

Birch of Penance	Mystic Attack 1
At Will ✧ Arcane, Divine, Fire, Implement	
Standard action	Melee touch
Primary Target One creature	
Attack +28 ^{Wis} vs Reflex	
Hit 2d8 + 32 ^{WisI} fire damage, and the target takes a -1 penalty to recharge rolls on its next turn	
Effect Shift 1 square and make a secondary attack	
Secondary Target One creature other than the primary target	
Attack +28 ^{Wis} vs Reflex	
Hit The secondary target takes a -1 penalty to recharge rolls on its next turn	

Cascade of Pale Involutions	Mystic Attack 1
At Will ✧ Arcane, Cold, Divine, Fear, Implement	
Standard action	Close blast 3
Target Each enemy in blast	
Attack +28 ^{Wis} vs Fortitude	
Hit 2d6 + 32 ^{WisI} cold [+8 ^{Int} if there is only a single target]	

Spirit's Shield	Multiclass Shaman Feature
At Will ✧ Healing, Implement, Primal, Spirit	
Opportunity action when an enemy leaves a square adjacent to your spirit companion without shifting	
	Melee spirit 1
Target The triggering enemy	
Attack +28 ^{Wis} vs Reflex	
Hit 9 ^{Wis} damage	
Effect One ally within 5 squares of your spirit companion regains 9 ^{Wis} hit points	

Thought Web	Mystic Attack 1
At Will ✧ Arcane, Divine, Implement, Psychic	
Standard action	Area burst 1 in 10
Target Each creature in burst	
Attack +29 ^{WisI} vs Will	
Hit 2d6 + 32 ^{WisI} psychic damage, and if the target moves or shifts on its turn, it takes 8 ^{Int} psychic damage	

Call Spirit Companion	Multiclass Shaman Feature
At Will ✧ Conjuration, Primal	
Free ^F action on your turn	Close burst 20
Effect You conjure your spirit companion in an unoccupied square in burst until you fall unconscious, until you dismiss it as a minor action, or until you use this power again. The spirit occupies a square (enemies may not move through its space, but allies can). When you take a move action, the spirit may move your speed. The spirit can be targeted by melee and ranged attacks. If a single attack deals 21 ^{10+L/2} or more damage, it disappears, and you take 16 ^{5+L/2} damage; otherwise, it is unaffected.	

Paradox of Defense	Ascetic Feature
At Will ✧ Arcane, Divine	
Free action when you are adjacent to an enemy	Personal
Effect You grant combat advantage to any enemies adjacent to you (save ends)	
Aftereffect You gain a +2 bonus to all defenses <i>eoyn</i> t	

Aura Theft	Mystic Attack 17
<input type="checkbox"/> Encounter ✧ Arcane, Fire, Divine, Implement, Teleportation	
Standard action	Melee touch
Target One creature	
Attack +28 ^{Wis} vs Reflex	
Hit 3d10 + 32 ^{WisI} fire damage, and the target's aura, if any, is suppressed (save ends). If you elect, you may gain the aura until the target saves.	
Effect Teleport 5, or a number equal to the size of the aura, whichever is greater	

Celestial Siren	Mystic Attack 23
<input type="checkbox"/> Encounter ✧ Arcane, Charm, Divine, Implement, Radiant, Teleportation, Thunder	
Standard action	Close burst 4
Target Each enemy in burst	
Attack +28 ^{Wis} vs Will	
Hit 3d8 + 32 ^{WisI} radiant and thunder damage, and pull to target to a square adjacent to you	
Effect You teleport 5 squares	

Fascinating Mantra	Obscurantist Feature
<input type="checkbox"/> Encounter ✧ Arcane, Charm, Divine, Implement	
Minor action	Close blast 3
Target Each enemy in blast	
Attack +28 ^{Wis} vs Will	
Hit You gain +8 ^{Int} to attack rolls against the target <i>eoyn</i> t	

Mystic Mindfire	Mystic Attack 13
<input type="checkbox"/> Encounter ✧ Arcane, Charm, Fire, Divine, Implement, Psychic	
Standard action	Close blast 3
Target Each enemy in blast	
Attack +29 ^{WisI} vs Will	
Hit 2d8 + 32 ^{WisI} psychic and fire damage, and dazed <i>eoyn</i> t	

Unravel Magic	Arcane Paradigm 11
<input type="checkbox"/> Encounter ✧ Arcane, Divine, Implement, Psychic	
Immediate interrupt when a creature in burst uses a power with one of the following keywords: Acid, Arcane, Charm, Cold, Conjuration, Divine, Fear, Fire, Force, Healing, Illusion, Lightning, Necrotic, Polymorph, Primal, Psionic, Psychic, Radiant, Shadow, Sleep, Summoning, Teleportation, Thunder, or Zone	
	Close burst 10
Target The triggering creature	
Attack +29 ^{WisI} vs Will	
Hit Either 2d6 + 32 ^{WisI} psychic damage, and the triggering power is still expended, but has no effect; or assume control of the triggering power (aim the power using your own line of sight and effect, but use the attack and damage values of the triggering creature). In addition, you may spend a healing surge to recover one of your expended encounter powers.	

Quickened Cascade of Pale Involutions	Feat Mystic Attack 1
<input type="checkbox"/> Encounter ✧ Arcane, Cold, Divine, Fear, Implement	
Minor action	Close blast 3
Target Each enemy in blast	
Attack +28 ^{Wis} vs Fortitude	
Hit 2d6 + 32 ^{WisI} cold [+8 ^{Int} if there is only a single target]	

Channel Divinity Arcane Enchanted 1 and Feat

□□ Encounter ✦ Arcane, Divine

Arcane Decanter

Minor action Personal

Effect If you possess a special silver decanter (ritual focus worth 100 gp), you may cast any single divination, exploration, or scrying ritual you know. You must expend the appropriate ritual components and meet any other requirements as usual. Others may not aid rituals you perform with this power.

Arcane Echoes

No action when you perform a ritual Personal

Effect Roll twice on the skill check to perform the ritual, and take the better result

Path of Virtue

Minor action Personal

Effect You gain 15^{tier} temporary hit points

Conviction Religion 10

□ Encounter

Minor action Personal

Effect You gain a +5 bonus to the next saving throw you make before *soynt*

Mystic Repertoire Mystic Utility 6

□ Encounter ✦ Arcane, Divine

Minor action Personal

Effect You know one listed power of your choice *eoynnt*

Mystic Interdiction ranged 20, one or two creatures, +28^{Wis} vs Will, 2d6 + 23¹ force, and 9^{Wis} force if the target makes an attack other than a melee basic attack before *eoynnt*

Mystic Voice area burst 1 in 5, each creature, +29^{Wis1} vs Will, 2d6 + 32^{Wis1} psychic, **effect** choose one target hit by this attack, slide 1^{Cha}

Orb of Mystic Earthlight close burst 1, each enemy, +28^{Wis} vs Fortitude, 2d6 + 27^{Wis1} radiant, and if you hit at least one target, you may teleport 1

Sign From Above ranged 10, one creature, +28^{Wis} vs Reflex, 2d8 + 23¹ lightning, and knocked prone

Mystic Step Mystic Utility 16

□ Encounter ✦ Arcane, Divine, Teleportation

Minor action Personal

Effect Designate an unoccupied space within 3 squares of you. Until *eoynnt*, you occupy that square in addition to your normal space. You may deliver attacks and determine line of sight and effect from either or both spaces. Creatures may also attack you and determine line of sight and effect to either of your spaces. At *eoynnt*, you revert to occupying a single space, but may choose which of the two spaces you prefer.

Provoke Disbelief Mystic Utility 2

□ Encounter ✦ Arcane, Divine, Zone

Minor action Close burst 3^{tier}

Effect The burst creates a zone of disbelief *eoynnt*. While in the zone, you and allies gain +5^P saving throws.

Second Wind

□ Encounter

Standard action Personal

Effect Spend a healing surge, and gain +2 defenses *soynt*

Boon of Hrún Boon of Hrún

Milestone ✦ Arcane, Divine

□ **Eye of Hrún** ✦ Implement, Psychic

Standard action Ranged 10

Target One creature

Attack +29^{Wis1} vs Will

Hit 2d6 + 32^{Wis1} psychic damage, you mark the target *eoynnt*, and if the marked target makes an attack that doesn't include you, it is dazed *eoynnt*

Sustain Standard When you sustain, make another attack

□ **Skein of Fate**

Minor action Close burst 5

Targets One or two marked creatures in burst

Effect Learn the name, roll, and level of the targets, then either remove the marks from one or two targets, or cause two targets to swap marks

Special You may permanently sacrifice your Boon of Hrún powers to break one game rule for one action

Storm Pillar Arcane Enchanted 8□ **Milestone** ✦ Arcane, Conjunction, Divine, Implement, Lightning

Standard action Ranged 10

Effect You conjure a pillar of crackling energy that occupies an otherwise unoccupied square within range *eoynnt*. Each enemy that moves into a square adjacent to the pillar on its turn takes 2d6 + 31^{Int1} lightning damage.

Astral Devotions Mystic Attack 15

☐ **Daily** ✧ **Arcane, Divine, Fire, Implement, Radiant, Zone**

Standard action **Close burst 4**

Effect The burst forms a zone *eoyn*t. An enemy that enters or starts its turn in the zone takes $2d6 + 32^{Wis}$ fire and radiant damage. An ally that starts its turn in the zone makes one saving throw.

Sustain Minor You may sustain this power only if you are in the origin square of the zone

Enduring Mystery Arcane Paradigm Attack 20

☐ **Daily** ✧ **Arcane, Conjuration, Divine, Force, Implement, Teleportation**

Standard action **Wall 7 within 10 squares**

Effect You conjure a wall of inscrutable mist up to 4 squares high that blocks line of sight and lasts until the end of the encounter. When a creature enters or starts its turn inside the wall, you may spend an opportunity action to teleport it to any unoccupied square adjacent to the base of the wall even if you lack line of sight to the destination. If the teleported creature is an enemy, you may make the following attack against it as a free action.

Attack $+28^{Wis}$ vs Will

Hit $2d6 + 32^{Wis}$ force damage, and the target is weakened until the end of your next turn

Jedor of Ages Mystic Attack 19

☐ **Daily** ✧ **Arcane, Conjuration, Divine, Implement**

Minor action **Ranged 20**

Effect You conjure the jedor of ages in a square within range. As a move action, you may move the jedor 5 squares.

Sustain Minor When you sustain this power, the jedor makes a ranged attack

Target One creature within 5 squares of the jedor

Attack $+28^{Wis}$ vs Reflex

Hit The target is insubstantial and stunned (save ends both)

Supernal Roar Mystic Attack 9

☐ **Daily** ✧ **Arcane, Divine, Illusion, Implement, Thunder**

Standard action **Area burst 3 in 20**

Target Each creature in burst

Attack $+28^{Wis}$ vs Fortitude

Hit $2d8 + 32^{Wis}$ thunder damage, and the target is knocked prone, pushed 5^{Con} , and deafened (save ends)

Miss Half damage

Aftereffect The target is knocked prone

Posture of Seven Limbs Mystic Utility 22

☐ **Daily** ✧ **Arcane, Divine, Illusion, Stance**

Minor action **Personal**

Effect You gain concealment, and may perform an extra minor action on each of your turns

Shuffle Assumptions Arcane Paradigm Utility 12

☐ **Daily** ✧ **Arcane, Divine, Illusion**

Free action **Close burst 5**

Trigger You or a creature in burst makes a d20 roll you dislike

Effect The target must reroll the triggering roll and apply whichever roll you prefer. If the die roll applied is odd, this power recharges at the end of the encounter.

Speak With Spirits Multiclass Shaman Feature

☐ **Daily** ✧ **Primal**

Minor action **Personal**

Effect $+9^{Wis}$ to your next skill check this turn

Rituals	Lvl	Buy	Comp	Time	Skill	Book	Page	Notes
Brew Potion	1	free	special	1h	no check	PH	301	
Comprehend Languages	1	free	10g	10m*	Arcana	PH	302	
Gentle Repose	1	50g	10g	1h	Heal	PH	305	
Traveler's Camouflage	1	50g	10g	10m	Nature			
Bloom	2	100g	20g	10m*	no check	PH2	213	
Eye of Alarm	2	100g	25g	30m		PH	324	
Last Sight Vision	2	100g	25g	10m*				
Seek Rumor	2	50g	20g	30m*		FRPG	145	
Tree Shape	2	100g	20g	10m*		PH2	217	
Water Walk	2	100g	20g	10m*		PH	315	
Detect Secret Doors	3	125g	25g	10m*		PH	303	
Arcane Lock	4	150g	25g	10m		PH	301	
Dark Light	4	150g	30g	1m*		FRPG	143	
Feat of Strength	4	75g	30g	10m*		FRPG	144	
Hand of Fate	4	175g	70g	10m*		PH	306	
Iron Vigil	4	170g	35g	10m*				
Knock	4	175g	35g ^{+surge}	10m*		PH	307	
Call Wilderness Guide	6	360g	144g	30m*		PH2	213	
Cure Disease	6	360g	150g	10m		PH	303	
Earthen Ramparts	6	360g	80g	10m*				
Find the Path	6	360g	144g	1h*				
Mordenkainen's Ascent	6	360g	75g	10m*				
Phantom Steed	6	360g	70g	10m*		PH	310	
Shrink	6	360g	50g	10m*		AP	158	
Speak with Dead	6	360g	140g	10m*		PH	312	
Wizard's Escape	6	520g	150g	10m*				
Wyvern Watch	6	360g	100g	1h		PH2	217	
Analyze Portal	8	800g	250g	1h*		FRPG	142	
Inquisitive's Eyes	8	680g	125g	10m*				
Linked Portal	8	680g	135g@	10m		PH	307	
Raise Dead	8	680g	50000g	8h		PH	311	
Remove Affliction	8	680g	250g	1h		PH	311	
Seal Portal	8	680g	100g	10m				
Shadow Bridge	8	600g	135g	5m*		FRPG	145	
Tenser's Lift	8	680g	125g	10m*				
Wizard's Sight	8	680g	270g+F	10m*		PH	315	
Magic Map	9	800g	325g+F	10m*		AP	157	
Consult Mystic Sages	10	1000g	400g	30m*		PH	302	
Detect Object	10	1000g	400g	10m*		PH	303	
Trailblaze	10	500g	200g	10m*		FRPG	147	
Water's Gift	10	1000g	400g	10m*				
History Revealed	11	2900g	600g	10m*		AP	156	
Arcane Barrier	12	3200g	1000g	10m		AP	154	
Passwall	12	2600g	1000g	10m*		PH	310	
Rope Trick	12	2500g	1000g+F	10m*				
Shadow Walk	12	2600g	500g	1h*		PH	312	
Solace Bole	12	2600g	500g	10m				
Telepathic Bond	14	4200g	1100g	10m*		AP	158	
View Location	14	4200g	1600g+F	1h*		PH	313	
Whispers of the Edifice	14	4200g	800g	10m*		AP	158	
Consult Oracle	16	9000g	3600g	1h*		PH	302	
Farsight	16	9000g	3600g+F	10m*		AP	155	
View Object	18	17000g	7000g+F	1h*	Arcana	PH	?	

Brew Potion

Level 1 **Component Cost** Price of created potion
Category Creation **Market Price** 75 gp
Time 1 hour **Key Skill** Arcana or Religion (no check)
Duration Permanent until consumed

You create a potion of your level or lower.

Comprehend Languages

Level 1 **Component Cost** 10 gp
Category Exploration **Market Price** 50 gp
Time 10 minutes **Key Skill** Arcana
Duration 24 hours

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.

Gentle Repose

Level 1 **Component Cost** 10 gp
Category Restoration **Market Price** 50 gp
Time 1 hour **Key Skill** Heal
Duration Special

This ritual is performed on an adjacent corpse. It quintuples the time the corpse can lie dead and still be affected by Raise Dead or a similar ritual. Gentle Repose also protects the corpse from being raised as an undead creature for 150 days.

Traveler's Camouflage

Level 1 **Component Cost** 10 gp
Category Travel **Market Price** 50 gp
Time 10 minutes **Key Skill** Nature
Duration 10 hours

You cloak yourself and any allies present for the ritual in a camouflaging shroud. The subjects of this ritual gain a bonus to Stealth checks while traveling, and other creatures take a penalty when using Perception to find your tracks.

Your Nature check determines the bonus you and your allies gain and the penalty others take.

Nature Check	Bonus to Stealth	Penalty to Find Tracks
19 or lower	+2	-2
20–29	+5	-5
30 or higher	+10	-10

This camouflage protects you and your allies as you travel, but not during battle. Any subject who rolls initiative or makes an attack roll loses the benefit of this ritual until the end of the encounter. If a subject is hidden when he or she makes an attack, that subject loses the bonus before making the attack roll, which could cause him or her to lose the benefit of being hidden for that attack.

Bloom

Level 2 **Component Cost** 20 gp
Category Exploration **Market Price** 100 gp
Time 10 minutes **Key Skill** Nature (no check)
Duration Instantaneous

Upon completion of the ritual, you cause all outdoor terrain within 20 squares of you to bloom with new growth and foliage. The entire area becomes difficult terrain.

Alternatively, the ritual causes crops and fruit-bearing plants within 20 squares of you to yield food. The plants produce enough food to feed five people for a week.

Eye of Alarm

Level 2 **Component Cost** 25 gp
Category Warding **Market Price** 100 gp
Time 30 minutes **Key Skill** Arcana
Duration 24 hours (special)

This ritual creates watchful eyes that you place in any square within 10 squares of where you perform the ritual. Each eye is located in a particular square; it is intangible and can't be interacted with physically. The eyes are nearly invisible and have a Stealth check result of 20 + your level to avoid detection.

Your Arcana check determines how many eyes you can place and what type of vision or sensory ability they possess.

Arcana Check	Eyes	Vision or Ability
19 or lower	1	Normal
20–39	3	Darkvision
40 or higher	5	Darkvision and tremorsense 12 squares

The eyes do not hear, but they see well. Each uses your Perception modifier, with a +5 bonus.

If an eye sees an intruder, it emits a loud warning sound defined by you during the ritual. This sound could be anything from a stentorian "Enemies approach!" to an owl's screech to a fanfare of trumpets. The Perception DC to hear the eye's sound is 0 (modified by distance as normal).

The eyes never consider you an intruder. In addition, you can designate any number of other ritual participants as nonintruders. When you perform the ritual, you can also designate one or more categories of creatures that the eyes 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).

The ritual's effects last for 24 hours or until you move more than 20 squares from all the eyes.

Optional Focus: You can extend the duration of this ritual indefinitely by using a focus of a small, jeweled eye made of silver and ruby, worth 100 gp. The ritual's effects last as long as the focus remains within 20 squares of any of the eyes. You can hide or protect the ritual's focus in any way you like, as long as it remains within 20 squares of the eyes.

Last Sight Vision

Level 2 **Component Cost** 25 gp
Category Divination **Market Price** 100 gp
Time 10 minutes **Key Skill** Arcana or Religion
Duration 2 or more rounds

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.

Check Result	Time Period
19 or lower	2 rounds
20–29	4 rounds
30–39	6 rounds
40 or higher	10 rounds

Seek Rumor

Level 2 **Component Cost** 20 gp
Category Divination **Market Price** 50 gp
Time 30 minutes **Key Skill** Arcana
Duration Instantaneous

You sit in meditation and let rumor drift into your mind, blown in on the wind of the community consciousness. Your Arcana check for this ritual counts as a Streetwise check for gathering information. Treat the Streetwise DC as 5 higher. You learn only information you could pick up by a normal use of the Streetwise skill.

Tree Shape

Level 2 **Component Cost** 20 gp
Category Exploration **Market Price** 100 gp
Time 10 minutes **Key Skill** Nature (no check)
Duration 6 hours

You transform into a Large tree or shrub. While you are in this state, you perceive everything around you as normal. You retain all of your statistics, though you cannot use powers or perform rituals. All your clothing and gear transforms along with you. The ritual ends and you revert to your normal form if you take any damage or take an action, or at the end of the ritual's duration.

Water Walk

Level 2 **Component Cost** 20 gp
Category Exploration **Market Price** 100 gp
Time 10 minutes **Key Skill** Nature (no check)
Duration 1 hour

You or an ally can move on water as if it were solid ground. Rapids or choppy seas are considered difficult terrain. The target of this ritual can end its benefits as a free action. The target can immerse itself in water or swim underwater if desired without needing to end the ritual.

Detect Secret Doors

Level 3 **Component Cost** 25 gp
Category Exploration **Market Price** 125 gp
Time 10 minutes **Key Skill** Arcana
Duration Instant

Make an Arcana check. Use the result as a bonus to a Perception check you immediately make to find any secret or hidden doors in your line of sight. If anyone aided you while performing this ritual, they can't help you make the resulting Perception check.

Arcane Lock

Level 4 **Component Cost** 25 gp
Category Warding **Market Price** 150 gp
Time 10 minutes **Key Skill** Arcana
Duration Permanent

You lock a door, a window, a gate, a portcullis, or some other means of ingress. You can open the door normally, but those who don't have your permission to use it find it locked.

Your Arcana check, with a +5 bonus, sets the DC for Thievery checks or Strength checks made to open the door. When you perform the ritual, you can allow for certain other creatures or types of creatures to pass through the door normally, ignoring the ward's effect. You can choose any or all (or none) of the following options:

- ❖ **Password:** You can set a verbal password. If uttered within 5 squares of the portal, the speaker can ignore the ward for the next minute.
- ❖ **Individuals:** You can designate up to ten other specific individuals who can ignore the ward at all times.
- ❖ **Descriptions:** You can describe one or more categories of creatures who can ignore the ward at all times, using specific, observable characteristics such as species, type, size, or equipment carried or worn.

The Arcane Lock remains until you dismiss it, the door is destroyed, or until the ward is defeated, such as by the Knock ritual or a successful Strength or Thievery check. Wherever you are, you instantly know if your Arcane Lock is defeated by one of these methods.

Dark Light

Level 4 **Component Cost** 30 gp
Category Exploration **Market Price** 150 gp
Time 1 minute **Key Skill** Arcana (no check)
Duration 1 day

You create a source of dim light that allows you and those around you to see without your being seen because of your light source.

The Dark Light ritual creates a ball of shadow that floats with you as you walk. It sheds dim light within 6 squares around it.

In its light, you can see everything clearly. Only creatures within the light's radius can see the Dark Light ball or the dim light it creates. Vision within the Dark Light effect is in black-and-white, and color variations appear in shades of gray.

Feat of Strength

Level 4

Category Exploration

Time 10 minutes

Duration 1 minute

Component Cost 30 gp

Market Price 75 gp

Key Skill Nature

The Feat of Strength ritual confers to a single willing subject a significant boost of strength, enabling the target to make a single Strength check with a bonus to the check determined by your Nature check result. The increase to Strength does not affect any other aspect of the character aside from making Strength checks.

Typical uses of this ritual include boosting an ally's Strength check to break down a door, bend metal bars, lift a gate, or smash open a chest.

Check Result	Bonus to Check
19 or lower	+1
20–29	+2
30–39	+5
40 or higher	+10

Hand of Fate

Level 4

Category Divination

Time 10 minutes

Duration 10 minutes

Component Cost 70 gp

Market Price 175 gp

Key Skill Religion (no check)

When you perform the ritual, ask up to three questions about possible courses of action. A translucent blue hand appears and indicates with a gesture what the most rewarding course of action is.

If you describe courses of action that refer to directions or specific objects, then the hand points toward the choice that bears the greatest reward. If you ask the hand, "Should we head down the stairs or through the doors?" then the hand responds by pointing either to the stairs or the doors. If you ask the hand, "Which of these three levers should we pull first?" then the hand responds by pointing to a lever.

If you describe only a single course of action, the ritual assumes that inaction is your other option. The hand either beckons you (to indicate that you should proceed) or gestures for you to halt.

The hand can't assess events in the far future; its judgment extends only to likely events in the next hour. If the hand can't indicate a preference, the ritual has no effect and expends no components.

There are two drawbacks to using the ritual to aid your decisions. First, fate values rewards over risk, and this ritual provides guidance accordingly. It points you toward a high risk, high reward option before pointing you toward a low risk, low reward alternative. For example, if one tunnel leads to a dragon and great wealth and the other tunnel leads back to town, then the hand points toward the dragon. However, a high risk, low reward alternative is considered less rewarding than a low risk, low reward option.

Second, the hand can choose only the most rewarding course of action relative to the alternatives provided. That doesn't mean that the indicated choice is necessarily a good idea, only that it's a better idea than the other options you've indicated. In the example above, if all three levers activate traps, then the hand points toward the lever that triggers a trap less lethal than the others.

Iron Vigil

Level 4

Category Exploration

Time 10 minutes

Duration 8 hours

Component Cost 35 gp

Market Price 170 gp

Key Skill Religion (no check)

You invoke your dedication to your god and let it wash your fatigue and needs from you. Iron Vigil fulfills your body's need for food and water when you perform it and allows you to remain aware and alert while taking an extended rest anytime during the ritual's duration.

Knock

Level 4

Category Exploration

Time 10 minutes

Duration Instantaneous

Component Cost 35 gp, plus 1 surge

Market Price 175 gp

Key Skill Arcana

The Knock ritual allows you to open a single locked door, chest, gate, or other object. It even works against portals sealed with the Arcane Lock ritual or doors secured with bolts or bars that are on the far side, out of reach. You must defeat all the closures on a locked object to unlock it. You make one Arcana check per lock, bar, Arcane Lock, or similar closure. The object you unlock does not open automatically; you still must open it yourself after the ritual unlocks it.

Make an Arcana check with a +5 bonus in place of a Thievery check to open each lock or closure. (See the Thievery skill description, page 189, for example DCs.) To undo bolts or bars you normally couldn't reach, you must succeed on a DC 20 Arcana check.

If you use this ritual successfully against a portal protected by Arcane Lock, you destroy the Arcane Lock and its effects end.

ideas

action surge

white lotus evasion when you hit with any arcane at-will, shift 1 as a minor before *eat* --> **master evasion**

power of the sea [cascade of pale involutions] +2F Athletics, when chosen power hits, either make a save, or give one hit creature -2 to its next save before *soynt* (save powers are: supernal roar, jedor of ages, aura theft)

improved initiative

danger sense

well-rounded +2Str +2Dex (+1 Init +1 Ath +1 Acr +1 Ste +1 Thievery)