Eternal Lies Spellbook

Cast Out The Black Pharaoh

Known By: Mordred (weird side effects), Oswald (weird side effects), Anita (weird side effects), Zoe (weird side effects)

Cost: Between 25 and 44 magic points; between 1 and 20 minutes plus ten seconds per caster.

Casting the ritual to dismiss Nyarlathotep involves crossing oneself with holy water, crushing a single black pearl, and beseeching a string of Outer Gods whom Nyarlathotep serves to bid him travel elsewhere on their unknowable errands, carrying their unpronounceable messages for unknowable purposes.

The caster must initially invest 25 magic points for a 5% chance of dismissing Nyarlathotep. Each additional magic point sacrificed increases the chance the deity leaves by 5%. You cannot raise the chance of dismissing Nyarlathotep above 99%. Several people may cast the spell at once. The spell takes 1 minute per 5% chance of dismissing Nyarlathotep (each minute is another Elder God invoked), plus an additional ten seconds per caster.

Rituals of Self-Denial

Known by: Mordred, Lev, Oswald, Araari

Cost: Between 1 and 6 Sanity per week, depending on personal comfort with self-denial and particular vow.

To calcify a Minor Mouth or purify yourself until you are capable of destroying a Major Mouth, perform the Rituals of Self-Denial by paying Sanity and following some number of Vows. In most PC cases, to calcify a Minor Mouth, you must follow one vow; however, by Keeper discretion, you may be required to follow multiple vows (if e.g. you have used Nectar). To purify yourself such that you can destroy a Major Mouth, you must follow three vows for at least a month. The vow must be performed as a means of self-abnegation or self-sacrifice and not to achieve other particular goals.

Sample vows:

- Complete pacifism.
- Absolute celibacy of thought and deed.
- Eating only one meal per day (may lead to penalty dice from hunger)
- Mortification of the flesh (i.e. loss of HP)
- Giving all your wealth above the minimum necessary to survive to the poor.
- Giving up social influence on others (i.e. not using social skills).
- Not deliberately learning new academic information or skills.
- Not using your knowledge (i.e. not using academic skills).
- Complete and utter obedience to some particular person without doubt or question (must be a person who is going to tell you you to do things, and not personally gratifying).
- Denying yourself a particular source of comfort (i.e. not interacting with one of your backstory elements).

Volcano Miracle

Known by: Araari

Cost: 20 magic points; 10 sanity points; 1D8+1 minutes casting time.

You can make a volcano erupt, if you are near a volcano, by praying and chanting the secret names of God. The lava causes 1D8 damage per six seconds of contact.

Heart’s Courage

Known by: Araari

Cost: 5 POW; 4 sanity points; 24 hours casting time

If you write the secret name of God Azathoth into a wall or floor, and then pray for 24 hours, those who come near to the carving must intone Azathoth’s name to be allowed to move past. Failing that, the person may attempt a Hard POW roll to gain access: if failed, the person finds himself or herself paralyzed and frozen in place, although their body otherwise functions normally—they can speak and see, but cannot move. If left at the warding runes or carried past them, paralysis continues indefinitely and the target will die in 1D3 days. If carried back, away from the runes, the paralysis ends after 2D10 rounds. Those who were frozen by the ward may attempt to pass them again at a later time.

Available Spells That No One Has Learned

- A spell which is in some way related to greater knowledge of the Cthulhu Mythos.
- The Spell to Open the Sky
- Fisherman's Blessing
- The Nyhargo Dirge
- Kiss of Brine
- Gateway to Things Long Past and Sights Unseen
- The Voorish Sign
- The Dread Name of Azathoth (all but the last syllable)

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