

Ritual Book

Speak with Dead

At your prompt, the corpse reveals its secrets to you.

Level: 6

Component Cost: 140 gp

Duration: 10 minutes

Category: Exploration

Market Price: 360 gp

Time: 10 minutes

Key Skill: Religion

You ask the corpse of an intelligent creature questions and receive answers. The corpse knows what the creature knew in life, what has occurred near the corpse, and no more; the spirit has (usually) moved on to another plane and is not present in the body.

Your Religion check result determines the number of questions you can ask.

Religion Check Result	Number of Questions
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9 or lower	Zero
10–19	One
20–29	Two
30 or higher	Three

At the DM's option, questioning the departed spirit might require a skill challenge using Diplomacy.

Comprehend Language

As you finish the ritual, the guttural language of the creatures before you clarifies into something you understand.

Level: 1

Component Cost: 10 gp

Duration: 24 hours

Category: Exploration

Market Price: 50 gp

Time: 10 minutes

Key Skill: Arcana

When beginning the ritual, choose a language you have heard or a piece of writing you have seen within the past 24 hours.

Using this ritual on a language you have heard allows you to understand it when spoken for the next 24 hours and, if your Arcana check result is 35 or higher, to speak the language fluently for the duration.

Using this ritual on a language you have seen as a piece of writing allows you to read the language for the next 24 hours and, if your Arcana check result is 35 or higher, to write the language in its native script or in any other script you know for the duration.

Using this ritual on a language you have both heard and seen as a piece of writing within the past 24 hours allows you to understand it in both forms for the next 24 hours, and an Arcana check result of 35 or higher allows you to speak and write the language.

Consult Mystic Sages

You enter a trance in which you commune with the spirits of long-dead sages and otherworldly loremasters, seeking answers to your esoteric questions.

Level: 10

Component Cost: 400 gp

Duration: 10 minutes

Category: Divination

Market Price: 1,000 gp

Time: 30 minutes

Key Skill: Religion

You ask a single question of mysterious, extraplanar presences about matters beyond your ken. Make a Religion check with a +10 bonus instead of an Arcana or a History check to uncover a clue, remember a bit of lore, or otherwise gain information about the world around you.

The ritual grants you a single piece of information. That information can take the form of a word, a name, a phrase, or even a brief story, depending on what exactly you're looking for. You can learn the name of the usurper who ended the Katerran Dynasty a thousand years ago, the burial rites of the Crimson Wolf clan, or the weaknesses of the shadow assassins who have been dogging your steps.

The ritual can't uncover information beyond the ken of the most learned sages. It's of no use if you're trying to find the magic word that unlocks the vampire's crypt, because only the vampire knows the word. Nor can the ritual tell you definitively where great stores of treasure are, but the mystic sages could tell you where a specific empress kept her treasury in ancient times or whether the treasure was looted when her empire fell.

Scroll of Planar Portal

You inscribe a circle of runes on the ground. The earth shakes as the portal blazes with magical energy. A hazy image of a distant world appears within the circle's bounds.

Level: 18

Component Cost: 5,000 gp

Duration: Special

Category: Travel

Market Price: 17,000 gp

Time: 10 minutes

Key Skill: Arcana

This ritual works the same as Linked Portal, except that you can use it to travel to other planes. As with Linked Portal, your planar destination must have a permanent teleportation circle whose sigil sequence you have memorized.

Your Arcana check determines how long the portal remains open.

Arcana Check Result	Portal Duration
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19 or lower	1 round
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20–39	3 rounds
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40 or higher	5 rounds
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When you first learn this ritual, you learn the sigil sequences of two common planar locations, as determined by the DM.

Scroll of Reverse Portal

You open a portal not from here to there, but from there to here.

Level: 12

Component Cost: 500 gp

Duration: Special

Category: Travel

Market Price: 2,600 gp

Time: 10 minutes

Key Skill: Arcana

You create a shortcut across the fabric of the world, linking your location with a permanent teleportation circle elsewhere on the same plane (see the Linked Portal ritual, *Player's Handbook*, page 307). As part of performing this ritual, you sketch out a 10-foot-diameter circle in rare chalks and inks. Alternatively, you can use a permanent teleportation circle, which reduces the component cost to 150 gp and grants you a +5 bonus to your Arcana check.