Phelanar's Guide

to

Book of Rituals

for

The 13th Age Roleplaying Game

Wolf pack Games

Introduction

Ritual magic, as written in the core book, is a very open ended mechanic. The GM and the player have a lot of freedom to determine the the spell needed, time scale, the effect, the ingredients, or the skills necessary to complete it. For many people, this is all that's necessary. Given infinite possibilities, these people will work together to find interesting ways to use rituals in their game. For many others, the open-ended freedom is something difficult to deal with. It's something akin to being in a wide open sandbox with lots of tools, but no guidance on what to make or how to make it.

For GMs and Players alike, I've written some rails to get you started and some further examples on how to use rituals better in your game. A step by step process to walk you through the process of casting a ritual with some of the different spells from different classes. This goes over everything from deciding the effect, choosing a spell, deciding the casting time, and describing the ritual as well as what failing forward might look like.

In addition, expanded and optional ritual rules are presented in order to keep the other players involved in the ritual casting allowing for scenarios where the heroes desperately defend a ritual caster from enemy attacks, rituals where heroes have specific roles to perform during the event, as well as rituals that require specific ingredients that might have an adventure (or side-quest) of their own to complete.

Lastly, there are ancient rituals. By taking this feat, you gain access to rituals based on some of the classic spells of fantasy gaming. These rituals have specific requirements and effects, but are perfect for players who aren't comfortable or interested in the more freeform method of casting rituals. GMs are welcome to allow players to substitute this feat for the standard ritual casting ability, should they be interested in it.

Step-by-Step Ritual Guide

There are four steps to casting a ritual spell. First is to select the spell which will be used for the ritual, then you discuss exactly what you want the ritual to accomplish. Next you spend time (minutes or hours) performing the ritual before finally rolling a skill check to determine the ultimate outcome of the ritual. It's a pretty simple series of steps but the open-ended nature sometimes leaves people feeling kind of lost. We're going to look at 3 different characters and discuss how to turn their spells into a ritual at each stage in the process. **Michelle** is a level 1 bard who took the Ritual Casting feat, **Drevius** is a level 5 cleric, and **Korenth** is a level 8 wizard.

Step One - Choosing a Spell

- **Michelle** needs to break some of her friends out of jail after a "misunderstanding" involving a not-so-abandoned mansion on the edge of town. She wants to make it easier to sweet talk the sheriff and his deputies. She has two spells which could work: *Befuddle* and *Charm Person*. If she was a sneakier person, she might go with Befuddle, but Charm Person works better for someone of her social skills.
- One of **Drevius**' comrades has been afflicted with a vile disease which is rotting the man out from the inside and will kill him in mere hours. Initially he considers *Sanctuary*, to keep the man alive until they can reach town, but after consideration he decides to attempt to cure it himself by casting *Mighty Healing.*
- **Korenth** and his fellow adventurers need to reach the lair of an enormous red dragon which has been obliterating towns and villages for miles around, but there's no easy way to reach any of the entrances. Korenth could cast *Dimension Door* to get up to an opening in the mountain, but casting *Fly* could be useful not only for getting up to the lair but maybe for fighting the dragon as well so he decides to go with that as well.

Step Two - Discuss The Effect

- **Michelle** wants to make all the people inside the jailhouse her close and personal friends, at least for a few minutes. Close enough that they wouldn't mind letting her friends out of the cells if Michelle promises to keep an eye on them. The GM thinks that this is maybe a bit too potent and suggests that the sheriff and deputies will be very friendly, but not to the point of abandoning their duties just from the spell alone. Michelle agrees that idea is more reasonable and that will be the effect.
- **Drevius** wants the ritual to remove the disease and completely heal the damage that it's already done to him. The GM doesn't think that's completely unreasonable, but says that the hero being healed must spend recoveries in order to make the healing possible. The GM suggests 4 recoveries, but Drevius feels that this is far too punishing to the hero being healed. After a short discussion, Drevius, the GM, and the player of the hero being healed agree that both Drevius and other hero will both spend 2 recoveries.
- The effect for **Korenth's** spell is really straight forward. Instead of casting it on one person, he wants to cast it on 5 people. The GM says that this is perfectly okay.

However, since keeping the spell on for a combat encounter within the lair might be too powerful, the GM secretly decides to change the confrontation with the dragon to be outside, so that both the dragons and the heroes are all flying. Since this will probably be more fun and unique for everybody, he doesn't feel that he needs to give Korenth more bang for his ritual buck.

Step Three - Take Time To Complete The Ritual
- **Michelle** is under a time crunch. In the morning, the sheriff and his deputies will be taking her comrades to see a magistrate for their trial and sentencing. The GM feels that it's going to be difficult to charm a building full of people who are (at best) somewhat hostile to the bard and her goals, so it'll take some extra time to get it exactly right. Each time increment will be 30 minutes, he decides. Michelle rolls a d4 and comes up with a 3. The ritual will take 90 minutes to complete, which she thinks is acceptable.
- **Drevius** is also under a pressing time constraint. His friend won't make it more than two or three hours and the ritual has to be done within that time. It's a complicated undertaking, however, to both remove every trace of the disease and undo the damage that it's already inflicted. The GM feels that 60 minutes is a reasonable increment for this task. Drevius rolls a d4 and rolls a 4. The ritual will take 4 hours to complete. Drevius talks to the GM about ways to reduce that time to something the other hero will survive. They talk about different options that make sense within the context of the situation and they eventually agree that the ritual can be done in 2 hours, but Drevius will take a -1 penalty to defenses until the next full rest up to represent his exhaustion.
- **Korenth** is under no specific time constraint, unlike the other two. The GM feels that flight is an easy, but time consuming, spell to cast as a ritual and tells Korenth that the time increment will be 30 minutes. Korenth disagrees, pointing out that letting one person fly takes only a few seconds in battle, so helping a few additional people shouldn't take a lot of additional time. The GM concedes the point and the time increment is reduced to 5 minutes. Korenth rolls a d4 and gets a 3. It will take 15 minutes for Korenth to perform the ritual.

Step Four - Roll For Effect
- **Michelle** knows exactly what Background she wants to use for the roll: *Star In The Making*. She says that this reflects that she understands how people think and act and makes it easier for her to influence them. The GM thinks that this makes complete sense and tells her that her target number is 15. She rolls a 17 and the GM asks Michelle to describe what the ritual is like. Michelle says that she hums a cheerful drinking songs about legendary outlaws as she draws mocking phrases on the outside of the jailhouse. Once she's taken 90 minutes, she describes how she chants her chosen arcane words and feels them flow into the building, the mocking words glowing briefly. Satisfied, the GM tells her that as a result of her ritual, she will get a +3 to all skill rolls when dealing with the deputies inside.

- **Drevius** has a couple of Background options for his ritual roll. He has *Cleric of the Chosen Sun* and he also has *Wandering Healer*, both of which are very appropriate to the situation. After some consideration, he decides to go with Cleric of the Chosen Sun, which he says represents burning away the disease and letting the warm divine embrace heal his friend. Because Drevius needs to do the ritual in 2 hours, the GM tells him that the target number is going to be 25. Drevius rolls… and gets a natural 20, for a total result of a 33. Drevius goes on to describe the ritual, telling the GM and the party how he draws blood from his veins and dabs it on his friend in the form of holy sigils praising the sun. Pale fire erupts from the sigils and noxious smoke pours from the flames as the disease is purged.
- **Korenth** has one Background which is perfect for this task: *Mage of the Azure Academy*, a flying castle which teaches wizards from all over the land. He says that the Fly spell is one of the signature spells of the Academy and even though he only learned to cast it recently, he's seen it in action many times. Seeing no problem with this, the GM tells Korenth that his target number is going to be 20. It's easy for an Epic Tier ritual, but the GM feels that it's right for this situation. Korenth rolls a 3 and ends up with a 19. Because of Fail Forward, the ritual doesn't fail, but something has gone wrong. Korenth described the ritual, tracing silver runes in the air around each member of his party as he chants in a long dead language of lost angels and how each person floats off the ground slightly. The GM takes over, describing how the spell was somehow *too* powerful and leads to people zipping all around the skies almost uncontrollably, causing violent nausea and stupendous headaches. When the dragon swoops from the clouds to defend its lair, the entire party is considered Dazed for the first turn.

Ritual Advice
- So, what can you do with a ritual? In a lot of cases, the sky's the limit. That sort of open-ended creativity can be a bit scary to people, it's true, but it's not a lot different in many ways than other aspects of 13th Age where a player has a lot of narrative control. Just as you work throughout a session or campaign to determine exactly what your Backgrounds mean or the effects of your One Unique Thing or what your Icon relationships mean, rituals are often a discussion between yourself, the other players, and the GM to determine exactly what you can do. Can you use the fireball spell to heat up an entire tower when a magical blizzard is going on outside? I would say so, but your GM might have a different idea of how much you can heat or what spell you would use for that effect. Can you cast Cure Light Wounds as a ritual and have it affect the entire party? As a GM, I might not allow that without expending some sort of resource, but maybe your GM thinks that it's a totally reasonable thing to do. Talk to your GM. Talk to the other players. Every group is going to be different. Overall, I suggest reaching for the stars and then walking your way backwards to something everybody can agree with.
- Okay, so now you have an idea of what your ritual can do. What spell do you use for it? If you're just casting a regular spell in an expanded way, you're good to go, but what if that isn't the case? Start with your spell list. Is there a spell which does something similar to what you want to do? If you want to purify an unholy altar with your cleric, starting with

the Bless spell isn't a bad idea. If you want to put out a fire raging through a town, maybe you could start with Ray of Frost. You can also consider whether a spell is *thematically* appropriate to your ritual. If you need a spell to render an area completely silent, perhaps start with the Soundburst spell and describe how you're casting it in an inverse way. Are creatures from the realm of dreams attacking people and driving them mad? Then you could think about starting with the Sleep spell as the basis for your ritual since it's addressing a similar idea. As before, it's really down to you and your GM to determine.

- How long should a ritual take? Even more than the rest, this is largely a judgement call. Is it a spell that the character casts often? Are they using the spell to cast a ritual that is similar to the original effect? Then the time increment should be on the lower side. Is it a spell that they use infrequently or are they using a spell in a outside-the-box method? Then the increment should probably be higher. Related to this, although the core book suggests increments in terms of minutes, quarter-hours, or hours, there is really nothing to stop you from working in 5 minute increments, 30 minute increments, 4 hour increments, or whatever happens to fit your particular narrative situation.

- Lastly, there's the target number for the ritual. I feel that unless there's a compelling reason to change it, the a "normal/average" skill roll should be the default for a ritual. There's already so much going into a ritual that making it more difficult seems like it's overkill and could discourage people from attempting rituals in the future. That being said, if it does seem like it's a complicated ritual bumping up the DC shouldn't be ruled out. Conversely, making it a little easier is perfectly acceptable as well. Using some of the expanded ritual options in the next session can have an effect on your difficulty as well, but by and large keeping things to 15 for Adventurer Tier, 20 for Champion Tier, and 25 for Epic Tier isn't a bad way to go.

- As a GMing note, don't be afraid to nix rituals that you feel are abusing the open nature of the system. If players are constantly casting Cure Light Wounds as a ritual instead of using it normally, talk to them about why they're doing that and suggest that they dial it back. If they're trying to solve almost every problem they find with a ritual, talk to them out of character about it or find ways to limit how often they can perform a ritual in-character. You shouldn't discourage rituals, but as with anything players can sometimes go too far.

- As a player, don't forget that you can do rituals when you're stuck or need an edge. So often I see characters with ritual casting completely ignore that facet of their character even when it might be worthwhile. You shouldn't necessarily use rituals to the exclusion of everything else (see the above GM note), but it's as much a part of your character as any of your other class features or talents and you're doing yourself and the campaign a disservice to ignore it.

Expanded Ritual Options

Although rituals can be fun and interesting by themselves, some groups might want do something more with them. These options will help you make rituals more mechanically complex, introduce special materials, allow other characters to get more involved, or to address how rituals can work in combat. All of these are entirely optional and you may want to use one, some, all, or even none of them in your game.

Ritual Reagents

Rituals can be made more interesting by requiring specific reagents and ingredients that go into the ritual. Casting a ritual with *fireball* requires a pinch of bat guano. Casting one with *bless* requires a vial of blessed water. Casting *feather fall* would need the feather of a creature like a roc or a gryphon. There's two ways to approach reagents: generic packs of reagents and specific reagents tied to individual spells.

The advantage of generic reagents is that it's a lot easier to keep track of and restock on and gives players something more to spend all that gold they're earning on. 25gp per character level at Adventurer tier, 50gp per level at Champion tier, and 100gp per level at Epic tier to buy a single pouch or vial of the reagent in question. The ritual cast is tied to the level of the caster, not to the level of the spell, which prevents players from being cheapskates by casting low level spells while at high levels. Then when the player decides to cast the ritual, they can then on-the-fly describe exactly what the reagent is and how it's being used. The disadvantage here is that generic can be kind of boring to deal with and it becomes just another checklist on the typical adventurer shopping list alongside healing potions, 10 foot poles, and rope.

Specific ingredients have one major advantage over generic ingredients in that it's much more evocative throughout the entire process if you know that you need bat guano for *fireball* and a gryphon's feather for *feather fall* and so on*.* It has to be discussed with the shop owners or searched out in the wilderness. It also gives players who need a little nudge creatively a launching pad for how they describe their ritual casting. The price guidelines should be the same, assuming that the heroes can buy them, but sometimes players might have to make side-treks to get the things they need. Sometimes, they might even need to make treks that are entire sessions or adventures if they need something truly unique like dragon scales or the discarded body of a demi-lich for a really powerful or important ritual. The disadvantage here is that not every player is going to want to deal with the micromanagement needed to be able to cast their ritual spells and some players are going to hate having to take those side quests for specific ingredients. It also means that the GMs and players are going to need to come up with the reagents in the first place, which is extra prep work that not everybody is going to enjoy.

If a ritual is an important plot moment, you might need additional ingredients beyond the norm and those ingredients shouldn't be the sort of things you can buy at the local general store, regardless of whether you're using generic reagents or specifics.

<u>Expanded Rituals</u>

Instead of just a single roll to cast a ritual, it might be more immersive or interesting to break things down into multiple steps, which can involve multiple characters at different points. The easiest, and perhaps the best, way to break rituals down is to turn them into a three step process.

- The first step is the design process. This is the point where you decide the effect and the spell (or even spells) being used, as well as who is involved and how. Expanding can allow for effects that a single spell or spellcaster couldn't manage alone, which is one of the more fun parts about breaking rituals down. At this stage, the primary caster of the ritual should make a Background check with an average DC. Success means that the ritual proceeds forward as expected. Failure means that some other part of the ritual is going to be more difficult, cost more reagents, or have an unanticipated side-effect.
- Second step is to perform the ritual. This is the chance for other people who aren't spellcasters to get involved in what's going on. Each person who is participating describes what they're doing and rolls an average DC Background check. If they succeed it adds +1 to the primary spellcaster's result and reduces the time spent with the ritual by a length of time appropriate to the situation, but in general each person beyond the primary should reduce the length by 5-10%, so 4 people assisting a ritual that would take 2 hours could reduce it to 72-96 minutes. Failure does exactly the opposite, increasing the time by 5-10% per failure.
- Lastly, the primary spellcaster (or spellcasters, in some cases) make their own final rolls. Failing forward means that the ritual still succeeds regardless, but as before there are likely to be complications from the failure. This might be unforeseen effects with the ritual itself, things that affect the participants, or some other unpleasant result. These might have a significant impact on the characters or they might just be something that is meaningless but disgusting (like being coated in slimy pond water accidentally summoned from somewhere).

If you want more, or fewer, steps to the ritual that's also okay. Adding too many steps could make things too time consuming, especially if it's a relatively unimportant ritual. Reducing the steps might make it too similar to the rituals as written. So think carefully if you're adjusting up or down from the three step plan presented here.

That being said, if you are going to to play with the steps, consider what the goal of each step is, what the effect is on the overall ritual, who is acting in that step, how difficult the step is, and how long that step takes. You don't necessarily need to go into a lot of details about each step, but doing so presents another opportunity for both GM and player(s) to work together to come up with something more fun and memorable than either might do alone. As a rule of thumb, adding non-spellcasters to the mix should affect the timescale, adding spellcasters should affect the difficulty, adding reagents should lower the difficulty, and adding preparation time should reduce difficulty.

<u>Rituals In Combat</u>

Rituals for combat use isn't something that is really addressed in the core rules and that isn't going to change here. The separation of ritual spells and combat spells is a good one, in my opinion. However, there is a potentially fun and interesting situation where enemies attack while a ritual is being performed. Or conversely where heroes have to stop an enemy ritual before it can be completed. Adding a lot of mechanical bloat isn't the goal here, but some guidelines should help both GMs and players alike when this situation comes up.

- If the ritual is going to be completed during the battle, the GM should determine how many rounds it will take. At the beginning of the next round, the ritual takes effect. This is **not** tied to the Escalation Die advancing. If the players are defending, they should be told when the ritual will be finishing. If they are attacking a ritual, a spellcasting character or character with an arcane background can make a Hard skill check to determine when it will be completed.
- If the ritual is going to be completed during the combat, the hero must take a Standard action to roll the skill check as to whether the ritual succeeds or not.
- Designate the primary spellcaster or spellcasters. If all of these these enemies or heroes are killed or knocked unconscious, the ritual has been stopped. These primary spellcasters must spend a Move action every turn to continue the ritual and they cannot cast spells until the ritual has been completed or the battle has been won. They can still make other actions, even attacks, so long as they aren't spells.
- Some spellcasters, if they don't have spells, are going to feel really useless and probably more than a little bored if they're one of the primary people responsible for the ritual. That's never a good thing. Spellcasters in this situation can channel some of the overflow energy from the ritual and make the following attack as a Standard action.
    - **Int/Wis/Cha + Level vs MD -** The target deals half damage until the start of the spellcaster's next turn.
        - *Natural 16+ Hit -* The target is also Vulnerable (Save ends)
- For NPC spellcasters, the attack is similar.
    - **Level+4 vs MD -** The target deals 1 die less damage (minimum: 1) until the start of the spellcaster's next turn.
        - Natural 16+ Hit - The target is also Vulnerable (save ends)
- Did the hero who is casting the ritual get dropped to 0 HP? Another PC spellcaster can take over for one turn by making a Hard skill roll as a Standard action. This action is not available for NPC spellcasters.

Ancient Rituals

Unlike the more freeform ritual mechanics listed in the core rulebook, these rituals are much more specific in nature and are more like a typical spell list for a spellcasting class. By taking the Ancient Ritual feat, you can now cast these rituals and begin play with 3 rituals of your choice as well as a spellbook to inscribe the rituals in. Learning new rituals costs 250gp at Adventurer tier, 500gp at Champion tier, and 1000gp at Epic tier. New rituals can also be found as treasure from scrolls or old books.

Comprehend Languages
Time to Cast: 1d4 x 5 minutes
Difficulty: One person - Normal, Multiple People - Hard
Reagents: A pinch of salt and the torn page of a dictionary
Effect: You can understand any common language whether it is written or spoken. You do not gain the ability to speak or write that language in return. You do not gain the ability to understand secret or uncommon languages (as determined by the GM and the setting), nor does it crack through codes or cyphers.

The effect lasts 1d4 hours per tier.

Locate Object
Time to Cast: 1d4 x 15 minutes
Difficulty: Normal
Reagents: A forked twig
Effect: You sense the direction and general location of a well-visualised non-living object. You may also search for a general object, in which case you sense the nearest example of that object. You may not search for a specific or unique object with this spell. The knowledge is instantaneous.

The range on this spell is approximately 500 feet per tier, lessened by the amount of solid material between the caster and the object in question. The ritual fails if the object being searched for is not within the spell radius, but the caster will learn that the object is not nearby.

False Image
Time to Cast: 1d4 x 15 minutes
Difficulty: Normal
Reagents: Fleece or a small mirror
Effect: You create a realistic illusion that produces sound, but not speech. The image does not affect any other senses beyond sight and hearing. Creatures or characters who can see past illusions are not affected, otherwise it's a Hard skill roll to see through.

At Adventurer tier, the image is about the size of a large man and lasts 1d6 hours. At Champion tier, it is about the size of a horse and lasts 2d6 hours. At Epic tier, it is about the size of a wagon and lasts 1 day.

Phantom Steed
Time to Cast: 1d4 x 10 minutes
Difficulty: 1 horse - Normal. Multiple horses - Very Hard
Reagents: Horseshoe or cutting from a horse mane
Effect: You conjure a ghostly riding horse which can carry one human-sized person and their pack or an equivalent weight. This horse does not need rest, food, or water and obeys the rider perfectly, but is docile enough for a beginner rider. The steed does not attack and any attacks directed at it pass through.

The phantom steed lasts 1d8 hours per tier, after which it disappears.

Conjured Shelter

Time to Cast: 1d4 x 5 minutes
Difficulty: Standard shelter - Normal. Secret shelter - Very Hard
Reagents: Doorknob or nails from a front door
Effect: You create a sturdy magical shelter from materials common to the area in which the spell is being cast. This shelter is sparsely furnished and holds 4-6 people in minimal comfort. The shelter protects those from weather and environmental effects similarly to the average house and is still subject to extreme effects.

The ritual can be cast in such a way that only those named in the ritual can see or enter the shelter. This does not prevent the shelter from being discovered through another method (touch, smell of smoke), but does generally prevent entry by creatures of the caster's level or lower.

Purification

Time to Cast: 1d4 x 30 minutes
Difficulty: Hard
Reagents: Polished silver vial
Effect: This spell returns poisoned, diseased, cursed or otherwise tainted creatures, areas, or objects back to their natural state. If the level of the poison, disease, or other effect is the caster's level or lower, the negative effect is removed completely. If the level of the negative effect is a higher level than that of the caster, the negative effect is instead suppressed for 1 day per caster level. The ritual affects 1 regular creatures or about 5 cubic feet of space.

Note that if the natural state of a thing is dangerous, purification will have no effect. In addition, the GM may declare that some negative effects might not be affected by this ritual or need some other cure.

Legend Lore

Time to Cast: 1d4 hours
Difficulty: Hard
Reagents: Incense and ivory powder.
Effect: You learn information about a person, place, or object that is widely known or considered important. Things that are not important cannot have this ritual cast upon them. As a rule of thumb, you can get detailed information going back approximately 50-100 years. Further past that, the information is sketchy or incomplete. It takes about an hour to process all the information gained from this ritual.

Legend Lore does not necessarily give the caster the *truth* about something, only what is *believed* to be true by the majority of people. However, this information should still give heroes an edge when dealing with the object of the ritual or learning more about it. This might manifest as skill bonuses, a 6 on an Icon relationship, or another effect.

Mobile Chest

Time to Cast: 1d4 x 10 minutes
Difficulty: Easy
Reagents: Flat ceramic disk
Effect: When used on a chest, box, or barrel, the container sprouts a number of feet and begins to follow the caster around. The newly mobile container can follow simple commands and can produce a specific object from within when requested. The mobile container is not fast nor mobile, but can get past basic obstacles.

Alternatively, this ritual creates a floating magical disk that moves as directed by the caster. The disk floats about 2 feet off the ground and can raise or lower about 1 additional foot. This disk can hold a large creature or other equivalent weight.

Divination

Time to Cast: 1d4 Hours
Difficulty: Hard
Reagents: Candle blessed by a divine power or a servant
Effect: You may ask a question and receive a piece of useful advice about a specific goal, event, or activity taking place in the next week. The advice might be a short and straightforward phrase, a yes/no answer, or a cryptic riddle but is always potentially useful if the ritual. If the ritual casting fails, the information is more vague or difficult to decipher than if it is successful.

Time is always in motion and if the heroes do not act on the information received from this ritual, it might not be accurate when they do act upon it. Attempting multiple Divinations within a 4 week period will fail after the first one and only repeat the advice given in the first one.

Zone of Truth

Time to Cast: 1d4 x 30 minutes
Difficulty: Normal
Reagents: 6 feathers from a sphinx
Effect: In the most common form of this ritual, anybody within the area of effect, about 25 square feet, finds it difficult, but not impossible, to knowingly lie. This even includes the caster themselves. Heroes attempting to detect a lie with a background check roll 2d20 and take the higher of the two. However, evasive answers that remain within the bounds of truth are permitted by the ritual as is refusing to answer at all. People may unintentionally give incorrect information as well.

A rarer form of the ritual instead detects lies instead of preventing them. Each knowing lie or attempt to bend the truth results in a glowing aura around the target's head. The intensity of the glow is proportional to how big the lie is.

Tongues

Time to Cast: 1d4 x5 minutes
Difficulty: 1 person - Normal. Multiple people - Hard
Reagents: A well used mug or drinking glass
Effect: You become able to speak, understand, read, and write a single common language that you have heard before. You speak fluently, including a dialect if you so choose, and have few problems understanding idioms, metaphors, or polite forms of speech. You are indistinguishable from a native speaker. You may still be discovered to be non-native through other means, but not from speech alone.

This effect lasts 1d4 hours per tier.

Weather Call

Time to Cast: 2d4 Hours
Difficulty: Hard
Reagents: Ashes from a thunderstrike mixed with water from pure snow
Effect: You can change the weather within a 2 mile radius of you. You cannot make drastic or dangerous changes like summoning a snowstorm in the middle of a summer day or bringing a tornado into existence on a clear day. Generally speaking you can influence the weather to become one or two stages better or worse than it already is, such as making a sunny day cloudy and windy or making a snowstorm stop blowing.

These changes take about one hour to take effect and last for 1 hour per character level before returning to normal over the course of another hour. Any changes to the landscape due to the weather remain after the spell has passed, so an overflowing river would remain overflowing for some time.

Misdirection

Time to Cast: 1d4 x 15 minutes
Difficulty: Normal
Reagents: Lead shaped into a shield
Effect: This ritual prevents all attempts at scrying, magical eavesdropping, or divination about you and up to 5 people that you designate at the time of casting. People attempting to cast a spell that would let them learn about you with magic know that their spell has been blocked, but nothing more.

Alternatively, this ritual can be cast to prevent mundane eavesdropping on an area. All those not named in the ritual hear mumbling and nonsense words, cannot read lips, and cannot read the body language of the participants. If cast this way, magical scrying is unaffected.

Awaken

Time to Cast: 1d4 Days
Difficulty: Very Hard
Reagents: Willingly given blood of a sentient creature mixed with dirt or stone from a schoolyard that has existed for 100+ years.
Effect: You take a non-sentient living creature and give them a roughly-human level of intelligence. They learn and can speak one language you know and are generally friendly to you, but are under no magical obligations to you and you have no special connection to that creature.

Awakened plants gain the ability to move branches, vines, leaves, and roots but are very slow in traversing the landscape and in manipulating objects. Awakened animals do not gain any special abilities from being awakened beyond intelligence.

Awakened creatures cannot be familiars or animal companions. Once awakened, they may grow, change, or develop in the same way that any intelligent creature can.

Feast of Heroes

Time to Cast: 1d4 Hours
Difficulty: Hard
Reagents: Scraps of a tablecloth, splinters from a chair, shards of a place, and an eating utensil.
Effect: This ritual conjures an enormous feast suitable for 6-12 people as well as a fancy table and chairs to eat the feast upon. The food is determined by the caster but is a full three course meal and drink. Eating the feast is part of the ritual and takes a full hour. If the ritual is interrupted before then, the feast disappears and the ritual is treated as failed.

All people who eat the feast regain 1 recovery and for one skill roll before the next full rest they may roll 2d20 and take the better of the two.

Arcane Sigils

Time to Cast: 1d4 x15 minutes
Difficulty: Normal
Reagents: Ink created from the blood of a magical creature
Effect: This ritual can be cast to create several symbol, each with a unique effect. Each takes effect when first read and effects the reader.

- A small parchment snake emerges and bites the reader, injecting a poison of your choice.
- The reader is put to sleep for 1 hour per character level (treat as Helpless, if necessary)
- The sigil explodes into flames
- The reader is wracked with pain and cannot move or act (treat as Stunned, if necessary)

When necessary, the sigils deal 1d6 damage per caster level. When heroes attempt to avoid these sigils, make a background check (generally against a Normal DC) to avert eyes in time.

Scribe's Touch

Time to Cast: 1d4 x5 minutes
Difficulty: Easy
Reagents: Well used quill or ink-pot.
Effect: There are a number of distinct ways this ritual can be cast, each with a unique effect.

- You may disguise the text of 1 page per level so that only designated readers can see the real text.
- You may copy the text of an entire non-magical book in the course of 1d4 hours
- Write 1 page of text per level that only a specific reader or readers can understand.
- Forge official paper documents with perfect accuracy. One participant must be familiar with the documents in question.

Transmute Earth

Time to Cast: 1d4 Hours
Difficulty: Normal
Reagents: The broken head of a shovel, pickaxe, or other earth-moving tool.
Effect: The caster can change the state of earth and stone to a new form on a permanent basis. The caster can change about 10 cubic feet per caster level. The change takes approximately one hour and immediately becomes permanent. If the ritual is interrupted before becoming permanent, then either the change is long lasting, but temporary, or becomes permanent in a transitional state (player choice).

This ritual affects sand, rock, stone, mud, dirt, but does *not* have any effect on worked stone nor does it have any effect on material that has been protected by spells or wards. The spell caster can sometimes work around these limitations, especially if they have a Background in things like architecture, geology, stoneworking, or construction.

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