

RITUAL MAGIC

Ritual Scrolls: Rituals can not be cast from their Scrolls like magic spells. Ritual Scrolls can only be used to teach one how to perform the ritual.

Mystrum: The magical substance that results from disenchanting magic items. It's a coarse metallic blue granular material that some describe as concentrated magic. Usually kept in silver vials and containers, it is quite valuable and small amounts can be worth quite a lot. Usually used to create magic items and in other rituals, it can be used to replace expensive material components in spells. Mystrum is named after Mystra, goddess of magic. [Mystrum Values: 1 pinch = 10gp; 1 dram = 100gp; 1 ounce = 1,600gp; 1 pound = 25,600gp]

Scroll Level: Individual recipe scrolls may have their own level separate from the Ritual Scroll itself. For spell dependent items like wands and potions, the recipe level is equal to the level of the spell used. For Plus dependent items like Arms and Armor, the scroll levels are as follows: +1 (3rd), +2 (4th), +3 (5th), +4 (6th), +5 (7th). These scrolls can only be used when the character would be able to cast a spell of the same level.

Recovery Time: Performing rituals is very taxing on the mind and body. Recovery Time represents the time needed before the character can attempt to perform another ritual.

Bonded Weapon (1st Level Scroll)

Prerequisite: 1st level Character

Ritual Scroll Cost: 25gp

Component Cost: One whole weapon and a dram of Mystrum (100gp)

Casting Time: 1 hour **Duration:** See below for special

Recovery Time: 1 Day

Effect: You forge a special bond with a single weapon of your choice. As a *Minor action* you may call the weapon to your hand from up to 100' as long as there is line of effect.

- If your bonded weapon is broken or damaged, you may cast the ritual again to fix or recreate the item from a fragment. You can only fix already bonded weapons and cannot form a bond with a broken weapon. (This process automatically destroys any other remaining fragments in existence.)
- To keep the bond active, you must meditate with your weapon for 10 mins around the same time every day. No components are needed and this costs nothing.
- You may forge a bond with another weapon, but this requires a new casting of the ritual and doing so dissipates the old bond.

Brew Potion (2nd Level Scroll)

Prerequisite: Higher of 3rd level caster and minimum level of spell used

Ritual Scroll Cost: 150gp

Recipe Cost: 1st: 25gp, 2nd: 50gp, 3rd: 75gp, Book: Half XP. [CLW: 25gp, CSW: 100gp, CCW: 125gp]

Component Cost: 1sp vial, ½ finished price (Most potions: 50 x Spell Level x Caster Level) and the component cost of the spell used.

Casting Time: 4 Hours

Recovery Time: 2 Days per Spell Level, 2 Days per 100xp (from book), CLW 2 Days, CSW 3 Days, CCW 4 Days. (You can make a batch of Cure potions at once. A batch is 5 potions made over 16 hours, with a Recovery Time of 4x the time of a single potion of the kind.)

Effect: Creates a magic potion of a 3rd level or lower spell you know, a special potion from the books, or a Healing potion.

- Healing potions finished cost: CLW – 10hp: 50gp, CSW – 15hp: 100gp, CCW – 20hp: 200gp
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Commune (5th Level Scroll)

Prerequisite: 9th level character

Ritual Scroll Cost: 1125gp

Component Cost: Devotion to nature or a god, a Holy Symbol, and a dram of Mystrum (100gp)

Casting Time: 1 Hour **Duration:** 1 round/level; 1 question/round

Recovery Time: 1 Day

Effect: By use of a commune spell, the character is able to contact his deity—or agents thereof—and request information usually in the form of questions that can be answered by a simple "yes" or "no."

- The character is allowed one such question for every experience level he has attained.
- The answers given are correct within the limits of the entity's knowledge. "I don't know" is a legitimate answer, as powerful outer planar beings are not necessarily omniscient. Optionally, the DM may give a single short answer of five words or less. The ritual will, at best, provide information to aid character decisions. Entities communed with structure their answers to further their own purposes.
- It is probable that the DM will limit the use of the ritual to one per adventure, one per week, or even one per month, for the greater powers dislike frequent interruptions. Likewise, if the caster lags, discusses the answers, or goes off to do anything else, the ritual immediately ends.

Consecrate Ground (2nd Level Scroll)

Prerequisite: Good 3rd level Paladin, Cleric, or Druid

Ritual Scroll Cost: 150gp

Component Cost: Holy Symbol

Casting Time: 1 Hour **Duration:** 2 hours/level

Recovery Time: 1 Day

Check: Percentile Roll: 5% per level made after first 10 minutes of casting. Others who know the ritual can assist by making their own check and adding 5% to the lead caster's roll. A roll of 96-98% always fails, 99% desecrates the area, and 100% desecrates the area and summons a demon.

Effect: Bless a 60' radius area with positive energy from your deity. Undead and demons cannot be created or summoned inside the area and worshipers of your deity gain a +1 to attacks/saves and turn/slay as 2 levels higher. It can instead be used to dispel desecrated/feralized ground.

- If the area contains an altar or other permanent fixture to your faith, the bonuses increase to a +2 to attacks and saves, turn/slay as 4 levels higher, and causes a -20% to dispel.
- An area containing an altar or other fixture to an Evil faith causes a -20% to consecration checks.

Craft Arms/Armor (3rd Level Scroll)

Prerequisite: 6th level caster

Ritual Scroll Cost: 450gp

Recipe Cost: +1: 100gp, +2: 200gp, +3: 300gp, +4: 400gp, +5: 500gp (Book: Higher of 10% of finished price or 200gp).

Component Cost: 2x cost of mundane item (+100gp Max), ½ finished price in Mystrum

Casting Time: 1 Day

Recovery Time: 3 Days per plus of final product.

Effect: Creates magic weapons and armor

Craft Focus (3rd Level Scroll)

Prerequisite: 6th level caster

Ritual Scroll Cost: 450gp

Recipe Cost: +1: 100gp, +2: 200gp, +3: 300gp, +4: 400gp, +5: 500gp

Component Cost: 100gp crystal orb, 100gp book, 100gp staff, 10gp wand, or 10gp holy symbol plus ½ finished price in Mystrum

Casting Time: 1 Day

Recovery Time: 3 Days per plus of final product.

Effect: Creates an Arcane or Divine Focus

Craft Miscellaneous Magic Item (5th Level Scroll)

Prerequisite: 9th level caster

Ritual Scroll Cost: 1125gp

Recipe Cost: Higher of 10% of finished price or 200gp

Component Cost: 10gp+ item, ½ finished price in Mystrum

Casting Time: 1 Day

Recovery Time: 2 Days per 500xp value (minimum 2 Days)

Effect: Creates a wondrous item not covered by other rituals

Craft Rod (5th Level Scroll)

Prerequisite: 9th level caster

Ritual Scroll Cost: 1125gp

Recipe Cost: Higher of 10% of finished price or 200gp

Component Cost: 10gp rod, ½ finished price in Mystrum

Casting Time: 1 Day

Recovery Time: 2 Days per 500xp value (minimum 2 Days)

Effect: Creates a magic rod

Craft Staff (6th Level Scroll)

Prerequisite: 12th level caster

Ritual Scroll Cost: 1800gp

Recipe Cost: Higher of 10% of finished price or 200gp

Component Cost: 100gp staff, ½ finished price in Mystrum

Casting Time: 1 Day

Recovery Time: 2 Days per 500xp value (minimum 2 Days)

Effect: Creates a magic staff

Craft Wand (3rd Level Scroll)

Prerequisite: Higher of 6th level caster and minimum level of spell used

Ritual Scroll Cost: 450gp

Recipe Cost: As Scroll for spell or if from book, higher of 10% of finished price or 200gp

Component Cost: 10gp wand, ½ finished price (Most wands: 15/charge x Spell Level x Caster Level) and the component cost of the spell used.

Casting Time: 1 Day

Recovery Time: 2 Days per Spell Level

Effect: Creates a magic wand of a “cure wounds” spell, 4th level or lower spell you know, or a special wand from the books.

— Can only make wands with charges in multiples of 10 up to 50.

— Cure wounds finished cost (10 charges): Light: 200gp; Serious: 400gp; Critical: 800gp

Desecrate Ground (2nd Level Scroll)

Prerequisite: Evil 3rd level Paladin, Cleric, or Druid

Ritual Scroll Cost: 150gp

Component Cost: Holy Symbol

Casting Time: 1 Hour **Duration:** 2 hours/level

Recovery Time: 1 Day

Check: Percentile Roll: 5% per level made after first 10 minutes of casting. Others who know the ritual can assist by making their own check and adding 5% to the lead caster’s roll. A roll of 96-98% always fails, 99% consecrates the area, and 100% consecrates the area and summons an angel.

Effect: Bless a 60’ radius area with negative energy from your deity. Undead, demons, and worshipers of your deity gain a +1 to attacks/saves and command/heal as 2 levels higher. It can instead be used to dispel consecrated/feralized ground.

— If the area contains an altar or other permanent fixture to your faith the bonuses increase to a +2 to attacks and saves, command/heal as 4 levels higher, and causes a -20% to dispel.

— An area containing an altar or other fixture to a Good faith causes a -20% to desecration checks.

Detect Magic Items (1st Level Scroll)

Prerequisite: 1st level character (all items)

Ritual Scroll Cost: 25gp

Component Cost: Pinch of Mystrum (10gp)

Casting Time: 1 Hour **Duration:** 1 minute

Recovery Time: 1 Day

Effect: Causes all magic items in a 10' square in front of the caster to glow with a dark blue flame.

Disenchant Magic Item (2nd Level Scroll)

Prerequisite: 3rd level caster

Ritual Scroll Cost: 150gp

Component Cost: Dram of Mystrum (100gp)

Casting Time: 1 Hour

Recovery Time: 1 Day

Effect: Creates Mystrum equal to ½ the value of the item. (See Mystrum above for amount values)

Feralize Ground (2nd Level Scroll)

Prerequisite: True Neutral 3rd level Cleric or Druid

Ritual Scroll Cost: 150gp

Component Cost: Holy Symbol

Casting Time: 1 Hour **Duration:** 2 hours/level

Recovery Time: 1 Day

Check: Percentile Roll: 5% per level made after first 10 minutes of casting. Others who know the ritual can assist by making their own check and adding 5% to the lead caster's roll. A roll of 96-98% always fails, 99% desecrates the area, and 100% desecrates the area and summons a demon.

Effect: Infuse a 60' radius area with life energy from your deity. Undead and demons cannot be created or summoned inside the area and animals/worshippers of your deity gain a +1 to attacks/saves. It can instead be used to dispel consecrated/desecrated ground.

— If the area contains an altar or other permanent fixture to your faith, the bonuses increase to a +2 to attacks and saves, turn/slay as 4 levels higher, and causes a -20% to dispel.

— An area containing an altar or other fixture to a non-neutral faith causes a -20% to feralize checks.

Forge Ring (6th Level Scroll)

Prerequisite: 12th level caster

Ritual Scroll Cost: 1800gp

Recipe Cost: Plussed: As Arms/Armor. If from book: Higher of 10% of finished price or 200gp

Component Cost: 100gp ring, ½ finished price in Mystrum

Casting Time: 1 Day

Recovery Time: 2 Days per 500xp (minimum 2 Days) or 3 Days per plus (minimum 3 Days)

Effect: Creates a magic ring

Identify Magic Item (2nd Level Scroll)

Prerequisite: 3rd level character (Items allowed by class)

Ritual Scroll Cost: 150gp

Component Cost: Dram of Mystrum (100gp)

Casting Time: 1 Hour minimum, 10 minutes per item (ex: 1hr for 2 items; 90mins for 9 items)

Recovery Time: 1 Day

Effect: Identifies 1 magic power per character level

Mount Stasis (2nd Level Scroll)

Prerequisite: 4th level Paladin

Ritual Scroll Cost: 200gp

Component Cost: Paladin's own Holy Symbol of at least 10gp value.

Casting Time: 1 Minute **Duration:** 1 Day/Level

Recovery Time: 1 Hour

Effect: Sends the Paladin's Bonded Mount into stasis on the temporal plane. The animal does not age or experience time while there, however magical effects on the creature do expire in real time with the Paladin.

- The creature can be recalled into the time stream with one minute of quiet meditation.
- If the creature is not recalled before the ritual's duration ends, it will automatically be expelled from the temporal plane to an open space in front of the caster.
- Bags of holding and the like cannot enter the temporal plane.

Resize Magic Item (2nd Level Scroll)

Prerequisite: 3rd level character (Items allowed by class)

Ritual Scroll Cost: 150gp

Component Cost: Dram of Mystrum (100gp)

Casting Time: 1 Hour

Recovery Time: 1 Day

Effect: Resizes magic item to caster's size

Scribe Scroll (1st Level Scroll)

Prerequisite: Higher of 1st level caster and minimum level needed to cast spell used

Ritual Scroll Cost: 25gp

Component Cost: Mystrum Ink valued at ½ finished price (25 x Spell Level x Caster Level) and the component cost of the spell used

Casting Time: 1 Day

Recovery Time: 2 Days per spell level

Effect: Creates a magic scroll of any spell or ritual you know

RITUAL LIST BY LEVEL

<u>Ritual</u>	<u>Required Level</u>	<u>Ritual Cost</u>
Bonded Weapon	1 st Character	25gp
Detect Magic Items	1 st Character	25gp
Scribe Scroll	1 st Caster	25gp
Brew Potion	3 rd Caster	150gp
Consecrate Ground	3 rd Pal/Clr	150gp
Desecrate Ground	3 rd Pal/Clr	150gp
Disenchant Magic Item	3 rd Caster	150gp
Feralize Ground	3 rd Clr/Dru	150gp
Identify Magic Item	3 rd Character	150gp
Resize Magic Item	3 rd Character	150gp
Mount Stasis	4 th Paladin	200gp
Craft Arms/Armor	6 th Caster	450gp
Craft Focus	6 th Caster	450gp
Craft Wand	6 th Caster	450gp
Commune	9 th Character	1125gp
Craft Misc Magic Item	9 th Caster	1125gp
Craft Rod	9 th Caster	1125gp
Craft Staff	12 th Caster	1800gp
Forge Ring	12 th Caster	1800gp