin tingles and the back of your mind screams with impending danger. You and your allies are safe, but your home suffers intruders.*

**Level:** 16      **Component Cost:** 3,000 gp and  
**Category:** Warding      3 healing surges  
**Time:** 20 minutes      **Market Price:** 13,500 gp  
**Duration:** 24 hours      **Key Skill:** Arcana

You ward an area against intrusion, setting an Eye of Alarm (Player's Handbook, page 304) anywhere within 20 squares of where you perform the ritual. If the eye detects an intruder, it psychically and silently alerts you no matter where you are, and you can teleport to the square the eye occupies as a standard action. Up to 8 willing allies within 10 squares of you can accompany you, appearing adjacent to you, or as near as possible at the end of the teleportation.

The eye never considers you an intruder, you can designate any number of other ritual participants as nonintruders, and you can designate additional categories of creatures that do not set off the alarm, as normal for the Eye of Alarm. Most who perform this ritual allow it to ignore small creatures and pests, since the eye does not describe what sets it off.

The warding effect lasts for 24 hours, but the ritual caster (not any assistants) can extend this duration by spending 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.

Your Arcana check result determines how many eyes you can place and what type of vision or sensory ability they possess

Arcana Check Result	Eyes Created	Vision or Ability
19 or lower	One	Normal
20–39	Three	Darkvision
40 or higher	Five	Darkvision and tremorsense 12 sq

# Scribe

## Exploration Ritual 10



*There is a faint scratching sound, like that of a quill, as the words you speak appear on the paper lying on the desk.*

**Level:** 10

**Component Cost:** 200 gp

**Category:** Exploration

**Market Price:** 1,000 gp

**Time:** 10 minutes

**Key Skill:** Arcana

**Duration:** 2 hours

You enchant a stack of paper or a book to capture the words spoken around it, recording them as a faithful and infallible stenographer. There is no apparent writing implement, just a slight scratching sound as the words appear. The component costs include 5 gp for ink the ritual exhausts; a ritual caster who wishes the transcription to be of higher quality should replace this cost with that of higher-quality inks.

The phantom scribe does its best to correctly record what is said in its hearing (its Perception bonus is equal to your Arcana bonus) and properly attribute each statement. It cannot attribute words from a creature it does not know. Depending on the caster's personality, a scribe might name unknown speakers colourfully, as the "Dark Stranger" or "Breathless Guest"; or simply, with labels such as "Unknown Speaker One." If such a speaker is later identified, the scribe records that.



# Signal of Pursuit

Divination Ritual 8



*As you attune your senses to the portal, you know that the next time someone steps through it, you will be able to learn everything about their identity.*

**Level:** 8

**Component Cost:** 125 gp

**Category:** Warding

**Market Price:** 680 gp

**Time:** 1 minute

**Key Skill:** Arcana

**Duration:** 10 hours

You enchant a door within 5 squares of where you complete the ritual. The next time that door is opened, you know, as long as you are on the same plane. Depending on your Arcana check result, you can learn more.

**Optional Focus:** If you leave a small crystal model of the door worth at least 100 gp within 5 squares of the affected door, the ritual's duration becomes permanent as long as the model remains within 5 squares of the door.

Arcana Check Result	Information Gained
19 or lower	The door is opened.
20-39	The name of the creature that opened it
40 or higher	An image of the creature doing it

# Stasis Shell

Warding Ritual 16



*You render an important object impervious to the rigors of time, encasing it in a smooth, almost imperceptible layer of crystal.*

**Level:** 16

**Component Cost:** 1,800 gp

**Category:** Warding

**Market Price:** 9,000 gp

**Time:** 1 hour

**Key Skill:** Arcana

**Duration:** Until moved

You perform this ritual on an object in your possession, encasing it in a thin layer of crystal. Until a creature moves the object more than 5 squares in a single round, that layer of unbreakable crystal protects the affected object from all damage and from all effects of age. It is as if time has stopped for the object.

# Teleportation Catcher

## Warding Ritual 18



*Your powerful ward channels all attempted teleports across its boundary into a location of your choosing.*

**Level:** 18      **Component Cost:** 7,000 gp

**Category:** Warding      **Market Price:** 20,000gp

**Time:** 30 minutes      **Key Skill:** Arcana

**Duration:** 24 hours (Special)

Any teleportation attempted across the boundary of the ward created by this ritual goes awry, instead depositing the creature(s) attempting to cross that boundary through teleportation in a square within 100 squares of you that you select during the ritual. If that square is occupied, the affected creature appears in the nearest unoccupied square.

Your Arcana check result determines the size of the warded area, which is a burst (see "Areas of Effect," Player's Handbook, page 272).

Arcana Check Result	Warded Area
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9 or lower	Burst 1
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10–19	Burst 3
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20–29	Burst 5
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30–39	Burst 8
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40 or higher	Burst 12
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The warding effect lasts for 24 hours, but the ritual caster (not any assistants) can extend this duration by spending 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.

# Tenser's Binding

Exploration Ritual 10



*As you complete the ritual, ropes and chains of force wrap around the target, rendering escape all but impossible.*

**Level:** 10

**Component Cost:** 400 gp

**Category:** Exploration

**Market Price:** 1,000 gp

**Time:** 5 minutes

**Key Skill:** Arcana

**Duration:** 12 hours (Special)

This ritual affects a target creature, which must be helpless and within 5 squares of the ritual caster for the time spent performing the ritual. At the ritual's completion, the target is bound by arcane chains. Escape from these bonds is at a DC equal to the Arcana check result plus 5, and the ritual's magic prevents the target from teleporting unless the prisoner's level is higher than that of the ritual caster.

Before the ritual expires, it can be renewed by any creature able to perform rituals, not just the original ritual caster. As long as the ritual is not allowed to end, it retains the strength imparted by the original caster.

# Tenser's Lift

Exploration Ritual 8



*A pearlescent white platform manifests before you, ready to ascend or descend at your command.*

**Level:** 8

**Component Cost:** 125 gp

**Category:** Exploration

**Market Price:** 680 gp

**Time:** 10 minutes

**Key Skill:** Arcana (No Check)

**Duration:** 10 minutes

You create a platform 6 squares by 6 squares in width and length, and it floats a foot off the ground. As a move action, with a mental command, you make it rise or descend up to half your speed, or move 1 square horizontally. It descends to no less than a foot above any solid object. You can dismiss the lift as a minor action, at which time it descends gently to the nearest solid ground before it dissipates.

# True Sending

Exploration Ritual 20



*Your mental voice can reach anywhere and everywhere, across planar boundaries or within them.*

**Level:** 20

**Component Cost:** 4,000 gp

**Category:** Exploration

**Market Price:** 25,000 gp

**Time:** 30 minutes

**Key Skill:** Arcana (No Check)

**Duration:** Instantaneous

You convey a mental message of up to 50 words to a person you know. The message reaches the intended destination despite any amount of distance between you and the target, including planar boundaries. He or she receives the message mentally and can respond likewise.

# Visage of Life

## Divination Ritual 12



*The finger floats in your palm for a moment, and then the image of a young peasant appears. This finger did not, it seems, come from the prince as the villain claims.*

**Level:** 12

**Component Cost:** 500 gp

**Category:** Divination

**Market Price:** 2,600 gp

**Time:** 10 minutes

**Key Skill:** Arcana or Religion

**Duration:** 1 minute (No Check)

Using a scrap of once-living material, you create an image of the living thing that produced that scrap. The image that appears before you is actual size and appears as the living thing did before its demise for the ritual's duration. Its pose is neutral and offers no information about the subject at its actual time of death.

# Voicecatcher Veil

## Warding Ritual 14



*You create an invisible ward that prevents stray thoughts from getting in or out of your territory, unless you permit them.*

**Level:** 18

**Component Cost:** 1,600 gp

**Category:** Warding

plus 1 healing surge

**Time:** 30 minutes

**Market Price:** 4,000gp

**Duration:** 24 hours (Special) **Key Skill:** Arcana

No telepathy or other mental communication can cross the boundary of Voicecatcher Veil, unless the creature using it is either of a higher level than the ritual caster who performed the ritual, or that ritual caster permits it. When mental communication is attempted across the ward's boundary, the ritual caster is instantly aware of the attempt and the contents of the message. The caster can then choose to bar the message or let it pass, as long as the caster is capable of thought. (If the caster is incapable of thought or dead, the veil automatically bars all communication.) The ritual caster can pass this power and responsibility on to another creature in the presence of the veil by spending a healing surge; that individual can likewise pass it to another by the same means.

Your Arcana check result determines the size of the warded area, which is a burst (see "Areas of Effect," Player's Handbook, page 272).

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

The warding effect lasts for 24 hours, but the ritual caster (not any assistants) can extend this duration by spending 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.



# Wizard's Curtain

Warding Ritual 1



*Some activities call for privacy.*

**Level:** 1

**Component Cost:** 30 gp

**Category:** Warding

**Market Price:** 75 gp

**Time:** 10 minutes

**Key Skill:** Arcana (No Check)

**Duration:** 24 hours

You draw a curtain or several curtains from nowhere to ensure your visual privacy. The curtain is nearly opaque and appears in any pattern or colors your desire. The ritual obscures all sight lines into a single room (or a burst 4 area), applying a -10 penalty to Perception checks to see anything inside the warded area.

# Wizard's Escape

Exploration Ritual 6



*The guard looked on with horror as the prisoner squeezed between the bars of his cell, his face and chest distorting in a fashion that should kill—or at least disfigure—him, then returning to normal.*

**Level:** 6

**Component Cost:** 150 gp

**Category:** Exploration

**Market Price:** 520 gp

**Time:** 10 minutes

**Key Skill:** Arcana (No Check)

**Duration:** 10 minutes

For the ritual's duration, you and up to eight allies can squeeze into and through spaces that a Tiny creature can squeeze through, allowing them to fit into crevices, under some doors, and through most barred gates or walls. An affected creature must still squeeze to fit into a space it could not normally enter. How this ritual manifests varies from caster to caster: It can allow creatures to squeeze their body as though boneless, to step through half-dimensions, ripple into and out of smaller shapes, or anything else.