

Traveler's Chant

Your chant lifts your allies' steps and helps take their minds off the drudgery of the journey.

Level: 1

Component Cost: 10 gp, plus a focus worth 5 gp

Duration: 8 hours

Category: Exploration

Market Price: 75 gp

Prerequisite: Bard

Time: 10 minutes

Key Skill: Arcana (no check)

For the ritual's duration, you and up to eight allies who heard the whole performance of the ritual can travel farther than normal. For the purpose of determining how far you and the allies can travel in an hour or a day, treat the group's speed as the slowest member's speed + 2.

Focus: A musical instrument you play as part of performing the ritual.

Explorer's Fire

You enchant a fire so that it isn't visible from more than a short distance, in the hope that it won't attract unwanted attention.

Level: 1

Component Cost: 10 gp

Duration: 8 hours

Category: Exploration

Market Price: 50 gp

Time: 10 minutes

Key Skill: Arcana or Nature

You alter one fire of bonfire size or smaller within 5 squares of you. Light cast by the fire cannot be seen from more than 5 squares from the fire. The fire's light is unchanged within that radius, and the ritual does not diminish or contain the fire's heat or sounds.

Glib Limerick

You recite a short rhyme and feel your tongue loosen so the lies can flow freely.

Level: 1

Component Cost: 10 gp, plus a focus worth 5gp

Duration: 10 minutes

Category: Deception

Market Price: 50 gp

Prerequisite: Bard

Time: 1 minute

Key Skill: Arcana (no check)

For the ritual's duration, whenever you make a Bluff check, you can roll twice and use either result. The ritual's effect automatically ends when you roll initiative.

Focus: A musical instrument you play as part of performing the ritual.

Create Campsite

A crackling fire, a hot meal, and a warm bedroll await you after a long day of adventuring.

Level: 1

Component Cost: 15 gp

Duration: 8 hours

Category: Exploration

Market Price: 50 gp

Time: 10 minutes

Key Skill: Nature

You summon hundreds of diminutive nature spirits to assemble a campsite in a 5-square radius around you. The spirits clear the area, set up tents, unroll bedrolls, gather water, and prepare a nourishing meal. They also conceal the campsite, with your Nature check result serving as the DC for Perception checks to notice the hidden camp.

The spirits utilize your and your allies' gear to make the campsite. If you and your allies lack the appropriate gear, the spirits gather raw materials from the environment to make the campsite.

At the end of the ritual's duration, the spirits break down the campsite, pack up your gear, and restore the site to its original state, removing evidence that you and your allies camped there.

Scroll of Raise Dead

You bend over the body of your slain comrade, applying sacramental unguents. Finally his eyes flutter open as he is restored to life.

Level: 8

Component Cost: 500 gp

Duration: Instantaneous

Category: Restoration

Market Price: 680 gp

Time: 8 hours

Key Skill: Heal (no check)

To perform the Raise Dead ritual, you must have a part of the corpse of a creature that died no more than 30 days ago. You apply mystic salves, then pray to the gods to restore the dead creature's life. The subject returns to life as if he or she had taken an extended rest. The subject is freed of any temporary conditions suffered at death, but permanent conditions remain.

The subject returns with a death penalty: -1 to all attack rolls, skill checks, saving throws, and ability checks. This death penalty fades after the subject reaches three milestones.

You can't restore life to a creature that has been petrified or to a creature that died of old age.

The subject's soul must be free and willing to return to life. Some magical effects trap the soul and thus prevent Raise Dead from working, and the gods can intervene to prevent a soul from journeying back to the realm of the living. In all cases, death is less inclined to return paragon and epic heroes; the component cost is 5,000 gp for paragon tier characters and 50,000 gp for epic tier characters.