

Ritual Book

Snare

A barely visible circle appears on the ground, ready to entrap any enemies that enter the area.

Level: 4

Component Cost: 25 gp

Duration: 8 hours or until discharged

Category: Warding

Market Price: 150 gp

Time: 10 minutes

Key Skill: Nature

You create a magical snare in a 2-square-by-2-square area adjacent to you. When you complete the ritual, make a Nature check. The check result is the Perception DC to detect the snare and the Thievery DC to disable it. As part of the ritual, you can name creatures that can pass freely through the snare's area, and you can set conditions that allow a creature to bypass the snare. Any other creature that enters the snare's area is subject to an attack equal to your level + 4 vs. Reflex. On a hit, the target is immobilized (save ends). When the snare is triggered, you become aware that it has been triggered regardless of your distance from it. The ritual is also discharged.

Arcane Lock

You bind a door so that intruders can't easily pass. The door is limned with amber light, which fades to a soft glow, marking it as impassible to anyone other than you and your allies.

Level: 4

Component Cost: 25 gp

Duration: Permanent

Category: Warding

Market Price: 150 gp

Time: 10 minutes

Key Skill: Arcana

You lock a door, a window, a gate, a portcullis, or some other means of ingress. You can open the door normally, but those who don't have your permission to use it find it locked.

Your Arcana check, with a +5 bonus, sets the DC for Thievery checks or Strength checks made to open the door.

When you perform the ritual, you can allow for certain other creatures or types of creatures to pass through the door normally, ignoring the ward's effect. You can choose any or all (or none) of the following options:

Password: You can set a verbal password. If uttered within 5 squares of the portal, the speaker can ignore the ward for the next minute.

Individuals: You can designate up to ten other specific individuals who can ignore the ward at all times.

Descriptions: You can describe one or more categories of creatures who can ignore the ward at all times, using specific, observable characteristics such as species, type, size, or equipment carried or worn.

The Arcane Lock remains until you dismiss it, the door is destroyed, or until the ward is defeated, such as by the Knock ritual or a successful Strength or Thievery check. Wherever you are, you instantly know if your Arcane Lock is defeated by one of these methods.

Wizard's Sight

You extend your senses beyond the door, looking and listening inside as if you were there.

Level: 8

Component Cost: 270 gp, plus a focus worth 200 gp

Duration: Special

Category: Scrying

Market Price: 680 gp

Time: 10 minutes

Key Skill: Arcana

When you perform a Wizard's Sight ritual, choose a square within 20 squares of you, even a square that you can't see or don't have line of effect to. 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 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

The 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.

Sufficiently powerful warding magic, such as the Forbiddance ritual, can block Wizard's Sight. 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 200 gp. The focus conveys what you see and hear.

Wizard's Curtain

Some activities call for privacy.

Level: 1

Component Cost: 30 gp

Duration: 24 hours

Category: Warding

Market Price: 75 gp

Time: 10 minutes

Key Skill: Arcana (no check)

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