

Incantations for Carcosa

Rules: When creating a Sorcerer from Carcosa, roll 1d6 on the Incantation Table and receive that fighting style. The remaining incantations are still known to some NPC's in the world and can be learned through training and study.

Magic-Users may also learn incantations, save for **The Keyless Gate** this incantation is only possible thanks to the unique DNA structure of Carcosan Humans, who were modified specifically to serve as sacrifices in summoning and other rituals.

1. **The Black Name of Azathoth:** The sorcerer points at a foe and shouts a single syllable of Great Azathoth's true name. The creature must make a save vs magic to avoid instant death. If the creature passes its save vs magic, the sorcerer must make their own save vs magic or else die instantly.
2. **Song of the Great Dreamer:** If the sorcerer spends an entire evening awake and spends 1 hour in deep meditation (Save vs Paralyze to not accidentally fall asleep). He may sing the delirious song of dreaming Cthulhu until the next time he goes to sleep. When sung in battle, the song so disquiets the sorcerer's enemies (and possibly allies) that their morale is decreased by 2 so long as the Sorcerer is singing the song. Singing the song can also make the servants of Cthulhu pause in their attacks for a number of rounds equal to the singer's level, or until they are attacked. Once the sorcerer loses the ability to sing the song there's a 1/6 chance that a group of deep ones or cthulhu cultists will be compelled to seek the party out and sacrifice them to the Great Dreamer.
3. **Ithaqua's Breath:** After spending three rounds performing the necessary prayers. The Sorcerer can inhale a great chest full of air and expel it as a freezing breath weapon in a 20' cone, enemies must save vs breath weapon or else take 2d6 damage, reduce their speed to ½ and receive -1 AC. The sorcerer will move at half speed and have -1 AC until he can spend an hour or so resting by a fire.
4. **The Mask of Slaves:** This spell imparts a Mercurial nature to your face. Once a day, you can spend ten minutes molding your features like clay. This change is enough to disguise yourself as another person, or make yourself more attractive or more horrific. Any effects imparted by changing your face last for three hours. Every day you have a ⅓ chance of your face having randomly changed in the night. This change lasts the whole day.
5. **The Keyless Gate:** As per the *Summon* spell in the core rulebook. Carcosan Sorcerers cast this spell as a magic-user of the same level, and can cast it a number of times per day equal to their sorcerer level. If the caster takes a particular liking to the creature he has

summoned. He may undertake magical research in order to determine a specific ritual for summoning more like it.

- 6. The Dread Name of Hastur:** The Caster stamps his feet once and calls out Hastur's dread name three times. The Sorcerer then must save vs magic with a -1 penalty for each time he has cast this incantation in the past 111 days. If he passes, roll on the following table. If he fails, roll on the following table +30

1-30	Nothing Happens: Hastur does not heed your call.
31-60	Nightgaunt Summon: 2d3 Nightgaunts, the servants of Hastur, descend from the void and enter the fray. +2 to the reaction roll. Normal rules regarding controlling Nightgaunts apply. They tend to remain with the caster for 22 hours before departing.
61-70	Make a save vs magical device. If you pass, choose a single human being present. If you fail, a human within sight of the sorcerer is randomly selected. This character must save vs magical device or be afflicted with the immovable curse. Becoming unable to move but fully conscious. Seek magical help.
71-90	Visions of The City: A boon of knowledge! For 1d6 rounds you seize and sputter as your mind wanders the hallowed halls of Carcosa. You may or may not receive information relevant and useful to your current or future situation.
90-100	Hastur has seen you! And he is displeased! 2d6 Nightgaunts descend from the void and attack all present!
101-115	The Repairer of Reputations: You have offended Hastur with your request, and he brands you with his

	<p>mark. You will be a pariah to those who worship Hastur, The Nightgaunts will torment you, and the Blue Priests will try to kill you if they see it. However some say that the Yellow Mark of Hastur can be a gateway to further power...</p>
116-125	<p>The Mask: There will be no more calls from you. Hastur seals a bone-white mask to your face. You lose the ability to call for Hastur's aid. All the difficulties of having a mouthless mask sealed to your face follow. Removing it without killing the bearer (8d6 damage) is unlikely, and magical help is necessary to do so.</p>
126-130	<p>A Fitting Doom: A horde of Nightguants descends from the heavens and carry you off to Carcosa. Sorcerer is removed from play.</p>