

Hollow Earth Expedition: Expanded Ritual Rules

Information in the Rituals, Ritual Creation, Ritual Enhancements and Ritual Drawbacks sections is based upon material originally presented in *Secrets of the Surface World* and *Mysteries of the Hollow Earth* published by Exile Game Studio. ©2006 Exile Game Studios, LLC. All Rights reserved.

Example Magical Texts and New Rituals created by Keith J. Scherer (zombie1970).

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Rituals

It takes time to work magic, and even a small interruption can cause a ritual to fail. Unless defined otherwise under the specific ritual description, all rituals are extended actions requiring five successes to complete, with each roll representing one combat turn (approximately six seconds), and with effects that last for the duration of combat or until the end of the scene.

Rituals can be performed from memory or from a text. To cast from memory, the sorcerer must learn the ritual by heart. Missing even the smallest nuance will render the entire procedure inoperable. Characters gain one memorized ritual for each Sorcery Skill level. The ritual must be of the character's chosen magical tradition and of a rank equal to or less than the character's Max Ritual Rank. This is the highest Rank of ritual that a character is able to cast from memory. Use the chart below to determine Max Ritual Rank.

Sorcery Skill Rating	Max Ritual Rank
2 – 3	0
4 – 5	1
6 – 7	2
8 – 9	3
10 – 11	4
12 – 13	5
14 +	6

The magician may also rely on a text to perform a ritual. Magical texts could be anything onto which words can be inscribed - scrolls, murals, pyramid walls, and even living skin. They can be in any language, and are often passed down in ancient tongues, or encoded in obscure languages. Texts detail how to perform a ritual, and any sorcerer may attempt to cast it from the text, but will suffer a –2 penalty if the ritual does not belong to his tradition.

When casting from a text, the sorcerer may cast a higher-level ritual than can be memorized, but suffers a –2 penalty per Rank difference between the Max Ritual Rank of the character and the rank of the ritual. On the other hand, if a sorcerer has access to a text while casting from memory, he gains a +2 bonus.

Rituals may be purchased as Skill Specializations of the Sorcery Skill. Rituals may also be purchased as Advanced Skill Specializations, granting a +1 bonus to the specific ritual for each additional level of Specialization (see “Skill Specializations” and “Advanced Skill Specializations” in *Hollow Earth Expedition*, p. 48).

Additional rituals may be learned through advancement in the Sorcery Skill or through game play. New rituals may be created using the Ritual Creation rules presented below.

Ritual Creation

Additional Rituals may be researched by the character and purchased with experience points.

Creating Rituals is a three-stage process: Research, Learning and Recording.

Stage One: Research

Whenever a sorcerer has access to magical resources such as a mentor, arcane library or a tome of forgotten lore, he may attempt to perform research to create rituals.

Step One: Develop a concept for what you want the ritual to do. Write a description of how it works. The ritual must be of your character's chosen tradition. Consider the beliefs of your tradition when designing the ritual. As always, the Gamemaster has the final say and can disallow the creation of any ritual.

Step Two: Select Enchantments and calculate Research Difficulty. Enchantments improve a ritual's effectiveness. The more Enchantments

you have, the harder it is to research and learn a ritual. A ritual's Research Difficulty is equal to one plus one-half the total number of Enchantments (rounded up).

Total Enchantments	Research Difficulty
1 – 2	2
3 – 4	3
5 – 6	4
7 – 8	5
9 – 10	6
11 or higher	7 or more

Step Three: Select Drawbacks and determine Ritual Rank. Drawbacks decrease a ritual's effectiveness. The more Drawbacks you select, the lower the ritual's power level. Ritual Rank is calculated by subtracting Drawbacks from total Enchantments, then dividing the total by two (round up). Creations with a net Enchantment of 1, or less, count as Level 0 Rituals.

Step Four: Make a Sorcery roll versus the ritual's Research Difficulty. At the Gamemaster's discretion, a synergy bonus may apply if the character also has another highly applicable Skill such as Investigation: Research. If your character fails the roll, she can continue to research her ritual using the standard "Try Again" rules (see "Trying Again" in *Hollow Earth Expedition*, p. 112). Each roll represents one week of work, and success results in the discovery of the required knowledge to create a single ritual.

Stage Two: Learning

Once the research is complete, the sorcerer needs to learn the ritual.

Step One: Make an extended Sorcery roll. The ritual has been learned when you accumulate a number of successes equal to the ritual's Rank +5. Each roll represents one week of practice per Rank of the ritual. Treat the time to learn Rank 0 rituals the same as Rank 1 rituals.

Step Two: If the sorcerer has an available slot for a memorized ritual, the character may fill that slot with the newly created ritual. If the sorcerer does not have a slot available, your character must pay Experience Points to purchase the ritual before he can use it. Additional rituals are purchased as a Skill Specialization of the Sorcery Skill at a cost of 3 Experience Points each. This represents the knowledge gained and practice the character has invested in discovering and learning the ritual. If the experience costs are not paid, the ritual proves to be incomplete and without power.

Stage Three: Recording

Once the ritual has been researched and learned, the sorcerer may wish to record his discovery for later use. This requires that the sorcerer also have the Transmutation Talent and the Alchemy Skill. This also requires the use of an appropriate alchemical catalyst. This is typically something like specially prepared ink and parchment, infused paints, magical tool, etc.

Follow these steps if the character wants to produce a text for the new ritual.

Step One: Make an extended Alchemy roll against the Creation Difficulty. The ritual has been recorded when you accumulate a number of successes equal to the ritual's Rank +5. Each roll represents one week of work.

Step Two: Your character must pay the appropriate number of Experience Points to purchase the text. If the Experience Points are not paid the text turns out to be incoherent ramblings. Consult the table below for the Experience Point cost.

Ritual Rank	Creation Difficulty	Text Cost
0 - 2	2	7 XP
3	3	7 XP
4	3	15 XP
5 – 6	4	30 XP

The table above assumes the text contains only one ritual. The creation of more complex magical texts is possible. These can be constructed using the Alchemy rules from *Mysteries of the Hollow Earth*, p. 55.

Some examples of simple and complex texts are listed below.

Example Magical Texts

Channel Dead Scroll

Artifact 0

Catalysts Required: 1

Creation Difficulty: 2

This mystical text contains the information necessary for a sorcerer to cast the Necromancy ritual Channel Dead.

Enchantments: Ritual: Channel Dead (+ 1 Enchantment)

Drawbacks: Activation Requirement: Magical Aptitude Talent (-2 Enchantments)

Curse Scroll

Artifact 0

Catalysts Required: 1

Creation Difficulty: 2

This mystical text contains the information necessary for a sorcerer to cast the Necromancy ritual Curse.

Enchantments: Ritual: Curse (+2 Enchantment)

Drawbacks: Activation Requirement: Magical Aptitude Talent (-2 Enchantments)

Drain Life Scroll

Artifact 0

Catalysts Required: 1

Creation Difficulty: 3

This mystical text contains the information necessary for a sorcerer to cast the Necromancy ritual Drain Life.

Enchantments: Ritual: Drain Life (+3 Enchantment)

Drawbacks: Activation Requirement: Magical Aptitude Talent (-2 Enchantments)

Raise Dead Scroll

Artifact 1

Catalysts Required: 1

Creation Difficulty: 3

This mystical text contains the information necessary for a sorcerer to cast the Necromancy ritual Raise Dead.

Enchantments: Ritual: Raise Dead (+4 Enchantment)

Drawbacks: Activation Requirement: Magical Aptitude Talent (-2 Enchantments)

Summon Horror Scroll

Artifact 2

Catalysts Required: 1

Creation Difficulty: 4

This mystical text contains the information necessary for a sorcerer to cast the Necromancy ritual Summon Horror.

Enchantments: Ritual: Summon Horror (+5 Enchantment)

Drawbacks: Activation Requirement: Magical Aptitude Talent (-2 Enchantments)

Soul Link Scroll

Artifact 2

Catalysts Required: 1

Creation Difficulty: 5

This mystical text contains the information necessary for a sorcerer to cast the Atlanean ritual Soul Link.

Enchantments: Ritual: Soul Link (+6 Enchantment)

Drawbacks: Activation Requirement: Magical Aptitude Talent (-2 Enchantments)

Bone of the Spirits

Artifact 0

Catalysts Required: 1

Creation Difficulty: 3

The mystical characters carved into this human femur contains the information necessary for a sorcerer to cast the Necromancy rituals Grave Sight, Sense Life and Channel Dead.

Enchantments: Ritual: Grave Sight (+1 Enchantment); Ritual: Sense Life (+1 Enchantment); Ritual: Channel Dead (+1 Enchantment)

Drawbacks: Activation Requirement: Magical Aptitude Talent (-2 Enchantments)

Book of Foul Rites

Artifact 2

Catalysts Required: 2

Creation Difficulty: 6

This mystical text contains the information necessary for a sorcerer to cast the Necromancy rituals Channel Dead, Curse, Drain Life and Raise Dead.

Each time the book of Foul Rites is used to cast a ritual, the writing within become a little

fainter. Casting a ritual using the text consumes one charge. The book may be used 5 times before it becomes unreadable.

The writing in the magical text can be restored with a blood sacrifice. Once a day, when the book is not used to cast a ritual, blood may be poured upon the book. It requires at least 1L damage be inflicted upon a human or beastman or 2L upon an animal sacrifice. The book drinks in the blood making the text darker and easier to read. This restores 1 charge.

Enchantments: Ritual: Channel Dead (+1 Enchantment); Ritual: Curse (+2 Enchantment); Ritual: Drain Life (+3 Enchantment); Ritual: Raise Dead (+4 Enchantment);

Drawbacks: Activation Requirement: Magical Aptitude Talent (-2 Enchantment); Limited Charges – 5 (-2 Enchantment); Blood Offering (-2 Enchantment)

Obelisk of Oblivion

Artifact 2

Catalysts Required: 6

Creation Difficulty: 5

The orichalcum-fill characters carved into this giant stone obelisk allow anyone properly reading them aloud to cast the Necromancy ritual Summon Horror.

If the reader does not possess the Sorcery Skill they may use the Linguistics skill instead to cast the ritual.

Enchantments: Ritual: Summon Horror (+5 Enchantment); Skill Substitution – Linguistics (+2 Enchantment)

Drawbacks: Movement Limitation - Cannot be moved (-4 Enchantment)

Ritual Enchantments

For the purpose of these ritual enhancements, the term “animal” refers to any creature with the Animal, Dinosaur, or Insect archetype, but not to humans or beastmen.

Adopt Animal Shape

Cost: +10 Enchantment

The caster gains the physical Attributes and special abilities of an animal, but retains his own mental Attributes and Skills. In addition, he retains the Talents, Resources, and Flaws from both his forms. Transformation lasts for the duration of combat or until the end of the scene.

Attack Against Attribute

Cost: +2 Enchantment

Ritual measures its effect against one of the target’s attributes rather than Defense.

Attribute Substitution

Cost: + 10 Enchantment

Ritual allows a specific attribute value to be replaced with a skill value.

Call Animal Follower

Cost: +1 Enchantment per level of Ally. A Level 0 Ally may be called without Enchantment.

Ritual calls an Animal Follower to assist the caster. The Animal Follower must heed the call of the caster and travel by its own means to the caster.

Caustic Attack

Cost: +2 Enchantment and +2 Enchantment per Damage level

Ritual creates an effect that inflicts caustic damage. Attack inflicts lethal damage equal to level to target when they come in contact with

the caustic effect (see “Caustic Damage” in *Hollow Earth Expedition*, p. 134).

Continuous Attack

Cost: +4 Enchantment

An attack Enhancement continues to make attacks rolls against the target for the duration of combat or until the end of the scene.

Control Ally

Cost: +4 Enchantment

Ritual allows the caster to command and control the actions of an ally.

Enter Spirit World

Cost: +10 Enchantment

Ritual transports the caster into the spirit world.

Extra Sense

Cost: +2 Enchantment per additional sense

The Ritual grants the ability to perceive the world in a new way. This can provide critical information, but it introduces new limitations. For example, seeing the infrared spectrum might allow a user to eliminate penalties due to darkness, but he might incur equivalent penalties due to the ambient temperature. The user makes a Perception roll when using his extra sense.

Advanced: This Enchantment can be added to a Ritual any number of times.

Flaw

Cost: +2 Enchantment

This ritual inflicts the target with the penalties of one specific Flaw for the duration of combat or until the end of the scene.

Force Attack

Cost: +2 Enchantment

Ritual inflicts an amount of nonlethal damage to target equal to the number of extra successes on your attack roll.

Global Modifier

Cost: +4 Enchantment for a 2 dice bonus /penalty to one or more skill and one or more attribute, +6 Enchantment for a 4 dice bonus /penalty, +8 Enchantment for a 8 dice bonus /penalty

This provides the target with a bonus/penalty to one or more skill and one or more attribute. The Ritual provides the bonus or penalty for the duration of combat or until the end of the scene.

Grapple Attack

Cost: +4 Enchantment

Ritual makes a Grapple attack against the target (see "Grapple" in *Hollow Earth Expedition*, p. 120).

Healing

Cost: +6 Enchantment

Upon contact with a wounded creature, this Ritual heals one lethal wound or two nonlethal wounds per success.

Heal Sanity

Cost: +8 Enchantment

The ritual heals one point of Sanity damage per success.

Horror Check

Cost: +6 Enchantment

The ritual forces the target to make a Horror check.

Advanced: +2 Enchantment per level of Horror rating greater than 1. Maximum Horror rating of 5.

Invisible Effect

Cost: +4 Enchantment

The effect of the Ritual is not visible to normal senses. If the Ritual is an attack, the target cannot use her Active Defense against this attack.

Lethal Attack

Cost: +4 Enchantment

Ritual inflicts an amount of lethal damage to target equal to the number of extra successes on your attack roll.

Life Drinking

Cost: +2 Enchantments

When attacking with this Ritual, the user can steal vitality from a victim. Each point of Lethal damage this Ritual inflicts on a living victim counts as if it were a success on a Medicine roll giving first aid to the caster (see First Aid in *Hollow Earth Expedition*, pp. 131-132).

Life Support

Cost: +2 Enchantment for one environment or +4 Enchantment for all environments

The Ritual protects the target from a specific hazardous environment. The specific type of environment must be determined at the time of casting, such as arctic, underground, or underwater.

Modify Attribute

Cost: +2 Enchantments per Primary Attribute point bonus/penalty or +1 per Secondary Attribute point bonus/penalty

This Ritual grants a bonus or penalty to a Primary or Secondary Attribute. These bonuses and penalties factor into all Attribute and Skill rolls, and in the case of Primary Attributes, are also calculated into Secondary Attribute ratings.

Advanced: This Enchantment can be added to a Ritual any number of times.

Natural Equipment

Cost: +2 Enchantment

Ritual grants natural attack or movement bonus to the target for the duration of combat or until the end of the scene.

Advanced: This Enchantment can be added to a Ritual any number of times.

Prophetic Insight

Cost: +10 Enchantment

This provides the target with special knowledge of their current situation. The information received and the form of delivery is at the discretion of the Gamemaster. The target number to receive knowledge is set by the Gamemaster. The more successes that the caster rolls, the more information that will be gained.

Share Health

Cost: +4 Enchantment

Effects that add or subtract from the Health total of the caster or target are split between the caster and the target. Odd values apply to the one that the effect was originally directed.

Skill

Cost: + 2 Enchantment

This provides the target with a specific Skill (including a Specialized Skill). The target can make a Skill roll as if her rating were a 4. If the target already possesses the Skill, the Ritual provides a +2 teamwork bonus (see Teamwork in *Hollow Earth Expedition*, p. 50).

Advanced: This Enchantment can be added to a Ritual any number of times.

Skill at a Range

Cost: +2 Enchantment

Ritual allows the caster to use a skill at a range but his dice pool is limited to his modified Sorcery roll or his appropriate Skill roll, whichever is lower.

Advanced: This Enchantment can be added to a Ritual any number of times.

Skill Modifier

Cost: +2 Enchantment for a 2 dice bonus /penalty to one or more skill rolls, +4 Enchantment for a 4 dice bonus /penalty, +6 Enchantment for a 8 dice bonus /penalty

This provides the target with a bonus/penalty to one or more skills (including a Specialized Skill). The Ritual provides the bonus or penalty for the duration of combat or until the end of the scene.

Skill Substitution

Cost: + 2 Enchantment

Ritual allows a specific skill value to be replaced with another skill value.

Advanced: This Enchantment can be added to a Ritual any number of times.

Summon Ally

Cost: +2 Enchantment per level of Ally. +1 Enchantment for Level 0 Ally

Ritual magically transports an Ally to the caster's location. The ally must assist the caster.

Talent

Cost: +2 Enchantment

This ritual provides the target with the benefits of one specific Talent for the duration of combat or until the end of the scene. This may include Unique and mystical Talents, and prerequisites do not need to be met.

Touch Attack

Cost: +2 Enchantment

The Ritual only requires a touch attack to affect an enemy (see "Touch Attack" in *Hollow Earth Expedition*, p. 126).

Ritual Drawbacks

Limited Effect

Cost: -2 Enchantment for uncommon, -4 Enchantment for common or -6 Enchantment for very common limitation

Enchantments for the ritual are limited in some fashion and lose effectiveness when the limitation comes into play.

Uncommon: Ritual loses approximately 25% of its effectiveness.

Common: Ritual loses approximately 50% of its effectiveness.

Very Common: Ritual loses approximately 75% of its effectiveness.

Modifier for Maximum Effect

Cost: -2 Enchantment for lesser or -6 Enchantment for greater

Lesser: Ritual can only achieve maximum effect by applying a -4 dice modifier. Half effect can be achieved with a -2 dice modifier and quarter effect may be achieved with no modifier.

Greater: Ritual can only achieve maximum effect by applying a -8 dice modifier. Half effect can be achieved with a -4 dice modifier and quarter effect may be achieved with a -2 dice modifier.

No Range

Cost: -2 Enchantment

Attack cannot be performed at a range.

Requires Concentration

Cost: -1 Enchantment

Ritual remains in effect as long as the caster continues to concentrate. While concentrating the caster may not use Active Defense.

Requires a Focus

Cost: -2 Enchantment

Ritual requires some special material to be cast.

Requires Touch

Cost: -1 Enchantment

Ritual requires the caster to touch the subject.

Single Target

Cost: -1 Enchantment

Ritual requires the caster to target only one subject.

Breakdown of Published Rituals

I have looked at the rituals published in official Exile Game Studio products to try to reverse engineer a Ritual Creation method. So far I have managed to make all of the Rituals except for Bless fit into the ranks as they were published.

Publication Key

Secrets of the Surface World – SoSW

Mysteries of the Hollow Earth – MoHE

The Miracle Stone of the Amazon – MsoA

The Frozen City of Terror – FCoT

Legacy of the Terra Arcanum - LoTA

Atlantean Tradition

Sense Magic - Rank 1 - LoTA

Enchantment: Talent (+2 Enchantment)

Drawback: None

Sorcerous Defense - Rank 2 - LoTA

Enchantment: Attribute Substitution (+10 Enchantment)

Drawback: Limited Effect:Uncommon (-6 Enchantment)

Sorcerous Damage - Rank 3 - LoTA

Enchantment: Skill Substitution (+6 Enchantment)

Drawback: None

Shield of Will - Rank 4 - LoTA

Enchantment: Attribute Substitution (+10 Enchantment)

Drawback: Limited Effect:Very Common (-2 Enchantment)

Sorcerous Blast - Rank 5 - LoTA

Enchantment: Lethal Attack (+4 Enchantment), Skill at a Range (+2 Enchantment), Skill Substitution (+2 Enchantment), Talent (+2 Enchantment)

Drawback: None

Soul Link - Rank 6 - LoTA

Enchantment: Enter Spirit World (+10 Enchantment), Life Support (+2 Enchantment), Talent (+2 Enchantment)

Drawback: Requires a Focus (-2 Enchantment)

Necromancy Tradition

Channel Dead – Rank 1 – SoSW

Enchantment: Attack Against Attribute (+2 Enchantment); Extra Sense (+2 Enchantment)

Drawback: Requires a Focus (-2 Enchantment)

Curse – Rank 2 – SoSW

Enchantment: Skill Modifier (+6 Enchantment)

Drawback: Modifier for Maximum Effect (-2 Enchantment)

Drain Life – Rank 3 – SoSW

Enchantment: Invisible Effect (+4 Enchantment); Lethal Attack (+4 Enchantment), Life Drinking (+2 Enchantment)

Drawback: Limited Effect: Common (-4 Enchantment)

Terror – Rank 3 – FCoT

Enchantment: Horror Check (+14 Enchantment)

Drawback: Limited Effect (-2 Enchantment); Modifier for Maximum Effect (-6 Enchantment)

Demon Worm – Rank 4 – MSoA

Enchantment: Extra Sense (+2 Enchantment);
Invisible Effect (+4 Enchantment); Talent (+2
Enchantment)

Drawback: None

Raise Dead – Rank 4 – SoSW

Enchantment: Control Ally (+4 Enchantment);
Summon Ally 3 (+6 Enchantment)

Drawback: Requires a Focus (-2 Enchantment)

Summon Horror – Rank 5 – SoSW

Enchantment: Attack Against Attribute (+2
Enchantment); Summon Ally 5 (+10
Enchantment)

Drawback: Requires a Focus (-2 Enchantment)

Shamanism Tradition

Animal Speak – Rank 1 – MoHE

Enchantment: Skill 2 (+4 Enchantment)

Drawback: Single Target (-1 Enchantment)

Nature's Healing – Rank 1 – MoHE

Enchantment: Skill Substitution (+2
Enchantment)

Drawback: None

Spirit Sense – Rank 1 – MoHE

Enchantment: Extra Sense (+2 Enchantment)

Drawback: None

Control Animal – Rank 2 – MoHE

Enchantment: Control Ally (+4 Enchantment)

Drawback: None

Nature's Protection – Rank 2 – MoHE

Enchantment: Life Support (+2 Enchantment);
Modify Attribute (+8 Enchantment)

Drawback: Modifier for Maximum Effect (-6
Enchantment)

Spirit Guide – Rank 2 – MoHE

Enchantment: Global Skill Modifier (+ 6
Enchantment)

Drawback: Modifier for Maximum Effect (-2
Enchantment)

Nature's Curse – Rank 3 – MoHE

Enchantment: Global Modifier (+8
Enchantment)

Drawback: Modifier for Maximum Effect (-2
Enchantment)

Spirit Binding – Rank 3 – MoHE

Enchantment: Skill Modifier (+6 Enchantment);
Talent (+2 Enchantment)

Drawback: Modifier for Maximum Effect (-2
Enchantment)

Summon Animal – Rank 3 – MoHE

Enchantment: Attack Against Attribute (+2
Enchantment); Call Animal Follower 4 (+4
Enchantment); Control Ally (+4 Enchantment)

Drawback: Limited Effect (-4 Enchantment)

Augury – Rank 4 – MoHE

Enchantment: Prophetic Insight (+10
Enchantment)

Drawback: Requires a Focus (-2 Enchantment);

Nature's Embrace – Rank 4 – MoHE

Enchantment: Attack Against Attribute (+2 Enchantment); Continuous Attack (+4 Enchantment); Grapple Attack (+4 Enchantment)

Drawback: Requires a Focus (-2 Enchantment)

Power Animal – Rank 4 – MoHE

Enchantment: Natural Equipment (+4 Enchantment); Skill Modifier (+6 Enchantment); Talent (+4 Enchantment)

Drawback: Limited Effect (-4 Enchantment); Modifier for Maximum Effect (-2 Enchantment)

Animal Transformation – Rank 5 – MoHE

Enchantment: Adopt Animal Shape (+10 Enchantment)

Drawback: None

Nature's Fury – Rank 5 – MoHE

Enchantment: Caustic Attack (+12 Enchantment)

Drawback: Limited Effect (-2 Enchantment)

Spirit Journey – Rank 5 – MoHE

Enchantment: Enter Spirit World (+10 Enchantment)

Drawback: None

Theurgy Tradition

Bless – Rank 2 – SoSW

Enchantment: Skill Modifier (+6 Enchantment)

Drawback: Modifier for Maximum Effect (-2 Enchantment)

Healing Hands – Rank 2 – SoSW

Enchantment: Healing (+6 Enchantment)

Drawback: Requires Touch (-1 Enchantment); Single Target (-1 Enchantment)

Mystic Shield – Rank 3 – SoSW

Enchantment: Modify Attribute (+8 Enchantment)

Drawback: Modifier for Maximum Effect (-2 Enchantment)

Peace of Mind – Rank 3 - FCoT

Enchantment: Heal Sanity (+8 Enchantment)

Drawback: Requires Touch (-1 Enchantment); Single Target (-1 Enchantment)

Levitate – Rank 4 – SoSW

Enchantment: Force Attack (+2 Enchantment); Invisible Effect (+4 Enchantment); Skill at a Range (+2 Enchantment);

Drawback: None

Foretell – Rank 5 – SoSW

Enchantment: Prophetic Insight (+10 Enchantment)

Drawback: None

New Rituals

Atlantean Tradition

Life Matrix –Rank 2

Enchantment: Invisible Effect (+4 Enchantment); Lethal Attack (+4 Enchantment), Life Drinking (+2 Enchantment)

Drawback: Limited Effect: Common (-4 Enchantment), Requires a Focus (-2 Enchantment)

This ritual allows the caster to draw upon the life force of others who have previously consented to the exchange. To establish the connection, the caster must succeed in a Sorcery roll, achieving a number of successes equal to 5 + the subjects Body rating. The effects of this ritual are permanent, until the caster breaks the link or either the subject or the caster dies.

Once a bond has been established, as an attack action, the caster may heal 1 nonlethal or convert one lethal wound to nonlethal per Health point siphoned from a target subject. The maximum Health which can be siphoned is equal to the subject's current Health value. The maximum number of subject members of a Life Matrix is equal to the caster's Charisma score.

Forced Aphasia – Rank 3

Enchantment: Global Modifier (+6 Enchantment)

Drawback: None

This ritual inflicts the target with a -4 penalty to any action that requires the use of language. This includes actions such as speaking, reading or casting rituals and the use of and talent such as Atlantean Commands, Atlantean Power Words and Dark Atlantean which use a

Linguistics skill roll. The penalty is applied to the target once the caster achieves 5 successes on his Sorcery roll. The effects of this ritual last for the duration of one scene or the remainder of combat.

Geomancy Tradition

Geomancers derive their powers from the earth. They draw power and strength from the physical toughness and elemental nature of the earth. Geomancy is acquired and developed through attunement of the earth, rocks, minerals and metals and the lines of power and force that run through them. The practice of geomancy requires physical contact with the earth and varies in flavor based upon the planet where the sorcerer is located.

Sense Metal –Rank 0

Enchantment: Extra Sense (+2 Enchantment)

Drawback: Requires Concentration (-1 Enchantment)

While under the effects of this Ritual, the caster is able to feel the proximity of metal objects and deposits and determine their relative location and type. The effect lasts as long as the caster maintains concentration. While maintaining concentration, the caster may not use Active Defense.

Stone Body – Rank 1

Enchantment: Talent (+2 Enchantment)

Drawback: None

Through the use of this ritual, the caster infuses his body with stone and earth from the nearby ground. The effect acts as the Robust 1 talent granting a +2 bonus to Health. If the caster already has Robust 1, the ritual boosts the talent to Robust 2. If the caster already has

Robust 2, no further benefit can be gained. The transformation occurs once the caster achieves 5 successes on his Sorcery roll. The effects of this ritual last for the duration of one scene or the remainder of combat.

Stone Spurs – Rank 1

Enchantment: Lethal Attack (+4 Enchantment), Natural Equipment (+2 Enchantment)

Drawback: Limited Effect (-2 Enchantment), No Range (-2 Enchantment)

Performing this ritual transforms one or both hands of the caster into a sharp, stone weapon. The base damage for a single hand is 3L and is 2L each hand if both hands are transformed. Attacks made with these weapons are made with the caster's Sorcery roll or appropriate Brawl skill roll or specialization; whichever of the two is lower. While a hand is transformed by this ritual, the caster cannot pick up or manipulate any object with that hand. The transformation occurs once the caster achieves 5 successes on his Sorcery roll. The weapons remain for the duration of combat or until the end of the scene.

Discordant Resonance– Rank 2

Enchantment: Lethal Attack (+4 Enchantment), Skill Substitution (+2 Enchantment)

Drawback: Limited Effect (-2 Enchantment)

The use of this ritual generates a pulse of sonic energy that results in an uncomfortable vibration in the target. To resolve this attack, the caster must make a Sorcery attack against the target's defense. Each extra success deals a point of non-lethal damage to the target. If the target is not a carbon-based life form, such as a robot or sandman, the ritual deals a point of

lethal damage per two extra successes. The effects of the ritual last for only one attack.

Earth Shield –Rank 2

Enchantment: Modify Attribute (+8 Enchantment)

Drawback: Limited Effect (-2 Enchantment), Modifier for Maximum Effect (-2 Enchantment)

Through the use of this ritual, the caster wills a barrier of earth and stone to form between himself and his enemies. This barrier provides the caster with a +2 bonus to Defense vs. ranged attacks. If the caster takes a -2 penalty to his Sorcery roll, a +4 Defense bonus can be achieved. A -4 penalty to the Sorcery roll can yield a +8 Defense bonus. The barrier manifests once the caster achieves 5 successes on his Sorcery roll.

The earth shield covers a minimum of a five foot area. Each additional success above 5 allows an additional five feet to be covered. With a total of 5 additional successes, the caster may completely encase themselves in earth and stone. The effects of this ritual last for the duration of one scene, the remainder of combat or until the caster wills away the barrier.

Grasping Earth – Rank 2

Enchantment: Grapple Attack (+4 Enchantment), Skill Substitution (+2 Enchantment)

Drawback: Limited Effect (-2 Enchantment)

Through use of this ritual, the caster calls upon the earth to grab hold and root enemies in place. The target of this attack must be in contact with the ground or a stone surface.

To resolve this attack, the caster must make a Sorcery touch attack with a penalty equal to the

Size rating of his opponent. If successful, no damage is dealt. Instead, compare the opponent's Strength rating with the amount of damage that would have been done. If the damage rolled is less than or equal to the opponent's Strength rating, the grapple attempt fails.

If more damage than the opponent's Strength rating is rolled, the grasping earth grabs her. On her next turn, the grappled character cannot attack and must succeed in an opposed Strength vs. Sorcery roll in order to free herself.

If more than twice the opponent's Strength rating is rolled, the opponent is pinned, and she only gets to use her Passive Defense rating for Defense rolls.

The effects of this ritual last for the duration of one scene or the remainder of combat.

Life Crystal –Rank 2

Enchantment: Healing (+6 Enchantment)

Drawback: Requires a Focus (-2 Enchantment)

Using a specially prepared crystal, the caster of this ritual may store a portion of his life force for later use. A single crystal may not hold more than the caster's Health rating. Health may be transferred from the caster to the vessel with a successful Sorcery roll. The number of successes required is 5 + 1 per point of Health moved. The maximum Health that can be moved is the caster's current Health value - 1. The effects of this transfer are permanent. The Health points remain in the vessel until withdrawn by the donor, another caster or the vessel is destroyed.

The damage inflicted by this ritual is lethal and may be healed as normal.

To withdraw Health from a vessel, the caster must be in physical contact with the vessel and succeed in a Sorcery roll. Again the number of successes required is 5 + 1 per point of health moved. Each point of health removed heals 1 lethal or 2 nonlethal wound.

Acidic Touch – Rank 3

Enchantment: Caustic Attack (+6 Enchantment), Touch Attack (+2 Enchantment)

Drawback: No Range (-2 Enchantment)

Use of this ritual grants the caster the ability to deliver touch attacks that burn their enemy with acid. This acid attack is a 2L caustic attack. To resolve an attack, the caster must make a Brawl touch attack vs. the opponent's Active Defense. The ability to make caustic attacks occurs once the caster achieves 5 successes on his Sorcery roll. The effects of this ritual last for the duration of one scene or the remainder of combat.

Necromancy Tradition

Grave Sight – Rank 0

Enchantment: Attack Against Attribute (+2 Enchantment), Extra Sense (+2 Enchantment)

Drawback: Requires Concentration (-1 Enchantment), Requires a Focus (-2 Enchantment)

This Ritual allows the target to see through the eyes of any dead person or animal within the range of effect. The caster must roll more successes than the dead's Willpower rating to establish the link. The ritual only grants sight and does not grant any special illumination. Environmental effects that produce Perception penalties at the dead's location apply to the target. The field of vision is determined by the position of the dead subject. This effect can

allow the target to see from the perspective of animated dead as well as a stationary corpse. The effect lasts as long as the caster maintains concentration. While maintaining concentration, the caster may not use Active Defense.

Sense Life – Rank 0

Enchantment: Extra Sense (+2 Enchantment)

Drawback: Requires Concentration (-1 Enchantment)

While under the effects of this Ritual, the caster is able to see life auras and determine their relative strength. Subjects that resemble life such as undead and robots would not produce an aura. The effect lasts as long as the caster maintains concentration. While maintaining concentration, the caster may not use Active Defense.

Withering Touch– Rank 1

Enchantment: Flaw (+2 Enchantment), Touch Attack (+2 Enchantment)

Drawback: No Range (-2 Enchantment)

Use of this ritual grants the caster the ability to deliver touch attacks that cripple their enemy by contact with necrotic energy. To resolve an attack, the caster must make a Brawl touch attack vs. the opponent's Active Defense. If successful, compare the number of extra successes to the target's body rating. If the extra successes equal or exceed the body rating, the target is inflicted with the Physical Flaw: Lame or Physical Flaw: One Arm for the duration of combat or until the end of the scene. The ability to make withering attacks occurs once the caster achieves 5 successes on his Sorcery roll.

Blindness – Rank 2

Enchantment: Attack Against Attribute (+2 Enchantment), Flaw (+2 Enchantment)

Drawback: None

This ritual allows the caster the power blind his enemy. To resolve the attack, the caster must make a Sorcery roll vs. the opponent's Willpower value. If successful, the target is inflicted with the Physical Flaw: Blindness. Each extra success over the target's Willpower rating result in a turn of blindness per success. If the amount of successes achieved is more than twice the target's Willpower rating, the target is blinded for the duration of combat or until the end of the scene.

Call Darkness – Rank 2

Enchantment: Modify Attribute (+8 Enchantment)

Drawback: Limited Effect (-2 Enchantment), Modifier for Maximum Effect (-2 Enchantment)

This Ritual calls darkness into being. Anyone within the area of darkness will suffer a penalty to their sight Perception rolls for as long as they remain within the area. The darkness remains for the duration of combat or until the end of the scene.

Level of Darkness Modifier

Shadows (-2 Perception penalty) +0

Black as Night (-4 Perception penalty) -2

Infernal Darkness (-8 Perception penalty) -4

Life Bond – Rank 2

Enchantment: Attack Against Attribute (+2 Enchantment), Share Health (+4 Enchantment)

Drawback: Requires Focus (-2 Enchantment)

By casting this ritual, the life force of the caster and the target become linked. The caster requires an item connecting the target to him. This can be a prepared item like a ring or necklace worn by the target or an improvised item like a lock of the target's hair tied to a doll held by the caster. For willing targets, you must roll more successes than the target's Willpower rating to complete the link. For unwilling targets, you must roll more than twice the target's Willpower rating to complete the link. Damage inflicted upon the caster or the target is split between them. Divide the damage evenly between each. Healing is also impacted in a similar fashion. Successes that reduce damage are divided between the subjects. Odd values are applied to the original recipient of the damage or healing. This sharing also applies to damage caused when a sorcerer channels extra magic. The effects of this ritual last for the duration of combat or until the end of the scene.

Raise Noble Dead –Rank 2

Enchantment: Control Ally (+4 Enchantment),
Summon Ally 1 (+2 Enchantment)

Drawback: Requires a Focus (-2 Enchantment)

Through the use of this ritual, the caster may call the spirit of the Noble Dead to do his bidding. The spirit will inhabit, bolster and animate the remains of a human-sized corpse. The corpse animates once the caster achieves 5 successes on his Sorcery roll. The effects of this ritual last for the duration of one scene or the remainder of combat. A caster may control a combined total number of Noble Dead and Spectral Noble Dead up to a maximum number equal to his Charisma score.

Noble Dead				
Follower 1				
Archetype: <i>Everyman</i>		Motivation: <i>Duty</i>		
Style: 0		Health: 6		
Primary Attributes				
Body: 4		Charisma: 0		
Dexterity: 2		Intelligence: 0		
Strength: 4		Willpower: 2		
Secondary Attributes				
Size: 0		Initiative: 2		
Move: 6		Defense: 8 *		
Perception: 2		Stun: N/A**		
Skills	Base	Levels	Rating	(Average)
Athletics	4	2	6	(3)
Brawl	4	3	7	(3+)
Melee	4	3	7	(3+)
Survival	0	2	2	(1)
Talents				
High Pain Tolerance (remains conscious and ignores wound penalties until reaching –3 Health)				
Resources				
None				
Flaw				
Primitive (-2 penalty on technology-related rolls)				
Weapon	Rating	Size	Attack	(Average)
Axe/Longsword	3L	0	10L	(5)L
Punch	0N	0	6N	(3)N
* Chainmail (+2 Passive Defense)				
** Noble Dead are immune to nonlethal damage and cannot be stunned.				

Summon Spider Swarm –Rank 2

Enchantment: Control Ally (+4 Enchantment),
Call Animal Follower 0 (+0 Enchantment)

Drawback: None

Through the use of this ritual, the caster may call a Spider Swarm to do his bidding. The swarm must travel to the caster under its own power. Assuming that there is a nearby and plentiful source of spiders, the swarm will appear once the caster achieves 5 successes on his Sorcery roll. The effects of this ritual last for the duration of one scene or the remainder of combat. A caster may control a combined total number of swarms up to a maximum number equal to his Charisma score.

Spider Swarm				
Follower 0				
Archetype: <i>Insect</i>		Motivation: <i>Survival</i>		
Style: 0		Health: 9 *		
Primary Attributes				
Body: 1		Charisma: 0		
Dexterity: 3		Intelligence: 0		
Strength: 1		Willpower: 4		
Secondary Attributes				
Size: 0		Initiative: 3		
Move: 4 (8) **		Defense: 4		
Perception: 4		Stun: 1		
Skills	Base	Levels	Rating	(Average)
Athletics	1	1	2	(1)
Brawl	1	1	2	(1)
Stealth	3	1	4	(2)
Survival	0	2	2	(1)
Talents				
None				
Resources				
None				
Flaw				
Bestial (Character cannot communicate or use tools)				
Weapon	Rating	Size	Attack	(Average)
Bite	0L	0	6L	(3)L
Venom	4N	n/a	Special	
<i>After a successful attack, spider swarm injects venom into its victim. A poisoned character makes a Body roll against a Toxin rating of 4. If the character fails this roll, he takes one point of nonlethal damage for each point by which he failed the roll. A spider swarm may use its venom five times per day.</i>				
* Only attacks with an Area of Effect inflict full damage on a swarm. All other weapons inflict a maximum of one point of damage per hit				
** Creatures with four or more legs double their Move rating when running. The spider swarm may climb up sheer surfaces and even across ceilings at its normal climbing rate.				

Withering Blast– Rank 2

Enchantment: Flaw (+2 Enchantment), Touch Attack (+2 Enchantment)

Drawback: None

Ritual provides the caster with the power to cripple a target at a range. To resolve an attack, the caster must make a Sorcery touch attack vs. the opponent’s Active Defense. If successful, compare the number of extra successes to the target's body rating. If the extra successes equal or exceed the body rating, the target is inflicted with the Physical Flaw: *Lame* or Physical Flaw: *One Arm* for the duration of combat or until the end of the scene.

Animate Spider Zombie– Rank 3

Enchantment: Control Ally (+4 Enchantment), Summon Ally 1 (+2 Enchantment), Increased Duration (+2 Enchantment)

Drawback: Requires a Focus (-2 Enchantment)

Through the use of this ritual, the caster fills a corpse with thousands of spiders which animate the body and allows it to perform his bidding. The spiders inhabit and animate the remains of a human-sized corpse. The corpse animates once the caster achieves 5 successes on his Sorcery roll. The effects of this ritual last for the duration of one day. A caster create as many Spider Zombies as he has available bodies but may only actively control a combined number of Spider Zombies and swarms up to a maximum number equal to his Charisma score.

Spider Zombie				
Follower 1				
Archetype:		Motivation: <i>Duty</i>		
<i>Everyman</i>				
Style: 0		Health: 4		
Primary Attributes				
Body: 2		Charisma: 0		
Dexterity: 0		Intelligence: 0		
Strength: 2		Willpower: 2		
Secondary Attributes				
Size: 0		Initiative: 0		
Move: 2 *		Defense: 2		
Perception: 2		Stun: N/A*		
Skills	Base	Levels	Rating	(Average)
Athletics	2	2	4	(2)
Brawl	2	3	5	(2+)
Stealth	0	3	3	(1+)
Survival	0	2	2	(1)
Talents				
Death Swarm (once reduced to -5 Health, the spider zombie collapses and releases a spider swarm)				
High Pain Tolerance 2 (remains conscious and ignores wound penalties until reaching -5 Health)				
Resources				
None				
Flaw				
Bestial (Character cannot communicate or use tools)				
Weapon	Rating	Size	Attack	(Average)
Bite	0L	0	5L	(2+)L
Punch	0N	0	5N	(2+)N
* Spider Zombies cannot run or sprint.				
** Spider Zombies are immune to nonlethal damage and cannot be stunned. In addition, they must consume one point of living flesh per day or suffer a point of lethal damage due to rot.				

Touch of Decay – Rank 3

Enchantment: Caustic Attack (+6 Enchantment),
Touch Attack (+2 Enchantment)

Drawback: No Range (-2 Enchantment)

Use of this ritual grants the caster the ability to deliver touch attacks that damage their enemy by contact with necrotic energy. This attack is a 2L caustic attack. To resolve an attack, the caster must make a Brawl touch attack vs. the

opponent’s Active Defense. The ability to make caustic attacks occurs once the caster achieves 5 successes on his Sorcery roll. The effects of this ritual last for the duration of one scene or the remainder of combat.

Necrotic Bolt – Rank 4

Enchantment: Caustic Attack (+6 Enchantment),
Touch Attack (+2 Enchantment)

Drawback: None

Use of this ritual grants the caster the ability to deliver ranged touch attacks that damage their enemy by contact with necrotic energy. This attack is a 2L caustic attack. To resolve an attack, the caster must make a Sorcery touch attack vs. the opponent’s Active Defense. The effects of the ritual last for only one attack.

Summon Spectral Noble Dead – Rank 4

Enchantment: Control Ally (+4 Enchantment),
Summon Ally 2 (+4 Enchantment)

Drawback: None

Through the use of this ritual, the caster may call the spirit of the Noble Dead to do his bidding. The spirit will appear as a ghostly Viking warrior form. The summoned spirit appears once the caster achieves 7 successes on his Sorcery roll. The effects of this ritual last for the duration of one scene or the remainder of combat. A caster may control a combined total number of Noble Dead and Spectral Noble Dead up to a maximum number equal to his Charisma score.

Spectral Noble Dead				
Follower 2				
Archetype: <i>Everyman</i>		Motivation: <i>Duty</i>		
Style: 0		Health: 7		
Primary Attributes				
Body: 4		Charisma: 0		
Dexterity: 4		Intelligence: 0		
Strength: 4		Willpower: 3		
Secondary Attributes				
Size: 0		Initiative: 4		
Move: 8*		Defense: 8		
Perception: 3		Stun: N/A**		
Skills	Base	Levels	Rating	(Average)
Athletics	4	2	6	(3)
Brawl	4	3	7	(3+)
Melee	4	3	7	(3+)
Survival	0	3	3	(1+)
Talents				
High Pain Tolerance (remains conscious and ignores wound penalties until reaching -3 Health)				
Psychic Resistance (+2 bonus to resist rituals or psychic powers)				
Resources				
None				
Flaw				
Primitive (-2 penalty on technology-related rolls)				
Weapon	Rating	Size	Attack	(Average)
Axe/Longsword	3L	0	10L	(5)L
Punch	0N	0	6N	(3)N
* Spectral Noble Dead use their Move rating to fly.				
** Spectral Noble Dead are immune to nonlethal damage and cannot be stunned.				

Shamanism Tradition

Aspect of the Bear— Rank 1

Enchantment: Increase Attribute: Body (+2 Enchantment), Natural Equipment: Claws (+2 Enchantment)

Drawback: Limited Effect: Only one Aspect ritual in effect at a time (-2 Enchantment)

Completion of this ritual calls upon the spirit totem of the Bear and grants the caster a portion of the spirit's aspect. The Bear grants a +1 bonus to Body and Claws. The claws deal lethal damage and have a base value equal to

Size. Attacks with these claws are resolved using the Brawl skill.

The benefits of this ritual begin once the caster achieves at least 5 successes on his Sorcery roll. The caster gains a spectral overlay in the shape of a bear. The effects of this ritual last for the duration of one scene, the remainder of combat or until another spirit totem aspect is called.

Aspect of the Cougar— Rank 1

Enchantment: Increase Attribute: Dexterity (+2 Enchantment), Natural Equipment: Claws (+2 Enchantment)

Drawback: Limited Effect: Only one Aspect ritual in effect at a time (-2 Enchantment)

Completion of this ritual calls upon the spirit totem of the Cougar and grants the caster a portion of the spirit's aspect. The Cougar grants a +1 bonus to DEX and Claws. The claws deal lethal damage and have a base value equal to Size. Attacks with these claws are resolved using the Brawl skill.

The benefits of this ritual begin once the caster achieves at least 5 successes on his Sorcery roll. The caster gains a spectral overlay in the shape of a cougar. The effects of this ritual last for the duration of one scene, the remainder of combat or until another spirit totem aspect is called.

Aspect of the Eagle— Rank 1

Enchantment: Special Movement: Flight (+2 Enchantment), Talent: Keen Sense: Sight (+2 Enchantment)

Drawback: Limited Effect: Only one Aspect ritual in effect at a time (-2 Enchantment)

Completion of this ritual calls upon the spirit totem of the Eagle and grants the caster a portion of the spirit's aspect. The Eagle grants a +4 bonus to Perception for sight based checks and Flight. The caster may fly a distance equal to half their Move.

The benefits of this ritual begin once the caster achieves at least 5 successes on his Sorcery roll. The caster gains a spectral overlay in the shape

of an eagle. The effects of this ritual last for the duration of one scene, the remainder of combat or until another spirit totem aspect is called.

Aspect of the Turtle— Rank 1

Enchantment: Increase Attribute: Passive Defense (+2 Enchantment), Special Movement: Flight (+2 Enchantment)

Drawback: Limited Effect: Only one Aspect ritual in effect at a time (-2 Enchantment)

Completion of this ritual calls upon the spirit totem of the Turtle and grants the caster a portion of the spirit's aspect. The Turtle grants a +2 bonus to Passive Defense and Swimming. The caster may swim a distance equal to double their Move.

The benefits of this ritual begin once the caster achieves at least 5 successes on his Sorcery roll. The caster gains a spectral overlay in the shape of a turtle. The effects of this ritual last for the duration of one scene, the remainder of combat or until another spirit totem aspect is called.

Aspect of the Wolf— Rank 1

Enchantment: Increase Attribute: Perception (+2 Enchantment), Talent: Run (+2 Enchantment)

Drawback: Limited Effect: Only one Aspect ritual in effect at a time (-2 Enchantment)

Completion of this ritual calls upon the spirit totem of the Wolf and grants the caster a portion of the spirit's aspect. The Wolf grants a +2 bonus to Perception and the Run Talent.

The caster gains a spectral overlay in the shape of a wolf. The effects of this ritual last for the duration of one scene, the remainder of combat or until another spirit totem aspect is called.

Spirit Blast —Rank 2

Enchantment: Force Attack (+2 Enhancement), Attack Against Attribute (+2 Enhancement)

Drawback: None

Completion of the ritual sends forth a ghostly form that targets the caster's enemy. This attack strikes the target with a mystic force. To resolve an attack, the caster must make a Sorcery skill roll vs. the opponent's Willpower. This force inflicts 1N damage to for each extra success on the caster's Sorcery roll. The effects of the ritual last for only one attack.

Protection of the Ancestors — Rank 3

Enchantment: Extra Sense (+2 Enchantment), Increase Attribute: Passive Defense (+4 Enchantment)

Drawback: None

Completion of this ritual allows the caster to raise the ability of others to resist physical assault. For the duration of the ritual, ghostly shapes of the caster's ancestors swirl around the designated targets and provide protection. The effects of the ritual grant targets a +4 Passive Defense bonus. This protection applies to all attacks made against the target, including touch attacks and those attacks which cannot normally be seen.

This protection may be extended to multiple targets using the standard Sorcery modifiers for range and additional targets. The bonus to Passive Defense is granted once the caster achieves 5 successes on his Sorcery roll. The effects of this ritual last for the duration of one scene or the remainder of combat.

Theurgy Tradition

Illuminating Orb – Rank 0

Enchantment: Modify Attribute (+2 Enchantment)

Drawback: Single Target (-1 Enchantment)

This ritual creates a magic orb of light in any color that the caster desires. The orb manifests once the caster achieves 5 successes on his Sorcery roll. This acts as a light source and grants the caster a +2 bonus to perception checks. The orb floats near the caster and remains for the duration of combat or until the end of the scene.

Psychic Defense –Rank 0

Enchantment: Talent (+2 Enchantment)

Drawback: Single Target (-1 Enchantment)

Completion of this ritual allows the caster to raise his ability to resist supernatural powers. The effects of the ritual grant the caster the talent Psychic Resistance 1, granting a +2 bonus to resist rituals or psychic powers. If the caster already has Psychic Resistance 1 or 2, the ritual boosts the talent to the next higher level. If the caster already has Psychic Resistance 3, no further benefit can be gained. The resistance is gained once the caster achieves 5 successes on his Sorcery roll. The effects of this ritual last for the duration of one scene or the remainder of combat.

Touch of Luck – Rank 0

Enchantment: Skill Modifier (+2 Enchantment)

Drawback: Requires Touch (-1 Enchantment), Single Target (-1 Enchantment)

This ritual grants the target touched a +2 bonus to a single skill. The benefit is conferred once the caster achieves 5 successes on his Sorcery roll. The effects of this ritual last for the duration of one scene or the remainder of combat.

Sense Magic – Rank 0

Enchantment: Extra Sense (+2 Enchantment)

Drawback: Requires Concentration (-1 Enchantment)

While under the effects of this Ritual, the caster is able to see magical auras and determine their relative strength and tradition. The effect lasts as long as the caster maintains concentration. While maintaining concentration, the caster may not use Active Defense.

Force Ram – Rank 1

Enchantment: Attack Against Attribute (+2 Enchantment), Force Attack (+ 2 Enchantment)

Drawback: Limited Effect: No Range (-2 Enchantment)

Using mystical force, this ritual allows the caster push adjacent opponents and objects away from him. Against living opponents, the caster makes a Sorcery roll against the target's Strength rating. If he achieves more successes than his target's Strength rating, his opponent is knocked back five feet per additional success. If he achieves more successes than twice his opponent's Strength rating, his opponent is knocked clean off his feet.

For objects, the caster makes a Sorcery roll against the object's Structure rating. If he achieves more successes than the object's Structure rating, the object is knocked back five feet per additional success. If he achieves more successes than twice the object's Structure rating, the object is knocked over. This can result in blowing open doors, tipping over vehicles or toppling stone obelisks.

This ritual does not itself inflict damage but the effects of any knockback caused may do so. The effects of the ritual last for only one attack.

Psychic Shield –Rank 1

Enchantment: Talent (+2 Enchantment)

Drawback: None

Completion of this ritual allows the caster to raise ability of others to resist supernatural powers. The effects of the ritual grant the target the talent Psychic Resistance 1, granting a +2 bonus to resist rituals or psychic powers. If the target already has Psychic Resistance 1 or 2, the ritual boosts the talent to the next higher level. If the target already has Psychic Resistance 3, no further benefit can be gained. This protection may be extended to multiple targets using the standard Sorcery modifiers for range and additional targets. The resistance is granted once the caster achieves 5 successes on his Sorcery roll. The effects of this ritual last for the duration of one scene or the remainder of combat.

Sword of Light – Rank 1

Enchantment: Lethal Attack (+4 Enchantment)

Drawback: No Range (-2 Enchantment)

Completion of the ritual creates a sword of light that has the hardness of steel. The blade manifests once the caster achieves 5 successes on his Sorcery roll. The damage for this sword is 3L. Attacks made with the sword are made with the caster's Sorcery roll or appropriate Melee skill roll or specialization; whichever is lower. The effects of this ritual last for the duration of one scene or the remainder of combat.

Blocking Tendrils – Rank 2

Enchantment: Skill Substitution (+2 Enchantment), Talent (+2 Enchantment)

Drawback: Single Target (-1 Enchantment)

Upon completing this ritual, tendrils of energy surround the caster and lash out against physical attacks made against his person. The shield does not work against ranged attacks or many supernatural-based attacks or psychic assaults. As a reflexive action, the caster may make a Sorcery roll against any incoming Brawl attacks of which he is aware. The shield may also block Melee attacks but at a -2 penalty.

Damage is inflicted as normal if the successes of the attack exceed the results of the Sorcery Roll. The caster suffers a cumulative -2 penalty to his Sorcery roll for every attack he attempts to defend beyond the first. Penalties remain until the caster takes his next action. Other forms of attack resolve against the caster's defense as normal. The benefits of this ritual begin once the caster achieves at least 5 successes on his Sorcery roll. The effects of this ritual last for the duration of one scene or the remainder of combat.

Bolt of Force – Rank 2

Enchantment: Force Attack (+2 Enchantment), Touch Attack (+2 Enchantment)

Drawback: None

Completion of the ritual sends forth a bolt of force at a designated target. This is a touch attack that strikes the target with a concussive force. To resolve an attack, the caster must make a Sorcery touch attack vs. the opponent's Active Defense. This force inflicts 1N damage to for each extra success on the caster's Sorcery roll. The effects of the ritual last for only one attack.

Force Club – Rank 2

Enchantment: Force Attack (+2 Enchantment), Invisible Effect (+4 Enchantment)

Drawback: No Range (-2 Enchantment)

Completion of the ritual creates an invisible club of force. The club manifests once the caster achieves 5 successes on his Sorcery roll. The damage for this club is 2N. Attacks made with the club are made with the caster's Sorcery roll or appropriate Melee skill roll or specialization; whichever is lower. Because the weapon is invisible the defender is only allowed his Passive Defense to resist. The effects of this ritual last for the duration of one scene or the remainder of combat.

Second Sight – Rank 2

Enchantment: Global Modifier (+6 Enchantment), Talent (+2 Enchantment)

Drawback: Limited Effect: Common (-4 Enchantment)

This ritual grants the caster access to supernatural premonitions. Upon completion, this ritual grants the caster the Danger Sense talent. In addition, every additional success up to a maximum of 4 successes, grants the caster a +1 bonus to his Perception, Initiative or Defense attribute. Bonuses can be applied to one attribute or split between all three attributes. The benefits of this ritual begin once the caster achieves at least 5 successes on his Sorcery roll. The caster may continue casting for additional turns to achieve a higher result. The effects of this ritual last for the duration of one scene or the remainder of combat.

Daggers of Light – Rank 3

Enchantment: Lethal Attack (+4 Enchantment), Talent (+2 Enchantment)

Drawback: None

Completion of the ritual sends forth daggers of light with the hardness of steel from each finger of the caster's hand. The daggers may strike a single target with a +1 attack bonus or the caster may choose to direct the daggers at multiple targets with the same penalties as an Autofire attack (but without the +3 Autofire bonus). To resolve the attack, the caster must make a single Sorcery roll modified for range and number of targets and compare the result vs. the Defense of each opponent. The daggers inflict 1L damage to for each extra success on the caster's Sorcery roll. The effects of the ritual last for only one attack.

Invisibility – Rank 3

Enchantment: Modify Attribute (+6 Enchantment)

Drawback: None

This Ritual causes the target to disappear from the awareness of those around him. Impose a penalty of -6 perception to anyone trying to perceive the target. The perception penalty is applied once the caster achieves 5 successes on his Sorcery roll. The effects of this ritual last for the duration of one scene or the remainder of combat.

Lightning Arc – Rank 3

Enchantment: Caustic Attack (+8 Enchantment)

Drawback: Limited Effect: Uncommon (-2 Enchantment), Single Target (-1 Enchantment)

Through the use of this ritual, the caster is able to produce a close-ranged caustic electricity attack. To resolve an attack, the caster must make a Sorcery touch attack vs. the opponent's Active Defense. The target of the attack must be a single opponent within 10 feet of the caster. This touch attack deals 3L damage upon a successful attack. The effects of the ritual last for only one attack.

Shield of Light – Rank 3

Enchantment: Extra Sense (+2 Enchantment), Modify Attribute (+4 Enchantment)

Drawback: None

Completion of this ritual allows the caster to raise the ability of others to resist physical assault. The effects of the ritual grant the target a +4 Defense bonus. This protection applies to all attacks made against the target including touch attacks and those attacks which cannot normally be seen. This protection may be extended to multiple targets using the standard Sorcery modifiers for range and additional targets. The bonus to Defense is granted once the caster achieves 5 successes on his Sorcery roll. The effects of this ritual last for the duration of one scene or the remainder of combat.

Post Cognition – Rank 3

Enchantment: Skill (+2 Enchantment), Skill Modifier (+6 Enchantment)

Drawback: Focus (-2 Enchantment)

Through the use of this ritual, the caster calls upon the spirits and powers of the great unknown to lift the veil of time and show visions from the past. The caster must have contact with an item or significant location for which they wish to learn more. Visions grant potentially useful information to the caster at the discretion of the game master.

To interpret the visions, the caster must achieve 5 successes on an Investigation roll. The ritual provides the possessor the Investigation skill at rating 12. If the caster already has the skill, they receive a +10 bonus to their skill roll instead. Extra successes may yield additional clues or enhanced understanding.

The Investigation roll is modified by how far back into the past the caster attempts to look. Looking back more than 100 years is not possible.

Distance into the Past	Modifier
Less than 1 week	+0
Less than 1 month	-2
Less than 3 months	-4
Less than a year	-6
Less than 10 years	-8
Less than 100 years	-10

This ritual may be attempted multiple times during a scene but each additional attempt receives a cumulative -2 penalty.

Sorcerer's Shield – Rank 3

Enchantment: Attribute Substitution (+10 Enchantment)

Drawback: Limited Effect: Common (-4 Enchantment), Single Target (-1 Enchantment)

Upon completing this ritual, the caster marshals mystic forces to aid in his physical protection. The shield does not work against supernatural-based attacks or psychic assaults, but does apply to mundane energy damage (such as fire or lightning attacks). The benefits of this ritual begin once the caster achieves at least 5 successes on his Sorcery roll. The effects of this ritual last for the duration of one scene or the remainder of combat.

When the caster uses the Total Defense action (*Hollow Earth Expedition* p. 122), he may make a Sorcery roll at a +4 bonus against any incoming attacks of which he is aware rather than his Defense rating. Damage is inflicted as normal if the successes of the attack exceed the results of the Sorcery Roll. The caster suffers a cumulative -2 penalty to his Sorcery roll for every attack he attempts to defend beyond the first. Penalties remain until the caster takes his next action.

Shield of the Magi– Rank 5

Enchantment: Attribute Substitution (+10 Enchantment), Talent (+2 Enchantment)

Drawback: Limited Effect: Uncommon (-2 Enchantment), Single Target (-1 Enchantment)

Upon completing this ritual, the caster marshals mystic forces to aid in his total protection. The shield works against all forms of attack which target Defense including ones of which he is unaware. When the caster uses the Total Defense action (Hollow Earth Expedition p. 122), he may make a Sorcery roll at a +4 bonus rather than his Defense rating against any incoming attacks. Damage is inflicted as normal if the successes of the attack exceed the results of the Sorcery Roll. The caster suffers a cumulative -2 penalty to his Sorcery roll for every attack he attempts to defend beyond the first. Penalties remain until the caster takes his next action. The benefits of this ritual begin once the caster achieves at least 5 successes on his Sorcery roll. The effects of this ritual last for the duration of one scene or the remainder of combat.