

Channel Divinity: Rebuke Soul

You shock your enemies to the very foundation of their being.

Divine, Implement, Radiant

KEYWORDS

Minor		Close burst 5
ACTION	←	RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Each creature that has the shadow origin or the undead keyword in burst

Hit: The target is immobilized until the end of your next turn. If the target has both the shadow origin and the undead keyword, it also takes 2d8 + Charisma modifier radiant damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SOUL GUIDE | POWER TYPE: FEATURE | LEVEL: 11

ENCOUNTER POWER

Celestia's Challenge

You channel righteous outrage into your weapon, challenging your foes with the wrath of the gods.

Divine, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier + Charisma modifier damage.
Effect: Make a secondary attack.
Secondary Target: One creature other than the primary target
Secondary Attack: Strength vs. AC
Hit: 1[W] + Strength modifier + Charisma modifier damage. If both attacks hit, the targets are marked as if by your divine challenge until the end of your next turn

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: KNIGHT OF CELESTIA | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Entropic Blow

You swing with a devastating strike that leaves you and the enemies around you open to attack.

Martial, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage, and you and each enemy adjacent to you takes a -2 penalty to AC until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DOOMGUARD MARAUDER | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Forcing the Portal

You strike two nearby foes, teleporting them apart to create an opening.

Martial, Teleportation, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage, and you teleport the target 2 squares. Make a secondary attack.
Secondary Target: One creature other than the primary target
Secondary Attack: Strength vs. AC
Hit: 1[W] + Strength modifier, and you teleport the target 2 squares. The target must be teleported to a space within 3 squares of the primary target

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BLADE OF CENDRIANE | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Loyal Unto Death

In a flash of light, you and a nearby ally vanish, reappearing only after you have switched positions.

Arcane, Teleportation, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
vs		One creature
ATTACK	DEFENSE	TARGET

Effect: Before the attack, you and an ally within 10 squares of you swap places, teleporting into each other's space. Each enemy adjacent to you grants combat advantage to you, and each enemy adjacent to the ally grants combat advantage to him or her until the end of your next turn.
Secondary Target: One enemy
Attack: Intelligence vs. AC
Hit: 3[W] + Intelligence modifier damage

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MALEC-KETH JANISSARY | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Sequester

A vortex opens behind your foe, drawing it into a timeless demiplane and briefly trapping it there.

Arcane, Implement, Teleportation

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
INT or CHA vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: The target is banished to a demiplane (save ends). The target disappears, cannot take actions, and cannot be targeted. On a save, the target reappears in the space it last occupied. If that space is occupied, the target returns to the nearest unoccupied space of its choice. You can expel the target from the demiplane as a free action, in which case it appears as described above.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PLANESHIFTER | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Soul's Enthrallment

Your holy symbol erupts with divine power, tugging on the souls of all who behold its splendor.

Divine, Implement, Radiant

KEYWORDS

Standard	↗	Ranged 10
ACTION		RANGE
WIS vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: 2d8 + Wisdom modifier radiant damage, and you pull the target a number of squares equal to your Charisma modifier. If the target has the shadow origin or the undead keyword, it is also dazed until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SOUL GUIDE | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Striker's Gate

You dash through a dimensional pocket and skewer your foe.

Arcane, Teleportation, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding a light blade.
Hit: 2[W] + Dexterity modifier damage.
Effect: Before the attack, you teleport 5 squares to a space adjacent to the target and gain combat advantage against it until the end of your turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: GATECRASHER | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Underworld Gambit

Shadows writhe around your weapon, infusing your attack with necrotic energy that deprives your enemy of strength.

Arcane, Necrotic, Shadow, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 1[W] + Strength modifier. Make a secondary attack against the target.
Secondary Attack: Charisma + 2 vs. Reflex
Hit: Charisma modifier necrotic damage, and the target is weakened until the end of your next turn

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SHADOW CAPTAIN | POWER TYPE: ATTACK | LEVEL: 11

ENCOUNTER POWER

Ethereal Hunter

Stepping through thin air, you blink back into existence next to your enemies, making them your prey.

Martial, Teleportation

KEYWORDS

Move		Personal
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You teleport 5 squares. You must teleport to a square adjacent to at least one enemy. Each enemy adjacent to you grants combat advantage to you and is designated as your quarry until the end of your next turn. The enemies don't count against your normal limit of one quarry at a time, although you can still deal Hunter's Quarry damage only once per round.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BLADE OF CENDRIANE POWER TYPE: UTILITY LEVEL: 12

UTILITY POWER

Ever-Present Escort

You extend the invisible field of protection granted by your swordmage warding to a nearby ally.

Arcane, Teleportation

KEYWORDS

Standard		Close burst 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Target: The triggering ally in burst
Trigger: An ally within 5 squares of you is hit by an attack that targets AC
Effect: You teleport to a square adjacent to the target. The target gains a +4 power bonus to AC until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MALEC-KETH JANISSARY POWER TYPE: UTILITY LEVEL: 12

UTILITY POWER

Quick Portal

No one can open a portal quicker than you.

Arcane, Teleportation

KEYWORDS

Standard		Ranged 5
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Effect: You create a portal in an unoccupied square within range that lasts until the end of your next turn. The portal leads to a permanent teleportation circle on your current plane. You must know the teleportation circle's sigil sequence, and you lose three healing surges when you create the portal. If you have fewer than three healing surges when you use this power, you take damage equal to your healing surge value for each healing surge you don't lose.
Sustain Standard: You lose a healing surge or take damage equal to your healing surge value when you sustain the portal.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PLANESHIFTER POWER TYPE: UTILITY LEVEL: 12

UTILITY POWER

Strike of Unmaking

Your attack puts your foe on the path to destruction.

Martial, Weapon

KEYWORDS

Free		Melee weapon
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input checked="" type="checkbox"/> ENCOUNTER	<input type="checkbox"/> DAILY

Trigger: You hit an enemy with a melee attack
Effect: The target loses all resistances until the end of your next turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DOOMGUARD MARAUDER POWER TYPE: UTILITY LEVEL: 12

UTILITY POWER

Brilliant Guardians

You create a pair of luminescent reflections of yourself that hover near allies, safeguarding them from harm.

Divine, Conjuration

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: Two glowing duplicates of yourself appear in separate spaces within range. Each duplicate sheds bright light on 20 squares in all directions, and each ally adjacent to a duplicate gains a +2 power bonus to its AC and Will defense.
Sustain Minor: The duplicates persist and you can move one duplicate 3 squares or each duplicate 2 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: KNIGHT OF CELESTIA POWER TYPE: UTILITY LEVEL: 12

UTILITY POWER

Shadow Guardians

Soldiers of shadow heed your call and aid your defenses.

Arcane, Conjuration, Necrotic, Shadow

KEYWORDS

Standard		Ranged 10
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You conjure a number of shadow soldiers equal to your Intelligence modifier (minimum 1) that last until the end of your next turn. Each shadow soldier appears in an unoccupied square within range. The shadow soldiers provide cover to allies but not enemies. An enemy that enters a shadow soldier's square is immobilized (save ends).
Sustain Minor: The shadow soldiers persist. As a move action, you can move each shadow soldier a number of squares equal to your Charisma modifier (minimum 1).

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SHADOW CAPTAIN POWER TYPE: UTILITY LEVEL: 12

UTILITY POWER

Shadowbane Circle

You draw upon divine energy to summon a nimbus of holy light that is anathema to your enemies.

Divine, Radiant, Zone

KEYWORDS

Standard		Area burst 2 within 10 squares
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: The burst creates a zone of bright light that lasts until the end of your next turn. Creatures that have the shadow origin or the undead keyword treat the zone as difficult terrain. While within the zone, those creatures gain vulnerable 10 radiant or increase their vulnerability to radiant damage by 10.
Sustain Minor: The zone persists.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SOUL GUIDE POWER TYPE: UTILITY LEVEL: 12

UTILITY POWER

Trickster's Gate

You open a planar rift that lets you and your allies briefly pass through another plane before reappearing from a connected gate.

Arcane, Teleportation

KEYWORDS

Move		Ranged 20
ACTION		RANGE
<input type="checkbox"/> AT-WILL	<input type="checkbox"/> ENCOUNTER	<input checked="" type="checkbox"/> DAILY

Effect: You create two dimensional gates in two unoccupied squares within range. The gates last until the end of your next turn. You and your allies can move from one gate's square to the other gate's square as if the squares were adjacent to each other. Movement through the gates is impossible if either gate's square is occupied.
Sustain Minor: The gates persist. As a move action, you can move a gate 4 squares and must move it to a square within 20 squares of you.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: GATECRASHER POWER TYPE: UTILITY LEVEL: 12

UTILITY POWER

Arm of Dissolution

Your attack resounds with a chord of dissolution, and your foe crumbles under the power of entropy.

Martial, Weapon

KEYWORDS

Standard		Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage, and ongoing 10 damage (save ends). Each time the target takes the ongoing damage, you gain a +1 power bonus to melee attack rolls until the end of your next turn.
Miss: Half damage, and ongoing 5 damage (save ends). You gain no power bonus from the ongoing damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: DOOMGUARD MARAUDER POWER TYPE: ATTACK LEVEL: 20

DAILY POWER

Boltportal Strike



You create a small portal in front of you and a corresponding one next to your foe, allowing you to strike your enemy from across the battlefield.

Arcane, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
DEX vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 5[W] + Dexterity modifier damage.
Effect: You make an attack from a square within 10 squares of you, gaining any benefits or penalties associated with that square, such as combat advantage from flanking.
Miss: Half damage.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: GATECRASHER | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Dimensional Cascade



You cast an enemy through a sequence of deadly planar locations.

Arcane, Implement, Teleportation; Varies (see below)

KEYWORDS

Standard	↗	Ranged 20
ACTION		RANGE
INT or CHA vs Will		One creature
ATTACK	DEFENSE	TARGET

Hit: The target is cast through a series of dangerous planar locations. Until the start of the target's next turn, the target disappears, cannot take actions, and cannot be targeted. In addition, choose four damage types from the following list: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, and thunder. The target takes 4d8 damage (1d8 of each damage type in whatever order you choose), and the target takes ongoing 5 damage of each type (save ends all). At the start of the target's next turn, the target reappears in the space it last occupied. If that space is occupied, the target reappears in the nearest unoccupied space of its choice.
Miss: The target is cast through the dangerous planar locations but takes damage and ongoing damage of only two types, and the target reappears at the end of your turn.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: PLANESHIFTER | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Elemental Scourge



You draw forth a burst of energy from the Elemental Chaos, scouring your enemies while allowing your allies to retreat to safety.

Arcane, Cold, Fire, Implement, Lightning, Teleportation, Thunder

KEYWORDS

Standard	↖	Close burst 5
ACTION		RANGE
INT vs Reflex		Each enemy in burst
ATTACK	DEFENSE	TARGET

Hit: 4d8 + Constitution modifier cold, fire, lightning, and thunder damage. The attack ignores any resistance to these damage types.
Effect: Each ally in the burst can teleport 3 squares.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: MALEC-KETH JANISSARY | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Feywild Tempest



You travel unseen through the battlefield, materializing to strike at a foe before disappearing and moving on to the next adversary.

Martial, Teleportation, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Requirement: You must be wielding two melee weapons.
Hit: 1[W] damage per attack.
Effect: Teleport 5 squares. Make a secondary attack.
Secondary Target: One creature other than the primary target.
Secondary Attack: Strength vs. AC (main weapon and offhand weapon), two attacks
Hit: 1[W] damage per attack.
Effect: Teleport 5 squares. Make a tertiary attack.
Tertiary Target: One creature other than the primary and secondary targets
Tertiary Attack: Strength vs. AC (main weapon and offhand weapon), two attacks
Hit: 1[W] damage per attack.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: BLADE OF CENDRIANE | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Purifying Radiance



White motes of purifying radiance dance along your weapon as your strike sears a foe with the divine retribution of Celestia.

Divine, Radiant, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 2[W] + Strength modifier damage, and the target takes ongoing 10 radiant damage (save ends). Each time the target fails a saving throw against this effect, each enemy adjacent to the target takes radiant damage equal to your Charisma modifier.
Miss: Half damage, ongoing 5 radiant damage (save ends), and no damage to adjacent creatures.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: KNIGHT OF CELESTIA | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Shadow Turncoat



With a single strike, you tear off a shadowy piece of your opponent. That shadow then rebels against its former master.

Arcane, Conjunction, Reliable, Shadow, Weapon

KEYWORDS

Standard	↓	Melee weapon
ACTION		RANGE
STR vs AC		One creature
ATTACK	DEFENSE	TARGET

Hit: 3[W] + Strength modifier damage, and you conjure a shadow in an unoccupied square adjacent to the target. Until the end of the encounter, each time you hit the target, a new shadow is created and the old one is destroyed. The shadow is a reflection of the target. It has the defenses, immunities, resistances, speed, and melee basic attacks of the target. The shadow also has the same type and keywords, though it has the shadow origin. The shadow has 1 hit point, and a missed attack never damages the shadow. You control the shadow as a free action, which acts on your turn and has one standard action.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SHADOW CAPTAIN | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Soul Brand



A blazing glyph appears on your enemy's brow, emitting a holy glow that burns its corrupted soul.

Divine, Implement, Radiant

KEYWORDS

Standard	↓	Melee 1
ACTION		RANGE
WIS vs Fort		One creature
ATTACK	DEFENSE	TARGET

Hit: 3d8 + Wisdom modifier + Charisma modifier radiant damage. The target takes ongoing 10 radiant damage and sheds bright light on 20 squares in all directions (save ends both). Until the target saves, any enemy takes a -2 penalty to attack rolls while adjacent to the target.
Miss: Half damage, ongoing 5 radiant damage (save ends), and no other effects.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS: SOUL GUIDE | POWER TYPE: ATTACK | LEVEL: 20

DAILY POWER

Razor Storm



Spikes and blades leap from your body to tear through your foes.

KEYWORDS

Minor		Close burst 1
ACTION	↔	RANGE
STR + 2 vs Reflex		Each creature in burst
ATTACK	DEFENSE	TARGET

Attack: Strength + 2 vs. Reflex, Constitution + 2 vs. Reflex, or Dexterity + 2 vs. Reflex
Hit: 1d6 + Dexterity modifier damage. Increase to +4 bonus and 2d6 + Dexterity modifier damage at 11th level, and to +6 bonus and 3d6 + Dexterity modifier damage at 21st level.
Special: When you create your character, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power. The choice remains throughout your character's life and does not change the power's other effects.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS BLADELING	POWER TYPE RACIAL	LEVEL
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ENCOUNTER POWER

Improved Razor Storm



Blades and spikes burst outward, impaling your foes and causing ongoing pain.

KEYWORDS

Minor		Close burst 2
ACTION	↔	RANGE
vs		Each creature in burst
ATTACK	DEFENSE	TARGET

Attack: Strength + 2 vs. Reflex, Constitution +2 vs. Reflex, or Dexterity + 2 vs. Reflex
Hit: 1d8 + Dexterity modifier damage, and ongoing 5 damage (save ends).
Increase to +4 bonus and 2d8 + Dexterity modifier damage at 11th level, and to +6 bonus and 3d8 + Dexterity modifier damage at 21st level. Also, increase ongoing damage to ongoing 10 damage at 11th level, and to ongoing 15 damage at 21st level.
Special: When you create your character, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power. The choice remains throughout your character's life and does not change the power's other effects.

ADDITIONAL EFFECTS FROM RACE, CLASS, FEAT, ETC.

CLASS	POWER TYPE FEAT	LEVEL
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ENCOUNTER POWER

Fey Passage



You open a path marked by standing stones, allowing you and your allies to step into the Feywild.

10 minutes		Instantaneous
TIME		DURATION
140 gp (see below)	360 gp	Arcana or Nature (no check)
COMP. COST	PRICE	KEY SKILL

Use this ritual at a fey crossing (see page 34). When you perform this ritual, you transport yourself and up to eight allies from the world to a corresponding location in the Feywild, or from the Feywild to a corresponding location in the world. The fey crossing need not be active for Fey Passage to work.

You remain in the Feywild until you leave by another means or you perform this ritual again at a fey crossing.

Special: Eladrin have a special connection to the Feywild. Consequently, an eladrin who has mastered this ritual or performs it from a scroll does not pay the component cost.

CATEGORY: TRAVEL LEVEL: 6

TRITUAL

Analyze Portal



You can read the language of the portal's movement and colors and can decipher its secrets.

1 hour		Instantaneous
TIME		DURATION
250 gp	800 gp	Arcana
COMP. COST	PRICE	KEY SKILL

When you perform this ritual, choose a portal you can see. Analyze Portal causes the portal to erupt with faint lights that flicker and spin, letting you learn about its destination and function. This ritual reveals the name of the portal's destination and its location in the world or plane on which the destination is located.

Depending on your Arcana check result, you can learn information about the last creature to use the portal and learn the identity of the creature or the nature of the event that created the portal.

15 or higher: You learn the portal's precision characteristics.
20 or higher: You learn the portal's access characteristics.
24 or higher: You learn the name of the portal's destination.
30 or higher: You learn the origin, type, and keywords of the last creature to use the portal, including the length of time since that event.

25 + half the ritual caster's level: You learn what keys, if any, open the portal.

30 + half the ritual caster's level: You learn the identity of the creature who created the portal.

35 or higher: You learn where the portal leads regardless of its transparency. You can see the other side up to 24 squares away.

CATEGORY: DIVINATION LEVEL: 8

TRITUAL

Shadow Passage



Where shadows lie thick in the world, you can push aside the veil and step into the Shadowfell.

10 minutes		Instantaneous
TIME		DURATION
135 gp	680 gp	Arcana or Religion (no check)
COMP. COST	PRICE	KEY SKILL

Use this ritual at a shadow crossing (see page 50). When you perform this ritual, you shift yourself and up to eight allies from the world to a corresponding location in the Shadowfell, or from the Shadowfell to a corresponding location in the world. The shadow crossing need not be active for Shadow Passage to work.

You remain in the Shadowfell until you leave by another means or you perform this ritual again at a shadow crossing.

Special: Shadar-kai have a special connection to the Shadowfell. Consequently, a shadar-kai who has mastered this ritual or performs it from a scroll does not pay the component cost.

CATEGORY: TRAVEL LEVEL: 8

TRITUAL

Demicache



You open a small portal into a personal demiplane that can store small objects.

10 minutes		Special
TIME		DURATION
1,000 gp	2,600 gp	Arcana
COMP. COST	PRICE	KEY SKILL

You create a small, personal demiplane that can store nonliving items of up to 250 pounds. The demiplane has a portal that is 6 inches in diameter and is always open. The portal floats near you or can be affixed to your clothing (like a pocket), and you can retrieve items from the portal as a minor action. The portal is visible to others, and it moves with you at your speed. At the completion of the ritual, make an Arcana check. The result determines how long the portal stays open. If the portal closes before you retrieve the stowed objects, they appear at your feet.

19 or lower: 1 day
20-29: 7 days
30-39: 30 days
40 or higher: 1 year

CATEGORY: WARDING LEVEL: 12

TRITUAL

Elemental Transference



The world around you vanishes, leaving you adrift in the Sundered terrain of the Elemental Chaos.

1 hour		Special
TIME		DURATION
1,000 gp	2,600 gp	Arcana (no check)
COMP. COST	PRICE	KEY SKILL

Use this ritual in the world. When you perform this ritual, you transport yourself and up to eight allies to a random spot in the Elemental Chaos. You have no control over where you appear, but your immediate environs aren't hazardous. Once in the Elemental Chaos, you can travel as normal within the plane. You remain in the Elemental Chaos until you leave by another means.

CATEGORY: TRAVEL LEVEL: 12

TRITUAL

Rope Trick



You drop a silver rope that passes through the floor and into a safe chamber where you can rest.

10 minutes		7 hours
TIME		DURATION
1,000 gp	2,500 gp	Arcana
COMP. COST	PRICE	KEY SKILL

When you perform Rope Trick, the ritual's focus (see below) passes through a portal and into a temporary demiplane. The portal entrance occupies 1 square. A creature can climb down the rope into a demiplane that is 2 squares high, 8 squares long, and 8 squares wide. The entrance to the demiplane appears as a subtle shimmer and has solid transparency (see 'Transparency', page 17). A successful Perception check (DC 15 + half your level) allows a creature outside the portal to detect the entrance. The portal can be locked with the Arcane Lock ritual (see the 'Arcane Lock, Knock, and Portals' sidebar, page 149), and unless you choose to lock the portal, the demiplane remains accessible from the outside.

Once the ritual ends, the demiplane disappears, and any creatures or objects in the demiplane appear in the nearest unoccupied space to the demiplane's former entrance. The ritual's focus appears where the demiplane's entrance was. The ritual caster can choose to end the ritual at any time.

Focus: A silver rope worth at least 2,000 gp.

CATEGORY: EXPLORATION LEVEL: 12

TRITUAL

Astral Guide



A mote of white light coalesces before you, prepared to guide you through the Astral Sea.

1 hour		Special
TIME		DURATION
700 gp, 1 heal, surge	2,200 gp	Religion
COMP. COST	PRICE	KEY SKILL

You must use this ritual in the Astral Sea. You summon a fragment of divine essence to guide you. The guide sheds bright light on 8 squares in all directions, and it lacks physical form and cannot be harmed in any way.

As part of this ritual, you name a specific, fixed destination in the Astral Sea. The most common use of this ritual is to lead its user to a particular astral dominion. However, the astral guide could also lead you to the exit of a labyrinth, the entrance to a dungeon, or to a site within an astral dominion. The guide cannot lead you to a general location, such as 'a room with astral diamonds' or to an unknown place, like 'the death knight Malachi's hiding place.' If the named location does exist within the Astral Sea, the guide leads you there by the shortest (though not always the safest) route. The guide hovers in the air and moves at your speed. It remains within 12 squares of you. The guide remains until you reach your destination, the ritual's duration expires, or you take an extended rest. At the completion of the ritual, make a Religion check. The result determines the duration for which astral guide remains.

19 or lower: 30 minutes
20-29: 1 hour
30-39: 4 hours
40 or higher: 16 hours

CATEGORY: BINDING LEVEL: 14

TRITUAL

Scramble Portal



You alter the configuration of a teleportation circle or other portal so others cannot travel through it.

10 minutes		Special
TIME		DURATION
1,600 gp	4,000 gp	Arcana
COMP. COST	PRICE	KEY SKILL

Scramble Portal allows you to alter the magic of a permanent portal, making it malfunction. For the ritual's duration, the portal sends creatures passing through it to a random destination (DM's discretion). At the completion of the ritual, make a Religion check. The result determines how long the portal remains scrambled.

24 or lower: 1 hour
25-34: 8 hours
35-44: 1 day
45+: 7 days

CATEGORY: WARDING LEVEL: 14

TRITUAL

Astral Sojourn



With each word of the ritual, the world around you grows fainter, until finally it vanishes altogether, and you find yourself floating in the silvery void of the Astral Sea.

1 hour		Special
TIME		DURATION
3,800 gp	7,000 gp	Religion
COMP. COST	PRICE	KEY SKILL

You must use this ritual in the world. When you perform this ritual, you transport yourself and up to eight allies to a random spot in the Astral Sea.

Creatures that travel the Astral Sea using this ritual have a faint silver nimbus surrounding them, which coalesces into a ghostly cord trailing a few inches from the neck. The manifestation of the cord represents the traveler's connection to the location from which they departed the world.

If you or one of your affected allies leaves the Astral Sea, such as by stepping through a portal to another plane, then the ritual ends and all participants return to the location from which they departed the world. At the end of the ritual's duration, or upon the death of the ritual caster, the participants also return to the location from which they departed the world.

The ritual caster can choose to end the ritual at any time. This requires 10 minutes, has no cost or skill check, and instantly returns all participants to the world. A participant always returns to the same location from which he or she departed the world.

At the completion of the ritual, make a Religion check. The result determines how long the ritual's participants remain in the Astral Sea.

19 or lower: 3 days
20 to 29: 7 days
30 to 39: 21 days
40 or higher: 1 year

CATEGORY: TRAVEL LEVEL: 15

TRITUAL

Create Teleportation Circle

You inscribe a ring of sigils on a stone surface, bestowing it with the power to connect with portals.

4 hours		24 hours
TIME		DURATION
1,000 gp	10,000 gp	Arcana (no check)
COMP. COST	PRICE	KEY SKILL

You create a teleportation circle with a unique sequence of magic sigils, which you and other ritual casters can use as a location marker for rituals such as Linked Portal and Planar Portal. The teleportation circle does not transport creatures anywhere on its own - it merely enables other travel rituals. The ritual caster chooses the size of the teleportation circle, which in turn affects the ritual's component cost: 1 square, 4 squares (a 2-square-by-2-square area), 9 squares (a 3-square-by-3-square area), or 16 squares (a 4-square-by-4-square area). The teleportation circle lasts for 24 hours, but the ritual caster can extend the duration by spending a healing surge every 24 hours to sustain it. The caster does not need to see or even be on the same plane to sustain the effect. If the ritual's effect is sustained without interruption for a year and a day, the teleportation circle becomes permanent.

CATEGORY: TRAVEL | LEVEL: 15

RITUAL

Far Sending

You cast your senses beyond planar boundaries to deliver a message to a distant creature.

10 minutes		Instantaneous
TIME		DURATION
800 gp	4,200 gp	Arcana (no check)
COMP. COST	PRICE	KEY SKILL

Far Sending functions like Sending (Player's Handbook, page 312), except you do not make an Arcana check to determine its range. Far Sending can deliver messages anywhere, regardless of distance or location.

CATEGORY: EXPLORATION | LEVEL: 16

RITUAL

Plane Shift

Light flares around your vessel as it begins to cross the space separating planes, carrying you off to a new location.

10 minutes		Instantaneous
TIME		DURATION
1,000 gp	17,000 gp	Arcana
COMP. COST	PRICE	KEY SKILL

You move a vehicle (including the vehicle's pilot, crew, and load) that has the navigation focus trait from one plane to another (see 'Vehicles', page 159). At the ritual's conclusion, you name a location you have previously visited. The location must be a fixed place, and it must be in the same location it was when you last visited it. Once the location is named, make an Arcana check. The check determines the distance between your vehicle and your destination when you arrive on the plane.

19 or lower: 100 miles from the destination
20-29: 50 miles from the destination
30-39: 10 miles from the destination
40 or higher: Arrive at destination

Instead of choosing a specific location, you can also choose a plane as a general destination. In this case, the vehicle appears in a random location on that plane (no Arcana check necessary). It's not necessary for you to have visited the destination plane to use the ritual in this manner. Focus: A vehicle that has the navigational focus trait.

CATEGORY: TRAVEL | LEVEL: 18

RITUAL