

Dungeons & Dragons Scarred Lands True Ritual Index

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Ban of Mesos(Wiz 9). Negate the magical abilities of one creature for 1 year/level.(RR2)
Chardun's Consecration(Clr 4). Allows a blackguard to become a Favored of Chardun(RR2)
City of the Dead(Drd 9/Wiz 9). Converts all the inhabitants of an area into undead.(RR2)
Eternal Youth(Wiz 8). Rejuvenates caster, grants timeless body, regeneration, +2 Charisma. (RR2)
Infernal Legion(Clr 6/Wiz 7). Conjures a small army of evil outsiders.(RR2)
Pyre of Sacrifice(Drd 3). Provides temporary immunity to heat and fire.(RR2)
Rite of Nullification(Clr 3/Wiz 3). Disperses, reverses, or neutralizes another true ritual, spell, or magic item.(RR2)
Marriage(Clr 1). Blesses a marriage.(RR)
Indoctrination(Clr 2). Allows a character to become a cleric.(RR)
Holy Vigilance(Clr 3). Protects the casters from physical harm.(RR)
Armament of the Gods(Clr 4). Gives blessed enhancement to weapons and armor for a battle.(RR)
Thirst for War(Clr 5). Induces an army into a battle frenzy.(RR)
Embalm the Undying Servant(Clr 6). Transforms one creature into a greater mummy guardian.(RR)
Build the Temple(Clr 7). Creates a fortified temple overnight.(RR)
Conversion of the Faithless(Clr 8). Changes a group into faithful followers.(RR)
Absolute Binding(Clr 9). Traps any creature powerless in the earth.(RR)
Sense the Unwanted(Drd 1). Scry upon creatures not of the forest.(RR)
Rite of Summer.(Drd 2). Bestows the blessing of vitality to an area.(RR)
Rite of Spring(Drd 3). Bestows the blessing of growth to an area.(RR)
Rite of Fall(Drd 4). Bestows the blessing of harvest to an area.(RR)
Create Druid Ring(Drd 5). Creates a druid ring for rituals.(RR)
Rite of Winter(Drd 6). Visits a great winter storm upon an area.(RR)
Relocate Town(Drd 7). Relocates manmade structures within the forest.(RR)
Restore the Land(Drd 8). Heals damage to the earth.(RR)
Awaken Forest(Drd 9). The forest comes alive to defend itself.(RR)
Locate Power Point(Wiz 1). Locate a magical power node.(RR)
Consumption of Fire(Wiz 2). Burn a creature from the inside out.(RR)
Control the Soul(Wiz 3). Gain complete control of a creature.(RR)
Lich(Wiz 4). Transforms one wizard into a lich.(RR)
Lycanthrope Infestation(Wiz 5). Infects an area with lycanthropes.(RR)
Sorcerous Power(Wiz 6). Changes a wizard into a sorcerer.(RR)
Vampirism(Wiz 7). Transforms one creature into a vampire.(RR)
Raise the Keep(Wiz 8). Creates a flying castle.(RR)
Immortality(Wiz 9). Causes one creature to become immortal.(RR)
Calling Upon the Departed(Wiz 5). A summoning ritual that calls forth a deceased individual's spirit to answer questions asked by the caster.(WW p. 31)
Mithril Initiation(Clr 2). Allows a character to become a paladin or mithril knight. (MI p. 90)
Outcast Mark(Drd 4). Allows a Broadreach druid to mark a person permanently as an outcast.(HF p. 87)
Tattoo of Blending(Drd 4). Target receives bonuses or lowered penalties to Hide checks.(HF p. 88)
Blood Dreams(Drd 3). Participants experience spiritual hallucinations with a chance of both positive and negative lasting effects.(HF p. 88)
Tattoo of Community(Drd 4). Enables recipient to know the direction to her clan village wherever she is.(HF p. 89)
Remove Ritual Tattoo(Drd 7). Removes a ritually created tattoo from a target.(HF p. 90)
Tattoo of Silence(Drd 4). Target gains silence 3/day as a spell-like ability.(HF p. 90)
Tattoo of Wisdom(Drd 7). Target gains ability to add a bonus to Wisdom-based rolls.(HF p. 90)
Rite of Transformation(Wiz 5). Transforms the target into a bayou spawn. (BB p. 75)
Encode Memory(Drd 3/Wiz3). Stores memories within a prepared stone.(VWA p. 75)

Honor in Death(Pal4/Clr 4). Prevents person from becoming undead or being subjected to speak with dead. (SS p. 77)

Ashen Initiation(Wiz 4). Allows a character to become a ghost.(SS p. 62)

Calm Sky and Surf(Clr 5/Drd 5). Protects an area from storms and floods. (BS p. 116)

Figurehead Charm(Clr 2/Wiz 2). Enchants ship's figurehead with protective magic. (BS p. 116)

Anointment of Blood(Drd 4/Wiz 4). Control the manner in which Kadum's blood transforms the subject into a Blood Sea Titan Spawn. (DD p. 218)

Gormoth's Torment(Drd 6). Sends waves of pain through an area.(DD p. 220)

Greater Ritual of Redemption(Drd 3). Allows a Redeemer of Golthain to access 5th and 6th level druid spells. (DD p. 220)

Ritual of Redemption(Drd 1). Allows a Redeemer of Golthain to access 3rd and 4th level druid spells. (DD p. 221)

The Twistings(Drd 6). Alters two fundamental aspects of a single creature. (DD p. 221)

Raise the Eternal Army(Clr 6). Raises a large quantity of powerful undead to serve in Chardun's name. (DD p. 153)

Restore Creature(Clr 6/Drd 5). Returns one creature to the form it's species held before the Divine War. (DD p. 155)