

A SPELL TO OPEN THE SKY

It's clear to me now that Trammel's selection of this island was fortuitous. Or perhaps not. There is much he has kept hidden from me. Perhaps the Mouth guided him here, for it was once home to the worship of Nyarlathotep. It seems somehow inevitable that his foul Voice should return here through his cursed Mouth.

But perhaps that ancient link can now give me the key for unlocking the Black Maw. Nyarlathotep's roots run deep. I see his peck-marked iconography among the megalithic remnants of the Salfieni, and in the crude paintings and carvings of their rites I see a way to make the sky right. And then I shall plunge in and join her.

This spell, known by many names across many cultures, parts the clouds and alters the visible phase of the moon and the (apparent?) arrangement of the stars overhead, artificially creating circumstances right for certain other mystical rites. With this spell, a sorcerer can make the moon appear full or dark, waxing or waning, and can reveal changed stars regardless of weather. The actual gaps in the clouds are minor and fleeting — if it's raining, it continues to rain — and the changed sky is only visible for a mile around the caster, but that is often enough to properly prime an altar, open a mystic doorway, or disturb the local populace. This artificial change to the sky is especially primed for key sites across the earth, although in certain circumstances it may be possible to ram through the changes elsewhere. In either case, this meddling stellar adjustment may well offend, rile, or alert sorcerers or other beings in the area who were counting on the stars to be where they are meant to be astrologically.

(**Note:** At the Keeper's discretion for purposes of dramatic pacing, only certain times of the year may be receptive to this spell, such that Investigators must hurry to be at a particular site on a particular day to enjoy its effects. "You must reach the casting site in the next 9 days," the Keeper might say, for example, "to change the moon into what you need without waiting another 30 days.")

Stability Test Difficulty: 5 (4 with a Physics or Theology spend)

Cost: 2 Stability or 4 Health

Time: The clouds stay parted for as long as the sorcerer remains in place, chanting, and for one minute thereafter. A sorcerer, therefore, cannot cast this spell in a moving vehicle, for example.