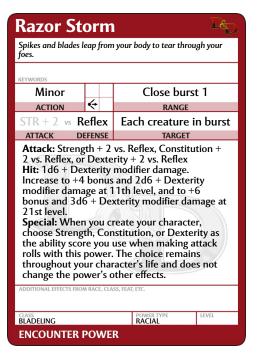
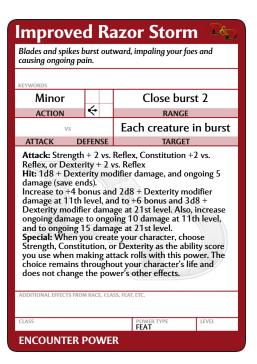


Soul Brand	\mathbf{D}_{D}
A blazing glyph appears on holy glow that burns its cor	your enemy's brow, emitting a rupted soul.
Divine, Implement,	, Radiant
Standard 🕴	Melee 1
ACTION	RANGE
WIS vs Fort	One creature
ATTACK DEFENSE	TARGET
Hit: 3d8 + Wisdom modifier + Charisma modifier radiant damage. The target 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.	
CLASS SOUL GUIDE	POWER TYPE LEVEL 20
DAILY POWER	1





Fey Passage

Dan

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

10 mi	nutes	Instantaneous
TI	ME	DURATION
140 gp (see below)	360 gp	Arcana or Nature (no check)
COMP COST	PRICE	KEY SKILI

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.

TRAVEL

RITUAL

$\mathbf{L}_{\mathbf{D}}$ 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 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

WARDING RITUAL

Analyze Porta

Lin

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

1 h	our	Instantaneous
TIA	ΝE	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
- 25 + half the ritual caster's level: You learn what keys, if any, open
- 25 + half the ritual caster's level: You learn what keys, if any, ope 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.

DIVINATION

RITUAL

ElementalTransference 🍱

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

1 h	our	Special
TI	ME	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.

TRAVEL

RITUAL

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			
	10 mi	nutes	Instantaneous
135 600	TI/	ME	DURATION
135 gp 680 gp Arcana or Religion (no check)	135 gp	680 gp	Arcana or Religion (no check)
COMP. COST PRICE KEY SKILL	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

TRAVEL

RITUAL

Rope Trick



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

10 mi	nutes	7 hours
TII	ME	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 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.

EXPLORATION

RITUAL

DD

Astral Guide



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

1 h	our	Special
TI	ME	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.

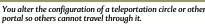
19 or lower: 30 minutes 20-29: 1 hour 30-39: 4 hours

40 or higher: 16 hours

14 BINDING

RITUAL

Scramble Portal



10 minutes		Special
TII	ME	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 Arcana 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

14 WARDING

RITUAL

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
TI	ME	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 rituals attraction, 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

TRAVEL

RITUAL

15

Create Teleportation Circle 🍱

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

4 h	ours	24 hours
TI	ME	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	LEVEL
TRAVEL	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.



16 EXPLORATION RITUAL

Plane Shift

Dan



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	LEVEL
TRAVEL	18
DITLIAL	