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AZAGAR'S

Book of Rituals

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AZAGAR'S Book of Rituals

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Preface

In January of 2009, Goodman Games announced an open call for submissions for a tome of 4E rituals to be published later in the year. Well, to say we were unprepared for the inundation of submissions that followed would be quite the understatement; the 4E community responded with enthusiasm. In the end, once all the submissions were read, judged, and edited, we were left with over 300 hundred new rituals from both established 4E game designers and those just starting out.

I must say that I was and still am impressed by the quality of submissions we received. Those submitting had a major hurdle to overcome, namely familiarizing themselves with a new rules system that was barely four months old when we announced the open call. However, despite this challenge, we received hundreds of quality rituals and some real gems that any 4E player will want to include in his or her ritual book.

Now all of the chosen submissions have been compiled into this book, providing 4E gamers with over 300 new rituals to fill out their ritual books and campaign worlds. Here you'll find dozens of rituals in each category, spanning all 30 levels, plus an exhaustive set of indexes to help you find rituals quickly and efficiently.

I'd like to thank all the authors who submitted rituals to the open call. Your hard work has created a valuable resource for 4E gamers, and hopefully, for some of you, put the first notch in your belt as an RPG designer.

— Aeryn “Blackdirge” Rudel

Behind the Call

When we announced our open call for rituals, we had two purposes in mind:

Our first goal was, of course, to compile a book of compelling, interesting, and engaging rituals. Many of us can remember game sessions where that one, oft-forgotten spell was used in an utterly unexpected way, saving the heroes from sure death. Through the creation of rituals, 4E transformed the landscape of magic in D&D, throwing wide the door for old favorites, new favorites, and perhaps most importantly – to us grognards, anyway – the opportunity for more of those game-changing moments when player ingenuity and creativity rises to the fore. (To the DM's certain and edifying consternation.)

Like the venerable *Fiend Folio* (the first one!) we wanted our book to be greater than the sum of its parts, a body of work created by a diverse collection of writers from across the globe. We sorted through well over a thousand submissions, including the submissions from the old school writer who submitted all the verbatim 1E spells, accompanied with his exhortation that if we included “his” contributions, we would make a killing with the old-school crowd.

The second agenda behind the open call was our desire to find the next crop of RPG writers. Passionate about the game, these are the writers whose imaginations were set aflame with the possibilities of the new edition. Where some saw disappointment, others found opportunity, a vital attitude to be sure for players and DMs, as well as writers.

Will you be seeing more from these authors? Absolutely. Their worlds of imagination will shape the game for years to come. And when you see them releasing their latest campaign setting, you can hold aloft *Azagar's Book of Rituals*, and say you knew them first.

So to everyone who submitted to the open call, whether your ritual was accepted or not, thank you for your love of the game, and for your contributions to this hobby we love.

And to the players that will bring this work to life, frustrating your DMs to no end, foiling his wicked plots, and saving the day... for those about to roll, we salute you!

— Harley Stroh



Introduction

So his Imperial Majesty has seen fit to light a fire under my arse, and get me talking about something other than weapons, armor, blood, and guts – you know, the important things in any self-respecting hobgoblin's life. It's the bloody Warcaster's Guild looking for ways to undermine the legions, if you ask me; sneaky, spell-casting ingrates that they are. But they've underestimated ol' Azagar Bloodfist if they think I'm going to spend all day prattling on about their precious spells and incantations. Hah! I only deal in information that a body can actually use on the battlefield or in a tight spot; not random gibberish and balls of fire that you can use once and then compel you to run and hide behind the iron skirts of the legions.

So, my dear hobgoblin brothers, you might ask, "How can Azagar dispense his invaluable wisdom and keep both his Imperial Majesty and the meddling Warcaster's Guild happy?" Well, let me tell you. I'm going to talk about rituals. I can hear the collective outcry from my brothers in the legions across the world at the uttering of that last sentence. But don't worry; Azagar won't lead you astray.

Now, sure, rituals involve a bit of magic – some of them involve great, heaping gobs of magic – but a good ritual can get you out of a tight spot, warn you of an enemy's approach, and even transport you halfway around the world in the blink of an eye. The best part is that any grunt without the brains the gods gave an orc can use a ritual – usually without having to work with some half-mad shaman or warcaster to boot. I've used rituals on dozens of occasions, often to extricate one aged hobgoblin backside from an imminent and messy death.

There are a bunch of different types of rituals; some of which are of little to no use to a hobgoblin that makes his living with the business end of a sword or spear. However, each of the nine types of rituals offers something for any fool clever enough to find his arse without the aid of a detect spell. I'll be giving you plenty of examples from my own illustrious career where a ritual has gotten me out of a nasty scrape.

So, my dear grunts and gobbos, sit back and clean the dirt and dung from your ears – there's enlightenment on the way.

—Azagar



Chapter 1

Binding Rituals

Alright, binding rituals are rituals that, well, bind things; that is to say, keep them from doing things and going places. I know that's not exactly how a learned wizard or cleric might put it, but as I'm addressing a great, sweating bunch of grunts and legion types, I'll keep things simple. Binding rituals are similar to warding rituals in that they often offer some kind of protection, but are generally used to trap extraplanar critters like demons or keep them from tearing you to shreds when you do a damn fool thing like summon one up; bind someone into unwilling service; or curse an enemy with magic that keeps them from doing specific things. Binding rituals can also be used by willing parties to swear great oaths to the gods or even allies, and then the magic of the ritual ensures that the oath or contract is followed to the letter.

Anyway, binding rituals don't often find their way into the average hack-and-slasher's arsenal, as they're often lengthy affairs that don't have a lot of use on the field of battle. However, there are one or two binding rituals that are pretty useful to just about everyone. Case in point; when I was barely more than a whelp off the teat and serving my first commission in the legions, I found myself at the arse end of the world manning a small keep on the border of our lands and the orc nation of Grazzuldarg. During that time, we were still warring with the hairy brutes of Grazzuldarg, and the keep I was stationed at was meant to be used as a meeting place for our respective nations to come together and hammer out their differences. Well, orcs aren't big

on diplomacy, and truth to tell, neither are we; but after nearly ten years of constant fighting, the war was becoming a real pain in the arse for both sides. So the king of the orcs and his Imperial Majesty Varnagg Redsoul III decided to try to come to some kind of agreement and end the war.

Well, this fated meeting between orc and hobgoblin diplomats was slated to be held at the little keep where I was stationed. Unfortunately for us, the orc diplomat showed up rather unready to negotiate, being that he was a half-rotted corpse that smelled like the business end of an otyugh's digestive tract. You see, a lot of the orcs didn't want peace with us, and so a contingent of these warmongering orcs (what a concept, right?) decided to go ahead and kill their diplomat and deliver his corpse to us. Then they could blame the diplomat's death on our side, which would of course, renew hostilities between our two peoples. The hairy brutes had been smart about the murder, too. They had killed the diplomat nearly a month before dropping his rather squishy remains on our front door. That way, a Raise Dead ritual would be out of the question in a hurry.

This put us in quite a quandary, as the nearest outpost with anyone capable of actually casting Raise Dead was ten days ride from our keep. However, Nargog the Reaper took pity on our scruffy little outfit that day, and as it turned out, our medic knew a ritual

BINDING RITUALS BY LEVEL

Lvl	Ritual	Key Skill	Page
2	Armor of the Blessed	Religion	7
3	Bonded Mount	Nature or Religion	7
5	Summon Animals	Nature	17
6	Delay Spirit	Arcana	9
6	Moonlit Mark	Arcana or Religion	14
6	Rite of Exorcism	Arcana, Nature, or Religion	16
7	Animal Host	Nature	7
8	Soul Pool	Arcana or Religion	17
8	Tormented Slumber	Religion	18
9	Object Guardian	Arcana	15
10	Hallow	Religion	11
12	Aggravate Disease	Arcana	6
12	Improved Magic Circle	Arcana	12
12	Oath of the Guardian	Arcana	14
12	Obsession	Arcana	15
12	Pin the Soul	Arcana or Religion	16
14	Consecrate	Religion	8
14	Desecrate	Religion	8
14	Eternal Slumber	Arcana or Religion	10
16	Frog Curse	Arcana	10
18	Soul Engine	Arcana	17
20	Command Marut	Arcana or Religion	8
22	Geas	Arcana or Religion	11
22	Master's Whip	Arcana	13
24	Confining Shackles	Arcana or Religion	8
24	Final Pact	Arcana	10
24	Lifeshield	Arcana	12
24	Modify Memories	Arcana	13
26	Pacifist Curse	Religion	16
26	Winter's Sojourn	Arcana	18

called Delay Spirit that could bind a soul to a body for longer than a month. We used that ritual to keep the orc diplomat's soul from going on the Heaven of Hairy Orc Women and Ale, or whatever afterlife orcs are promised; while we sent a rider to bring back someone that could cast Raise Dead. Well, that ritual kept that poor orc's soul near his putrefied remains for another twenty days, allowing us to raise his ugly carcass from the dead so he could conduct the peace negotiations with our diplomat.

Gods, I've never seen a creature so unhappy to be alive in all my years. I guess the Heaven of Hairy Orc Women and Ale is a pretty good place to spend eternity.

—Azagar

Aggravate Disease

The blade of your sacrificial dagger pierces the heart of your offering. As you place the corpse on the altar, the wind begins to howl. Far away at the castle, the treacherous baron suddenly clutches his chest and sinks deeper into his sick bed.

Level: 12

Category: Binding

Time: 1 hour

Duration: Instant

Component Cost: 500 gp, plus 1 healing surge

Market Price: 2,500 gp

Key Skill: Arcana

You tap into the darker aspects of the arcane arts and cause one disease your target is currently suffering from to progress. When you perform this ritual, choose one specific target. The subject must already have contracted the disease. The subject must be someone you have seen either in person or through scrying magic. The subject must be on the same plane, but can be any distance away from you. Once the ritual is complete, the subject immediately makes an Endurance check against the targeted disease.

Your Arcana check determines how much the subject's condition worsens.

Arcana Check Result	Effect On Target
19 or lower	-5 to Endurance check. On a failed check the disease progresses.
20-29	-10 to Endurance check. On a failed check the disease progresses.
30-39	No save. Disease progresses.
40 or higher	No save. Disease immediately progresses to final state.

In addition to the component cost, this ritual requires a Small or Tiny natural beast to use as a sacrificial offering.



Animal Host

Closing your eyes, you focus your mind on the animal before you. Suddenly you leave your old self behind, displacing the animal's soul to inhabit its body.

Level: 7
Category: Binding
Time: 1 hour
Duration: Special
Component Cost: 75 gp, plus 1 healing surge
Market Price: 520 gp
Key Skill: Nature

You target a non-hostile Tiny animal, such as a mouse or sparrow. The animal must remain within 5 squares of you for the time necessary to perform the ritual. Once the ritual is complete you transfer your consciousness into that of the animal and the animal's consciousness is temporarily displaced. Once your consciousness enters the animal's body, you gain all its senses (such as low-light vision) and control of its body as if it were your own. At the same time, your original body falls into a deep stasis.

A typical Tiny animal has 1 hit point, defenses equal to 10 + half your level, and no attacks. While your mental statistics do not change in animal form and you continue to understand all languages you know, you cannot speak or use any of your powers in animal form. Taking on animal form does not let you understand the speech of other animals of the same type.

You can return to your own body as a minor action as long as it is within a number of miles of your current location equal to your level. If the animal you are currently inhabiting is slain you must make a saving throw or lose one-quarter of your hit points from the shock of the experience as you return to your own body. If your original body is slain, you remain trapped in animal form until the ritual's duration ends, whereupon you die. If you return to your own body while the animal is still alive, it regains control of its body.

The length of time you can stay in animal form depends on the results of your nature check.

Nature Check Result	Duration
19 or lower	1 hour
20-29	4 hours
30-39	12 hours
40 or higher	42 hours

Armor of the Blessed

Your breastplate glows with luminous energy as the spirits of the fallen invest it with their power.

Level: 2
Category: Binding
Time: 1 hour
Duration: See Below
Prerequisite: Cleric or Paladin
Component Cost: 25 gp, plus special (see below)
Market Price: 100 gp
Key Skill: Religion (no check)

By using one of your channel divinity powers (for example, divine fortune or lay on hands), you cause a single suit of armor to become invested with spiritual energy, causing it to glow with golden light or become wreathed in ethereal mist. The ritual provides the suit or armor with a single enchantment based on your level. You must remain in contact with the armor during the entire time it takes to perform the ritual. In addition, you cannot use the channel divinity power used to enhance the armor for the duration of the ritual.

You may choose which power the armor possesses when you cast the ritual and as you increase in levels, the number of choices increases.

Caster Level	Duration
1-10	+1 item bonus to AC
11-20	+2 item bonus to AC, +1 item bonus to saves, or resist 5 necrotic
21-30	+3 item bonus to AC, +2 item bonus to saving throws, or resist 10 necrotic

This ritual does not stack with existing enchantment bonuses to AC or resistance bonuses. The ritual ends once you take an extended rest or 8 hours pass (whichever comes first).

Bonded Mount

You forge a magical bond between rider and mount.

Level: 3
Category: Binding
Time: 1 hour
Duration: Special
Prerequisite: Mounted Combat feat
Component Cost: 30 gp
Market Price: 125 gp
Key Skill: Nature or Religion

This ritual forms a bond between a creature with the mount keyword and a rider with the Mounted Combat feat (this rider can be you or another creature). Both creatures involved in the ritual must be within 5 squares of each other during the entire process. Once the ritual is completed, a mystical link binds the two creatures together.

While Bonded Mount is active, the rider ignores the normal -2 penalty to attack rolls, AC, and Reflex when not using a saddle in combat, and can mount or dismount his mount as a minor action. Finally, once per encounter, the rider gains an extra move or standard action that he or his mount can use in addition to their normal set of actions. This allows the mount to make two move actions in the round, or the rider and mount to make one standard action (such as an attack) each during the round. These abilities can only be used if the rider is mounted on his bonded mount.

The length of the bond is determined by the results of a Nature or Religion check. The bond can be broken if the rider or mount is slain or if they are more than 10 squares apart for more than 24 hours. You can extend the duration of the bond with another casting of the ritual, but it cannot be made permanent.

Nature or Religion Check Result	Duration
9 or lower	4 hours
10-19	8 hours
20-29	24 hours
30-39	2 days
40 or higher	4 days

Command Marut

In a flash of metallic light a marut appears, ready to serve.

Level: 20
Category: Binding
Time: 1 hour
Duration: Special
Component Cost: 7,500 gp, plus 3 healing surges and gems worth 10,000 gp
Market Price: 25,000 gp
Key Skill: Arcana or Religion (no check)

This powerful ritual calls a marut blademaker (see D&D 4E *Monster Manual*) from the Astral Sea to serve you, completing a single task before returning to its home plane. Once the marut blademaker appears, you must sign a contract provided by the creature and pay it 5,000 gp in gems. The marut then fulfills the contract to the best of its ability, and if successful returns to claim the rest of its payment, another 5,000 gp in gems.

The task you command the marut to perform must be clearly defined, must be within its power to complete, and must last no longer than a year. Typical tasks include slaying a specific individual, guarding a particular spot, or providing information. If any of the conditions are breached, the contract is forfeited and the marut returns to the Astral Sea. If the marut fails in its task or is killed in pursuit of its duties, the contract is also voided.

At 25th level you can call on a marut concordant to perform a task for you instead through the casting of the same ritual. In this case, however, the payment is 20,000 gp in gems.

Confining Shackles

The fiend writhes impotently in the mystical chains you have created.

Level: 24
Category: Binding
Time: 1 hour
Duration: Until broken
Component Cost: 21,000 gp
Market Price: 105,000 gp
Key Skill: Arcana or Religion

This ritual creates a set of magical golden chains covered in arcane or religious runes that appear around the arms and legs of any creature called or summoned into a Magic Circle. The creature gains no defense against the chains, and cannot move or break free of the Magic Circle until the chains have been removed (see below).

When you create the chains, you make an Arcana or Religion check. This check is the break DC for the chains. The chains prevent the captured creature from moving in any way (including teleporting) or using any melee or ranged attacks against creatures outside the circle until the chains have been broken.

The chains only last as long as the Magic Circle does, and any action which breaks the circle (such as an unaffected creature walking across the circle's boundary) also causes the chains to disappear. The chains are magical constructs, and are immune to all damage or breakage, except as specified above.

Consecrate

You stumble into the cemetery and pause to catch your second wind. The fetid creature behind you sniffs the air and draws closer. You mutter a brief prayer and smile as it steps through the gates.

Level: 14
Category: Binding
Time: 1 hour
Duration: 24 hours (special)
Component Cost: 1,200 gp, plus a focus worth 1,500 gp (see text)
Market Price: 4,500 gp
Key Skill: Religion

You create a zone that grants a bonus to attack rolls to certain divine powers. Affected powers must have the divine, implement, and radiant keywords to be affected by this ritual. In addition, only those that worship the same deity whose symbol is used in this ritual's focus can gain the bonus to attack rolls. The bonus only applies on attacks that both originate within the zone and target a creature within the zone. Your Religion check determines the bonus.



Religion Check Result	Duration
19 or lower	+1
20-29	+2
30-39	+3
40 or higher	+5

The zone is a close burst 5 centered on the focus, which you must be adjacent to when you perform the ritual. The burst can be increased by 1 square for each additional 100 gp in value of the focus, up to a maximum of a close burst 20 for a focus worth 3,000 gp.

Any creature with the Channel Divinity feat that is a follower of the deity whose symbol is used in this ritual's focus can extend the duration of this ritual by expending a use of its Channel Divinity power once every 24 hours. The creature sustaining the effect must be adjacent to the focus when sustaining the effect. If the effect is sustained without interruption for a year and a day, the consecrated effect becomes permanent.

Focus: An obelisk, crypt, statue, or other structure bearing the image of a specific holy symbol. The focus must be carved from marble or other semi-precious stone valued at no less than 1,500 gold pieces. The effect is centered on the focus and ends immediately if the focus is moved, damaged, or destroyed.

Delay Spirit

After the casting of your ritual, you can almost feel the presence of the spirit you are attempting to delay still lingering about.

Level: 6
Category: Binding
Time: 10 minutes
Duration: Special
Component Cost: 140 gp
Market Price: 360 gp
Key Skill: Arcana

You cast this ritual on the remains of a creature that has died within the past 30 days. It binds their spirit to the vicinity of its remains for a duration determined by your Arcana skill check, during which time the spirit lies dormant and does not attempt to travel to its final resting place. This period of time counts as additional time the spirit is still available to be rejoined with its physical form via the Raise Dead ritual. For example, an Arcana check result of 35 would indicate that a Raise Dead ritual could still be performed successfully up to 32 days after the creature's death.

Arcana Check Result	Duration
19 or lower	8 hours
20-29	One day
30-39	Two days
40 or higher	One week

Desecrate

You recognize the symbol etched into the obsidian monolith and your heart fills with dread. You have only a moment to utter a cry of warning to your allies before the crackling blast of purple and black energy sears your flesh.

Level: 14
Category: Binding
Time: 1 hour
Duration: 24 hours (special)
Component Cost: 1,200 gp, plus a focus worth 1,500 gp (see text)
Market Price: 4,500 gp
Key Skill: Religion

You create a zone that grants a bonus to attack rolls to certain divine powers. Affected powers must have the divine, implement, and necrotic keywords to be affected by this ritual. In addition, only those that worship the same deity whose symbol is used in this ritual's focus can gain the bonus to attack rolls. The bonus only applies on attacks that both originate within the zone and target a creature within the zone. Your Religion check determines the bonus.

Religion Check Result	Attack Bonus
19 or lower	+1
20-29	+2
30-39	+3
40 or higher	+5

The zone is a close burst 5 centered on the focus, which you must be adjacent to when you perform the ritual. The burst can be increased by 1 square for each additional 100 gp in value of the focus, up to a maximum of a close burst 20 for a focus worth 3,000 gp.

Any creature with the Channel Divinity feat that is a follower of the deity whose symbol is used in this ritual's focus can extend the duration of this ritual by expending a use of its Channel Divinity power once every 24 hours. The creature sustaining the effect must be adjacent to the focus when sustaining the effect. If the effect is sustained without interruption for a year and a day, the consecrated effect becomes permanent.

Focus: An obelisk, crypt, statue, or other structure bearing the image of a specific holy symbol. The focus must be carved from marble or other semi-precious stone valued at no less than 1,500 gp. The effect is centered on the focus and ends immediately if the focus is moved, damaged, or destroyed.

Eternal Slumber

You prick the maiden's finger with a spindle, and she falls into a deep death-like sleep.

Level: 14
Category: Binding
Time: 10 minutes
Duration: 24 hours, or until broken
Component Cost: 800 gp, plus 1 healing surge
Market Price: 4,200 gp
Key Skill: Arcana or Religion

You place a helpless or willing target (who must be present for the entire ritual) into a deep sleep. In this state, the target does not need to eat, drink, or breathe. The target appears dead, and only a Heal check with a DC equal to your Arcana or Religion check can tell that the creature is alive. The target is unaware of its surroundings and is unconscious and helpless.

When you complete this ritual, you must specify a trigger to awaken the target creature, often speaking a command word. The trigger must be general enough so that any creature that knows the trigger may perform it. The creature also awakens if it takes damage or if the duration expires, but otherwise the target is impossible to awaken.

You can extend the duration of Eternal Slumber by spending 1 healing surge every 24 hour to sustain it. If you sustain it a year and a day, the effect becomes permanent until discharged.



Final Pact

You hand the peace accord to each king, and each gravely signs in his own blood.

Level: 24
Category: Binding
Time: 30 minutes
Duration: Permanent
Component Cost: 21,000 gp, plus 2 healing surges per party
Market Price: 105,000 gp
Key Skill: Arcana

As part of this ritual, you draw up a contract that may describe any terms you desire. When the ritual is complete, any party who signs the contract is magical bound to agree to honor it. To be affected by the magic of this ritual, those signing the pact must do so of their own free will. If they are compelled, through either magic or mundane means, this ritual does not bind them. If any parties later break the contract, they instantly die.

If the offending creatures are later returned to life, they have one week to come back into compliance with the pact, otherwise they die again.

Frog Curse

You laugh at your once mighty foe, now reduced to a humble toad.

Level: 16
Category: Binding
Time: 5 minutes
Duration: 24 hours (see text)
Component Cost: 1,600 gp, plus 1 healing surge
Market Price: 9,000 gp
Key Skill: Arcana

You transform a willing or helpless target (who must be present for the entire ritual) into a frog (or other Tiny animal). Any creature who examines the frog can identify it as polymorphed creature with a Nature check with a DC equal to your Arcana check. The target retains its memories, mental abilities, hit points, and healing surges, but has all the physical abilities of a frog (see below). While in frog form, a creature cannot use its attack or utility powers.

Frog Level 0 Minion
 Tiny natural beast XP 0

Initiative +1 **Senses** Perception +0; lowlight vision
HP 1; a missed attack never damage a frog.
AC 11; **Fortitude** 11, **Reflex** 11, **Will** 10
Speed 4
Alignment Unaligned **Languages** —
Str 4 (–3) **Dex** 13 (+1) **Wis** 10 (+0)
Con 12 (+1) **Int** 2 (–4) **Cha** 3 (–4)