

The Elder Scrolls Campaign: New Rituals

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Arcane Eye

You create a small magic eye to remotely scout the area.

Level: 12

Category: Scrying

Time: 10 Minutes

Duration: Special

Component Cost: 500 gp

Market Price: 2,600 gp

Key Skill: Arcana

You create a floating, translucent eye that you can see through. You can create the eye at any point you can see, but it can travel outside your line of sight without hindrance. An arcane eye travels at 30 feet per round (300 feet per minute) when viewing an area casually or 10 feet per round (100 feet per minute) if carefully searching the area. It sees exactly as you would see if you were there, and has darkvision.

The eye can travel in any direction as long as the effect lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter. You must concentrate to control and see through the eye (a standard action each turn). If you do not concentrate, the eye becomes inert until you concentrate again.

Your Arcana check determines how long the eye lasts.

Arcana Check Result - Duration

19 or lower - 1 minute

20-24 - 2 minutes

20-29 - 3 minutes

30-39 - 4 minutes

40 or higher - 5 minutes

Being so tiny and translucent, the eye is difficult to spot. Creatures must succeed on a Perception check with a DC equal to 15 + 1/2 your level to notice the eye. The eye has 1 hit point and its AC and defenses are equal to your own + 4, due to the eye's extremely small size. The ritual ends if the eye is destroyed.

Bestow Curse

You channel all of your hate into a powerful curse.

Level: 6

Category: Exploration

Time: 10 minutes
 Duration: Special
 Component Cost: 150gp, plus a focus worth 100 gp
 Market Price: 360 gp
 Key Skill: Arcana or Religion

You place a terrible curse upon the subject, who you must name or identify by some other means that leaves no doubt as to identity. You must craft a voodoo doll that resembles the target, and impale its chakras with special occult needles. The total cost to make this focus is 100 gp. You must make an Arcana check as a special attack roll against the target's Will defense. If you hit, the target feels a brief stabbing pain in its chakras as the curse takes effect. The subject can make an Insight or Arcana check with a DC equal to your Arcana check result to realize it has been cursed. If you miss, the ritual fails, but you don't expend any components. You can't attempt to curse that creature again for 24 hours.

The curse has one of the following effects, selected by you at the time of casting:

Bad Luck: The subject is forced to reroll every attack roll, skill check, ability check and saving throw, taking the worse result. The subject also suffers from random accidents and mishaps. These are mostly a role-playing element, but it's only a matter of time before the subject's bad luck becomes disastrous.

Destitution: The target suffers calamities that cause it to lose its financial well being. The subject suffers terrible financial setbacks, robberies, lost jobs, etc, eventually resulting in complete poverty. Mechanically, the creature must make a saving throw each month. On a failure, it loses 10% of its wealth to some unfortunate turn of events. On a 1, it loses 25% of its wealth.

Ill Health: The subject's health deteriorates, and it suffers a -4 ritual penalty on attack rolls, ability checks, skill checks and saving throws.

Insanity: The subject starts to see and hear things that aren't real, slipping into paranoia and eventually going mad. The subject suffers a cumulative -1 penalty to bluff, diplomacy and streetwise checks for every month it is under the effects of this curse, to a maximum of -10. In stressful situations, the hallucinations become overwhelming. Every turn in combat, the subject must make a saving throw. On a success, the subject can act normally. On a failure, the subject becomes confused and attacks a random target.

When casting the curse, you must specify one or more conditions that will end it. These conditions can be as simple or elaborate as desired, but they must be something the subject can reasonably accomplish. Impossible or suicidal conditions are not permitted.

A creature can only be affected by a single curse at a time. If a new curse is cast upon it, the old one is dispelled. A curse can be removed by meeting its conditions, a remove affliction ritual, by destroying the voodoo doll or removing the pins from the doll's chakras.

The fates of paragon and epic creatures are more profound, making them more difficult to curse. The component cost of this ritual is increased to 1,500 gp when used on a paragon tier creature and to 15,000 gp when used on an epic tier creature.

Chain Contingency

You can place multiple spells upon your person that cast themselves when certain conditions are met.
 Level: 26
 Category: Warding
 Time: 10 minutes
 Duration: Until discharged
 Component Cost: 250g per level of each spell, plus a focus worth 1,500 gp
 Market Price: 225,000 gp
 Key Skill: Arcana (no check)

This ritual functions exactly like the contingency ritual, except that you can have 3 contingent arcane utility spells upon yourself simultaneously. These can be multiple instances of the same spell or a combination of different spells. Each spell can have the same trigger condition or different trigger conditions.

You can only benefit from one contingency or chain contingency ritual at a time. When you perform any contingency ritual, any previous contingency or chain contingency (if still active) is dispelled.

Contingency

You place a spell upon your person that casts itself when a certain condition is met.
 Level: 12

Category: Warding**Time: 10 minutes****Duration: Until discharged****Component Cost: 100g per level of the spell, plus a focus worth 1,500 gp****Market Price: 2,600 gp****Key Skill: Arcana (no check)**

You can place an arcane utility spell upon your person so that it comes into effect under some condition you dictate when casting this ritual. The spell must be one that you have learned and that has a range of personal. The spell does not need be prepared at the time this ritual is performed.

The conditions needed to bring the spell into effect must be clear, although they can be general. Once the prescribed conditions occur, the contingency immediately brings the spell into effect, as an immediate interrupt. This occurs solely based upon the stated conditions, regardless of whether you want it to.

You place the specified spell into special focus: a statuette of you made from ivory or other precious materials and decorated with gems and arcane sigils (total value 1,500 gp). You must carry this focus on your person for the contingency to work. If the statuette is destroyed, the contingency is dispelled.

You can only benefit from one contingency at a time. When you perform this ritual, any previous contingency (if still active) is dispelled.

Control Weather

As you finish the incantation, you feel the torrential winds of the typhoon begin to calm.

Level: 18**Category: Exploration****Time: 10 minutes****Duration: Special****Component Cost: 2,500 gp****Market Price: 17,000 gp****Key Skill: Arcana or Nature**

You change the weather in the local area, out to 3 miles in all directions. It takes 10 minutes after the ritual completion for the effects to manifest (changing gradually, not abruptly). The weather remains as you left it for the duration unless you use a standard action to designate new weather, which gradually manifests over 10 minutes. You can call forth weather appropriate to the climate and season you are in:

Season - Possible Weather

Spring - Tornado, thunderstorm, sleet storm, or hot weather

Summer - Torrential rain, heat wave, or hailstorm

Autumn - Hot or cold weather, fog or sleet

Winter - Frigid cold, blizzard or thaw

Late winter - Hurricane force winds or early spring (coastal area)

You control the general tendencies of the weather, such as the direction and intensity of the wind. You can't control specific applications of the weather, such as where lightning strikes or the exact path of a tornado. Contradictory conditions are not possible simultaneously. This ritual can also do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

Your nature check determines how long the effects last and how large the affected area can be. You can end the effects at any time as a standard action. It takes 10 minutes for conditions to return to normal.

Check Result - Duration - Radius

19 or lower - 12 hours - 2 miles

20-29 - 24 hours - 2 miles

30-39 - 36 hours - 3 miles

40 or higher - 48 hours - 3 miles

Dream/Nightmare

You can send a person compelling dreams or horrifying nightmares.

Level: 10**Category: Exploration****Time: 10 minutes****Duration: Special****Component Cost: 400 gp**

Market Price: 1,000 gp
Key Skill: Arcana

Upon beginning this ritual, you must name the recipient or identify him or her in a way that leaves no doubt as to identity. Make an Arcana check as an attack against the subject's Will defense. If you fail, the ritual fails but the components are not expended. You can attempt to cast this ritual on that individual again for 24 hours. If successful, you can send any sort of dream to the recipient.

You can use the dream to deliver a message, which the subject will remember perfectly upon waking, or send "prophetic" omens in a subtle attempt to manipulate the subject. You can subtly guide the subject to take certain courses of action or to change its loyalties. Make an Arcana or Bluff check opposed by the subject's Insight check. If successful, the subject will likely heed your guidance. If used as part of a skill challenge to influence someone, a successful use of this spell's influence counts as a success toward completing the challenge, but a failure does not count against the party unless the subject somehow realizes it has been the victim of magical deception.

Alternatively, you can afflict the subject with hideous and unsettling nightmares. The subject doesn't gain any benefit from an extended rest other than recovering hit points, resetting his daily item uses and resetting his action points to 1. The subject is also fatigued the next day, suffering a -2 penalty to all attack rolls, ability checks, skill checks and saving throws. Repeated, constant nightmares can drive a subject mad.

If the subject is awake when the ritual is cast, the dream or nightmare will be delivered as soon as he or she falls asleep. Creatures that don't sleep or don't dream are immune to the effects of this ritual. You know if a creature is immune upon identifying it at the start of the ritual, and can interrupt it without wasting any components.

A remove affliction ritual can protect a subject from this ritual. If remove affliction is cast upon the subject while experiencing a dream or nightmare you sent, the subject is protected from its effects and the dream or nightmare backlashes against you. The shock of the backlash stuns you for 1 minute and you suffer a -2 penalty to all attack rolls, skill checks, ability checks and saves for the next 24 hours. The subject also becomes immune to this ritual for 1 lunar month (28 days).

Fabricate
You can create materials and transform them into finished objects.
Level: 8
Category: Creation
Time: Special
Duration: Instantaneous
Component Cost: Special
Market Price: 680 gp
Key Skill: Arcana

You create a nonmagical object composed of non-living matter. The cost of this ritual is the normal cost of the materials or objects to be created. The complexity and quality of the objects you can create are determined by your Arcana check result. If your result doesn't allow you to create the desired object or quality, you can interrupt the ritual without expending any components.

Arcana Check Result - Quality - Examples
9 or lower - crude, basic - club, spoon
10-19 - average, simple - sword, bow, table
20-29 - exceptional, complex - catapult, water wheel
30 or higher - amazing, intricate - mechanical clock

Performing this ritual takes 10 minutes per cubic foot of material to be created.

Foresight
You gain premonitions of events shortly before they occur.
Level: 24
Category: Divination
Time: 10 minutes
Duration: Special
Component Cost: 10,000 gp
Market Price: 105,000 gp
Key Skill: Arcana

This ritual attunes you to the flow of time and destiny, giving you an impression of events shortly before they occur. You receive instantaneous warnings of impending danger or harm to yourself and others within 10 squares of you. These

premonitions allow you to respond to events before they occur. You can't be surprised, and you gain a +2 ritual bonus to your AC and Reflex defense.

You also receive warnings about imminent danger to other creatures within range. You must communicate what you learn to the other creature for this warning to be effective. Shouting a warning, yanking the person back, or even telepathically communicating (if you are capable) can all be accomplished before some danger befalls the subject, provided you act on the warning without delay. The subject, however, does not gain the bonus to AC and Reflex defense.

The duration of these effects is determined by your Arcana check result.

Arcana Check Result - Duration

19 or lower - 6 hours
20-29 - 12 hours
30-39 - 18 hours
40 or higher - 24 hours

Geas/Quest

You bind the subject to obedience with a powerful compulsion.

Level: 16

Category: Binding

Time: 10 minutes

Duration: Special

Component Cost: 1,000 gp

Market Price: 9,000 gp

Key Skill: Arcana or Religion (no check)

You place a magical compulsion on a creature to carry out some task or to refrain from some action or course of activity. While a geas can't compel a creature to perform impossible or suicidal acts, it can compel almost any other activity. The subject must be present throughout the ritual and understands what it must do or not do, regardless of language.

The geased creature must follow the given instructions until the geas is completed, no matter how long it takes, or suffer from a terrible curse. If the creature breaks the geas, it becomes sickened and suffers a -2 penalty to all of its attack rolls, ability checks, skill checks and saves. Each day the creature fails to follow the geas, the sickness worsens and the penalty increases by -2. These penalties are removed 24 hours after the creature resumes following the geas.

If you assign some open-ended task that the creature can't complete through its own actions the geas remains in effect for up to 1 lunar month (28 days). Otherwise, it lasts until the task is complete or the subject dies. The nature of the binding prevents the subject from committing suicide to escape the geas. Note that a clever recipient can subvert some instructions.

A remove affliction ritual can remove a geas only if its caster's level is higher than yours. Arcane casters refer to this spell as geas, while divine casters call it quest.

Imprisonment

As the casters finished the chant, the archdemon screamed in anger one last time, before being imprisoned beneath the earth forever.

Level: 20

Category: Binding

Time: 10 minutes

Duration: Permanent or Until Discharged

Component Cost: 5,000 gp

Market Price: 25,000 gp

Key Skill: Arcana

Imprisonment captures and restrains a creature by one of various methods. The creature must be present throughout the ritual and you must make an Arcana check as an attack against the creature's Will defense to imprison it. You apply bonuses and penalties to this check depending upon the options selected. It is highly recommended to use assistants in this ritual when attempting to imprison powerful entities. If you fail, you don't waste any components but can't attempt to imprison that creature again for 24 hours.

Choose one of the versions listed below when casting this ritual. Regardless of the version selected, the creature does not need to eat, drink or breathe, nor does it age while under the effects of this ritual. It is also prevented from using any attacks or powers, nor can it escape by any means, even by teleportation or dimensional travel. Other creatures may be able to help it escape, however.

Chaining: The subject is confined by restraints that are impossible for the creature to escape. These restraints also influence the mind of any creature that approach the subject, except for you. If their will defense is not greater than your Arcana check result, they are unable to approach the subject or help it escape. If a creature overcomes the influence of the chains, it can approach the creature and free it, if it so chooses, which ends the ritual.

Slumber: The subject becomes comatose and remains so until freed. It can't be harmed by any means while comatose. A remove affliction ritual can wake the creature, ending the ritual. If you select this form of imprisonment, you suffer a -1 penalty on your Arcana check.

Bound Slumber: This is a combination of the chaining and slumber effects. If you select this form of imprisonment, you suffer a -2 penalty on your Arcana check.

Hedged Person: The subject is transported to or otherwise brought within a confined area from which it cannot wander by any means. The creature can be freed if a non-imprisoned being speaks its proper name and grants it permission to leave. If you select this form of imprisonment, you suffer a -3 penalty on your Arcana check.

Metamorphosis: The subject assumes gaseous form, except for its head or face. It is held harmless in a jar or other container, which may be transparent if you so choose. A remove affliction ritual can return the creature to normal. If you select this form of imprisonment, you suffer a -4 penalty on your Arcana check.

Minimus Containment: The subject is shrunk to a height of 1 inch and held within some jar, gem or similar object. A remove affliction ritual can return the creature to normal. If you select this form of imprisonment, you suffer a -4 penalty on your Arcana check.

Entombment: The most powerful form of imprisonment, the creature is put into slumber (see above) in a small sphere far below the surface of the earth, where it can never be found. You must place a specially crafted focus, a large stone monolith worth 5,000 gp, at the place where the ritual is cast, bearing the creature's proper name, among other arcane sigils. A DC 30 Arcana check reveals the nature of the monolith to anyone unfamiliar with this ritual. The creature can be freed and awoken only by speaking its proper name and casting remove affliction upon the focus at the place where it was imprisoned. The creature is also freed and awoken if the monolith is defaced, destroyed or moved from its location. If you select this form of imprisonment, you suffer a -6 penalty on your Arcana check.

Regardless of the type of binding cast, you can specify triggering conditions that will end the effects and free the creature when they occur. These conditions can be as simple or elaborate as you desire, but they must be reasonable and have some likelihood of coming to pass. The conditions can be based on a creature's name, identity or alignment, but otherwise must be based on observable actions and qualities. Intangibles such as class, level and hit points don't qualify. One imprisonment is cast, its triggering conditions can't be changed. Setting a release condition gives you a +2 bonus on your Arcana check.

Leomund's Secure Shelter

A cottage materializes before your eyes.

Level: 8

Category: Creation

Time: 10 minutes

Duration: Special

Component Cost: 135 gp

Market Price: 680 gp

Key Skill: Arcana

You create a sturdy cottage or lodge composed from materials common in the area. It is as strong as a stone building, despite its composition. The floor is level, clean and dry. In all respects the shelter resembles a normal cottage, with a sturdy door, two shuttered windows and a small fireplace. The shelter contains rude furnishings – eight bunks, a trestle table, eight stools and a writing desk. The door, shutters and even chimney are secure against intrusion, the former two being locked and the latter secured by an iron gate at the top and a narrow flue.

If you know the Arcane Lock, Eye of Alarm or Unseen Servant rituals, you can include them in the shelter with no extra cost or casting time, but the Unseen Servant can't move more than 20 squares from the lodge (it is anchored to the lodge, not to you, so it doesn't disperse if you move out of range). These effects are all part of the lodge, and their effects end when the lodge does.

Your Arcana check result determines how long these accommodations last. You can dismiss the effect at any time as a standard action.

Arcana Check Result - Duration

19 or lower - 6 hours

20-29 - 12 hours
 30-39 - 18 hours
 40 or higher - 24 hours

Magic Jar

You can transfer your soul into a crystal and, from there, possess the bodies of other creatures.

Level: 14

Category: Exploration

Time: 10 minutes

Duration: Special

Component Cost: 800 gp, plus a focus worth 100 gp

Market Price: 4,200 gp

Key Skill: Arcana

This ritual allows you to place your soul in a large crystal (known as the magic jar), leaving your body lifeless. While performing this ritual, you must possess the crystal to serve as the magic jar (which must be worth at least 100 gp and inscribed with special arcane sigils). When you transfer your soul upon completing the ritual, your body is, as near as anyone can tell, dead.

While your soul is in the receptacle, you can sense the life force of all living and undead creatures within 250 feet. You can attempt to possess a body within range as a standard action, forcing its soul into the magic jar, where it is trapped and helpless. This is a standard action and requires you to make an Arcana check as a special attack against the target's Will defense. If you miss, you fail to possess that body and you can't attempt to possess that individual again during this casting of Magic Jar.

While possessing a creature's body, you use your mental ability scores, level, trained skills, powers, rituals and healing surges, but use the host body's physical ability scores, natural abilities, senses, speed, hit points, resistances, vulnerabilities and equipment. You can't use any of the host's knowledge or powers.

The trapped soul can make a saving throw with a -2 penalty at the end of your turn every round in combat, or every minute out of combat, to return to its body and force you back into the receptacle. You can't possess that individual again during this casting of Magic Jar. If the host body is slain, your soul returns to the jar and the trapped soul departs (it is dead).

You may move back to the receptacle as a standard action (regardless of range), thereby returning the trapped soul to its body, and can attempt to possess another body. The individual that was possessed will not remember being trapped in the receptacle, but will suspect that something strange has occurred if its surroundings have changed.

The ritual ends when you send your soul back to your own body, leaving the receptacle empty. If the receptacle is destroyed, the ritual ends and your soul immediately returns to your body, as does the soul of any possessed creature.

Moment of Prescience

You gain a vision about the near future, one that can prove decisive at a critical moment.

Level: 16

Category: Divination

Time: 10 minutes

Duration: 24 hours or until discharged

Component Cost: 2,000 gp

Market Price: 9,000 gp

Key Skill: Arcana

This ritual gives you a powerful sixth sense in relation to yourself. Once during the next 24 hours, you may choose to use its effect, which takes no action. You gain a ritual bonus equal to half your level on a single attack roll, ability check, skill check or saving throw. You may use this bonus after rolling the attack, save or check. Once you use this bonus, the ritual is discharged and ends. You can only benefit from this ritual once in any 24 hour period.

Night Eye

As you enter the deep cavern, you are able to see clearly despite the complete darkness.

Level: 4

Category: Exploration

Time: 10 minutes

Duration: Special

Component Cost: 25 gp

Market Price: 150 gp

Key Skill: Arcana, Nature

When you perform this ritual, you can designate up to 8 participants (including yourself, if you wish) who gain darkvision. Your check result determines the duration of the effect.

Check Result - Duration

9 or lower - 2 hours

10-19 - 4 hours

20-29 - 8 hours

30-39 - 16 hours

40 or higher - 24 hours

Planar Binding

You attempt a dangerous act, luring a creature from another plane and trapping it until it agrees to serve you.

Level: 10

Category: Binding

Time: 10 minutes

Duration: Special

Component Cost: 250 gp

Market Price: 1,000 gp

Key Skill: Arcana

This ritual summons a creature from another plane and holds it in a trap until it breaks free or agrees to perform one service in return for its freedom. The creature must be a devil, demon, elemental or other being of extraplanar origin. The kind of creature to be bound must be known and stated. If you wish to call a specific individual, you must use that individual's proper name in casting the ritual.

Prior to casting this ritual, you should inscribe a Magic Circle (using that ritual), which must be designed to protect against the type of creature to be summoned (or all creatures), and large enough to completely contain the creature. If you use this ritual without a proper Magic Circle, the entity that is summoned will be free to escape or attack you. The Magic Circle can be reused.

Upon casting the ritual, you make an Arcana check as a special attack roll against the creature's Will defense. If you miss, the ritual fails but the components are not wasted, and you can attempt this ritual again for 24 hours. If you succeed, the creature is immediately drawn into the magic circle, and if the circle is strong enough to hold it, it is trapped. The creature can't leave the circle unless it is broken; even teleportation and dimensional travel fail.

You must make the Arcana check again every 24 hours to keep the creature trapped. If you fail to hit its Will defense, it breaks free of the magic circle and can attack or escape. If the creature does not break free of the trap, you can keep it bound for as long as you dare. You can send the creature back to whence it came at any time, as a standard action. If you and the creature share a common language, you can attempt to compel the creature to perform a service by describing the service and perhaps offering a reward, or you can threaten it into compliance. This may call for a skill challenge, depending on the demands made. Impossible or suicidal demands are never agreed to. The creature may propose counteroffers, which you are free to accept or decline. If the skill challenge fails, the creature refuses to serve. New offers, bribes, and the like can be made or old ones reoffered every 24 hours.

If the creature agrees to serve, it is magically bound to its service and can't attack you or your allies or significantly deviate from its appointed task. Note that a clever creature can subvert some instructions. Once the requested service is completed, the creature need only so inform you to be instantly sent back whence it came. The creature might later seek revenge. If you assign some open-ended task that the creature can't complete through its own actions its binding remains in effect for up to 1 lunar month (28 days). Otherwise, it lasts until the task is complete or the creature dies. The nature of the binding prevents the creature from committing suicide to escape the contract.

The component cost of this ritual increases when used to bind paragon or epic creatures. Binding a paragon tier creature costs 2,500 gp. Binding an epic tier creature costs 25,000 gp.

Shrink Item

Your companions watch in amazement as the campfire shrinks into a harmless piece of cloth, which you put in your pouch.

Level: 3

Category: Exploration

Time: 10 minutes

Duration: Until discharged

Component Cost: 25 gp

Market Price: 125 gp
Key Skill: Arcana

You can shrink an item up to 1/16 of its size in every dimension (to about 1/4,000 the original volume and mass). This change effectively reduces the object's size by 4 categories. Optionally, you can also change its now shrunken composition to a clothlike one. Objects changed by a shrink item ritual can be returned to normal composition and size merely by tossing them onto any solid surface or by a word of command designated by you when the ritual is cast. Even a burning fire and its fuel can be shrunk by this ritual. Returning the object to its normal size and composition ends the ritual.

The maximum volume of the object you can shrink is determined by your Arcana check result.

Arcana Check Result	Volume
9 or lower	2 cubic feet
10-19	4 cubic feet
20-29	8 cubic feet
30-39	16 cubic feet
40 or higher	32 cubic feet

Stone Shape

Your gestures mold stone like putty, reshaping it as you desire.

Level: 6

Category: Exploration

Time: 10 minutes

Duration: Instantaneous

Component Cost: 140 gp

Market Price: 360 gp

Key Skill: Arcana or Nature

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with stone shape, fine detail isn't possible. Any shape that includes moving parts doesn't work unless your check result is 25 or higher.

Your Arcana or Nature check result also determines how much stone you can affect with a single use of this ritual.

Check Result	Volume
19 or less	10 cubic feet
20-29	20 cubic feet
30-39	30 cubic feet
40 or higher	40 cubic feet

Temporal Stasis

You surround a creature or object in a field that suspends time.

Level: 22

Category: Exploration

Time: 10 minutes

Duration: Permanent

Component Cost: 5,000 gp

Market Price: 65,000 gp

Key Skill: Arcana

You place a creature or object into a state of suspended animation. A target creature must be present for the entire ritual but does not need to be willing. For the subject, time ceases to flow and its condition becomes fixed. Its body functions virtually cease, it does not grow older or suffer from any ongoing effect, and no force or effect can harm it. An object in temporal stasis doesn't decay, rot, whether or otherwise suffer the effects of time, but the stasis field prevents the object from being used. This state persists until you end the ritual with a touch and command word (a standard action). You can also specify an event that will end the effect when performing the ritual. A remove affliction ritual can also end this ritual's effects.

Unseen Servant

You create an invisible servant to perform mundane tasks for you.

Level: 1

Category: Exploration

Time: 10 minutes

Duration: 24 hours

Component Cost: 10 gp
Market Price: 50 gp
Key Skill: Arcana (no check)

This ritual creates an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so. It has an effective strength score of 2 (so it can lift 20 lbs or drag 100 lbs). It can trigger traps and such, but since it can only exert 20 lbs of force, it may not be enough to activate certain pressure plates or other devices. It can't perform any task that requires a skill check with a DC higher than 10, or that requires a check using a skill that can't be used untrained. Its speed is 3. If it moves more than 20 squares away from you, it dissipates and the ritual's effects end.

The servant can't attack or be attacked in any way.