

PATH RITUALS FOR THE CULT OF ISIS

These are mostly renamed rituals from the book *Sorcerer: Revised*. I have kept the descriptions so you don't start accidentally calling them by their book names. If something is missing it's because it doesn't have a ritual.

ALCHEMISTRY

RITUALS

Seb's Seasoning (●) – Added to a cooking pot it will make vegetables that have started to decay edible and nutritious.

Hathoor's Dust (●) – Makes recipient more susceptible to seduction. Decrease difficulty to seduce someone under the influence of Hathoor's Dust by 1.

The Inner Bubasti (●) – A draft that will reduce or negate the effects of the cold. It will warm the body, maintaining a pleasant and comfortable level.

The Breath of Serapis (●) – A pill that removes all side effects from a minor cold or flu for 24 hours when taken and reduces the recovery time for the illness to one half.

Amun's Inner Eye (●●) – When ingested, the user will be able to see things that were not previously obvious to him or will be granted a vision of the future. These messages will always be cloaked in symbolism and analogy, but will be correct... to the limits of the user's understanding.

CONJURATION

RITUALS

Aroueris' Hidden Might (●●●) – This ritual is almost always hung – the sorcerer ritually prepares a weapon (whether it be sword or loaded shotgun) before entering some situation where he thinks it may be necessary, and keeps it always in his mind as he works. When he needs the weapon, he finishes the ritual and draws the weapon forth from some convenient shadow or out from underneath a trenchcoat. The difficulty is 7 (6 if the weapon or tool is well known to the user), and the device must normally be within a mile or so of the user and no larger than a shotgun or long sword. If attempted in plain sight of unbelievers, this ritual will almost always fail (difficulty 9).

CONVEYANCE

RITUALS

Neph's Melting (●) – Usually cast as a hanging spell before entering a potentially dangerous situation, but a popularly fast cast spell used as a form of dodge or tactical withdrawal. When cast, the sorcerer seems to melt away and shift instantaneously a few feet away from the attack. This is in a location of the caster's desire, whether it is a step to the side, back or to appear right behind the attacker. Spend one Willpower, roll Stamina + Occult to a difficulty of 7 and add each success to your Dodge roll.

Ward of Kephra (●●) – Allows you to create a ward against unwanted intrusion by others using this Path. To ward a room or building, the sorcerer must first mark out the limits of the ward. Once this is done, the sorcerer rolls Stamina + Occult (difficulty 7) and adds each success to the number of successes needed for anyone wanting to enter the warded area without knowing how to bypass the wards. This protection degrades by one success per month, but can be maintained with the expenditure of Willpower and a single success on a Stamina + Occult roll (difficulty 6).

Wings of Horus (●●●) – Often cast as a hanging ritual by those more interested in avoiding fights than finishing them, this ritual instantaneously carries the user back to a home location (known to the user, specified when the ritual is performed and no more than 50 miles away). This ritual costs one Willpower, and the user must achieve at least 4 successes on a Stamina + Occult (difficulty 8) roll; additional successes can aid in the necessary range (20 miles per additional success). If the home location is out of reach, a Wits + Occult roll (difficulty 6) will allow the caster to retarget the ritual to another, closer point.

ENCHANTMENT (RITUALS ⊕ ONLY)

RITUALS

Mark of Isis (●) – The sorcerer scribes a symbol or mark into an object or onto the forehead of an individual. This mark then fades from view, but any student of the mystic Arts who looks at the object or individual will be able to discern the mark and will know the name of the sorcerer who marked it. This ritual takes five minutes to cast and has no cost in Willpower.

FORTUNE

RITUALS

Curse of Nephthys (●) – Convert all permanent Willpower into dots to spend as automatic successes on this one last curse before death. For this spell alone the caster can achieve aspects two dots higher than normal.

HELLFIRE

RITUALS

Sekhet's Armour (●) – Roll (Manipulation + Occult) against a difficulty of 7; if you score more than 2 successes, you can soak fire damage as if it were bashing damage, instead of aggravated; more successes reduce the soak number needed. This costs one Willpower and lasts one scene.

Sekhet's Mighty Blade (●●) – By spending one Willpower, you may engulf a weapon (normally bladed) in mystical fires; while burning, the weapon does aggravated damage and does 2 additional dice of damage. Lasts for one scene while in the possession of the caster. If handed to another, the flames die out. Requires Manipulation + Occult roll, difficulty 7, with at least 2 successes to take effect.