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Preface

In January of 2009, Goodman Games announced an open call for submissions for a tome of 4E rituals to be published later in the year. Well, to say we were unprepared for the inundation of submissions that followed would be quite the understatement; the 4E community responded with enthusiasm. In the end, once all the submissions were read, judged, and edited, we were left with over 300 hundred new rituals from both established 4E game designers and those just starting out.

I must say that I was and still am impressed by the quality of submissions we received. Those submitting had a major hurdle to overcome, namely familiarizing themselves with a new rules system that was barely four months old when we announced the open call. However, despite this challenge, we received hundreds of quality rituals and some real gems that any 4E player will want to include in his or her ritual book.

Now all of the chosen submissions have been compiled into this book, providing 4E gamers with over 300 new rituals to fill out their ritual books and campaign worlds. Here you'll find dozens of rituals in each category, spanning all 30 levels, plus an exhaustive set of indexes to help you find rituals quickly and efficiently.

I'd like to thank all the authors who submitted rituals to the open call. Your hard work has created a valuable resource for 4E gamers, and hopefully, for some of you, put the first notch in your belt as an RPG designer.

— Aeryn “Blackdirge” Rudel

Behind the Call

When we announced our open call for rituals, we had two purposes in mind:

Our first goal was, of course, to compile a book of compelling, interesting, and engaging rituals. Many of us can remember game sessions where that one, oft-forgotten spell was used in an utterly unexpected way, saving the heroes from sure death. Through the creation of rituals, 4E transformed the landscape of magic in D&D, throwing wide the door for old favorites, new favorites, and perhaps most importantly – to us grognards, anyway – the opportunity for more of those game-changing moments when player ingenuity and creativity rises to the fore. (To the DM's certain and edifying consternation.)

Like the venerable *Fiend Folio* (the first one!) we wanted our book to be greater than the sum of its parts, a body of work created by a diverse collection of writers from across the globe. We sorted through well over a thousand submissions, including the submissions from the old school writer who submitted all the verbatim 1E spells, accompanied with his exhortation that if we included “his” contributions, we would make a killing with the old-school crowd.

The second agenda behind the open call was our desire to find the next crop of RPG writers. Passionate about the game, these are the writers whose imaginations were set aflame with the possibilities of the new edition. Where some saw disappointment, others found opportunity, a vital attitude to be sure for players and DMs, as well as writers.

Will you be seeing more from these authors? Absolutely. Their worlds of imagination will shape the game for years to come. And when you see them releasing their latest campaign setting, you can hold aloft *Azagar's Book of Rituals*, and say you knew them first.

So to everyone who submitted to the open call, whether your ritual was accepted or not, thank you for your love of the game, and for your contributions to this hobby we love.

And to the players that will bring this work to life, frustrating your DMs to no end, foiling his wicked plots, and saving the day... for those about to roll, we salute you!

— Harley Stroh



Introduction

So his Imperial Majesty has seen fit to light a fire under my arse, and get me talking about something other than weapons, armor, blood, and guts – you know, the important things in any self-respecting hobgoblin's life. It's the bloody Warcaster's Guild looking for ways to undermine the legions, if you ask me; sneaky, spell-casting ingrates that they are. But they've underestimated ol' Azagar Bloodfist if they think I'm going to spend all day prattling on about their precious spells and incantations. Hah! I only deal in information that a body can actually use on the battlefield or in a tight spot; not random gibberish and balls of fire that you can use once and then compel you to run and hide behind the iron skirts of the legions.

So, my dear hobgoblin brothers, you might ask, "How can Azagar dispense his invaluable wisdom and keep both his Imperial Majesty and the meddling Warcaster's Guild happy?" Well, let me tell you. I'm going to talk about rituals. I can hear the collective outcry from my brothers in the legions across the world at the uttering of that last sentence. But don't worry; Azagar won't lead you astray.

Now, sure, rituals involve a bit of magic – some of them involve great, heaping gobs of magic – but a good ritual can get you out of a tight spot, warn you of an enemy's approach, and even transport you halfway around the world in the blink of an eye. The best part is that any grunt without the brains the gods gave an orc can use a ritual – usually without having to work with some half-mad shaman or warcaster to boot. I've used rituals on dozens of occasions, often to extricate one aged hobgoblin backside from an imminent and messy death.

There are a bunch of different types of rituals; some of which are of little to no use to a hobgoblin that makes his living with the business end of a sword or spear. However, each of the nine types of rituals offers something for any fool clever enough to find his arse without the aid of a detect spell. I'll be giving you plenty of examples from my own illustrious career where a ritual has gotten me out of a nasty scrape.

So, my dear grunts and gobbos, sit back and clean the dirt and dung from your ears – there's enlightenment on the way.

—Azagar

Eternal Slumber

You prick the maiden's finger with a spindle, and she falls into a deep death-like sleep.

Level: 14
Category: Binding
Time: 10 minutes
Duration: 24 hours, or until broken
Component Cost: 800 gp, plus 1 healing surge
Market Price: 4,200 gp
Key Skill: Arcana or Religion

You place a helpless or willing target (who must be present for the entire ritual) into a deep sleep. In this state, the target does not need to eat, drink, or breathe. The target appears dead, and only a Heal check with a DC equal to your Arcana or Religion check can tell that the creature is alive. The target is unaware of its surroundings and is unconscious and helpless.

When you complete this ritual, you must specify a trigger to awaken the target creature, often speaking a command word. The trigger must be general enough so that any creature that knows the trigger may perform it. The creature also awakens if it takes damage or if the duration expires, but otherwise the target is impossible to awaken.

You can extend the duration of Eternal Slumber by spending 1 healing surge every 24 hour to sustain it. If you sustain it a year and a day, the effect becomes permanent until discharged.



Final Pact

You hand the peace accord to each king, and each gravely signs in his own blood.

Level: 24
Category: Binding
Time: 30 minutes
Duration: Permanent
Component Cost: 21,000 gp, plus 2 healing surges per party
Market Price: 105,000 gp
Key Skill: Arcana

As part of this ritual, you draw up a contract that may describe any terms you desire. When the ritual is complete, any party who signs the contract is magical bound to agree to honor it. To be affected by the magic of this ritual, those signing the pact must do so of their own free will. If they are compelled, through either magic or mundane means, this ritual does not bind them. If any parties later break the contract, they instantly die.

If the offending creatures are later returned to life, they have one week to come back into compliance with the pact, otherwise they die again.

Frog Curse

You laugh at your once mighty foe, now reduced to a humble toad.

Level: 16
Category: Binding
Time: 5 minutes
Duration: 24 hours (see text)
Component Cost: 1,600 gp, plus 1 healing surge
Market Price: 9,000 gp
Key Skill: Arcana

You transform a willing or helpless target (who must be present for the entire ritual) into a frog (or other Tiny animal). Any creature who examines the frog can identify it as polymorphed creature with a Nature check with a DC equal to your Arcana check. The target retains its memories, mental abilities, hit points, and healing surges, but has all the physical abilities of a frog (see below). While in frog form, a creature cannot use its attack or utility powers.

Frog Level 0 Minion
 Tiny natural beast XP 0

Initiative +1 **Senses** Perception +0; lowlight vision
HP 1; a missed attack never damage a frog.
AC 11; **Fortitude** 11, **Reflex** 11, **Will** 10
Speed 4
Alignment Unaligned **Languages** —
Str 4 (–3) **Dex** 13 (+1) **Wis** 10 (+0)
Con 12 (+1) **Int** 2 (–4) **Cha** 3 (–4)

DIVINATION RITUALS BY LEVEL

Lvl	Ritual	Key Skill	Page
1	Aura Reading	Arcana	53
1	Meteorological Horoscope	Arcana or Nature	57
1	Perceive the Ties of Blood	Arcana	58
1	Remembrance of Wholeness	Arcana, Nature, or Religion	59
2	Astrological Inception	Arcana	52
2	Library of the Gods	Religion	55
2	True Faith	Religion	62
3	Eavesdrop	Arcana	55
3	Munzelmong's Meticulous Mensuration	Arcana	57
4	Birth Horoscope	Arcana	53
4	Cultural Insight	Arcana or Religion	54
4	Mesmerism	Arcana	56
5	Ancestral Insight	Arcana or Nature	52
6	Follow the Money	Arcana	55
6	Pierce the Veil	Arcana	58
6	Propitiation	Arcana, Nature, or Religion	58
8	Séance	Arcana or Religion	60
10	Eagle Eyes	Arcana	54
10	Spirit Walk	Nature	61
10	Will of the Masses	Arcana or Religion	62
12	Revelation	Religion	60
15	Consult Paradox	Arcana	53
16	Know Thine Enemy	Religion	55
24	Melding of the Minds	Arcana	55

Ancestral Insight

At the completion of the ritual, voices of your ancestors begin to converse within your mind, revealing previously unknown secrets about the subject of your inquiry.

Level: 5

Category: Divination

Time: 10 minutes

Duration: Special

Component Cost: 25 gp,
plus 1 healing surge

Market Price: 250 gp

Key Skill: Arcana

This ritual allows you to call upon the experiences of your ancestors and share their knowledge in order to temporarily improve your skill in a particular area. You expend one healing surge in doing so due to the trauma of having several voices active within your mind.

You gain the benefit of either the Skill Training feat (in a skill you are not currently trained in) or the Skill Focus feat (in a skill you are already trained in) for the duration of the ritual. The skill you want the feat to apply to must be specified at the time the ritual is cast.

The duration of the ritual is determined by the result of your Arcana check.

Arcana Check Result	Duration
9 or lower	5 minutes
10-19	10 minutes
20-29	30 minutes
30 or higher	1 hour

Astrological Inception

Gazing intently at diagrams of the heavenly bodies upon their courses through the sky, you discover that you can avoid ill fortune on your impending journey by delaying your departure for three days.

Level: 2

Category: Divination

Time: 30 minutes

Duration: 1 minute

Component Cost: 10 gp, plus
a focus worth at least 100 gp

Market Price: 100 gp

Key Skill: Arcana

You can determine a time when the alignment of the heavens will benefit the performance of an important task in a specified location. By beginning a specific activity at an astrologically determined inception, you can avoid bad luck or even ensure good luck on the task being performed. The task to benefit from this ritual and the location in which it will be performed must be chosen at the beginning of the ritual. If either the place or the task changes, the ritual must be re-cast to have any benefit.

Based on your Arcana check, you can avoid bad luck or gain a bonus to rolls involved in the named task provided it is performed at the specified time and place. These bonuses may apply to a single skill or ability check, a series of related rolls, or a single skill challenge depending on the task specified, but never to attack or damage rolls.