

# The Gates of Oblivion (in-game document)

This ritual permanently consigns recipients' souls to Oblivion.

This ritual requires at least three participants; these are divided into "recipients", who will have their souls sent to oblivion, and "witnesses", who will not. One of the participants is the leader. They must assemble in a sandstone hall in a swamp, where a demoness who is part crocodile, part hippopotamus, and part lion will be waiting. The leader must have a feather.

The leader calls out "Great Ammit, Devouress of the Dead, who waits deep in the halls of the underworld, we seek thy judgement upon the heart of this mortal/these mortals."

The other participants call out, "Great Ammit, hear our call."

The demoness, Ammit, will nod once.

The recipients must then call out together, "O Great Ammit, weigh this poor heart of mine against this feather, and use your great judgement to determine if I am worthy of oblivion."

Ammit, discovering the recipients' hearts to be heavier than the feather, will devour each recipient's heart. This consigns their soul to oblivion as soon as the current remains of their spirit fade away. (They can continue to act normally until game end.) A soul so consigned cannot later be consigned to anywhere else.

Ammit will then resume her stationary pose.

## Involuntary Version

This ritual can be performed on an unwilling recipient. To do so, two participants other than the leader must be restraining the recipient, who does not need to speak and cannot interrupt the ritual while restrained. Instead of the recipient's line, above, the leader must hold the feather and recite "O Great Ammit, this one has transgressed against Ma'at. Weigh their soul against this feather, and in thy unerring judgement send them to oblivion."