**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.

**LEVEL 3**

**Binding the Crimson Sword Level 3**

This incantation ensorcels a weapon to mystically bind it to its owner. It requires the participation of the person who will eventually wield the weapon and 1d6 hit points worth of their blood. It functions only on melee or thrown weapons, and is of no use on bows or firearms. A bound weapon will never break until its owner dies or the magic is undone, whereupon it will immediately shatter. The wielder always has

an intuitive sense of the weapon’s location and distance.

Such bound weapons also count as magical for purposes of inflicting damage on supernatural creatures. Only the chosen wielder can use the bound weapon. Anyone else who attempts to use it will find that it invariably misses or goes dangerously astray in true, life-or-death combat, even if it appears to perform admirably when wielded in less mortal circumstances.

**Binding Shut the Way Level 3**

An intricate pattern of markings and anointments can be used to seal shut a trans-dimensional portal. Once sealed, only extensive rituals and painstaking sacrifices can pry open the gate once more, though a sorcerer can always undo his own Binding.

**The Black Lamp Level 3**

A simple bowl of oil and a floating wick is sufficient to fabricate the Black Lamp, though any illuminating device can serve in necessity. The ritual requires the participation of all who are to benefit by the lamp’s effect, though only the caster suffers any Madness gain the spell might produce.

Once created, the Black Lamp can be lit to illumine the area around the holder with an invisible radiance. The lamp gives no mundane light, but instead reveals the presence of sorcery or standing magical effects. Enchanted objects are made obvious, as are people under the influence of a sorcerer’s spells.

Only those who participated in the lamp’s creation can see this illumination, which appears as a pale fire limning ensorceled subjects. No special information is given as to the nature of the spells it detects. The effects of the lamp’s enchantment last from the first time it is lit until it is extinguished or runs out of fuel. Creation of such a Lamp causes 1 point of Madness.

**Cleansing Light of the Dawn Level 3**

Lit candles, censing, and the dispersion of certain apotropaic amulets can drive out hostile sorcery from an area, lifting curses and banishing evil influences. A location affected by the *Cleansing Light of the Dawn* is useless for cult rituals for a duration of one month per level of the practitioner. To make this permanent requires the practitioner to sacrifice 1 point of sanity.

Malevolent magical effects are dispelled unless they are being actively sustained by a particular artifact or entity, and any curses on the place are broken unless they have been placed by an envoy of the outer gods or other malefactor of similar power. The entity who placed a curse or miasma on an area is always granted a brief glimpse of the sorcerer who casts this spell. This spell is sufficient to cleanse a single house, monument, hilltop, or other specific geographic location.

**The Seal of the Yellowed Fang Level 3**

A bestial claw or fang is required for this ritual, which involves the careful adornment of the object with certain forgotten sigils which are sovereign over the wild creatures of the world. When the token is presented forcefully to a natural animal it will become docile and obedient, understanding commands as if it had human intelligence and performing any service not utterly contrary to its nature. This obedience will last for one hour per level of the sorcerer. The token functions only once before it crumbles away, though it will affect up to a half-dozen creatures of the same kind if it is presented to

a pack or hunting flock. Only one such amulet can be created by the sorcerer at any time.

**The Sign of the King Level 3**

An arcane connection serves to open a path for the sorcerer’s will with this spell, which can reach over any distance to influence the mind of a target. (The sorcerer must have met the target at least one time.) The sorcerer may compel its target to perform any one act not wholly contrary to their nature.

For the cost of one (1) point of Madness of the Sorcerer, if the act is one that would be uncharacteristic for the target, they may make a saving throw versus Mental effect to resist the compulsion.

**The Staff of Turning Back the Way Level 3**

A slim rod is imbued with potent apotropaic power by this ritual. The rod itself may be of wood, metal, or any other convenient substance, but must be at least a half-meter long in order to receive the necessary markings and sigils. Once enchanted, the rod remains charged until the first time it is used.

When the tip is drawn across a solid surface an invisible protective ward is left in its wake. Supernatural entities can neither cross the line

nor perceive anything beyond it; it is a screen of silent darkness to them. An entity can break down the ward with 1d6+2 rounds of force; otherwise it persists until nightfall. The rod can draw a ward up to 20 meters in length in whatever shape the caster desires. The wielder may lay the ward as part of their round’s normal movement, requiring their action to do so.

**The Walker Beneath the Earth Level 3**

A spell of significant utility for those who wish to avoid conventional walls and doors. This ritual allows the caster and up to a half-dozen allies to pass through solid matter as if it were empty air. The caster and his companions may travel in any direction to the full extent of their normal movement rate. Occult barriers and wards can still impede the sorcerer, but such things are usually found only at the very heart of a dark cult’s stronghold.

Those affected by the spell may move through any solid or liquid substance, though empty air is not firm enough to support them, and temperature extremes will still hurt them. They are fully visible to others while so intangible, and while they cannot be harmed by conventional weapons both magic and flame will still harm them. The spell ends only when the caster chooses to end it, but for each round that a character spends intangible, they gain 1d4 Madness from the hideously unnatural sensation (Mind Save for half). If the caster ends the spell while they or others are still within a solid object, the luckless traveler will die swiftly and terribly.

**LEVEL 4**

**Eyes of the Distant Mind Level 4**

By means of a fist-sized lump of earth or fragment of a building, the sorcerer can cast her senses over far distances to scry remote locations. The scrying can focus on any location within two hundred meters of the place where the fragment or earth was taken.

While locked in her distant observations the sorcerer is completely oblivious to her surroundings and may even die without realizing her peril. Certain exotic substances and eldritch rites can ward a place from scrying, but such defenses are in place only in the oldest and most magic-cankered strongholds. A sorcerer can see and hear all within line of sight of their chosen scrying point, but lengthy use of this

magic is dangerous. For each half-hour spent scrying in a week after the first thirty minutes, the sorcerer must save versus Magic or suffer 1d6 Madness from the dissociation of her senses.

**Incantation of the Thrice-Shared Eye Level 4**

This incantation places a seal upon a band of companions, binding them together in a standing sorcery. So long as the sorcerer continues to tend the magic, up to seven allies can be woven together in a psychic bond. Those who participate in this bond can communicate telepathically at any distance and all have an intuitive subconscious sense of the location, health, and current emotional state of their comrades. Such a group cannot be surprised unless all its members are taken by surprise, and when rolling for initiative the best roll is applied to all its members.

The spell can be maintained indefinitely by a sorcerer at the cost of 1 point of Madness for each day this enchantment is used after the first in any 7-day period.

**Kill the Weakness of the Soul Level 4**

Fear, revulsion, and pity are extinguished by this grim rite. It can be performed only upon a willing recipient and cannot be placed upon the caster. While under its effects, the subject is incapable of feeling fear or mercy and suffers no Madness gain from witnessing death or acts of extreme violence.

Those under the influence of this spell are extremely pliant to the caster’s wishes, and will obey any commands short of suicide. The ritual ends with the dawn, whereupon the subject immediately forgets everything they have done and learned while under the effect of the spell.

**The Mists of Unveiled Knowing Level 4**

This divination requires substantial bloodshed. The area to be scryed must be dotted with flecks of the caster’s own blood during the ritual, with the center most heavily anointed. The spell affects a circle when complete; each 10 meters of radius requires 1d6 hit points of blood to be spilt. Damage is rolled after the spell’s circle is chosen, and may result in the caster’s incapacitation or death.

Once the spell is cast the blood begins to sublimate into a thick red mist, coagulating into a recreation of the most emotionally-freighted events to have occurred in the area within the recent past. The mist is soundless, but the precision of the images created is perfect enough to distinguish individuals and fine details of objects. The caster can guide the event to be recreated if he knows what image he wishes to

conjure, but otherwise the mist recreates the most recent emotionally significant moment in the area.

The images begin at the start of the event and continue for as long as the caster can continue chanting. At the spell’s completion the blood

shed has evaporated completely, leaving no trace behind.

**The Scourging Seal of Solomon Level 4**

This rite involves the production of a clay disc no larger than a man’s palm, the surface covered tightly with intricate patterns and sigils. When first fashioned, the seal is inert. To use it, a character must put it down and spill 1d6 hit points worth of their own blood on the uppermost surface. If placed with one side uppermost, the seal creates a barrier against

supernatural entities and monstrous abominations. Such creatures cannot come within ten meters of the seal without breaking the ward, which requires a successful saving throw versus Magic which may only be attempted once an hour. Even if the ward is successfully broken, the creature that breaks it will suffer 2d6 damage for every level of its creator.

Creatures already within the seal’s range when it

is triggered are forced to flee to the edge of the area affected, and the seal is automatically broken if they cannot. If the seal is placed with the obverse side uppermost, no ward is created– instead, the seal damage triggers automatically on the first supernatural being to enter the protected area. The seal’s power lasts until the disc is moved or the ward breaks.

**The Vermilion Mark of Sanctity Level 4**

An amulet of vermilion silk and strangely-curved metal fragments can be used to anchor a potent protective enchantment on a recipient. So long as the subject never removes the amulet, they are immune to mental possession or telepathic interrogation.

Those who attempt to scry the wearer’s thoughts will sense only a strange, metallic chanting. While under the amulet’s influence, the wearer is likewise unable to exert telepathic powers or use enchantments that affect another’s mind. Removing the amulet, willingly or unwillingly, will instantly end the enchantment’s power.

**LEVEL 5**

**Band of Unhindered Escape Level 5**

Though a series of sanity-taxing mental evolutions and the weaving of a circlet of some pliable material the sorcerer is capable of capturing a brief moment of timelessness within the palm-wide ring. When the ring is broken, the fragment of temporal stasis briefly expands to bubble the user and all their allies within ten meters. For 1d6 rounds they are outside the flow of time and may act unhindered. The sorcerer 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.

**The Little House Without Windows Level 5**

By careful manipulation of tones and colors, the sorcerer can imbue a fist-sized token with the ability to conjure up a portal into a strange demi-plane. Expending its magic requires only a single round’s action. The portal is imperceptible to all save sorcerously-augmented detection and can admit any number of guests until the sorcerer enters, after which it seals itself from all intrusion. The ritual lasts until the sorcerer leaves the Little House, whereupon the portal closes. Anything left within the Little House is doomed to be lost forever in its winding

maze of passages.

The pocket dimension itself consists of an endless series of featureless gray chambers of varying shapes and dimensions, unlit save for whatever illumination may be brought into the place. Living creatures within the Demi-plane do not grow hungry, thirsty, or weary, and any such afflictions brought into the house are eliminated. Those within the Little House continue to age, and wounds heal at their normal rate while within the house. Such healing comes in uncanny, unwholesome ways, with torn flesh slowly flowing back together as if it was a viscid fluid.

Time passes at a normal rate within the Little House, and those within can leave at any time through the portal, assuming they do not become lost within the realm’s endless chambers. The constant exposure to the alien surroundings erodes human sanity, however, inflicting 1 point of Madness for every day it is occupied after the first.