

Our Ladies of Sorrow

Magic Conversion

Here are included conversions of spells appearing in the campaign.

The Sorrows all have Magic ratings. Though the spells here primarily refer to Stability, the Keeper should have them pay any necessary costs from their Magic pools.

The following spells from the campaign appear in the *Trail of Cthulhu* rulebook: Contact Ghoul, Contact Nyarlathotep, Contact Rat-Thing, Shrivelling, Summon/Bind Byakhee.

The following spells from the campaign appear in *Rough Magicks* supplement: Contact Sand-Dwellers, Dominate.

Spell Conversions

Alter Weather

The Keeper establishes the base conditions of the weather. Every 5 Stability points spent effects one level of change (see further below). Anyone else participating in the ritual can also spend points, but those who do not know the spell may only contribute 1 point.

The effective radius of the base spell is two miles; this area can be widened by spending 5 Stability points for each additional mile. The change in the weather lasts thirty minutes for every 5 Stability points of the total contributed, but violent weather lasts a much shorter time.

Five weather components can be changed, in varying levels of effect. One level costs 5 Stability points to change.

The levels of change can be found in the *Call of Cthulhu* rulebook's description of the spell.

Stability Test Difficulty: 4

Cost: 1 Stability from each participant to cast, plus any additional points to affect the weather itself.

Time: A half hour of chanting to cast.

Bind Enemy

If the spell is successful, the target cannot harm the caster for one week. The spell is broken if the caster attacks the target or the effigy is broken.

Stability Test Difficulty: 5 (4 with Art spend while creating the effigy)

Opposition: The caster sacrifices a number of Stability or Health points (or combination thereof) into a small effigy of the target. These points are used in a contest against the target's Stability. If the caster wins, the target cannot harm the caster for one week.

Cost: Variable (see above)

Time: One day

Black Binding

This spell offers one method to create a zombie. The test is made and the Stability is spent during the final ritual.

Stability Test Difficulty: 5 (4 with a Chemistry spend)

Cost: 9 Stability

Time: 15 minutes to brew the ritual liquid; one week for the corpse to mature; a half-hour for the final ritual.

Breath of the Deep

The target must be seen by the caster and within long range or closer. After the test to cast the spell, the caster makes a second Stability test against the target's Stability *rating*. If the caster wins, the victim begins to drown for 1d6 rounds.

Stability Test Difficulty: 4

Cost: 6 Stability

Time: One round

Cause Blindness

Stability Test Difficulty: 5

Opposition: Once the spell is cast, and after paying the casting cost, the caster must succeed in one test of the caster's Stability against the target's Stability. If the caster does, the spell takes effect. If using the reverse of this spell on a willing recipient, no test is needed.

Cost: 7 Stability to cast; the reversal costs 4 Stability to cast.

Time: This ritual requires a day to perform.

Cause Disease

If the spell is successful, the target loses 4d6 Health, at the rate of 2 points daily. This damage cannot be healed except by magic, until the full damage has been taken. At that point, and if the target has survived, he or she regains the lost Health points. The target is also immediately considered **hurt**, and this lasts for the duration of the disease. The spell can also be broken by retrieving the buried object.

Stability Test Difficulty: 5 (4 with Biology or Outdoorsman)

Opposition: The caster sacrifices a number of Stability or Health points (or combination thereof) into a personal item obtained from the target. These points are used in a contest against the target's Stability. If the caster wins, the disease takes effect.

Cost: Variable (see above)

Time: A half hour

Cloud Memory

This spell can be cast at any visible target at long or closer range, but the target must be able to hear and understand the caster. After the test to cast the spell, the caster makes a second Stability test against the target's current Stability. If the test is successful, the target's mind is mentally blocked with respect to one specified incident. If the spell fails, the event in question becomes vivid in the target's mind.

The spell cannot undo a Stability or Sanity loss under most circumstances. Keepers might allow an Investigator another opportunity to recover a Sanity rating point through denial if the Investigator did not do so originally (see page 75 of *Trail of Cthulhu*). If proof of the Mythos experience exists and the Investigator rediscovers it, the Sanity point is lost again.

Stability Test Difficulty: 4

Cost: 2 Stability

Time: 1 round

Clutch of Nyogtha

This hideous attack spell can be used on any visible target at point-blank or close range.

After the test to cast the spell, the caster makes a second Stability test against the target's current Stability. The spell does damage with a -1 modifier each round that the spell is in effect. The victim must make a 5-point Stability test. Meanwhile, the

target is temporarily paralyzed and unable to take any action. If the victim dies, his or her heart bursts.

Each round the spell is maintained, the caster must spend 4 Stability points. The caster must concentrate on the spell each round it is in effect, and must also make a Stability test against the target's current Stability each round. If the caster is distracted or the target wins the test, the spell ends, but any damage already done remains.

Stability Test Difficulty: 4

Cost: 5 Stability to cast; it costs 4 Stability points each round the spell is maintained.

Time: One round to cast.

Command Animal

While most spellcasters must learn separate Command spells for specific animal or insects, Mater Tenebraum can call practically any animal she wishes and give it a specific command. The creature must be able to comprehend and perform the command.

Stability Test Difficulty: 4

Cost: 1 Stability

Time: One round to cast, but the animal must reach the caster by natural means.

Contact Mater Tenebrarum/ Suspriorum/Lachrymarum

No specific details are given for these spells; the Sorrows can communicate with their sisters as they needs. Keepers may refer to page 112 for more information about Contacting Deities

Create Window

This is an immensely powerful version of Create Hyperdimensional Gate, formed and maintained by inhuman will. Usually it is the purview of deities or similarly potent entities. At the Keeper's discretion, extremely powerful sorcerers or alien races might be able to command it (if doing so, the Keeper will have to judge any cost and test requirements).

Those passing through the gate do not lose Stability automatically for traveling (though as usual, what they find on the other side may require tests).

The gate remains in existence as long as the caster desires (if the caster is destroyed, loses consciousness, or is banished from the plane that the gate exists in, the gate dissipates). The gate does not require marks (though the caster can mark

either or both sides of the gate if desired). The gate may open or close at the caster's will, temporarily or permanently.

Stability Test Difficulty: As Create Hyperspace Gate

Cost: As Create Hyperspace Gate

Time: One minute

Create Zombie

This is one of the methods of creating the walking dead. The caster puts an ounce of his or her own blood in the mouth of the corpse, then kisses the lips of the corpse and "breathes part of the self" into the body.

Stability Test Difficulty: 4

Cost: 2 Stability to cast, plus the sacrifice of a Stability or Health rating point

Time: Ten minutes to cast.

Dampen Light

The caster creates a zone of darkness centered on himself or herself that exists as long as the caster plays enchanted pipes or a flute. The zone expands out for a yard radius for every Stability point spent.

Stability Test Difficulty: 4

Cost: 1 Stability per 1 yard radius

Time: It takes three rounds for the spell to begin to take effect.

Dampen Light (Variant)

Mater Tenebrarum can create a zone of darkness centered on herself. The zone expands out for a two yard radius for every Stability point spent.

Stability Test Difficulty: 4

Cost: 1 Stability per 2 yard radius

Time: 1 round

Death Spell

This devastating attack spell causes a target within point-blank or close range to burst into flame. The spell takes 1d6 rounds of concentration to take affect, and during that time, the caster must succeed in a test against the target's current Stability each round.

If the caster succeeds in all the tests, the target's skin blisters and he or she takes 1d6-2 damage. In the next round, the target takes 1d6-1 damage. On the third round, the target bursts into flames and

takes 1d6+1 damage then and each following round.

Stability Test Difficulty: 5

Cost: 13 Stability

Time: see above

Deflect Harm

After casting, and until dropping his or her hand, the caster can deflect successive attacks by spending Stability equal to the damage of each attack.

He or she may choose which attacks to deflect and from which attacks to deflect and from which attacks to take damage, but must choose before knowing what the damage will be. Lacking the Stability to deflect a particular attack, the spell ends, and the blow or missile hits or misses as it would in ordinary circumstances.

Stability Test Difficulty: 4

Cost: 1 Stability to cast

Time: 1 round

Enthrall Victim

This spell can be cast at any visible target at long or closer range, but the target must be able to hear and understand the caster. After the test to cast the spell and a round or so of talking, the caster makes a second Stability test against the target's current Stability. If the test is successful, the target stands struck, numb and dumb, until relieved from the trance by physical assault or some similarly shocking event. If the caster fails to overcome the target, he or she may try the spell the following round.

Stability Test Difficulty: 4 (3 with Hypnosis)

Cost: 3 Stability

Time: 1 round

Evil Eye

This spell can be cast at any visible target at long or closer range. After the spell is cast, the Difficulty Numbers of all General ability tests are increased by 2 for the victim. During contests, the victim's opponent is treated as having 2 more points for its own pool (this includes all Inertia contests).

Stability Test Difficulty: 4

Cost: 3 Stability

Time: 1 round

Eyes of the Zombie

The spell is effective for up to three months when cast (one month on a roll of 1 or 2, two months on a roll of 3 or 4, and three months on a roll of 5 or 6). The reverse of this spell must be cast to replace the caster's own eyes.

Stability Test Difficulty: 4

Cost: 7 Stability

Time: 1 round

Fist of Yog-Sothoth

After successfully casting the spell, the caster must make a test against the target's current Health, modified by -4. For each additional Stability point the caster spends, the difficulty is modified further by -3. If the target is at near range, the difficulty increases by 2; if the target is at long range, the difficulty is increased by 4. If the test is successful, the target is rendered unconscious. Also, the target is pushed away from the caster five feet for every Stability point spent on the test against the target's current health, whether or not the target is knocked unconscious.

Stability Test Difficulty: 4

Cost: 4 Stability to cast the spell itself.

Time: One round

Grasp of Cthulhu

The targets must be within point-blank or close range. The caster and each target engage in contests of Stability vs. Stability. If the caster wins, the target is held immobile and loses 1d6 pool points from Athletics and/or Fleeing. If the target's pools drop to 0, he or she falls unconscious.

Stability Test Difficulty: 5

Cost: 6 Stability, and 4 Stability for each additional minute. Additional targets can be held for the same Stability costs each.

Time: One round

Grasp of Cthulhu (Variant)

The targets must be within point-blank or close range. A target's only hope is to make a Difficulty 6 Stability test to break free of the spell. This can be attempted once per minute, including the onset of the spell.

Stability Test Difficulty: 5

Cost: 6 Stability, and 4 Stability for each additional minute. Additional targets can be held for the same Stability costs each.

Time: One round

Implant Fear

This spell can be cast at a target within long range or closer. The target must make a 6-point Stability test.

Stability Test Difficulty: 6 (5 with Assess Honesty)

Cost: 5 Stability

Time: One round

Implant Suggestion

This rare spell is normally only found and usable in the Dreamlands and is effective only on targets that have some genetic relation to humanity.

The target must be in point-blank or close range and must be able to hear and understand the caster. After the test to cast the spell, the caster makes a second Stability test against the target's Stability *rating*; extreme suggestions involving death or great harm require a second successful test just before the suggestion is implemented. If either test fails, the spell does not take effect.

The cost for the spell varies with the suggestion. For ordinary, unthreatening suggestions, the cost is 3 Stability. Riskier suggestions, but not ones antithetical to the target, cost 6 Stability. Dangerous or suicidal suggestions cost 11 Stability.

Stability Test Difficulty: 5 (4 with Reassurance spend)

Cost: varies (see above)

Time: Two rounds to cast.

Mental Suggestion

This spell can be cast at any target at long range or closer that is visible to the unaided eye of the caster. After the test to cast the spell, the caster makes a second Stability test against the target's current Stability. If the test is successful, the target is completely controlled for one round. If the test fails, the spell does not take effect. Whether successful or not, the caster may cast the spell again against the target.

Stability Test Difficulty: 5 (4 with Hypnosis)

Cost: 6 Stability

Time: Three rounds to cast.

Mesmerize

This spell is only on targets that have some genetic relation to humanity. The caster must have 3 rating points in both Occult and Cthulhu Mythos to cast this spell. The target must be in point-blank or close range and able to see the caster's eyes.

After the test to cast the spell, the caster makes a second Stability test against the target's Stability *rating*. If successful, the target stops and accepts commands from the caster. If the test fails, the spell does not take effect. Mesmerize lasts for 5 rounds per Stability rating point of the caster. If the Stability rating of the target is higher than that of the caster, a successful Stability test against the target's Stability *rating* must be made every 10 rounds, or the spell is broken.

The target carries out the caster's commands, but is considered **shaken** for the duration of the spell (if the target is already or becomes hurt or **shaken** (or worse), the spell's deleterious effect adds to the others.

Stability Test Difficulty: 5 (4 with Hypnosis)

Cost: 2 Stability

Time: Two rounds to cast.

Mindblast

The target must be within near range or closer. After the test to cast the spell, the caster makes a second Stability test against the target's current Stability. If the caster succeeds, the target is treated as **shaken** for a number of hours equal to a die roll x 10. The target's Sanity rating is not decreased. Anytime during this period that the victim is presented with danger or an otherwise highly stressful situation, the character is treated as suffering from Shell Shock. If the victim freezes up, he or she does not suffer the additional twenty-four hours of **shaken** effects that normally accompany being Shell Shocked. Psychological triage can snap the victim out of the Shell Shock effect, but if a new source of stress appears, the victim must test again.

Stability Test Difficulty: 5

Cost: 6 Stability

Time: One round

Nightmare

This spell can be cast at a sleeping target anywhere, but the caster must know the target's name. The

nightmare causes the target to automatically lose 1 point from his or her Stability pool.

A Psychoanalysis test against difficulty 5 is needed to let the target recall the contents of the dream. The Keeper chooses the contents of the nightmare, and they must be closely related to the life and habits of the caster.

Stability Test Difficulty: 4

Opposition: Sending a nightmare is a contest against dream's Inertia of 4

Cost: 3 Stability

Time: 15 minutes

Power Drain

The target must be within near range or closer. After the test to cast the spell, the caster makes a second Stability test against the target's current Stability. If the caster succeeds, then the target loses 1d6-1 Magic or Stability points, and the caster gains them; if the target does not have a Stability or Magic rating, the points are drained from Health instead, and the caster's Magic or Stability pool increases by that many points. If the caster fails the test, the caster loses 5 Magic or Stability points and the target gains them.

Stability Test Difficulty: 4

Cost: 2 Stability

Time: One round

Red Sign of Shudde M'ell

All those within point-blank or close range take 1d6-2 damage each round. Those at near range take 1d6-4 damage each round. Those at long range take no damage. Any opaque barrier blocks the spell's effects. The caster must stand next to the sign and concentrate to maintain the spell. The caster also takes 1d6-4 damage each round from the sign.

Stability Test Difficulty: 4

Cost: 3 Stability; each additional round it is maintained costs 2 Stability.

Time: One round

Seal House

For each level of the house he wants to seal, the caster spends 1d6+1 rounds concentrating on closing the doors and windows on that level. At the end of that time the caster spends 1 Stability point for each side of the building on which there is at

least one window, and an additional 1 point for each side containing at least one door.

EXAMPLE: Mater Lachrymarum wants to Seal the ground floor of the Liston Museum, which has four sides with windows (4x1 Stability) and a front and a back door (2x1 Stability), so she must put 6 Stability into the spell to close the ground floor, and another 4 if she wants to Seal the upstairs floor as well. The spell lasts for a number of minutes equal to the caster's Stability rating, and the House stays Sealed even if the caster dies before the spell expires. As long as the spell lasts, no one can enter or leave the house. Doors and windows not only won't open, they can't be broken or hacked through either – attacks against them bounce off. Seeing an axe bounce off a door, or a bullet ricochet off a window may call for a 1-point Stability test, if the keeper wishes.

Stability Test Difficulty: 5

Cost: Variable (see above)

Time: Variable (see above)

Send Dreams

The target must be asleep and within 20 miles of the caster. If the spell is successful, the caster specifies the content of the dreams the target is subjected to. If the visions in the dreams are horrific, the target must make a Stability test (with a Difficulty Number of 4 or 5, depending on the nature of the vision) or lose 2 points of Stability. A dream-vision of a Great Old One or Outer God, however, causes the target to make a Difficulty 5 Stability test or lose 3 Stability and 1 Sanity.

Stability Test Difficulty: 6

Opposition: The caster sacrifices a number of Stability points into the burning herbs. All points beyond the first one spent are used in a contest against the target's Stability. If the caster wins, the target experiences the dreams sent by the caster.

Cost: Variable (see above)

Time: A half hour

Soul Singing

The caster must play enchanted bone pipes to cast this spell. The target must be able to hear the music.

Stability Test Difficulty: 5 (4 with suitable Art spend)

Opposition: The caster engages in a Stability contest with the target. If the target wins the

contest, the spell fails. If the caster wins, the target is entranced, and seeing what the caster wishes the target to see, is led to destruction. The Keeper may judge that the doom takes a number of rounds to come about, depending on circumstances. If so, the contest continues during those rounds, allowing the target an opportunity to break the enchantment.

Cost: 4 Stability

Time: Variable (see above)

Stop Heart

The caster prepares the spell itself in advance for a particular target, spending a day making this involved preparation and spending the spell's cost at the culmination. Once the spell is ready, the target must be in long range or closer and visible to the caster. Discharging the spell takes one round.

Stability Test Difficulty: 4

Opposition: Once the spell is discharged, the caster must succeed in one test of the caster's Stability against the target's Health *rating*. If the test succeeds, the spell does damage with a +4 modifier.

Cost: 10 Stability to prepare the spell.

Time: See above.

Summon/Bind Fire Vampire

May only be cast at night when the star Fomalhaut is above the horizon. The caster must prepare a bonfire.

An unbound fire vampire resists binding with an Inertia of 8.

Stability Test Difficulty: 4

Cost: 4 Stability

Time: 5 minutes

Fire Vampire

Burning Touch: Roll damage, but before applying it, make a test against the target's Health *rating*, by rolling a die and adding the damage result to it. If the test is successful, the target takes the full damage rolled. If the test is failed, the target takes half the damage rolled (rounding up).

Vampirism: In an attack, the vampire may also try to steal Stability points from the target, by making a Vampirism test against *half* the target's current Stability (rounding up). If the vampire succeeds, it steals 2 Stability from the target, adding them to its

Vampirism pool. If the fire vampire fails, it loses 1 point from its Vampirism pool.

Athletics 11, Health 3, Scuffling 28, Vampirism 13

Hit Threshold: 4

Weapon: See above

Armor: Immune to most material weapons. Water costs a fire vampire 1 Health per half-gallon poured over it. A typical hand-held fire extinguisher does 1d6-1 damage, and a bucket of sand costs it 1d6-2 Health.

Stability Loss: +0

Tears of Death

The target must be seen by the caster and within long range or closer. After spending 1 Stability point and the test to cast the spell, the caster makes a second Stability test against the target's Stability *rating*. If the caster wins, he or she decides how many more Stability points to spend. Every point expended causes the spell to last for 1 round, inflicting 1D6-2 damage on the target. After the spell is cast, the caster is free to perform other actions.

In addition to the damage, the victim is considered hurt while the spell is in effect. Also, every time the victim takes 4 points of damage from the spell, there is a 1 in 6 chance that there is permanent blindness in at least one eye.

The victim must make a 5-point Stability test. Witnesses must make a 1-point Stability test.

Stability Test Difficulty: 4

Cost: Variable (see above)

Time: 2 rounds

Voorish Sign

Casting this spell immediately before another spell gives the caster an extra pool point each round to spend in any contests required for the subsequent spell.

Stability Test Difficulty: 3

Cost: 1 Stability

Time: Negligible; it only takes a few seconds

Wither Limb

The target must be within point-blank or close range. The caster must make a Stability test against the target's Health *rating*. If the caster wins, the designated limb withers, and the victim takes 1d6 damage; his or her Health rating is also permanently reduced by 1.

Stability Test Difficulty: 5

Cost: 6 Stability

Time: One round

Wrack

The target must be within point-blank or close range. The caster must make a Stability test against the target's current Stability. If the caster wins, the victim is treated as **hurt** (though a Consciousness roll is not required) and is also blind (making many abilities unusable). Sight returns in 3 rounds, plus 1 round for every point by which the caster succeeds at the test. The victim is treated as hurt for 15 minutes, plus 2 for every point by which the caster succeeds at the test.

Stability Test Difficulty: 4

Cost: 2 Stability

Time: 2 rounds