





The Book of Rituals

I have walked this place before.

The circle of salt was my refuge once, and my tomb.

I could not finish what I began. The creature tore through the veil, and I was unmade.

Yet not all of me was lost.



Now another has arrived.

*A living soul, trembling in the dust, clutching the **Seeing Glass**, the key to the hidden world.*

They see what I cannot.

And I, bound in parchment and ink, will see what they cannot.

Together, perhaps, we may succeed where I failed.

*There are **Five Rites** that bind the monster.*

Four may be performed in any order, to prepare the circle, to awaken the symbols, to stir the dormant flame.

*Only when they are complete may the **Final Rite** be attempted, at the altar's heart, it's centre.*

Speak carefully.

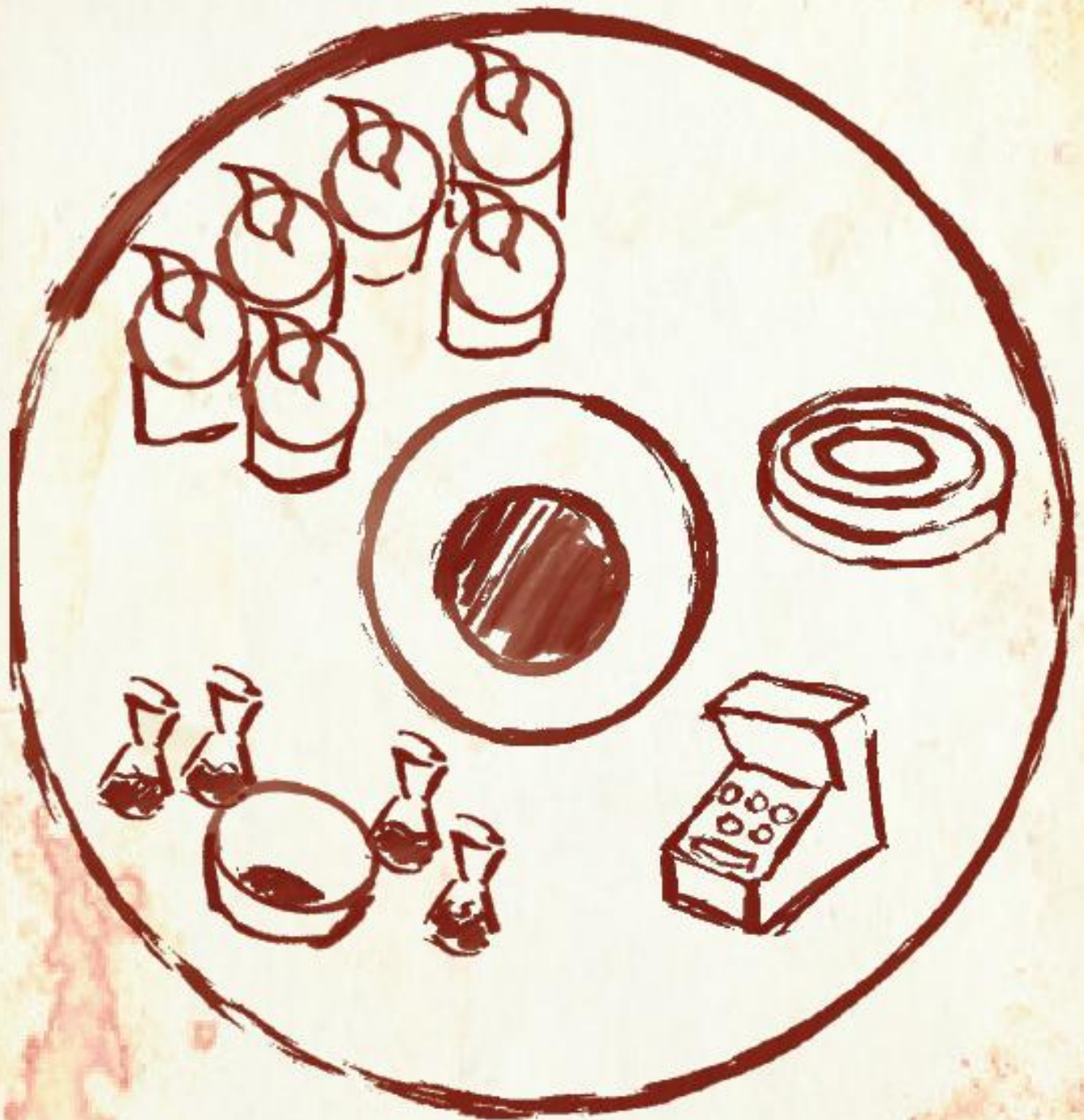
Guide them clearly.

The sands in the hourglass do not wait, and the salt grows thin.





Ritual Layout





The Offering of Liquids

This step of the ritual demands the union of two essences.

The Hall will not speak plainly of what is needed. Its whispers are hidden in the Marks upon the walls.

Lift your Seeing Glass and peer into the shadows, for only through its lens will the Symbols be revealed.

Before you may begin, raise your Seeing Glass and look carefully upon the walls. The Symbols hidden there will guide your hand, for the Hall does not speak plainly of what it demands. Only through the lens of the glass may you discern the signs and know which essences to gather.



If you see a Triangle, the Fang of the Beast calls for Red and Blue to be joined in the vessel. Should a Star burn faintly upon the wall, the Ascendant Flame bids you mix Yellow and Red. When the Square appears, the Cage of Order demands Green and Blue. The presence of an Eyeball, the Ever-Watcher, marks Red and Green as necessary. And beware: should the Watcher double its gaze, two Eyes upon the walls, then the Hall wills Yellow and Blue to be combined instead.

Once the colors are chosen, remember that each essence carries its own will. The Blood of Fire, Red, dominates the waters of Blue (75/25), flows evenly alongside Yellow (50/50), and dominates Green (75/25). The Sun's Breath, Yellow, overcomes Green (75/25) but yields evenly to Red (50/50) and it is overpowered by Blue(25/75). The Verdant Growth, Green, thrives equally with Blue (50/50). Pour carefully, for imbalance will summon smoke, cracking glass, and whispers that chill the bone. The vessel knows, and the Beast watches those who falter.





The Flame of Invocation

The Hall demands fire, yet not all flames may rise. Look upon the walls with your Seeing Glass, for the Symbols whisper which fires must dance. Before you, the circle holds several candles, four, five, or six, but only certain flames are to awaken.

The Symbol you discover will guide your hand, yet the number of candles determines which must burn. Fail to heed this guidance, and smoke shall curl from the vessel, the flames will falter, and the Beast will stir from the shadows. Only by the proper fire shall the ritual continue.

Consult the table on page 8: it reveals which candles to light for each Symbol and number of candles. Let your eyes guide your hands, and your hands guide the flame.





Spinning Rings

Outer Ring

The flames roar to life as you raise your Seeing Glass. Count carefully, the colours speak the way forward. Rotate the outer ring according to the pattern you see before you.

- If there is one **Yellow flame** and more than one **Red flame**, rotate 270 degrees clockwise.
- If there is more than one **Yellow flame** and more than one **Blue flame**, rotate 180 degrees clockwise.
- If there are no **Red flames**, rotate 180 degrees clockwise
- If there is one **Red flame** and one **Purple flame**, rotate 90 degrees clockwise

Middle Ring

The hall echoes with colour as you shift your gaze to the middle ring. The flames dance, hinting at the correct rotation. Read their arrangement carefully.

- If there are no **Green** or **Purple flames**, do not rotate this ring.
- If there is more than one **Green flame**, rotate 180 degrees counter clockwise.
- If there is one **Red flame**, one **Blue flame** and one **Purple flame**, rotate 270 degrees clockwise.
- If there is exactly one **Green flame** and one **Purple flame**, rotate 180 degrees clockwise.

Inner Ring

At last, the inner ring awaits. Flames flare brighter now, each colour a whisper of the final alignment. Rotate the ring to complete the ritual.

- If there is two **Yellow** and one **Purple flame**, rotate 180 degrees counterclockwise.
- If there is one **Yellow flame** and one **Green flame**, rotate 90 degrees clockwise.
- If there is exactly one **Red flame** and two **Yellow flames**, rotate 180 degrees counterclockwise.
- If there is exactly one **Yellow flame**, one **Blue flame** and one **Purple flame**, rotate 90 degrees counterclockwise.

Only when the flames align perfectly with the ring's guidance will the ritual reach completion.





The Runes of Weakness

The monster stirs in the shadows, its true nature hidden from plain sight. Only certain chants may weaken its presence, yet the Hall offers no guidance. To discover which chant holds power, you must first discern the form of the monster lurking around you.

Find the four diagrams etched into this parchment on page 8, each depicting the monster in a different, unnatural state. Study them carefully, for within each lies a clue to its identity. Determine which form you face, and the ritual path will become clear.

Once the creature's form is known, convey the sacred runes to your companion in the salt circle, so that they may type them into stone. But beware, these markings must be precise, for only then will the typewriter carry the incantation correctly.





The Final Sacrifice



The final step of the ritual lay dead centre in the salt circle the unfortunate soul stands. This step SHOULD NEVER be attempted to be completed without the previous four ritual steps being complete, lest all your work will have been for nothing.

There are four items of sacrifice on the altar, one of which needs to be placed into the ritual bowl. A Dead Bird, A Bloody Syringe, A Lock of Hair and a Sharpened Dagger.

Your previous actions will determine which item will seal the ritual off, and which one will devour your soul. Listen carefully...

- If there is a triangle on a wall, place the knife in the bowl.*
- If there is no triangle on the wall and you have mixed red into your goblet, place the lock of hair in the bowl.*
- If there is no triangle on the wall, you have not mixed red into your goblet, and the monster is bloody place the blood syringe in the bowl.*
- If none of this is the case, place the dead bird in the bowl.*





Guidance From Beyond

Candle Fire Status

Symbol/Candles	4 Candles	5 Candles	6 Candles
Triangle	1&2	1&3	1&4
Star	2&3	1&5	2&6
Square	3&4	2&4	3&5
Eyeball	1&4	2&5	1&6
Two Eyeballs	1&3	2&4	3&6

Monster Form Identification

