

Rituals

Every entity has a ritual, a cataclysmic event that is designed to break the chains keeping that particular entity on the edges of this world. Upon success, the ritual will bring the entity into this world with full use of its abilities, plunging the world into a constant state of terror, gorging that entity on power.

Note: It is not required for any player to attempt a ritual. But if a player wishes to pursue that path, and it is something the situation allows for, this supplemental can be used by the narrator and the player to orchestrate a Ritual. At this point, it is up to the remaining players whether they wish to attempt to prevent this ritual, aid the player attempting the ritual, or watch it play out.

List of Rituals, by Entity

- The Buried: Sunken Sky
- The Corruption: Rotten Core
- The Dark: Extinguished Sun
- The Desolation: Scoured Earth
- The End: The Corpse Routes
- The Eye: The Watcher's Crown
- The Flesh: The Last Feast
- The Hunt: The Ever Chase
- The Lonely: The Silence
- The Slaughter: The Risen War
- The Spiral: The Great Twisting
- The Stranger: The Unknowing
- The Vast: Awful Deep
- The Web: Spinner's Tale

What these rituals consist of is determinable by the player who is orchestrating the ritual. This supplement is a guide to necessary elements.

Elements of a Ritual

- ❖ **Sacrifice:** Each entity requires human sacrifice to cross over. This sacrifice can come in the form of blood, anguish, terror, or life essence. In order to succeed, the collective fear and suffering of approximately 100 individuals (not counting worshippers of that entity) must be offered up.
- ❖ **Location:** The ritual should take place in a relevant locale. This can be a thematically relevant location (a hospital for the Corruption, a circus for the Stranger, etc), a naturally occurring place of power (deep ocean, caves), or a manufactured space (a Winchester Mystery House style building for the Spiral)
- ❖ **Artefacts:** Some entities have artefacts that improve the efficacy and efficiency of their rituals. Possessing one or more of these artifacts increases your chances of success.