

## Corpse Light



A sickly green flame springs forth, washing the area in nauseating light. In its illumination, those that walk in undeath are revealed beyond a doubt.

10 minutes		1 hour
TIME		DURATION
25 gp	100 gp	Arcana or Religion
COMP. COST	PRICE	KEY SKILL

You create a pale green flame that illuminates as a lantern. The light emanates from an object you designate during the ritual. The green fire produces no heat.

Any undead creature that enters the illuminated area or is within it, and that is of a level equal to or lower than your Arcana or Religion check - 10, is wreathed in a green, flaming aura that harmlessly flickers around the creature. This aura appears even if the undead is disguised by a polymorph or illusion effect. Invisible undead are surrounded by visible green radiance. The glow reveals the square in which the undead is located, but it does not affect the total concealment granted by invisibility.

CATEGORY	LEVEL
DIVINATION	2
RITUAL	

## Last Sight Vision



As you finish the ritual, you see the final moments of the corpse's life.

10 minutes		2 or more rounds
TIME		DURATION
25 gp	100 gp	Arcana or Religion
COMP. COST	PRICE	KEY SKILL

When you perform this ritual in the presence of a corpse or a skull, you witness an auditory and visual replay of the moments before the death of that creature, as seen from the creature's perspective. You cannot perform this ritual on headless corpses. Once you have performed this ritual, you must wait until you have gained a level before using it again on the same remains.

Your Arcana or Religion check determines the length of time prior to the target's death that you experience.

19 or lower: 2 rounds  
20-29: 4 rounds  
30-39: 6 rounds  
40 or higher: 10 rounds

CATEGORY	LEVEL
DIVINATION	2
RITUAL	

## Undead Ward



The line you etched in the floor shines like ivory in moonlight, and the skeletons stop advancing.

30 minutes		Until broken
TIME		DURATION
35 gp	130 gp	Arcana
COMP. COST	PRICE	KEY SKILL

You create a magical barrier against undead creatures. This barrier can be a closed circle, with an inscription time of 1 minute per square inside the circle, or a line, requiring 1 minute per 2 squares of length.

An undead creature whose level is lower than your Arcana check result - 10 cannot pass through the barrier, affect creatures through the barrier, or affect the barrier in any way. Any other undead creature takes radiant damage equal to your Arcana check result when passing through the barrier, but doing so breaks the barrier and ends the effect. Any creature able to pass through the barrier can take a standard action to obscure the inscription and thereby break the barrier.

CATEGORY	LEVEL
WARDING	3
RITUAL	

## Skull Watch



As you complete the halting words of power, a light shines from the grim skull's sockets before fading again into blackness.

10 minutes		4 hours
TIME		DURATION
80 gp	175 gp	Arcana (no check)
COMP. COST	PRICE	KEY SKILL

You enchant a skull to watch over an area and alert you when something intrudes. The skull uses your Perception modifier with a +5 bonus. It cannot hear or smell, and it never considers you an intruder. In addition, you can designate any number of other individuals as nonintruders. When you perform the ritual, you can also designate one or more categories of creatures that the skull will ignore. You can define these categories by obvious physical characteristics (such as height, weight, or body shape), creature type (such as humanoid), creature race (such as hill giant), or obvious equipment (such as a creature carrying a shield with a flame emblazoned upon it).

When the skull detects an intrusion, it mentally alerts you if you are within 1 mile. At any time during the ritual's duration, you can choose to look through the skull's eyes as a standard action. While you look through the skull's eyes, you cannot see through your own and are considered blind. You can end this effect as a free action.

The skull can be moved from its original position during the ritual's duration without disturbing the effect. Destroying the skull ends the effect, and you are not magically made aware of the skull's destruction (though you might already be alerted about intruders).

CATEGORY	LEVEL
WARDING	4
RITUAL	

## Undead Servitor



The corpse shudders, then clambers to its feet. At your direction, it shoulders your gear and lumbers after you.

1 hour		Permanent
TIME		DURATION
150 gp	360 gp	Arcana (no check)
COMP. COST	PRICE	KEY SKILL

You imbue a humanoid corpse of natural origin and Medium or smaller size with the ability to move under its own power and an understanding of one language of your choice. It has speed 6 and Strength 16, never tires, and obeys you at all times.

The undead servitor is a noncombatant. When forced onto an active battlefield, treat the servitor as an allied minion (1 hit point, never damaged on a missed attack) with all defenses of 11. It acts just after you do and never makes attacks.

You cannot have more than one undead servitor at a time from different performances of this ritual. If you attempt to create a second servitor, that ritual fails without component expenditure.

CATEGORY	LEVEL
CREATION	6
RITUAL	

## Gravesight



You recite a funeral dirge, infusing a zombie with necromantic energy. Now, you can spy through the eyes of your undead minion.

30 minutes		24 hours
TIME		DURATION
250 gp	680 gp	Arcana
COMP. COST	PRICE	KEY SKILL

You are able to perceive the environment around an animate undead creature. The target creature must be within 5 squares of you during the entire time necessary to perform the ritual. For the ritual's duration, you can spend a standard action to use the affected creature's senses. You use your Perception modifier when you do so. While sensing through the undead, you cannot use your own senses and are considered blind and deaf. You can end the effect as a free action. If the undead creature is destroyed, the ritual ends immediately.

Your Arcana check determines the maximum distance at which you can receive sensory input from the target creature.

19 or lower: 1 mile  
20-29: 3 miles  
30-39: 6 miles  
40 or higher: 10 miles

CATEGORY	LEVEL
SCRYING	8
RITUAL	

## Corpse Gate



You finish chanting and drop the finger bone to the floor of the ritual circle. In a flash, you and your companions appear in an ancient mausoleum.

1 hour		Special
TIME		DURATION
800 gp	4,200 gp	Arcana
COMP. COST	PRICE	KEY SKILL

You create a portal similar to that produced by Linked Portal, but connecting your present location to that of a corpse. You must have a piece of the corpse - at least as much as the tip of a finger - in your possession to begin the ritual. This piece is consumed at the ritual's completion. If the target corpse is alive, animate, undead, or otherwise more than a simple corpse, or if the corpse is on another plane, the ritual fails and no components (including the bit of the corpse) are expended.

Your Arcana check result determines how long the portal remains open.

19 or lower: 1 round  
20-39: 3 rounds  
40 or higher: 5 rounds

CATEGORY	LEVEL
TRAVEL	14
RITUAL	