**Eldritch / Sorcery Rituals**

### Behind the soothing rationality of comprehensible cause and effect, there is a different law. Beneath the familiar skin of the world there is the alien flesh and blood of a stranger creation. Sorcerous knowledge is not a science, nor an art that responds to mortal sensibilities. It is a cold and inexplicable force that surges ways only dimly understandably by minds that have been corrupted.

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### Using Eldritch Powers

### Using these “grey” magic spells noted below corrupt the user and sometimes the recipient of such powers. These spells can be studied from occult grimoires containing detailed descriptions of the rites necessary to invoke their magic.

To learn a spell, the disciple must use one of their level *Powers*. In addition, a character must learn at least one spell in the prior level to be able to cast a spell of a higher level. There is also a cost to learn this dark magic. It costs the user 2d6 sanity points (no save) to learn a spell.

Casting of a spell is a ritual that takes 10 minutes per spell level. The caster must have certain small tokens or implements on hand, such as candles, powders, amulets, and etc. It is assumed these items are in the caster’s possession unless specifically stripped of their tools.

A caster must focus their mind for these invocations. Thus, any physical injury or the disruption of the ritual will automatically cause the spell to fail, though any insanity costs still applies.

**LEVEL 1**

**Bending the Heart of the King Level 1**

An arcane connection and a brief ritual of invocation combine to grant the sorcerer influence over the mind of a human target. When the spell is complete the target, within 1 kilometer suddenly conceives a feeling of affection and friendship toward a subject chosen by the sorcerer. If the target has not met the subject before, they will feel unusual benevolence at their first meeting.

This affection is not unreasoning or self-destructive, but the target will do anything for the subject that he might do for a friend. The spell will last until the subject does something to offend the target. This spell cannot kindle friendship toward a subject who is already despised by the target or who would be unacceptable to them.

**The Circle of Inward Eyes Level 1**

By the virtue of certain incantations, inked diagrams, and subtle perturbations of thought, the sorcerer is able to detect the presence or absence of enchantment on a particular item or place. This spell can determine whether or not the magic was emplaced by a human, its relative power, and a three-word description of the magic’s general effect.

**Distant Seal of Alarm Level 1**

A palm-sized sketching of dust and blood opens a spiritual eye on a convenient surface. If any creature larger than a cat comes within 10 meters of the eye, a brief vision will overtake the sorcerer’s senses and show him everything within the eye’s field of view. The vision lasts a minimum of one round, but can be prolonged as much as five minutes per level of the sorcerer. The sorcerer is unable to act while gripped by the vision, but may end it prematurely. The ritual marking dissipates into a fine tracery of ash once it has been triggered.

The eye cannot be moved once it has been inscribed without ending the spell. Creatures present during the eye’s inscription will not trigger the eye, nor will intruders who are invisible to mundane senses or screened from it by obstacles.

**Rite of Censing the Crooked Road Level 1**

A wisp of delicate smoke is called up from a candle flame or other open fire, the smoke wending toward and shrouding any teleport gates or other dimensional anomalies within thirty meters of the flame. The rite can detect even invisible or quiescent portals, but gives no sign as to how they may be opened or closed.

**The Red Expurgation of the Sword Level 1**

There are times when a sorcerer’s minions– or comrades, for those who make the distinction– are wounded and in need of quicker repair than

nature allows. Wounds and injuries are driven out by the spell, with one subject affected for every ten minutes of incantation. The sorcerer

can include himself in the effect.

The “gentler” version of the incantation speeds the subject’s natural healing process, allowing them to regain 1d6+1 hit points for each of the subject’s experience levels with a full night’s rest. The flesh and mending produced by the spell feels “wrong” to the subject, however, as if it were someone else’s tissue grafted upon their body, and someone else’s blood whispering in their veins. The sensation inflicts 1 point of Madness whenever this rite is received.

The harsher, quicker use of the charm allows all wounds to be forced closed and vitality restored with growths of scaly, unnatural tissue left behind and subtle tumors forming in the subject’s flesh. These tumors whisper to the subject, reassuring them that everything is fine and that nothing is wrong with their body. The use of this power inflicts 2 points of Madness on the receiver and 1 point to the giver.

**Sigil of the Righteous Threshold Level 1**

A small clay amulet may be imbued with a great power of binding with this simple incantation. When the amulet is later placed above a door, sealed container, window, or other physical portal the entrance will become impassible for anyone save the caster and his chosen companions. The door or container may be broken down by conventional means, in which case the amulet collapses to dust, as it does when the sorcerer chooses to end the spell.

**The Silvered Blade of Sacrifice Level 1**

A small ritual blade may be transformed by this spell, imbuing it with the power to exchange blood for strength. When used upon a willing or helpless living human, the knife will draw 1d4 hit points of blood from the target to imbue the wielder with an unnatural vitality. This vitality must be expended within the hour, and may be used to reroll any one unsuccessful roll. The recipient of this strength automatically gains 1 Madness point from the uncanny touch of the power. The knife’s enchantment fades after the first time it is used.

**The Walker Beneath the Moon Level 1**

This ritual imbues the caster and as many as a half-dozen allies with an arcane sympathy with the nocturnal powers. Until the next sunrise, all

affected are capable of seeing normally even in perfect darkness. When moving stealthily as a group, each member may use the best Stealth skill check result of any of them. Direct sunlight will end this spell instantly for all affected by it.

**Whispers of the Scribe Level 1**

Great libraries of occult lore rarely have any sort of cataloging system comprehensible to human minds. This spell allows the sorcerer to gain an understanding of a text’s language, age, magical potency, and a sentence’s summary of its general topic. The ritual may be maintained for as long as the sorcerer has quiet and calm to concentrate, and one document may be divined per round of sorting. The spell will also reveal whether or not a grimoire has spells in it, and will give details on their names or natures.

**LEVEL 2**

**Converse with the Ancestors Level 2**

This dubious incantation allows the sorcerer to ask certain questions of a skull and receive answers as if from its original owner. The older the skull, however, the more likely the answers will be subverted by dark and mischievous powers.

On the spell’s completion, up to one question per caster level may be asked of the skull, which will answer each with no more than three words. For each question, the GM secretly rolls 2d6. If the roll is equal or less than the number of years the skull’s owner has been dead, sinister entities will twist the skull’s answers to be deceptive and troublesome to the sorcerer. Once evil spirits have taken control of the skull all further answers will be perverted, regardless of additional castings of the spell. The use of this spell causes 1 point of Madness to the caster.

**Dust of Scouring False Seeming Level 2**

A powder of herbs and mirror-glass can be prepared as a tool of revelation. The dust will remain potent for 3d6 days. When this dust is hurled at a target within three meters, the subject must immediately save versus Magic or show their true appearance, bereft of disguises and illusions. If the target has more than one natural form, the least human is revealed. The creature cannot conceal its true nature again for half an hour.

**Friendship of the Ones Behind Level 2**

This sorcery requires perfect darkness for its performance. If light intrudes at any time during the ritual or while waiting for its completion the spell will fail entirely and the sorcerer and all present will gain 1d6 Madness from shapes and sensory artifacts they briefly glimpse in the wake of its passing.

True summoning spells are the province of black sorcery and inevitably damnable to the human mind. This spell is less direct, invoking the aid of certain powers to bring the sorcerer any small object he might wish, provided that he knows its location and that it is not guarded by lock, ward, eye or hand. A coffer hurled into a lake could be retrieved if its general location was known, as could an artifact dropped down a pit or a rare tome carelessly tossed into a landfill. If the object is not being guarded or kept by its owner, it will invariably be brought to the sorcerer before the next sunrise. The spell can call forth any such object that the sorcerer can lift with his own hands.

**The Merciful Rack of Ibn Baraka Level 2**

This ritual must be performed on a tightly-restrained subject, as the excruciating spiritual torment of the rite would otherwise result in unacceptable disruption. The caster inflicts a sequence of unendurable words and psychic agonies upon the target, prying loose the effects of possession or magical mental compulsions. Both victim and caster may make saving throws versus Mental Effect; if either succeed on their saving throw, the victim is freed of any possession or mind-affecting enchantment placed by anything less than a servant-entity of an outer god. The experience of the agony

inflicts 1d6 Madness on the victim, however, and if the spell fails or proves useless, the caster also suffers 1d6 Madness in horror at their own futile actions.

**The Messengers of the Air Level 2**

By touching an arcane connection during the invocation of this spell, the sorcerer is able to open a brief window of two-way mental communication with a known subject. (Having met them at least one time.) A telepathic conversation can be maintained for up to ten minutes. The caster’s words have no power to compel the target, but the subject cannot shut them out.

If the sorcerer is willing to accept 1 level of Madness, the target can be compelled to come to the location where the ritual was used. The target may make a Mental saving throw to resist the call, but if they fail, they find themselves inexorably drawn to the place by the fastest means they can safely employ. They do not know exactly where they are going, but only the direction and the wordless need to hurry. They may choose to bring companions, but will tolerate no delay in order to summon them.

**The Seal of the Drowned Kings Level 2**

This ritual requires certain marks to be painted upon the throats of those who are to be affected by the power. Up to five allies of the caster may be affected by this rite, which will persist for twenty-four hours if not renewed earlier. While under the protection of the seal, a subject is capable of breathing and seeing normally while underwater. They and their possessions are impervious to aquatic temperature and pressure changes, and they may swim and act at their full normal rate of movement. If the marks on their throats are intentionally effaced, the spell will end instantly for them.

**Truths Written in Red Level 2**

Blood sympathy reveals many truths. By drenching a written text with her own blood, a sorcerer can evoke sympathies of understanding and comprehend the meaning of languages otherwise unknown to her. While capable of comprehending even ciphers and codes, this spell functions only on texts created by human beings.

To read a short text, 1d6 hit points of blood must be shed over it. To read a lengthy tome or grimoire, half the caster’s maximum hit points must be spent in keeping the tome blood-damp. This damage cannot be restored until after the caster stops studying the book. A quick survey of a volume to get its general gist might take no more than a day, but studying spells or other occult details from a book may require weeks. The blood itself does no harm to the text, even those prone to the greatest fragility

**Unsealing the Vault of Wisdom Level 2**

This useful sorcery breaks arcane seals and bindings. Aside from breaking the *Sigil of the Righteous Threshold*, the incantation can sunder other wards, magical traps, and curses laid upon a particular door or container. The spell is of no use against free-standing protections not anchored to specific physical portals, and it does nothing to eliminate conventional locks.

Some sorceries are too powerful to be sundered

by this ritual, but the spell will then reveal the most practical way to undo their effects.

may only possess one such ring at any given time.

Interacting with objects still immured in time is dangerous, however, as the dissonance of perception is damaging to human sanity.

Manipulating a time-frozen object inflicts 1d6 Madness on the person who does so. Living creatures cannot be manipulated or harmed as their consciousness anchors them beyond the reach of the sorcery. When the spell ends, the ring’s user and their allies all suffer 1d6 Madness as the tide of time rushes back in around them.