

RITUAL SPELLS

CONSECRATED ARMOR

2nd-level abjuration (ritual)

Casting Time: 1 action

Range: Self

Components: V, S, M (A drop of blessed oil)

Duration: 8 hours

You trace a holy symbol on your chest, and an invisible barrier protects you until the spell ends. Your base AC becomes 12 + your Dexterity modifier. If you are attacked by a fiend or undead, your AC becomes 15 + your spellcasting ability modifier against that attack.

BENIGN DISMEMBERMENT

3rd-level necromancy (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: 1 hour

For the duration, a willing target's body parts (fingers, legs, tail, and even its head) can be harmlessly severed from its body. It takes no damage from such dismemberment, as long as the cut removing the body part is swift and leaves a clean cut. The target's head remains alive and conscious, and parts connected to it also remain alive. All severed body parts become inanimate, but do not begin decomposition for the spell's duration. Any of the target's severed body parts that are removed during this spell's duration can be held back to the stump, which instantly causes the part to knit to the stump, restoring the body part.

At the end of the duration, severed body parts become permanent, and the target dies if vital organs have not been reattached to its head.

CLUE

1st-level divination (ritual)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a magnifying glass and pipe)

Duration: 10 minutes

When you cast this spell, all footprints and fingerprints within range become highlighted and glow faintly for the duration. At the time of casting, choose any period of time up to the last 10 days to the present; only footprints and fingerprints left within that time will be highlighted. Each creature whose footprints or fingerprints are detected by the spell is assigned a unique color, but are not otherwise

identified. Any creature that moves or touches objects in the area will also leave colorful footprints and fingerprints, which might reveal invisible creatures in the area.

DISTORT GRAVITY

4th-level transmutation (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a gyroscope)

Duration: Concentration, up to 1 hour

This spell changes the direction of gravity within a 60-foot square area on surface you touch. The affected area can wrap around a surface, if its geometry permits. For the duration, creatures and objects within 15 feet of the surface fall toward it as if it were the ground. A creature can walk on this surface as if it were level ground, even if the surface is perpendicular to the ground or upside down.

When the duration ends, all creatures and objects fall from the surface.

MEMORIZE

1st-level enchantment (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a page of written text and a length of silver string worth 25 gp, tied in a knot, which the spell consumes)

Duration: Instantaneous

While casting this spell, your eyes pass over the words on the page, which are committed to your memory. For the next year, you exactly remember the details of all information on this page. After that time, you have advantage on all Intelligence checks you make to recall this information.

SOUL BOND

4th-level necromancy (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S, M (two nails from a coffin)

Duration: 24 hours

This spell forges a mortal connection between yourself and a creature that you touch. A target creature must be present for the entire time of casting. If the creature is unwilling, it must make a Constitution saving throw to resist the bonds effects.

For the duration, if you are reduced to 0 hit points, the target is also reduced to 0 hit points, and vice versa. This spell ends if you cast it again, or if you choose to dismiss it as an action.