

# New Rituals in Cydra

## RITUALS BY LEVEL

<i>Lvl</i>	<i>Ritual</i>	<i>Key Skill</i>
1	Light Crystal	Arcana
1	Paint Memory	Arcana
1	Seal against Water	Nature
1	Water Weapon	Nature
1	Wizard Glue	Arcana
2	Identify	Arcana
3	Lethality	Arcana or Religion (no check)
3	Ritual of the Lotus	Nature
3	Sufferance	Arcana or Religion (no check)
3	Weighty Chest	Arcana
4	Distill Sunlight	Religion
4	Feet to Fins	Nature (no check)
4	Fins to Feet	Nature (no check)
4	Genderbend	Arcana
4	Protection from Pickpockets	Arcana
4	Regenerate	Heal
5	Bountiful Harvest	Nature
5	Fame	Arcana
5	Frisky Chest	Arcana
6	Veil of Privacy	Arcana
7	Far Strike	Arcana
8	Detect Radiation	Nature
8	Sighs of Ardor	Arcana
9	Moon Rune	Arcana
10	Disguise Traces	Nature
10	Plague of Serpents	Nature or Religion
11	Dimensional Anchor	Arcana
12	Abyssal Fall	Arcana (no check)
13	Enter Microverse	Arcana or Nature (no check)
13	Exit Microverse	Arcana or Nature (no check)
13	Skeletal Minions	Arcana or Religion
15	Binding Contract	Arcana
15	Ooze Communion	Dungeoneering (special) (no check)
15	Zone of Revelation	Religion
16	Malford's Doppelgangment	Arcana
17	Ultimate Concentration	Arcana or Religion
18	Arion's Most Excellent Forcefloor	Arcana
18	Captivating Art	Arcana or Religion
18	Nydroth's Grisly Joining	Heal
19	And the Sea Gives Up Its Dead	Arcana or Nature
19	Suppress Radioactivity	Nature
20	Magical Conversation	Arcana

20	Word Lock	Arcana
21	Alignment of Acamar	Arcana
21	Divination Sink	Arcana or Religion
22	Proleptic Visions	Arcana
24	Dimensional Lock	Arcana
25	Appeal to the Masses	Arcana
26	Dispel Temporal Manipulations	Arcana or Nature (no check)
30	Purge the Written Word	Arcana
30	Stygian Oblivion	Arcana

## ABYSSAL FALL

*With a terrible lurch and falling sensation, the world recedes around you as you tumble into the Abyss.*

**Level:** 12                      **Component Cost:** 2,000 gp  
**Category:** Travel            **Market Price:** 2,600 gp  
**Time:** 1 hour                 **Key Skill:** Arcana (no check)  
**Duration:** Special

Use this ritual in the world or the Elemental Chaos. When you perform this ritual, you transport yourself and up to eight allies to a random spot on the Plain of Portals, the first layer of the Abyss. You have no control over where you appear, but your immediate environs aren't immediately hazardous. Once in the Abyss, you can travel normally within the plane and remain there until you leave by another means.

## ALIGNMENT OF ACAMAR

*At last the stars are right, and using this ritual, you will cause a piece of the corpse star to manifest in the world.*

**Level:** 21                      **Component Cost:** 25,000 gp  
**Category:** Binding            **Market Price:** 50,000 gp  
**Time:** 99 days                **Key Skill:** Arcana  
**Duration:** Permanent

**Location/Conditions:** This ritual can only be performed when the stars are properly aligned in a conjunction with the Corpse Star, an event that happens every 127 years, 2 months and 18 days (the next such alignment will take place 11/6/2550 S.C.).

This ritual summons a mote of blackness that drags everything near it into its darkness, consuming it utterly and growing in power as it does so. The mote of blackness is medium size when you summon it. As the mote consumes more and more material, it gradually begins to grow.

While it is medium, the mote has an aura 20. Each creature and object within the aura is pulled 4 squares at the start of its turn, and moving away from the mote within the aura costs an extra square of movement per square that the creature or object leaves. Any creature or object that enters or starts its turn in a square adjacent to the mote takes 3d10+10 points of damage. A creature or object that enters or starts its turn in the mote's square takes 5d10+20 points of damage and is immobilized (save ends); First failed save: the target is instead restrained (save ends); Second failed save: the target is crushed to death. If not specifically fed, the mote will grow to large size in 1d10 years.

While the mote is large, its aura increases to 40, its pull increases to 5 squares, and its damage increases to 4d10+15 for adjacent creatures, or 10d8+20 for cratures in the mote's space. If not specifically fed, the mote will grow to huge size in an additional 10d10 years.

While the mote is huge, its aura increases to 60, its pull increases to 6 squares, leaving a square moving away from the mote costs an extra 2 squares of movement, and its damage increases to

6d10+20 for adjacent creatures, or 10d10+30 for creatures in the mote's space. If not specifically fed, the mote will grow to gargantuan size in an additional 2d10 centuries.

While the mote is huge, its aura increases to 80, its pull increases to 8 squares and leaving a square moving away from the mote costs an extra 3 squares of movement. Some mad astronomer-warlocks theorize that such a mote would continue to slowly grow, becoming ever more powerful as it did so.

Dispelling a mote created by this ritual is extremely difficult.

## AND THE SEA GIVES UP ITS DEAD

*You raise your arms before the waters, and at last, they begin to churn as something rises from beneath.*

**Level:** 19                                   **Component Cost:** 4,500 gp  
**Category:** Exploration               **Market Price:** 21,000 gp  
**Time:** 12 hours                         **Key Skill:** Arcana or Nature  
**Duration:** 24 hours

Using this ritual at the edge of or upon a body of water, you raise from the sunken depths a ship, body, chest or other object of your choice (but not creature) that originated out of the water. This ritual is usually employed to retrieve lost treasure or items of historical note. Whatever is raised will float on the surface until the end of the ritual's duration, then sink again (unless you or other creatures act to prevent such things from happening).

If the object you choose is not in range or is completely destroyed, you learn this halfway through the ritual and expend only half the normal component cost. If the chosen target is in range (determined by your Arcana check), it rises unerringly to you.

<b>Arcana or Nature Check</b>	<b>Range</b>
9 or lower	1/2 mile
10-19	1 mile
20-29	5 miles
30-39	10 miles
40+	25 miles

## APPEAL TO THE MASSES

*This ritual lets you reach out to the people- all of the people.*

**Level:** 25                                   **Component Cost:** 30,000 gp plus special  
**Category:** Creation                   **Market Price:** 225,000 gp  
**Time:** 4 hours                         **Key Skill:** Arcana  
**Duration:** Instantaneous

With this ritual, you issue a *sending* of up to fifty words to a large group of people, perhaps as large as every sentient being within range. You may specify up to three conditions identifying the chosen recipients- e.g. "every human male citizen of Fandelose". In addition, each recipient also gains one gold piece (the total of which is added to the component cost). The maximum range of the message and gold depends on your Arcana check.

<b>Arcana Check</b>	<b>Maximum Range</b>
9 or lower	50 miles
10-19	100 miles
20-29	250 miles
30-39	500 miles
40 or higher	1,000 miles

## ARION'S MOST EXCELLENT FORCEFLOOR

*For the sake of convenience, you perform a ritual that provides a smooth floor of force beneath your feet, rising over annoying debris and tangled brush.*

**Level:** 18                                   **Component Cost:** 5,000 gp plus a focus worth 5,000 gp  
**Category:** Travel                       **Market Price:** 17,000 gp  
**Time:** 10 minutes                      **Key Skill:** Arcana (no check)  
**Duration:** 1 hour

This ritual, crafted by the infamous drunken archmage Arion, creates a mobile sheet of force that acts to make it easy and convenient to walk. While this ritual is in effect, you ignore ground-based difficult or hazardous terrain, can walk over liquid surfaces, and can even walk over air (but may not ascend) as long as you reach a surface by the end of a single move action (otherwise, you fall normally).

**Focus:** A diamond worth 5,000 gp.

## BINDING CONTRACT

*The subjects provide a few drops of blood each for the final part of the ritual, signing their names to a contract that bears great eldritch power. Once the deal is sealed, the people involved must abide by it.*

**Level:** 15                                   **Component Cost:** 500 gp per subject  
**Category:** Binding                       **Market Price:** 5000 gp  
**Time:** 1 day                               **Key Skill:** Arcana  
**Duration:** See text

You draw up a contract between two or more willing individuals, each of whom provides a drop of blood, ichor, ectoplasm or other bodily substance in order to bind themselves to the contract. When the ritual is complete, each participant in the contract is bound to its terms until they are completed.

Each party to a *binding contract* must be willing and present for the entire ritual. If any party to the contract signs unwillingly, the whole contract fails to take effect.

A *binding contract* must specify a time period of no longer than a year and a day within which it must be completed. Some also specify a shorter period within which one or more of the parties must begin to act to complete it. A creature subject to the *binding contract* that fails to meet its obligations suffers a -4 penalty to all defenses, skill checks and saving throws. It also no longer recovers healing surges when it takes an extended rest, and it loses one healing surge per week. If it has no healing surge to lose, it instead loses hit points equal to its bloodied value. Once it completes its part of the contract, the creature recovers normally upon taking an extended rest.

A *binding contract* cannot be negated or removed without the use of a ritual or power of 20<sup>th</sup> level or higher. The caster of the ritual or power must succeed at an Arcana check opposed by that made at the time of the *binding contract's* casting.

## BOUNTIFUL HARVEST

*You walk slowly around the perimeter of the crops, chanting and sprinkling ritual materials. A deep green glow spreads through the soil, investing the crops with vitality. You know the harvest will be exceptional.*

**Level:** 5                                   **Component Cost:** 50 gp  
**Category:** Restoration               **Market Price:** 250 gp  
**Time:** 1 day                               **Key Skill:** Nature  
**Duration:** 1 season

You cause the crops that you bless to flourish and grow more food. When the harvest comes, it is shows increased bounty based on your Nature check. The crops can still be damaged by disease, bad weather, etc.

**Nature Check Result**

9 or lower	Up to 1 acre of crops produces +10%
10-19	Up to 1 acre of crops produces +50%
20-29	Up to 3 acres of crops produce +50%
30-39	Up to 5 acres of crops produce +50%
40+	Up to 5 acres of crops produce +100%

**CAPTIVATING ART**

*When you complete the ritual, it becomes almost impossible to ignore the art that you are affecting.*

**Level:** 18                                   **Component Cost:** 4,000 gp plus focus  
**Category:** Warding                   **Market Price:** 17,000 gp  
**Time:** 1 hour                           **Key Skill:** Arcana  
**Duration:** 6 hours

You cause one physical work of art, such a book, painting, sculpture, etc. to captivate creatures that approach it. Any creature that is lower level than you that sees the work of art for the first time since this ritual was cast upon it and who comes within 6 squares of the art must make a saving throw or become captivated by it. The exact effects of the captivation depend on your Arcana or Religion check.

Any attack on a captivated creature ends the captivation immediately.

**Arcana or Religion Check Effect of Captivation**

9 or lower	The subject is slowed until it is no longer within 6 squares of the art.
10-19	The subject is slowed and dazed until it is no longer within 6 squares of the art.
20-29	The subject grants combat advantage and can do nothing but appreciate the art (save ends). Aftereffect: The subject is slowed and dazed until it is no longer within 6 squares of the art.
30-39	The subject grants combat advantage and can do nothing but appreciate the artwork for one minute.
40 or higher	The subject grants combat advantage and can do nothing but appreciate the artwork for five minutes. The subject gains the benefits of a short rest at the end of this period.

**Focus:** The work of art, which can be no bigger than Large sized.

**DETECT RADIATION**

*This ritual allows you to sense the presence of the dangerous radiations emitted by radiocrystal and used by the ancient Miloxi.*

**Level:** 8                                   **Component Cost:** 120 gp  
**Category:** Divination               **Market Price:** 600 gp  
**Time:** 10 minutes                   **Key Skill:** Nature  
**Duration:** Special

While this ritual is in effect, you can smell radiation of sufficient intensity to deal 1 RAD per day or more. You can discern whether the radioactive object, area or creature deals RADs per day, hour,

minute or round. The exact range at which detection is possible, as well as the duration of this ritual, depends on your Nature check; in all cases, the range is the distance outside the irradiated area.

<b>Nature Check</b>	<b>Range of Detection</b>	<b>Duration</b>
9 or lower	10'	1 hour
10-19	30'	4 hours
20-29	60'	8 hours
30-39	100'	12 hours
40 or higher	200'	24 hours

## **DIMENSIONAL ANCHOR**

*Your ritual creates a zone that impedes teleportation.*

**Level:** 11                      **Component Cost:** 450 gp  
**Category:** Warding            **Market Price:** 1,800 gp  
**Time:** 1 hour                    **Key Skill:** Arcana  
**Duration:** 6 hours

You create a contiguous zone up to 10 by 10 squares. While this ritual's effects last, teleportation is significantly impeded within the zone. To successfully teleport into, out of or within the zone, a creature must make an Arcana check with a DC equal to the check you make when you perform this ritual. Failure wastes the action, but not the power, and the teleportation fails to take effect.

## **DIMENSIONAL LOCK**

*With this ritual, you create a large and long-lasting zone that impedes teleportation.*

**Level:** 24                      **Component Cost:** 25,000 gp  
**Category:** Warding            **Market Price:** 105,000 gp  
**Time:** 24 hours                **Key Skill:** Arcana  
**Duration:** Special

You create a zone that makes teleportation very difficult. While this ritual's effects last, to successfully teleport into, out of or within the zone, a creature must make an Arcana check with a DC equal to the check you make when you perform this ritual. Failure wastes the action, but not the power, and the teleportation fails to take effect. The exact maximum size and duration of the zone is determined by your Arcana check. When you perform this ritual, you can choose to affect a smaller size than maximum, even excluding some areas from this ritual's effect, or for the ritual to have a duration shorter than its maximum; however, once you have made these choices, they are set and may not be revised without re-casting the ritual.

<b>Arcana Check</b>	<b>Maximum Size and Duration of Zone</b>
9 or lower	100 x 100 squares; 1 day
10-19	200 x 200 squares; 1 week
20-29	500 x 500 squares; 1 month
30-39	1000 x 1000 squares; 4 months
40 or higher	2000 x 2000 squares; 1 year

## **DISGUISE TRACES**

*This ritual changes the traces you leave behind you, making you appear to be a different creature.*

**Level:** 10                      **Component Cost:** 65 gp  
**Category:** Deception            **Market Price:** 250 gp  
**Time:** 10 minutes                **Key Skill:** Nature

**Duration:** See text

Useful for misdirecting pursuit, this ritual causes your scent, footprints and other traces that you leave when you move to be cloaked by illusion. You can leave sign that appears to be from any creature of your type within one size category of you, or of any type that is your size category. You can decide the fine details of your apparent traces, such as what kind of footwear you appear to be wearing, whether you were running or walking, if you were bearing a heavy burden, etc. Once the ritual's duration expires, your traces revert to their true nature.

Throughout the ritual you may change the nature of the tracks you leave by spending a standard action.

A creature tracking you whose passive Insight check beats your Nature check can tell that your tracks and spoor are somehow false, and a subsequent Arcana check that beats your Nature check will reveal what they truly are.

**Nature Check    Duration**

9 or lower	8 hours
10-19	1 day
20-29	2 days
30-39	5 days
40+	1 week

## DISPEL TEMPORAL MANIPULATIONS

*You eliminate effects that distort time.*

**Level:** 26                                    **Component Cost:** 45,000 gp  
**Category:** Warding                        **Market Price:** 225,000 gp  
**Time:** 1 hour                                **Key Skill:** Arcana or Nature (no check)  
**Duration:** Instantaneous

When you use this ritual, you destroy any effects within 20' of you that manipulate time or temporal energy, including portals to the plane of temporal energy, paradox clouds, time loops, chronal traps and similar effects.

## DISTILL SUNLIGHT

*You slowly distill sunlight into a volatile liquid.*

**Level:** 4                                        **Component Cost:** Special  
**Category:** Creation                        **Market Price:** 520 gp  
**Time:** 4 hours                                **Key Skill:** Religion  
**Duration:** 24 hours

**Location/Conditions:** This ritual must be performed so that part of its performance takes place at noon, and the sun must be visible in the sky for most of the casting time. Though it was originally a supplication to a specific faith's sun god, *distill sunlight* has been co-opted by a variety of factions, organizations and individuals.

Using this ritual, you distill sunlight into a thin, glimmering, highly volatile liquid. The cost to do so depends on the level of the liquid sunlight you choose to distill. You cannot distill liquid sunlight of a level higher than your own. Aside from its alchemical properties, liquid sunlight is a thin, astringent liquid that is unpleasant to drink (similar to drinking rubbing alcohol).

## LIQUID SUNLIGHT                                    Level 10+ Rare

*The liquid in this vial is thin, but it glows with a bright light.*

Lvl 10	200 gp	Lvl 25	25,000 gp
Lvl 15	1,000 gp	Lvl 30	125,000 gp

Lvl 20

5,000 gp

### Alchemical Item

**Property:** Until it is consumed, liquid sunlight gives off bright light in a 5-square radius. Dim light surrounds the bright light for another 2 squares.

**Property:** Liquid sunlight is highly volatile, and if it is exposed to flame or highly agitated, it must make a save or explode, attacking each creature in the sunlight's square as if it was the target of its consumable power, except that the damage is fire and radiant.

**Power (Consumable \* Radiant):** Minor action. Make an attack: Ranged 3/6; +13 vs. Reflex; Hit: 1d10+5 radiant damage to a demon or undead, or 0 fire and radiant damage to any other creature.

*Level 15:* +18 vs. Reflex; 2d10+5 radiant damage.

*Level 20:* +23 vs. Reflex; 2d10+5 radiant damage.

*Level 25:* +28 vs. Reflex; 3d10+5 radiant damage.

*Level 30:* +33 vs. Reflex; 3d10+5 radiant damage.

## DIVINATION SINK

*By the time your ritual has finished, the large sphere of lead that you have used as a focus has taken on powerful powers of obfuscation.*

**Level:** 21

**Component Cost:** 7500 gp, plus a focus worth 100 gp

**Category:** Warding

**Market Price:** 45,000 gp

**Time:** 24 hours

**Key Skill:** Arcana or Religion

**Duration:** Special

By means of this ritual, you enchant the focus so that it draws and dissipates most divinations regarding a single subject of your choice. This subject may be as broad as you like, within the constraint that it may be only a single creature, object or event. Any divination ritual or power of 21<sup>st</sup> level or lower fails to provide any information about the subject, while higher level divination rituals and powers work normally. The duration of the ritual is determined by your skill check.

A successful *dispel magic* or similar effect cast upon the focus will end the ritual prematurely.

### Arcana or Religion Check    Duration

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9 or lower

1 day

10-19

1 week

20-29

1 month

30-39

6 months

40 or higher

1 year

**Focus:** A 150 lb. mass of lead that has been carefully smoothed into an exceptionally precise sphere, worth 100 gp.

## ENTER MICROVERSE

*As you finish this ritual, the subjects suddenly begin to shrink until they become so small that they vanish from view!*

**Level:** 13

**Component Cost:** 1,200 gp

**Category:** Travel

**Market Price:** 17,000 gp

**Time:** 1 hour

**Key Skill:** Arcana or Nature (no check)

**Duration:** Special

Using this ritual, you shrink up to eight willing creatures until they become so tiny that they enter the Microverse, a realm that exists at extremely small scales. Creatures that are native to the Microverse remain indefinitely, while creatures that are not native to the Microverse remain for one week.

## EXIT MICROVERSE

*This ritual allows you to return from the Microverse to your normal size.*

**Level:** 13                                   **Component Cost:** 1,200 gp  
**Category:** Travel                       **Market Price:** 17,000 gp  
**Time:** 1 hour                           **Key Skill:** Arcana or Nature (no check)  
**Duration:** Special

Use this ritual in the Microverse. Using this ritual, you cause up to eight willing creatures to grow so large that they exit the Microverse and return to normal size. Creatures that are native to the Microverse remain for one week, while a creature that is not native to the Microverse remains at its normal size indefinitely.

## FAME

*When you complete this ritual, you can hear it when other people talk about you.*

**Level:** 5                                   **Component Cost:** 65 gp  
**Category:** Divination               **Market Price:** 250 gp  
**Time:** 10 minutes               **Key Skill:** Arcana  
**Duration:** See text

This ritual allows one willing creature that is present for the entire ritual to hear when any creature within range speaks its name, as well as a number of words following. This effect only occurs when someone speaks the subject's full name. The ritual's range, as well as how many words following the subject's name can be heard, depend on your Arcana check, as follows:

<b>Arcana Check</b>	<b>Range</b>	<b>Subject Hears....</b>
9 or lower	1 mile	Name and following word
10-19	5 miles	Name and following 2 words
20-29	10 miles	Name and following 3 words
30-39	50 miles	Name and following 4 words
40+	100 miles	Name and following 5 words

## FAR STRIKE

*You lay this ritual upon a melee weapon, giving it the ability to strike at a greater than normal distance.*

**Level:** 7                                   **Component Cost:** 75 gp  
**Category:** Creation               **Market Price:** 520 gp  
**Time:** 10 minutes               **Key Skill:** Arcana  
**Duration:** 1 hour

This ritual allows you to enchant a single weapon so that its wielder may use it against targets who are outside of normal melee range. The weapon effectively gains a version of the reach trait, allowing the wielder to make attacks with a range of "Melee weapon" at a distance. The first time a wielder attempts to use this special reach ability, the wielder must spend a healing surge.

<b>Arcana Check</b>	<b>Weapon's Reach</b>
9 or lower	2
10-19	3
20-29	5
30-39	7
40 or higher	10

## FEET TO FINS

*As you chant, the subjects' bodies start to change, adapting to life in the water.*

**Level:** 4                                   **Component Cost:** 25 gp  
**Category:** Exploration               **Market Price:** 175 gp  
**Time:** 1 hour                           **Key Skill:** Nature (no check)  
**Duration:** 24 hours

You cause up to six willing creatures that have a land speed but no swim speed to change, polymorphing into a form more suitable for aquatic travel. Your feet and legs become fins and flukes. Each subject's land speed becomes 1 (clumsy), but each subject gains a swim speed equal to its previous land speed. Note that this ritual does not confer water breathing.

## FINS TO FEET

*As you chant, the subjects' bodies start to change, adapting to life on the ground.*

**Level:** 4                                   **Component Cost:** 25 gp  
**Category:** Exploration               **Market Price:** 175 gp  
**Time:** 1 hour                           **Key Skill:** Nature (no check)  
**Duration:** 24 hours

You cause up to six willing creatures that have a swim speed and either no land speed at all or a land speed with the clumsy descriptor to change, polymorphing into a form more suitable for movement on land. The subjects' fins and flukes become feet and legs. Each subject's swim speed becomes 1 (clumsy), but each subject gains a land speed equal to its previous swim speed. Note that this ritual does not confer air breathing.

## FRISKY CHEST

*After this ritual is complete, the chest you have warded holds quite a surprise for would-be thieves.*

**Level:** 6                                   **Component Cost:** 150 gp  
**Category:** Warding                   **Market Price:** 360 gp  
**Time:** 10 minutes                   **Key Skill:** Arcana  
**Duration:** 24 hours

This ritual grants a single chest of up to medium size the ability to flee from creatures who attempt to open it. If a creature other than yourself comes within 2' of the warded chest, it sprouts legs and attempts to flee at a speed of 7. The chest is highly elusive and attempts to flee as far away from an intruder as possible, remaining active for one minute after losing line of sight to the nearest creature.

Creatures attempting to catch the chest and able to reach it with a move action must make a total of four successful skill checks with a DC equal to your Arcana check. These checks may be Acrobatics, Arcana, Athletics or Thievery checks. Alternatively, attacks that deal a total of 60 points of damage will stop the chest (and possibly damage whatever is inside of it); the chest's AC is 22 and its other defenses are 18.

## GENDERBEND

*As you complete the ritual, your body undergoes a sudden transformation as you switch genders.*

**Level:** 4                                   **Component Cost:** 35 gp  
**Category:** Deception               **Market Price:** 175 gp  
**Time:** 10 minutes                   **Key Skill:** Arcana (no check)  
**Duration:** 24 hours

You switch gender for the duration.

## IDENTIFY

*You identify one or more magic items' properties and powers.*

**Level:** 2                      **Component Cost:** 50 gp  
**Category:** Divination      **Market Price:** 100 gp  
**Time:** 10 minutes        **Key Skill:** Arcana  
**Duration:** 10 minutes

You use this ritual to identify one or more magic items. You must wear, hold, taste or otherwise employ the item or items in question, exposing yourself to possible side effects or drawbacks. Make an Arcana check to determine how many items you can identify:

Arcana Check	Result
9 or lower	Identify one item
10-19	Identify two items
20-29	Identify three items
30-39	Identify four items
40+	Identify five items

Each item is fully identified by the ritual. However, certain types of items are harder to identify. Artifacts yield no information other than that they are artifacts; items with curses or magic that masks their properties are only identified if your check result exceeds their level plus 20.

## LETHALITY

*This ritual makes the worst wounds that a weapon can inflict worse still.*

**Level:** 3                      **Component Cost:** Special  
**Category:** Exploration    **Market Price:** 200 gp  
**Time:** 10 minutes        **Key Skill:** Arcana or Religion  
**Duration:** 8 hours

This ritual enchants a single weapon (which must be present for the entire ritual), enhancing the severity of critical hits that it inflicts. The increase in severity depends on the level of the effect you create, as does the component cost. You cannot create a *sufferance* effect of a level higher than your own.

Effect Level	Critical Hit Increase	Cost
3	1d3	50 gp
8	1d4	270 gp
13	1d6	2,400 gp
18	2d4	8,000 gp
23	2d6	24,000 gp
28	2d8	60,000 gp

## LIGHT CRYSTAL

*Your chanting slows as the crystal begins to glow, shedding bright light.*

**Level:** 1                      **Component Cost:** 10 gp, plus a focus worth 10 gp  
**Category:** Creation        **Market Price:** 50 gp  
**Time:** 10 minutes        **Key Skill:** Arcana  
**Duration:** 1 day

This spell causes the focus to glow, giving off bright light in a 10 square radius and dim light for an additional 5 squares.

**Focus:** A piece of clear quartz crystal worth at least 10 gp.

## MAGICAL CONVERSATION

*With this ritual, you issue and receive a series of sendings, allowing you to converse with a creature at any distance.*

**Level:** 20

**Component Cost:** 5,000 gp plus one healing surge

**Category:** Exploration

**Market Price:** 25,000 gp

**Time:** 10 minutes

**Key Skill:** Arcana

**Duration:** Instantaneous

This ritual allows you to have a conversation with a distant creature. The conversation functions similar to *sending*, but instead of being limited by the number of words, it is limited by how long you can maintain the bond, as determined by your skill check. This allows for more detailed conversations, plans to be made, etc. You can converse with any creature while this ritual lasts, even one that is on a different plane, but you are helpless and cannot hear or see anything other than the ritual's target for the duration. Likewise, the target creature is rendered helpless and cannot see or hear for the duration. Either of you may end the ritual's effect as a minor action.

<b>Arcana Check</b>	<b>Duration</b>
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9 or lower	5 minutes
10-19	10 minutes
20-29	15 minutes
30-39	30 minutes
40 or higher	1 hour

## MALFORD'S DOPPLEGANGMENT

*The ritual covers you in the perfect magical disguise.*

**Level:** 16

**Component Cost:** 3,000 gp, plus a focus (see text)

**Category:** Deception

**Market Price:** 9,000 gp

**Time:** 10 minutes

**Key Skill:** Arcana

**Duration:** 10 minutes/level

This ingenious illusion, created long ago by a famous gnome illusionist, allows you to become a perfect double of someone you've studied for at least ten minutes, including watching them speak, seeing their mannerisms, etc. In effect you become the perfect double. Creatures that know the individual you are doppelganging receive an Insight check against the Arcana check that you made when performing the ritual; a creature that fails hears what they expect the creature you are impersonating to say, sees you act with the mannerisms that they expect and so forth. A creature that succeeds at this Insight check hears the words you speak and sees the actions you take, although you still have the outward appearance of the impersonated individual. If you succeed at Bluff checks, you may still be able to avoid detection.

**Focus:** A personal item, such as a piece of clothing, belong to the creature that you wish to impersonate.

## MOON RUNE

*You scribe runes that will only be visible under a specified condition, such as under the light of the moon.*

**Level:** 9

**Component Cost:** 150 gp, plus special

**Category:** Deception

**Market Price:** 840 gp

**Time:** 10 minutes

**Key Skill:** Arcana

**Duration:** Special

Using this ritual, you scribe a message hidden by illusion. You choose whether the surface upon which the message is scruven appears blank or bears another (false) message or image. However, under conditions that you specify, the true message appears. This ritual is often used by druids, fey or other long-lived creatures to leave clues or riddles to long-lasting mysteries or secrets that should be hidden until the time is right.

The conditions you specify may include references to time (including a specific date and time, the seasons, etc), light (including specific types or intensity of light), prophecies or symbols, but may not refer to creatures.

The message you write can be up to 20 words long. You may write a longer message by spending an additional 50 gp for each extra five words. You can choose what surface to scribe the message on and what size the *moon runes* are, up to filling one square of surface.

A creature that is trained in Arcana that makes an easy check can detect the presence of some sort of magical script. A trained creature that makes a moderate Arcana check can identify the moon runes, and a hard Arcana check can identify the conditions that must be met in order to read the moon runes. A creature can attempt to decipher the *moon runes* by succeeding at 3 Arcana checks with a DC equal to the check you make when performing the ritual. Each such Arcana check requires a day, and if the character fails three times before succeeding three times, she cannot decipher the runes.

## NYDROTH'S GRISLY JOINING

*This ritual combines two creatures into one horrifying fusion.*

**Level:** 18

**Component Cost:** Special

**Category:** Binding

**Market Price:** 17,000 gp

**Time:** 1 week

**Key Skill:** Heal

**Duration:** Permanent

This foul ritual mixes two (and only two) creatures together, fusing them into a single creature with a degree of success determined by your skill check. Both subjects must be present for the entire casting of the ritual, and each must be either willing or helpless. In all cases, the dm will design the resultant creature based on your skill check.

The ritual's component cost starts at 3,500 gp and increases based on the tier and level of each subject. A heroic tier subject adds 100 gp per level to the cost. A paragon tier subject adds 1,000 gp per level to the cost, and an epic tier subject adds 10,000 gp per level to the cost.

Heal Check	Result
9 or lower	The resulting creature is nonviable and dies.
10-19	The resulting creature is weak and has a mind torn in two or a frail body. It is thus in constant torment. The creature is the same level as its lower level component creature and has one of the following traits: <i>Torn Mind</i> , which means that it can take only a single action each round and has vulnerable 10/tier psychic, or <i>Frail Body</i> , which means that it takes a -2 penalty on saving throws and has vulnerable 10/tier necrotic.
20-29	The resulting creature is strong in body and mind. It is of a level equal to the average level of its component creatures.
30-39	The resulting creature is very strong in body and mind. It is of a level equal to the higher level of its component creatures.
40+	The resulting creature is very strong in body and mind. It is an elite creature of a level equal to the higher level of its component creatures.

## OOZE COMMUNION

*You enter a state of communion with a nearby ooze.*

**Level:** 15                      **Component Cost:** 1,000 gp  
**Category:** Divination        **Market Price:** 5,000 gp  
**Time:** 10 minutes          **Key Skill:** Dungeoneering (no check)  
**Duration:** 8 hours or until the ooze takes damage

This unusual ritual requires special rare crystal, cave slimes and other similar substances as components and uses Dungeoneering as its key ability (although there is no check). When you perform it, your mind leaves your body and becomes one with an ooze within your line of sight. The target must be willing, helpless or immobile and unaware of your presence for the entire casting time of the ritual. Additionally, you must have line of sight to it for the entire casting time. Your body is helpless while the ritual lasts, but you are immediately aware of any damage or conditions that affect it.

While your mind is one with the ooze, you are aware of its abilities and statistics. While you do not control its actions, you ride along as an observer and can maintain the ritual at any distance, as long as the ooze is on the same plane as your body. You can spend a minor action at any time to end the ritual's effect. In addition, the effect ends if the ooze takes damage or after 8 hours. When you return to your body, you are instantly and fully aware of your surroundings.

## PAINT MEMORY

*Slowly you bring forth a perfect image of something you have seen.*

**Level:** 1                        **Component Cost:** 10 gp  
**Category:** Creation        **Market Price:** 50 gp  
**Time:** 10 minutes        **Key Skill:** Arcana (no check)  
**Duration:** Concentration, up to 1 hour

This spell creates a silent image of something that you have seen. The image is in perfect detail as you saw it, even if you have not noticed all the details. Thus, you might be able to read a page you only caught a glimpse of, see the face of someone that you only glimpsed, etc.

## PLAGUE OF SERPENTS

*Snakes in the area will reproduce like mad.*

**Level:** 10                      **Component Cost:** 400 gp  
**Category:** Creation        **Market Price:** 1000 gp  
**Time:** 1 week                **Key Skill:** Nature or Religion  
**Duration:** 1 year  
**Location/Conditions:** See text

This ritual makes all serpents in an area with a diameter in miles equal to your skill check reproduce with amazing speed. Every two weeks each snake in the area will grow a head at its tail and then split in two, effectively doubling the snake population each time. As the affected area quickly has so many snakes that it cannot support the population, they spread outward until the population dwindles to a supportable level... and then it booms again two weeks later. Thus, the *plague of serpents* gradually diffuses into the surrounding areas.

This ritual can only be performed at a snake pit filled with at least 10,000 xp worth of serpents in one of Zehir's unholy ziggurats.

## PROLEPTIC VISIONS

*You attune yourself to threats to the people and places that you love.*



ritual. This ritual erases all such references written by creatures of less than demigod status. Of course, the very absence of sections in written works might draw curiosity in its own right.

<b>Arcana Result</b>	<b>Radius of Effect</b>
9 or lower	100 mile radius
10-19	500 mile radius
20-29	1,000 mile radius
30-39	5,000 mile radius
40 or higher	Everywhere on the same plane

## REGENERATE

*A few minutes after this ritual takes effect, you can begin to see the stump of the severed limb start to grow back.*

**Level:** 4                                   **Component Cost:** Special  
**Category:** Restoration               **Market Price:** 150 gp  
**Time:** 10 minutes                       **Key Skill:** Heal (no check)  
**Duration:** Special

This ritual allows you to regrow severed limbs, destroyed organs and other similar damage to the body of a creature. Each application of this ritual will only restore a single missing limb or organ. The component cost and time required for the limb or organ to regrow depend on the magnitude of the damage that is regenerating. In all cases, if a severed body part is present and no more than a day has passed (possibly extended via *gentle repose*), the part reattaches in a single round and becomes fully functional in 1d4 more rounds.

<b>Missing or Destroyed Body Parts</b>	<b>Time to Regenerate</b>	<b>Cost</b>
Ear, finger, nose, toe, tongue	1 minute	10 gp
Breast, eye, foot, hand	10 minutes	100 gp
Arm, genitals, leg, lung	1 hour	1,000 gp

## RITUAL OF THE LOTUS

*This ritual transports the subjects to new heights of mindless pleasure*

**Level:** 3                                   **Component Cost:** 25 gp  
**Category:** Deception               **Market Price:** 200 gp  
**Time:** 10 minutes                       **Key Skill:** Nature  
**Duration:** See text

By performing this ritual, you instill a sense of bliss, joy and pleasure in a group of up to eight willing subjects, possibly including yourself. Each subject must remain within 2 squares of you for the entire casting time of the ritual. While in this state of bliss, the subjects are dazed. If a subject takes damage, it may choose to end this effect. The duration of the effect depends on your Nature check:

<b>Nature Check</b>	<b>Duration</b>
9 or lower	10 minutes
10-19	20 minutes
20-29	30 minutes
30-39	1 hour
40 or higher	2 hours

## SEAL AGAINST WATER

*You call out the ritual's words of power and pass your hands above the area you are enchanting, sealing it against the weather.*

**Level:** 1  
**Category:** Creation  
**Time:** 10 minutes per square  
**Duration:** 1 month  
**Component Cost:** 2 gp per square  
**Market Price:** 50 gp  
**Key Skill:** Nature (no check)

This ritual is usually used on roofs or boats, but can also affect walls, floors, wagons and other nonliving vehicles. It seals the affected area against leaks and rain. However, if the object (or square of surface) suffers any damage, the ritual's effects end.

## SIGHS OF ARDOR

*You pass your hands over her scarf, letting the power of the ritual flow from it to her, wherever she is. You will have her.*

**Level:** 8  
**Category:** Deception  
**Time:** 1 hour  
**Duration:** See text  
**Component Cost:** 135 gp, plus a focus (see text)  
**Market Price:** 600 gp  
**Key Skill:** Arcana

This ritual is a classic love spell, used to attempt to arouse the passions of the one you desire. To cast it, you must have an article of clothing or other similar personal item that has been in close proximity to the target for hours at a time to use as a focus. When you perform the ritual, the subject must not be present, but must be within 10 miles. The ritual causes feelings of ardor and passion to arise in the subject, based on your Arcana check:

<b>Arcana Check</b>	<b>Duration</b>	<b>Effects</b>
9 or lower	1 day	Gain +2 to Bluff and Diplomacy checks made to woo or seduce the subject
10-19	3 days	Gain +5 to Bluff and Diplomacy checks made to woo or seduce the subject
20-29	1 week	Gain +8 to Bluff and Diplomacy checks made to woo or seduce the subject; the subject always treats you as an ally
30-39	2 weeks	Gain +10 to Bluff and Diplomacy checks made to woo or seduce the subject, and a +2 bonus to other Diplomacy checks against the subject; the subject always treats you as an ally
40 or higher	1 month	Gain +15 to Bluff and Diplomacy checks made to woo or seduce the subject, and a +5 to other Bluff or Diplomacy checks against the subject; the subject always treats you as an ally

## SKELETAL MINIONS

*You slowly chant the mystic words over the pile of bones you have assembled. They begin to tremble and draw together, finally forming into your new minions.*

**Level:** 13  
**Category:** Creation  
**Time:** 1 hour  
**Duration:** Permanent  
**Component Cost:** 600 gp  
**Market Price:** 3600 gp  
**Key Skill:** Arcana or Religion (no check)

You raise three skeletal haulers to do your bidding (OG 182). They obey your commands, but when left to their own devices, tend towards mindless destructiveness. Skeletal haulers are not able to remember commands in the long term and must be re-instructed periodically.

There is no limit to how many skeletal haulers you can create with this ritual.

## STYGIAN OBLIVION

*Using a draught of water from the River Styx, you wipe all memory of the subject from creatures nearby.*

**Level:** 30                                   **Component Cost:** 2,000 gp plus a focus (see text)  
**Category:** Deception                   **Market Price:** 750,000 gp  
**Time:** 1 week                           **Key Skill:** Arcana  
**Duration:** Instantaneous

With this ritual, you eliminate the memory of one creature or object from most creatures in a wide area. A creature whose Will defense is higher than your Arcana check is unaffected by this ritual. You need not have line of sight or line of effect to a creature for this ritual to affect it, and the ritual affects every creature of less than demigod status within a radius determined by your Arcana check. However, this ritual does not prevent future discovery or eliminate written references to the creature or object.

<b>Arcana Result</b>	<b>Radius of Effect</b>
9 or lower	100 mile radius
10-19	500 mile radius
20-29	1,000 mile radius
30-39	5,000 mile radius
40 or higher	Everywhere on the same plane

**Focus:** A skin of water from the River Styx.

## SUFFERANCE

*This ritual helps mitigate the worst wounds on the subject.*

**Level:** 3                                   **Component Cost:** Special  
**Category:** Exploration               **Market Price:** 200 gp  
**Time:** 10 minutes                   **Key Skill:** Arcana or Religion  
**Duration:** 8 hours

With this ritual, you create an invisible field of magical energy that cloaks one creature (who must be present for the entire ritual and must be either willing or helpless), mitigating the effects of the worst wounds. While the ritual lasts, whenever the subject suffers a critical hit, the severity of the crit is reduced. The amount of reduction depends on the level of the effect you create, as does the component cost. You cannot create a *sufferance* effect of a level higher than your own.

<b>Effect Level</b>	<b>Critical Hit Reduction</b>	<b>Cost</b>
3	1d3	50 gp
8	1d4	270 gp
13	1d6	2,400 gp
18	2d4	8,000 gp
23	2d6	24,000 gp
28	2d8	60,000 gp

## SUPPRESS RADIOACTIVITY

*This ritual dampens down the radiation in a small area.*

**Level:** 19                                   **Component Cost:** 5,000 gp plus focus  
**Category:** Warding                   **Market Price:** 21,000 gp  
**Time:** 1 hour                           **Key Skill:** Nature  
**Duration:** 24 hours



If you are trained in Stealth, you gain a +2 bonus to your Arcana check. The penalty you inflict on Perception checks is based on your skill check:

<b>Arcana Check</b>	<b>Penalty</b>	<b>Highest Level Ritual Interfered With</b>
9 or lower	-2	6
10-19	-5	11
20-29	-10	16
30-29	-20	21
40+	-30	26

## **WATER WEAPON**

*The power of this ritual fills a group of weapons, making them easy to wield underwater.*

**Level:** 1                                   **Component Cost:** 10 gp  
**Category:** Creation                   **Market Price:** 50 gp  
**Time:** 10 minutes                   **Key Skill:** Nature  
**Duration:** 24 hours

A number of weapons determined by your Nature check function normally underwater and do not suffer the normal -2 penalty. Ranged weapons will work to their normal range.

<b>Nature Check</b>	<b>Number of Weapons Affected</b>
9 or lower	Up to 2 weapons
10-19	Up to 4 weapons
20-29	Up to 6 weapons
30-39	Up to 8 weapons
40+	Up to 10 weapons

## **WEIGHTY CHEST**

*The chest upon which you work this ritual becomes warded so that it is very difficult to move.*

**Level:** 3                                   **Component Cost:** 50 gp  
**Category:** Warding                   **Market Price:** 125 gp  
**Time:** 10 minutes                   **Key Skill:** Arcana  
**Duration:** 24 hours

When you perform this ritual, you ward a single chest of up to medium size so that it becomes extremely heavy whenever a creature other than you attempts to move it. A creature can move the chest at half speed by making an Athletics check with a DC equal to the Arcana check you make when performing this ritual as a move action.

## **WIZARD GLUE**

*You bond two surfaces together with magically-enhanced strength.*

**Level:** 1                                   **Component Cost:** 10 gp  
**Category:** Creation                   **Market Price:** 50 gp  
**Time:** 10 minutes                   **Key Skill:** Arcana  
**Duration:** Permanent

This ritual, long favored by alchemists, bonds two nonmagical inanimate objects of no larger than medium size together. Separating them requires an Athletics or Thievery check with a DC equal to the Arcana check you make when performing this ritual.

The name of this ritual is actually something of a misnomer, as it was originally developed by alchemists.

## WORD LOCK

*This ritual creates a lock that can only be opened by speaking (or singing) the proper word or phrase.*

**Level:** 20

**Component Cost:** 5,000 gp, plus a healing surge

**Category:** Warding

**Market Price:** 25,000 gp

**Time:** 10 minutes

**Key Skill:** Arcana (plus see text)

**Duration:** Permanent

This wards a door, window, portal, book, lock, chest or other object that closes so that it is virtually impossible to open without speaking the proper word or phrase while touching it. Even you must speak the password or phrase in order to open the object. The Thievery or Strength DC to open a *word locked* item is equal to your Arcana check +20.

This ritual is even more potent in the hands of a bard. A bard may choose to key the *word lock* to a song up to one minute in length. In this case, opening the enclosure requires that a creature perform the song as well as the bard did when performing the ritual. This is determined via a Diplomacy check made by the bard when performing the ritual. To open the enclosure with the song, a creature must equal or exceed the bard's Diplomacy check while singing the correct song.

Attempts to determine the password, phrase or song using rituals or powers of lower than 24<sup>th</sup> level automatically fail.

## ZONE OF REVELATION

*You create an area of revelation, stripping away invisibility and revealing the hidden.*

**Level:** 15

**Component Cost:** 1,000 gp plus a focus worth 2,500 gp

**Category:** Divination

**Market Price:** 5,000 gp

**Time:** 10 minutes

**Key Skill:** Religion

**Duration:** 1 hour (but see text)

Using this ritual, you create a zone that reveals hidden, invisible and extraplanar creatures and objects within it, including those on coexistent planes but in parallel locations, making them visible but translucent. This zone also reveals scrying sensors and gives creatures within it a bonus to Perception checks to notice hiding creatures, hidden or secret doors, traps and other concealed features or hazards.

One minute before the zone expires, you can extend for one hour it by performing a short reprise of this ritual. You must spend the normal component cost, but continue to use your original Religion check result.

The zone covers only a contiguous area and does not go beyond closed doors, around corners or the like. The size of the zone protected and the bonus to Perception checks that creatures gain within the zone is determined by your Religion check:

<b>Religion Check</b>	<b>Result</b>
9 or lower	Perception bonus +2; zone up to 4 x 4 squares and up to 2 squares high
10-19	Perception bonus +5; zone up to 6 x 6 squares and up to 3 squares high
20-29	Perception bonus +8; zone up to 10 x 10 squares and up to 4 squares high
30-39	Perception bonus +12; zone up to 15 x 15 squares and up to 5 squares high
40+	Perception bonus +15; zone up to 20 x 20 squares and up to 6 squares high

**Focus:** A lens-shaped diamond worth at least 2,500 gp.

