

# Incantations

Dan McAllister

*Incantations are emergency versions of Rituals, for use in a hurry, but which have a cost and a real risk involved due to the rushed circumstances.*

To use an incantation, you must have a copy of the incantation available in the form of a scroll or have it in your book and be trained in its use. (See Rituals in the PHB)

Upon beginning the casting of an incantation, spend a Healing Surge. If no Healing Surge is available, Hit Points equal to your Healing Surge value may be substituted, if after this loss you are still above 0 Hit Points.

When casting an incantation, you may take no other action during the casting, including the round in which the casting is begun, but excluding the round on which the casting is successfully executed, when the casting takes a standard action. If the incantation is successfully cast on the round it is started, consider the casting took the full round.

Casting of the incantation may be ended at any time voluntarily, but doing so still uses up the material components used by the incantation, excluding the scroll, if it was being cast from a scroll, but including the Healing Surge required to begin the casting.

To cast the incantation, make a casting check each round, applying the incantation's Casting Modifier to the roll. (This does not accumulate).

On a roll of a natural 1, the casting is botched. (See Botching, below)

On a modified roll of 10 or above, the casting is successful and the effects of the incantation take place after rolling the appropriate check for variable results (if any).

If the casting is neither Botched nor Successful, the casting may be continued on your turn of the next round.

If for any reason you are forced from the original square where the casting originated while actively casting (having started but not voluntarily ended the casting), the casting is automatically botched. (See Botching).

Casting an incantation does provoke OAs, as if using a ranged power. If the OA takes you to 0 Hit Points or below, the casting is automatically botched. (See Botching).

Upon taking damage while in the process of casting, you must make an immediate save (this may result in multiple saves if damaged by different attacks while casting, even in the same round and outside your own turn. This is an exception to the normal save rule.) A failure results in a botch, otherwise the casting proceeds normally.

## **Casting Check:**

A casting check is like a save with the exception of the possibility of a Botch on the roll of a natural 1 on any round of the casting.

## **Botching:**

On the roll of a natural 1, the casting of the incantation is a failure.

You lose the material components used in the casting (including the scroll if a scroll was used in the casting attempt) Plus an additional Healing Surge on top of the one used to start the casting. If no Healing Surge is available, take Hit Point damage equal to the value of your Healing Surge, plus you also become stunned (save ends).

Example:

### Existing Ritual:

## Comprehend Language

As you finish the ritual, the guttural language of the creatures before you clarifies into something you understand.

Level: 1

Category: Exploration

Time: 10 minutes

Duration: 24 hours

Component Cost: 10 gp

Market Price: 50 gp

Key Skill: Arcana

When beginning the ritual, choose a language you have heard or a piece of writing you have seen within the past 24 hours.

Using this ritual on a language you have heard allows you to understand it when spoken for the next 24 hours and, if your Arcana check result is 35 or higher, to speak the language fluently for the duration.

Using this ritual on a language you have seen as a piece of writing allows you to read the language for the next 24 hours and, if your Arcana check result is 35 or higher, to write the language in its native script or in any other script you know for the duration.

Using this ritual on a language you have both heard and seen as a piece of writing within the past 24 hours allows you to understand it in both forms for the next 24 hours, and an Arcana check result of 35 or higher allows you to speak and write the language.

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### As an Incantation:

## Comprehend Language (Incantation)

As you finish the incantation, the guttural language of the creatures before you clarifies into something you understand.

Level: 1

Category: Exploration

Casting Modifier: 0

Duration: Encounter (5 minutes)

Component Cost: 10 gp plus 1 Healing Surge

Market Price: 50 gp

Key Skill: Arcana

When beginning the incantation, choose a language you have heard or a piece of writing you have seen since your last rest.

Using this incantation on a language you have heard allows you to understand it when spoken for the next 5 minutes and, if your Arcana check result is 35 or higher, to speak the language fluently for the duration.

Using this incantation on a language you have seen as a piece of writing allows you to read the language for the next 5 minutes and, if your Arcana check result is 35 or higher, to write the language in its native script or in any other script you know for the duration.

Using this incantation on a language you have both heard and seen as a piece of writing since your last rest allows you to understand it in both forms for the next 5 minutes, and an Arcana check result of 35 or higher allows you to speak and write the language.

## Incantation Descriptions

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## Make Whole (Incantation)

*As you finish the incantation, the oaken door stands whole and unblemished as if Orten the Rager hadn't just burst through it with murder in his eyes. It's the least you can do after using the inn to ambush the infamous barbarian.*

**Level:** 1

**Category:** Exploration

**Casting Modifier:** 0

**Duration:** 24 hours

**Component Cost:** Residium equal to 5 percent of the item's value plus 1 healing surge

**Market Price:** 50 gp

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

A single object that can fit in a 20 cubic foot volume is completely repaired. In cases where you attempt to repair an item not on any price list, the DM determines the cost.

## Silence (Incantation)

*Straining both your patience and your keen ears, you hear nothing in the duke's private chamber. That's why you're so surprised to see the duke when you boldly enter.*

**Level:** 1

**Category:** Warding

**Casting Modifier:** 0

**Duration:** 15 minutes

**Component Cost:** 30 gp plus 1 healing surge

**Market Price:** 75 gp

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

You ward a burst 2 area against eavesdropping.

Creatures attempting to listen to something in the warded area from outside the area take a –10 penalty to their Perception checks.

## Endure Elements (Incantation)

*Neither the biting cold nor the searing heat troubles you anymore.  
You travel in arctic or desert wastes as comfortably as in temperate climes.*

**Level:** 2

**Category:** Exploration

**Casting Modifier:** -1 per participant warded over 1

**Duration:** 15 minutes

**Component Cost:** 20 gp plus 1 healing surge from each participant warded

**Market Price:** 100 gp

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

The Endure Elements incantation lets you designate up to five participants, including yourself, who ignore penalties associated with extremes of nonmagical weather.

An affected creature suffers no ill effects from ambient temperatures between – 50 and 140 degrees Fahrenheit, and the creature's equipment is likewise protected from the ravages of these temperatures and of precipitation.



## Water Walk (Incantation)

*You walk on the water as if it were dry land.*

**Level:** 2

**Category:** Exploration

**Casting Modifier:** -1 per target over 1

**Duration:** Encounter (5 minutes)

**Component Cost:** 20 gp plus 1 healing surge from each target

**Market Price:** 100 gp

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

You or an ally can move on water as if it were solid ground.

Rapids or choppy seas are considered difficult terrain. The target of this incantation can end its benefits as a free action. The target can immerse itself in water or swim underwater if desired without needing to end the incantation.

Note: The target must be willing.

## Detect Secret Doors (Incantation)

*With a smile and a wink, you show Soveliss the outline of the trapdoor he missed.*

**Level:** 3

**Category:** Exploration

**Casting Modifier:** -1 per square to the furthest location to be checked

**Duration:** Instantaneous

**Component Cost:** 25 gp

**Market Price:** 125 gp

**Key Skill:** Arcana

Make an Arcana check. Use the result as a bonus to a Perception check you immediately make to find any secret or hidden doors in your line of sight. If anyone aided you while performing this ritual, they can't help you make the resulting Perception check.

## Arcane Lock (Incantation)

*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

**Category:** Warding

**Casting Modifier:** -2 per option used (minimum 0)

**Duration:** 15 minutes

**Component Cost:** 25 gp

**Market Price:** 150 gp

**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 incantation, 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 five 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 incantation or a successful Strength or Thievery check, up to the duration of the incantation.

## Knock (Incantation)

*A blue, glowing key appears in front of the door and disappears into it. The door glows amber for a moment and then unlocks.*

**Level:** 4

**Category:** Exploration

**Casting Modifier:** 0

**Duration:** Instantaneous

**Component Cost:** 35 gp, plus 1 healing surge

**Market Price:** 175 gp

**Key Skill:** Arcana

The Knock incantation allows you to open a single locked door, chest, gate, or other object. It even works against portals sealed with the Arcane Lock ritual or incantation or doors secured with bolts or bars that are on the far side, out of reach. You must defeat all the closures on a locked object to unlock it. You make one Arcana check per lock, bar, Arcane Lock, or similar closure. The object you unlock does not open automatically; you still must open it yourself after the ritual unlocks it.

Make an Arcana check with a +5 bonus in place of a Thievery check to open each lock or closure. (See the Thievery skill description, page 189, for example DCs.) To undo bolts or bars you normally couldn't reach, you must succeed on a DC 20 Arcana check.

If you use this ritual successfully against a portal protected by Arcane Lock, you destroy the Arcane Lock and its effects end.

## Hallucinatory Item (Incantation)

*At your command, a phantasm of the item you've pictured in your mind shimmers into being before you. It wavers once, twice, and then seems to take on solid form.*

**Level:** 5

**Type:** Deception

**Casting Modifier:** 0

**Duration:** Encounter (5 minutes)

**Component Cost:** 25 gp plus 1 healing surge

**Market Price:** 250 gp

**Key Skill:** Arcana

You create the illusion of a single inanimate object that appears, to all intents and purposes, to be real. You can use this ritual to create an illusory wall, door, weapon, or other object.

Your Arcana check result determines the illusion's maximum size.

<b>Arcana Check</b>	<b>Result Maximum Size</b>
<b>19 or lower</b>	<b>Small</b>
<b>20–29</b>	<b>Medium</b>
<b>30–39</b>	<b>Large</b>
<b>40 or higher</b>	<b>Huge</b>

Once you create the illusion, you cannot move it, and it can't include moving parts.

Creatures that view or interact with the illusion are entitled to Insight checks 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 and each time it interacts with it. A creature that touches an illusion automatically determines that the image is a fake.

## Phantom Steed (Incantation)

*You conjure black, ghostly horses. They sniff the air and stamp impatiently as if ready to ride like the wind. Their hooves, manes, and tails trail off into mist.*

**Level:** 6

**Category:** Exploration

**Casting Check:** -1 per creature conjured

**Duration:** Encounter (5 minutes)

**Component Cost:** 70 gp plus 1 healing surge per creature conjured

**Market Price:** 360 gp

**Key Skill:** Arcana

This incantation conjures forth up to eight horselike creatures.

Each one is Large and can be ridden by you or any other character you designate during the ritual.

Your Arcana check determines the speed of the steeds you conjure and whether they have any special movement capabilities. The steeds have the special movement capabilities associated with your check result and all lower results.

Arcana Check Result	Speed	Special Movement
19 or lower	10	None
20–29	12	Ignore difficult terrain
30–39	15	Move on water as if it were solid ground
40 or higher	20 Fly	(up to 10 squares above ground)

The steeds cannot attack or affect other creatures in any way other than to serve as mounts. Each steed's defense scores are equal to its rider's (or yours, if the steed has no rider). A phantom steed is immune to any effect other than damage. A steed created by this incantation lasts for 5 minutes or until it takes any damage. When the duration ends, or when a steed is destroyed, the steed fades into nothingness and its rider lands on his or her feet in the steed's space. If a steed is flying when it disappears, the rider descends safely to the ground, landing at the start of his or her next turn.

## Water Breathing (Incantation)

*The cool water fills your lungs, yet you find yourself able to breathe and speak as well as you can on land.*

**Level:** 8

**Category:** Exploration

**Casting Modifier:** -1 per target

**Duration:** Special

**Component Cost:** 135 gp plus 1 healing surge from each participant

**Market Price:** 680 gp

**Key Skill:** Arcana or Nature

When you perform this incantation, you can designate up to eight participants (including yourself if you wish) who breathe water as easily as they breathe air. Furthermore, they can speak normally underwater.

Water Breathing doesn't change your ability to breathe air. It doesn't confer a greater swim speed or the ability to fight underwater unhindered. It does protect any gear you and the participants carry, such as books and scrolls, from water damage.

Your check result determines the duration of the effect.

Arcana Check	Result Duration
14 or lower	6 rounds
15–19	12 rounds
20–24	24 rounds
25–29	48 rounds
30 or higher	96 rounds