

Easy Passage

The corridor pulses and convulses like a living thing before settling down to normalcy once more.

TIME		DURATION
30 minutes		24 hours (special)
150 gp	360 gp	Arcana or Nature
COMP. COST	PRICE	KEY SKILL

You create a slight dimensional warp along the length of a corridor, allowing it to hold larger creatures or objects than it otherwise could. A creature of a size that would normally have to squeeze through the area can instead move and act freely. A creature one size category too large to enter the space at all can instead do so by squeezing.

Your Arcana or Nature check result determines the maximum dimensions of the area affected.

9 or lower: Up to 1 square wide and 2 squares long
10-19: Up to 1 square wide and 4 squares long
20-29: Up to 2 squares wide and 4 squares long
30-39: Up to 2 squares wide and 8 squares long
40 or higher: Up to 3 squares wide and 12 squares long

For example, a Huge creature with a space of 3 (9 squares) could freely move through an area 2 squares wide and could squeeze into an area 1 square wide. A Gargantuan creature with a space of 4 (16 squares) could freely move through an area 3 squares wide, and could squeeze into an area 2 squares wide, but would still be unable to enter an area 1 square wide. The ritual's effects last for 24 hours.

Optional Focus: You can extend the duration of this ritual indefinitely keeping a focus in the vicinity. This ritual focus is a small hand, sculpted of platinum, worth 100 gp. The Easy Passage lasts as long as the focus remains within the affected area. You can hide or protect the ritual's focus in any way you like, as long as it remains within the area defined by your Arcana or Nature check result.

CATEGORY	LEVEL
EXPLORATION	6
RITUAL	

Aura Mask

Before your eyes, the wondrous object shimmers briefly and then returns to an apparently mundane state. Though you know the truth of its power and value, to others it appears normal in every way.

TIME		DURATION
10 minutes		24 hours (special)
10 gp	250 gp	Arcana
COMP. COST	PRICE	KEY SKILL

When performed upon a magic item, Aura Mask makes it appear nonmagical when someone tries to use an Arcana check to detect magic. Your Arcana check result determines the DC for the Arcana check to see through your deception. The Arcana check DC to determine that an item is magical is the higher of the item's normal DC or the result of your Arcana check made as part of this ritual.

The ritual's effects last for 24 hours.

Optional Focus: You can extend the duration of this ritual indefinitely by leaving the item near a small, jeweled eye of gold and ruby wrapped in a silken blindfold. The blindfolded eye is a focus worth 100 gp. As long as the item remains within 20 squares of the focus, the Aura Mask remains in effect. You can hide or protect the ritual's focus in any way you like, as long as it remains within range. A single focus can maintain up to five Aura Masks or False Auras (page 85) on five separate items, as long as they are all close enough to the focus.

CATEGORY	LEVEL
DECEPTION	8
RITUAL	

Disorienting Portal

You inscribe a series of glowing sigils around the door frame, keeping your desired destination firmly in mind. The doorway fills with a hazy vision of the destination. When you step through the door, you emerge at the targeted spot.

TIME		DURATION
10 minutes		Special
400 gp	1,000 gp	Arcana
COMP. COST	PRICE	KEY SKILL

You create a shortcut across the world. Other than as described here, this ritual functions like Linked Portal (Player's Handbook, page 307). The teleportation circle must be inside a doorway or similar opening that connects to another doorway or opening within 50 squares (250 feet), which you designate when you perform the ritual. The doorways can each be up to 4 squares in width. As part of performing the ritual, you must adorn the door frame or perimeter of the portal with various sigils and runes.

Your Arcana check determines how long the portal remains open and how well hidden it is (if you choose to make it secret).

19 or lower: 1 day
20-29: 3 days
40 or higher: 5 days.

When performing the ritual, you can choose whether the portal is obvious or hidden. If obvious, anyone looking through the enchanted doorway can see a hazy image of the destination, as defined in Linked Portal (Player's Handbook, page 307). If you choose to hide it, however, casual examination shows only a mirror image of the room in which the doorway is set. The effect is that if the door is opened or the doorway is looked through, the area beyond the door looks like another room of the sort one is already in. Dragons and wizards use this technique to make travel through their lairs difficult for those who do not know to avoid the portals.

A Perception check, with a DC equal to your Arcana check result when performing the ritual, is required to detect the deception. Success indicates that the observer sees a hazy image of the destination instead, as described in the Linked Portal ritual. If the real destination is an area of obvious danger - a gaping chasm, a room on fire, a pit of spikes - then the portal cannot be hidden, or could, however, hide a portal that leads to a room full of secret traps, or one in which a monster is lurking just out of sight.

CATEGORY	LEVEL
TRAVEL	10
RITUAL	

Sentinel Eye

You conjure forth a phantasmal sentry - a slender pillar 6 feet tall, topped with a strange, floating, unblinking eye. The eye watches over your camp, alerting you to the presence of intruders and offering you the ability to spy on them in turn.

TIME		DURATION
30 minutes		24 hours (special)
800 gp	4,200 gp	Arcana
COMP. COST	PRICE	KEY SKILL

This ritual creates watchful eyes that you place in any square within 10 squares of where you perform the ritual. Your Arcana check result determines how many eyes you can place and what type of vision or sensory ability they possess:

9 or lower: 1, Normal
10-19: 2, Normal
20-29: 3, Darkvision
30-39: 4, Darkvision
40 or higher: 5, Darkvision, tremorsense 12.

The watchful eyes function like those of the Eye of Alarm ritual (Player's Handbook, page 304), except as follows. When the eyes detect an intruder, they sound no audible alarm, but instead alert you through a telepathic link. This link functions regardless of distance, though you must remain on the same plane.

The watchful eye also creates a mild connection between you and the creature that triggered it. The creature that triggered the Sentinel Eye ritual's watchful eye is sufficient identification for the Observe Creature ritual (Player's Handbook, page 309), if you wish to spy on it at a later date using that ritual. You can use the View Location ritual to spy on the location where a triggered creature was when the eye was triggered, if you have that ritual, since you obviously know the area in which you performed Sentinel Eye. (However, that use has limited utility given the 1-hour performance time of View Location.)

The ritual's effects last for 24 hours.

Optional Focus: You can extend the duration of this ritual indefinitely by keeping a focus in the vicinity. This ritual focus is a small, jeweled eye made of gold and ruby, worth 2,000 gp. The Sentinel Eye lasts as long as the focus remains within 20 squares of any of the watchful eyes. You can hide or protect the ritual's focus in any way you like, as long as it remains within range.

CATEGORY	LEVEL
WARDING	14
RITUAL	

False Aura

The object before you takes on a gentle, mystical glow. The glow strengthens slowly and subtly, and then abruptly fades away.

TIME		DURATION
10 minutes		24 hours (special)
1,800 gp	4,500 gp	Arcana
COMP. COST	PRICE	KEY SKILL

False Aura makes a nonmagical item seem to be a magic item, making it appear magical to an Arcana check to detect magic. Your Arcana check result determines the DC for someone else's Arcana check to detect magic to see through your deception. If the detect magic check fails, the inspecting character believes the item to be magical. You choose the fake power source of the item when performing the ritual. However, anyone attempting to use the item immediately recognizes its magic as fake.

The ritual's effects last for 24 hours.

Optional Focus: You can extend the duration of this ritual indefinitely by leaving the item near a small, jeweled eye of gold and ruby wrapped in a silken blindfold. The blindfolded eye is a focus worth 100 gp. As long as the item remains within 20 squares of the focus, the False Aura remains in effect. You can hide or protect the ritual's focus in any way you like, as long as it remains within range. A single focus can maintain up to five Aura Masks (page 83) or False Auras on five separate items, as long as they are all close enough to the focus.

CATEGORY	LEVEL
DECEPTION	16
RITUAL	

Chamber of Vulnerability

You slowly exhale, watching as the destructive energy of your breath swirls about in a miniature maelstrom of deadly potency. In a matter of moments, the tempest sinks into the floor, as though absorbed by the world itself.

TIME		DURATION
30 minutes		24 hours (special)
5,000 gp	25,000 gp	Arcana
COMP. COST	PRICE	KEY SKILL

Special: You must possess an innate breath weapon. You cause creatures in a warded area to gain vulnerability to whatever damage type you deal with your breath weapon. (A red dragon, for instance, would bestow fire vulnerability with this ritual.) Any time an intruder takes damage of the appropriate type, it takes the extra damage.

Your Arcana check determines the size of the area warded, as well as the extent of the vulnerability.

9 or lower: Burst 1, vulnerability 5
10-19: Burst 3, vulnerability 5
20-29: Burst 5, vulnerability 5
30-39: Burst 8, vulnerability 10
40 or higher: Burst 12, vulnerability 10

You are automatically immune to your own Chamber of Vulnerability. In addition, you can designate any number of other ritual participants as being immune also. When you perform the ritual, you can also designate one or more categories of creatures that are immune to the ritual's effects. You can define these categories by obvious physical characteristics (such as height, weight, or body shape), creature type (such as dragon), creature race (such as blue dragon), or obvious equipment (such as a creature wearing a specific signet ring).

The ritual's effects last for 24 hours.

Optional Focus: You can extend the duration of this ritual indefinitely by keeping a focus in the vicinity. This ritual focus is a small fanged mouth carved of ivory and silver, worth 2,500 gp. The Chamber of Vulnerability lasts as long as the focus remains within the area of effect. You can hide or protect the ritual's focus in any way you like, as long as it remains within range.

CATEGORY	LEVEL
WARDING	20
RITUAL	

Ward the True Name

A rush of voices flows through your mind, as though you eavesdropped on the whole world at once. Almost immediately it fades to a background rustle, as easily ignored as the trickling of a gentle stream, yet ever ready to leap to the forefront of your mind.

TIME		DURATION
8 hrs		Perm. until discharged
22,500 gp	125,000 gp	Arcana (no check)
COMP. COST	PRICE	KEY SKILL

If anyone anywhere in the world performs a divination or scrying ritual that is intended to gather information about you - such as someone using Consult Mystic Sages or Consult Oracle to ask questions about you, or using Observe Creature to spy on you - you instantly become aware of it. You do not learn the nature of the ritual caster's questions or efforts. You learn only the specific ritual that was performed. You also gain the ability to identify the ritual caster well enough to scry upon him or her in turn.

The effect of this ritual ends when you have been alerted to a divination or scrying attempt.

CATEGORY	LEVEL
SCRYPING	26
RITUAL	