

DEEP ONE RITUALS

The Deep One culture predates mankind by 350 million years or more, and, in comparison to man, its knowledge of the unnatural is near-total. To them, hypergeometry is more fundamental than some esoteric ritual, it is *instinctual*, it is *imbred*, it is *biological*.

Still, the Deep Ones often employ human agents, and it is to those agents that the rituals found below are taught. Each makes the infiltration of Deep One forces into the fringes of human cultures more seamless, and each draws the agent further towards their doom.

The Blessing of Xoth

Simple ritual. Study time: hours; 1 SAN unnatural. Activation: a turn; 6 WP.

This ritual requires the operator to continuously chant a prayer to Xoth (Cthulhu) in the language of the Deep Ones (they may not speak normally while chanting). If the Ritual Activation roll succeeds, as long as this prayer is chanted, Deep Ones and other servants of Xoth will do their best to avoid interacting or even acknowledging the operator, unless attacked by them. Note, this does nothing to reduce the SAN losses of encountering such creatures.

The Gift of the Master

Simple ritual. Study time: hours; 1D4 SAN. Activation: a turn; 9 WP, 2 SAN.

This ritual allows the operator to induce madness in a target with horrific visions of Xoth (Cthulhu) and his sunken kingdom of R'lyeh. The operator must first recite a brief incantation in the Deep One language while touching a target's skin. If the Ritual Activation roll succeeds, the target is completely overwhelmed by hallucinations of undersea horrors, suffering 1/1D6 SAN unnatural, and are incapable of rational action for at least 1D8 turns.

The operator may also *use this on themselves* to gain insight into the desires of Xoth by praying and meditating during the chant, attempting to reach out and make contact with the entity (make another SAN roll and suffering 1D10/1D100 SAN unnatural). If their mind *survives* such a contact, they are gifted a ritual related to Cthulhu of the Handler's choice. If they fail to resist the psychic assault, they become yet another mad servant of Cthulhu.

The Call

Simple ritual. Study time: hours; 1D4 SAN. Activation: a minute; 6 WP, 1 SAN.

This ritual allows the operator to communicate with the Deep Ones over great distances by reciting an incantation in the Deep One language while submerged in the ocean. If the Ritual Activation roll succeeds, the operator can communicate with and may receive requests or messages from the Deep Ones over distances as far as several hundred kilometres away. These responses arrive as sounds heard underwater. Of course, the Deep Ones may ignore such attempts at contact, or language may restrict communication.

Transmogrification

Complex ritual. Study time: weeks; 1D8 SAN. Activation: days; 12 WP, 1 SAN.

This ritual is a complex series of alchemical powders and liquids which must be prepared and imbibed, as well as stanzas chanted in the alien tongue of the Deep Ones. When repeated enough, these words warp the operator's mind to better understand the incomprehensible nature of Xoth, Dagon, Hydra or other related entities or phenomenon (like Ponape or R'lyeh). If the Ritual Activation roll succeeds, the operator gains

insight into the nature of that particular being, granting a vision that costs 1D10 SAN unnatural, and grants them +1% Unnatural. Such revelations, despite the damage caused, are addictive.

An Offering

Simple ritual. Study time: hours; 1D4 SAN. Activation: a turn; 6 WP, 1/1D10 SAN violence for the ritual sacrifice of a person.

This ritual allows the operator to offer a sacrifice in a bid to possibly be *noticed* by Xoth (Cthulhu). The operator must recite a prayer in the language of the Deep Ones while sacrificing a living human at a location that is a known haunt of the Deep Ones. If the Ritual Activation roll succeeds and the roll is odd, the operator gains Xoth's favor until dusk and is protected as the Blessing of Xoth above (but they need not chant to maintain that effect). If the Ritual Activation roll succeeds and the roll is even, the operator gains Xoth's favor and is also given dreams by Cthulhu that last 2D4 nights.

Each night, they must make a 1/1D6 SAN unnatural roll. On a failure, they suffer from horrific nightmares of the cult of Cthulhu, places and things associated with the cult, and the future where Cthulhu wakes and is released. On a success, they fail to recall the horrific dreams when they wake.

Mark of the Great Old Ones

Simple ritual. Study time: hours; 1 SAN. Activation: a turn; 6 WP, 1 SAN.

This ritual allows the operator to mark a target as favored by Xoth. The operator must draw a specific small, odd, symbol on the target's skin using permanent ink (most often done as a tattoo). Usually, this mark is in a place where skin is exposed, like on the neck, wrist, or even face. When hidden, it does little good, as it is used by the cult of Cthulhu and its minions to identify members. It appears to be either an eye, or a pillar of fire, depending on viewing angle.

If the Ritual Activation roll succeeds, the mark has been made properly, and the target is accepted into the ranks of such horrific cults and organizations without question until their actions or identity somehow dictate otherwise.

Breath of the Abyss

Intermediate ritual. Study time: days; 1D6 SAN. Activation: minutes; 9 WP, 3 SAN.

This ritual allows the operator to temporarily breathe underwater as if they were a Deep One. The operator must perform the ritual by submerging their face in saltwater while reciting an extremely complex and challenging incantation in the language of the Deep Ones. As they do so, they begin to exhale blood, and lung tissue (hence the SAN cost).

If the Ritual Activation roll succeeds, the operator is able to breathe seawater for 2D8 hours. If they fail (and after a successful ritual ends), the operator undergoes a painful regeneration of their changed lungs, reducing their WP to 0 for 24 hours, and inflicting 2 HP damage as they cough and vomit up blackened biological material which looks more like gills than human lung.

The Sea's Veil

Simple ritual. Study time: hours; 1D6 SAN. Activation: a minute; 4 WP.

This ritual grants the operator the ability to temporarily become invisible while in the ocean (and only in the ocean). The operator must perform the ritual by standing in the surf, naked and carrying no gear, reciting a short incantation in the language of the Deep Ones.

If the Ritual Activation roll succeeds, the operator becomes invisible to all visual detection while they remain even partially immersed in the ocean, for 1D8 hours, allowing them to move undetected by others.

The moment they leave the ocean, the effect ends. This ritual does nothing to mask sound, but usually, the crashing waves of an ocean will do that. If the activation roll fails, of course, the operator has no idea whether the effect has occurred or not...

Vigor of Dagon

Complex ritual. Study time: weeks; 1D6 SAN. Activation: hours; 12 WP, 4 SAN.

This ritual allows the operator to temporarily gain the strength and resilience of a Deep One, but not without a biological cost. The operator must perform a complex ritual that takes many hours of preparation, isolation and concentration.

If the Ritual Activation roll succeeds, the operator undergoes 2D10 minutes excruciatingly painful biological shifts in their back, upper arms, and legs. For 2D4 days, they gain 1D4 points in CON and STR (with associated increases in HP). This change is noticeable at a glance, as the operator takes on a more hunched, broad-shouldered appearance, and walks on the balls of their feet.

When the effect ends, it is just as painful, but the transformation back lasts 2D6 days, during which time the operator is all but helpless and can take no meaningful action, while they are consumed with fever, shakes and vomiting.