

Comrades' Succor

Ritual participants share their vitality and luck with one another.

Level: 1

Component Cost: 10 gp

Duration: Instantaneous

Category: Restoration

Market Price: 150 gp

Time: 5 minutes

Key Skill: Heal (no check)

While performing this ritual, you and up to 5 participants in the ritual can choose to lose any number of healing surges and select another participant to gain an equal number of healing surges. No participant can have more healing surges than his or her daily maximum. Additionally, you or one participant must lose 1 healing surge when performing this ritual.

Cure Disease

Even the most horrid affliction disappears in response to your healing touch.

Level: 6

Component Cost: 150 gp

Duration: Instantaneous

Category: Restoration

Market Price: 360 gp

Time: 10 minutes

Key Skill: Heal

The Cure Disease ritual wipes away a single disease afflicting the subject, whether the disease is active or still incubating. The subject is completely cured and loses any negative side effects and symptoms of the disease.

This ritual is physically taxing to the recipient; if used on an injured character, it can even kill him or her. Upon completing this ritual, make a Heal check, using the level of the disease as a penalty to this check. The result indicates the amount of damage the character takes. Assuming the character survives, this damage can be healed normally.

Heal Check

Result	Effect on Target
0 or lower	Death
1–9	Damage equal to the target's maximum hit points
10–19	Damage equal to one-half of the target's maximum hit points
20–29	Damage equal to one-quarter of the target's maximum hit points
30 or higher	No damage

If you know that your subject is suffering from multiple diseases, you must choose which one this ritual will cure. Otherwise, the ritual affects whichever single disease you knew about. You learn the disease level when you begin the ritual, and at that point you can choose not to continue, without expending any components.

Raise Dead

You bend over the body of your slain comrade, applying sacramental unguents. Finally his eyes flutter open as he is restored to life.

Level: 8

Component Cost: 500 gp

Duration: Instantaneous

Category: Restoration

Market Price: 680 gp

Time: 8 hours

Key Skill: Heal (no check)

To perform the Raise Dead ritual, you must have a part of the corpse of a creature that died no more than 30 days ago. You apply mystic salves, then pray to the gods to restore the dead creature's life. The subject returns to life as if he or she had taken an extended rest. The subject is freed of any temporary conditions suffered at death, but permanent conditions remain.

The subject returns with a death penalty: –1 to all attack rolls, skill checks, saving throws, and ability checks. This death penalty fades after the subject reaches three milestones.

You can't restore life to a creature that has been petrified or to a creature that died of old age.

The subject's soul must be free and willing to return to life. Some magical effects trap the soul and thus prevent Raise Dead from working, and the gods can intervene to prevent a soul from journeying back to the realm of the living. In all cases, death is less inclined to return paragon and epic heroes; the component cost is 5,000 gp for paragon tier characters and 50,000 gp for epic tier characters.

Remove Affliction

You undo a curse, enchantment, or madness that afflicts your subject.

Level: 8

Component Cost: 250 gp

Duration: Instantaneous

Category: Restoration

Market Price: 680 gp

Time: 1 hour

Key Skill: Heal

Remove Affliction wipes away a single enduring effect afflicting the subject. The ritual can remove curses, effects such as charm or domination, and fear, confusion, insanity, polymorph, and petrification effects. All effects of the curse or other effect end.

This ritual is physically taxing to the recipient; if used on an injured character, it can even kill him or her. Upon completing this ritual, make a Heal check, using the level of the effect you are trying to remove (or the level of the creature that caused the effect) as a penalty to this check. The result indicates the amount of damage the character takes. Assuming the character survives, this damage can be healed normally.

Heal Check Result Effect on Target

0 or lower	Death
1–9	Damage equal to the target's maximum hit points
10–19	Damage equal to one-half of the target's maximum hit points
20–29	Damage equal to one-quarter of the target's maximum hit points
30 or higher	No damage

You can use this ritual on an unwilling subject (usually, a former ally who is under some enemy's influence), but you will have to restrain someone unwilling to undergo the ritual. If you know that your subject is suffering from multiple enduring effects, you must choose which one this ritual will remove. Otherwise, it affects whichever one affliction you knew about. You learn the affliction level when you begin the ritual, and you can choose not to continue, without expending any components (for example, if you determine the affliction is too powerful for you to remove).

Traveler's Chant

Your chant lifts your allies' steps and helps take their minds off the drudgery of the journey.

Level: 1

Component Cost: 10 gp, plus a focus worth 5 gp

Duration: 8 hours
Category: Exploration
Market Price: 75 gp
Prerequisite: Bard
Time: 10 minutes
Key Skill: Arcana (no check)

For the ritual's duration, you and up to eight allies who heard the whole performance of the ritual can travel farther than normal. For the purpose of determining how far you and the allies can travel in an hour or a day, treat the group's speed as the slowest member's speed + 2.

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

Linked Portal

You create a glowing circle of sigils on the ground nearby, and you can see a hazy vision of a far-off city. You and your friends step into the circle, and you're instantly whisked away to that place.

Level: 8
Component Cost: 135 gp (see text)
Duration: Special
Category: Travel
Market Price: 680 gp
Time: 10 minutes
Key Skill: Arcana

You create a shortcut across the fabric of the world, linking your location with a permanent teleportation circle somewhere else on the same plane. With a step, you can move from one circle to the other. As part of performing the ritual, you must sketch out a 10-foot-diameter circle in various rare chalks and inks. This temporary teleportation circle must exactly match the permanent teleportation circle at your destination. It disappears at the end of the portal's duration.

At the completion of this ritual, make an Arcana check. The result determines the duration that the portal remains open.

Arcana Check Result	Portal Duration
19 or lower	1 round
20–39	3 rounds
40 or higher	5 rounds

You can use a permanent teleportation circle as the origin point of this ritual, making minor temporary modifications as part of the ritual. Doing this reduces the cost to 50 gp of reagents and grants you a +5 bonus to your Arcana check.

While the portal is open, any creature that enters the circle at the origin point instantly appears at the other location, along with anything the creature holds or carries. The creature can even finish the rest of its move. Any number of creatures of any size can use an open portal; the only limitation is the number that can reach the circle before it ends.

Anyone standing in the vicinity of either end of the portal can see a haze-infused vision of the teleportation circle at the other end of the connection, as well as the environment 60 feet beyond it. Effectively, everything at the destination within this area of visibility is lightly obscured, and the area beyond is completely fogged out. (Naturally, portals that last longer give you a better opportunity to study the place you're going to before you step into the circle.) Environmental effects at one end of the connection don't affect the other end.

Most major temples, important wizards' guilds, and large cities have permanent teleportation circles, each of which has a unique set of magic sigils etched or inlaid into the ground. The exact sequence of sigils matters, because you've got to match it if you want to open a portal leading there. The sigils aren't any more complex than remembering a string of letters and numbers. You can use Linked Portal to any permanent teleportation circle whose sequence of sigils you know. When you learn this ritual, your DM will tell you at least two such sequences. In your travels and research, you'll undoubtedly learn more.

This ritual can take you anywhere in the world, but it can't take you to other planes. Sufficiently powerful warding magic, such as the Forbiddance ritual, can block a teleportation ritual. 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.

Sending

You can see him in your mind's eye, clear as the first time you met him. Your magic lets him know that you're safe, despite encountering the followers of Thoon, and he reassures you that the red dragon caused him no harm.

Level: 6
Component Cost: 50 gp
Duration: Instantaneous
Category: Exploration
Market Price: 360 gp
Time: 10 minutes
Key Skill: Arcana

You convey a mental message of up to 25 words to a person you know. If the target is within range, he or she receives the message mentally and can respond likewise. The ritual's maximum range is determined by your Arcana check result.

Arcana Check Result	Maximum Range
9 or lower	10 miles
10–19	100 miles
20–29	500 miles
30–39	1,000 miles
40 or higher	Anywhere on the same plane

Phantom Steed

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
Component Cost: 70 gp
Duration: 12 hours
Category: Exploration
Market Price: 360 gp
Time: 10 minutes
Key Skill: Arcana

This ritual 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 ritual lasts for 12 hours or until it takes any damage. When the ritual 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.