

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.

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.