

A SPELL TO DISMISS NYARLATHOTEP

Of the building of the Sanctuary of Our Lady of Mellieha. In the year of our Lord 1542, twelve years after we came to this isle and twenty years ere the coming of the Great Siege, we found the people of Mellieha beset by strange deaths. Sir Alvaro swore he heard a whistling that echoed through the strangely silent streets, as of a blasphemous flute. The cult which had crossed from Alexandria had taken root there, but we could not root it out. Not until we listened to the tales of the silver-skinned shifter of shapes, He Who Could Possess the Many Faces, and began to understand the black power of Nyarlathotep...

Casting the ritual to dismiss Nyarlathotep involves beseeching a string of the Outer Gods whom Nyarlathotep serves to bid him travel elsewhere on their unknowable errands, carrying their unpronounceable messages for unknowable purposes.

Stability Test Difficulty: 5 (4 with voluntary 1-point reducing in Sanity rating)

Opposition: The ritual to dismiss Nyarlathotep pits the caster's Stability against the Black Man's Inertia pool of 33, or 18 if the messenger's manifestation is physically present.

Cost: 5 Stability or 10 Health

Time: 1 minuet per Outer God that must be beseeched (one per contest roll the Investigators make)