Magic

- Spells

Spells

Call Cthugha

One of the most useful Great Old One summoning spells (not a very competitive category), because Cthugha will definitely kill everything within a fairly reasonable radius and will definitely not destroy the world. If you have something big that you can't fight and you're willing to die to kill it, a solid choice.

Cause Blindness

Causes your eyes to turn to liquid and melt out of your head. If you have the presence of mind to collect up the liquid, a Cure Blindness spell will work to get you your eyes back.

Eye of Light and Darkness

Within a ten-mile radius, you can't contact, bind, or summon any Outer God, Great Old One, or servitor of same. Servitors who enter the radius are weaker and will die after a day to a few weeks within the radius. It seems likely that Great Old Ones in general are weakened by being within the radius, but this is difficult to know for certain due to their overwhelming power. It is known that human masks of Nyarlathotep are after the tragic events at Delta Green's Alaska compound. It is permanent unless fucked with.

Every Delta Green compound has one up.

Casting the Eye of Light and Darkness requires about ten human sacrifices, or an equivalent amount of magical potential sucked from a larger number of people. (This also saps their creativity, willpower, and personality. Eh, the government bureaucrats weren't using their personalities anyway.) It requires several hours of chanting from all the people you're sucking magical potential from; at least one musician has taken advantage of this by holding a popup concert.

Mind Transfer

The most popular spell among immortality-minded sorcerers, Mind Transfer allows you to exchange your minds with any victim, willing or unwilling. Mind Transfer is only possible with people you have a close emotional connection to (positive or negative). Good luck with that!

Rack

One of a variety of torture spells, many of which can be cast in combat. Racked with horrible pain.