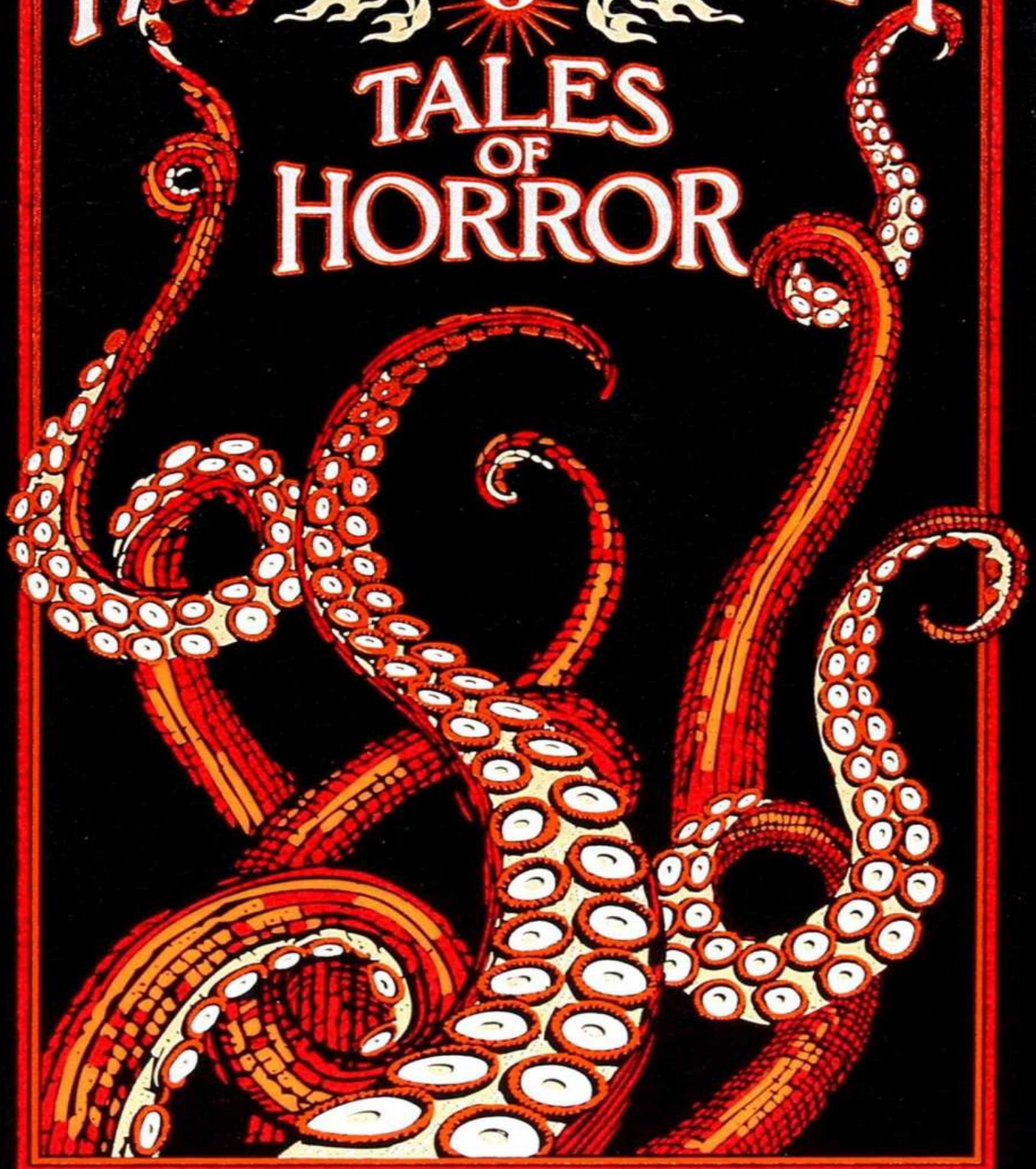
H.P. LOVECRAFT

TALES OF HORROR



"The most merciful thing in the world, I think, is the inability of the human mind to correlate all its contents. We live on a placid island of ignorance in the midst of black seas of infinity, and it was not meant that we should voyage far. The sciences, each straining in its own direction, have hitherto harmed us little; but some day the piecing together of dissociated knowledge will open up such terrifying vistas of reality, and of our frightful position therein, that we shall either go mad from the revelation or flee from the deadly light into the peace and safety of a new dark age."

- H. P. Lovecraft, The Call of Cthulhu

We live in a universe of horrors: ghouls roam our graveyards, extraterrestrials fill our streets, sorcerers hide in dark corners, and ancient gods who could blink our puny planet out of existence nest within our very dreams. The only reason we have been permitted to remain ignorant of this tragic reality is we are simply that unworthy of their notice. Should that fact ever change, not even all the gods of Earth will be able to save us.

The only power humanity has to grasp the smallest mote of significance lies in the subconscious. There is real power in dreams, though only the most psychically sensitive have any hope of utilizing it. Some humans can act as receptors of impending doom and eldritch truths, others can consciously roam the Dreamlands, becoming god-like beings in their own right. Still, even the mightiest of Dreamers will find an infinity of infinities between themselves and the gods that lie behind the gate.

It is a mercy without equal, that these abominations are barred from entry to our world. However, through their avatars and psychic influence, many cults have risen in their honor, seeking to free them from their imprisonment through unspeakable rituals. Legend says that when these Other Gods reach our world, they will enlighten us to new ways to shout and kill and revel and enjoy ourselves as they do. Though, who is to say whether this legend is yet another of the Dark Messenger's lies.

In truth, it matters little. Whether it be alien species infiltrating society for their own ends or the darkest creations of magic and science alike, humanity needs little help to bring the monstrosities of the cosmos to our front door. Will you contribute to these horrors? Seek to bring hope to a universe destined for despair? Or will you simply hide away and pray that whatever plagues these pitiful mortals overlooks you?

You have been gifted the collected fragments of 1000 Dreams, which you may spend to alter your personal reality in this world. Use them wisely.

DESTINATION

The primordial horrors have haunted this reality long before the genesis of man and will remain long after their demise. However, you will be limited to choosing a starting date somewhere in the 20th century (1901 A.D. - 2000 A.D.). You will remain in this Jump for a minimum of 10 years but may stick around longer if you so choose.

You may choose one of three domains to start in. No matter your choice, the forces of darkness will never be far away.

Earth - Free

You may choose any physical location on the planet Earth. Despite what they may believe, the current dominant species of this planet are unimpressive in just about every way. There are countless other species, even within their own solar system, who surpass them in magical, technological, psychic, artistic, and biological development. In spite of their cosmic mediocrity, they must have some talent that allows them to survive time and again against the horrors haunting their world, or perhaps it really is just dumb luck.

Dreamlands - Free

You may choose any location in the Dreamlands (whether that of Earth or perhaps the Dreamlands of another planet). This is a psychic plane ruled by the mysterious deity Nodens. This is a land full of strange creatures and even stranger rules, where time and space stretch and contract almost arbitrarily. The influence of dark gods is even stronger here than in the waking world. While some areas are akin to a paradise, there are others worse than any Hell humanity could even conceive.

Cosmos - Free

You may choose one of the many other populated planets that dot this universe. While many worlds boast superior culture or technology to Earth, they may come with their own dangers that the Earth has no equivalent to. Something that would be an unspeakable taboo on Earth could be commonplace here, or vice versa. It’s also worth mentioning that worship of the Other Gods is far more common in advanced civilizations. Which is to say their influence will be far closer.

OBJECTIVE

Their total lack of significance rarely stops mortals from pursuing their own equally arbitrary goals. You may take one Objective for Free, gaining discounts on all purchases associated with it. For an additional 50 D, you may take a second Objective. The total amount of discounts you receive is unchanged, but you can freely distribute these discounts as you please between the two Objectives.

One Who Seeks Power - Free

Cultists, sorcerers, witches, occultists, etc. You are far more aware of the true nature of the cosmos than most. However, the practice of magic is rarely a safe or ethical affair, particularly for the self-taught. Don't expect to find many willing teachers who won't try to sacrifice you, steal your body, or worse, at the first opportunity.

One Who Seeks Truth - Free

Scientists, archeologists, collectors, detectives, doctors, etc. It is the nature of society to dismiss what they can't understand as fiction, but you aren't so closed-minded. Your goal is to pursue the truth, even when the truth doesn't want to be found. Don't be surprised when your curiosity leads you down many paths from which there is no return.

One Who Seeks Beauty - Free

Poets, painters, sculptors, dreamers, romantics, etc. You hone the infinite potential of the mind to create masterpieces and explore planes of existence that sorcerers and scientists can only theorize. Just never forget that the world of dreams holds greater horrors than reality could ever contain. Then again, perhaps the horrors are what you truly seek.

One Who Is Sought - Free, Requires Outsider, Servitor, Lurker, or Devolved

A mystery, a phantom, a beast, an abomination. You are that which haunts the shadows of men and evades their dogmatic sciences. Whether you prey on the defenseless or simply keep to yourself, you are too intrinsically unnatural to have any place in human society. You must take either **Outsider**, **Servitor**, **Lurker**, or **Devolved** for 200 D less than their stated value (+0 D for **Outsider**/**Servitor**, +100 D for **Lurker**/**Devolved**).

UNCLAIMED GIFTS

No Objective discounts.

Dreamer - Free / 100 D (Free with Arch Dreamer)

Whenever you go to sleep, there is a chance you will enter the Dreamlands, an alternate dimension where imagination and reality blend together. Future Jumps will even have their own Dreamers. The odds of entering the Dreamlands is low, but higher for those who are young, creative, or psychically gifted. Time spent in the Dreamlands does not pass in the waking world and vice versa. Similarly, your memories from either dimension will often be quite cloudy while within the other. If you die in the Dreamlands you will normally wake up but be unable to enter the Dreamlands again (at least for that Jump). However, some powerful forces within the Dreamlands can annihilate you so thoroughly that not even your waking self is spared.

For 100 D, (or Free for Arch Dreamers), you are the Dreamlands equivalent of a lucid dreamer. You can consistently enter the Dreamlands when you sleep (unless you wish not to) and perfectly recall your experiences in both worlds. However, even now you lack the potential like that of Kuranes or Randolph Carter to bend the Dreamlands to your will.

Polyglot - 50 D, Can take multiple times

With each purchase, you gain fluency in three Earth languages in addition to your native tongue, or one esoteric language like R'lyehian. The languages of Latin, Greek, and Arabic are recommended if you intend to delve into various grimoires.

Blessing Of Dagon - 100 D, 50 D with Amphibious

The blood of the Deep Ones isn’t the only blessing the residents of Innsmouth received. Like them, you have astounding luck when it comes to the sea, whether that be catching almost twice as much fish as anyone around you, or just drastically raising your chances of finding treasure on the seafloor, if any such treasure is there to be found.

The Handcuff King - 100 D

Whether through tireless practice or natural talent, you have a mastery of escape artistry no lesser that the famous Harry Houdini himself.

Sculpted Flesh - 100 D

Your appearance has an intrinsic unearthly quality to it. The emotion you evoke in most mortals is closer to “awe” than mere “desire”. Most look at you as if gazing at a priceless treasure behind a glass display case. Something to be admired but never claimed. Of course, there will always be those who only covet something the more unobtainable it seems. You cannot maintain this image while in a visible state of exhaustion or distress, or if you simply choose to act in a more approachable fashion.

Unbreakable - 100 D / 200 D

You possess an unshakable will that allows you to remain composed before horrors and circumstances that would break most men in an instant, though even you have limits. For double the price, your mind has an odd way of “healing” over time. It may take years, but even if your psyche is torn to shreds, it will eventually piece itself back together. Not only that, like a muscle, your mind becomes even more resilient to such influences the more times it recovers from such psychic maladies.

The Magic That Touched Ulthar - 150 D

The same mysterious magic used by the cat-worshipping caravan that once visited Ulthar, and the reason it became illegal for anyone to harm a cat in that land. Through a special chant following prolonged prayer, you are able to commune with some divine force, who in-turn is able to command every single feline for miles around. As you’d imagine, this entity is strongly aligned with cats and will show little interest in fulfilling any request if you are unable to convince them that this is in any way to the benefit of feline-kind.

God Is Good - 200 D

It’s unknown whether the Abrahamic God is one of the Earth’s gods or a manifestation of some Outer God. However, it often shows very real power against the forces of darkness. The cross can be used to stave off psychic parasites, churches stubbornly resist even the strongest black magic, simply striking the undead with a Bible could burn their flesh. The power this affords you is only as strong as your faith in God. To a non-believer or one who has already delved too deeply into forbidden powers, it will be of no effect. To one who has earnestly pledged themselves to God’s almighty righteousness with every fiber of their being, then in times of great need the Lord may bless you with miracles like calling down rain or giving you the strength to slay dozens of evil sorcerers on your own.

Absolute Order - 500 D

You have somehow learned the lost magic of the geas. The greater a target's will, the greater your magic skill must be for the geas to take root. At first, you'd be lucky to affect anything stronger than a rat, but with decades of practice, even mighty human heroes can be effortlessly bound by your geas. Each geas represents a task. The victim's body will cease to obey their own mind, acting to complete the task, even if it requires their own death. The only way that a geas can be broken without the intervention of powerful magic, is for the victim to complete the task, die, or find themselves in a situation where the task cannot be completed for one reason or another.

Thousand Faces - 600 D / 800 D

You are no god, but you've figured out how to imitate one of their more iconic tricks. You are able to create avatars to act on your behalf. While they will always act as extensions of your will and you can take direct control of them at any time, they may also end up developing personalities and thought processes distinct from yours.

Each of your avatars is based on one of your incarnations from past Jumps. They receive your disposition, appearance, perks, and so on from that Jump. However, you in turn lose access to all those attributes for as long as that avatar is active. You don't need to go through the trouble of creating avatars individually, as you automatically receive a new avatar for every Jump you set foot in.

For an extra 200 D, this functions closer to the process the gods use. You are able to freely design the appearance and abilities of your avatars from your imagination (as long as they aren't capable of anything that would be impossible for you). Instead of losing access to specific abilities, your overall power and capabilities are reduced proportionally to however much power you have distributed to all currently active avatars. The creation of a new avatar is a tiring process you can initiate once every 10 years.

Any avatar can be summoned or reabsorbed back into you at any time. You can even wear the appearance of any inactive avatars like altforms. You can have several avatars active at a time, but each active avatar further splits your attention and takes a proportional toll on your own power. With a little magical knowhow, you may even be able to devise rituals and artifacts that allow others to summon specific avatars to their location, even if they're somewhere that would normally be out of your reach.

Supernova - 1600 D

It has been said that all humans are beings of light when freed from their physical bodies. Unlike most Dreamers, when you dream, you are able to return to your true form as a being of light. This form exists somewhere in the physical universe, indistinguishable from a star to a regular observer. Your power, speed, and intelligence are well beyond human conception. Able to destroy other astral bodies, cross entire galaxies in days, and comprehend dimensions that would drive humans mad.

However, you can only demonstrate these powers while asleep, and unlike time spent in the Dreamlands, the passage of time is proportional between how long you spend asleep and how much time you have in this form. The difference in mental capabilities makes your memories in this light form incomprehensible to your waking self. Mere minutes after waking up, you will lose all memory of your nocturnal activities beyond general emotions and vague impressions devoid of context.

If your waking self is abnormally simple-minded or mentally impaired, any especially exciting or eldritch experiences can trigger bouts of homicidal madness when you wake up. If these psychotic episodes persist for enough years, your very flesh may begin to reject your soul, causing your body to wither away and die without any apparent cause.

Despite this light form being your “true” self, the death of your body will be treated as if you truly died (unless you have some other means to cheat death). Should you have the Trait **Reincarnation**, then you may choose to spend the entire limbo period in this light form. Should you pay for **Dreamer**, you may choose when you go to sleep whether you enter the Dreamlands in an avatar identical to your waking body like most other Dreamers, or if you occupy your luminous body in the material universe. If you want to enter the Dreamlands in your luminous form, you’ll need to buy **Dream Walking**.

With all that said, be aware that you are far from the strongest entity within this reality. There are other luminous beings like you throughout the universe. Even if all of you banded together, you’d be less than nothing before the might of the Other Gods.

GIFTS OF POWER

Discounted to One Who Seeks Power.

The Other Gods - 100 D, Free with discount

There are few humans in polite society as knowledgeable about legends, ancient secrets, and all matters occult as you. That said, this is all abstract knowledge. Knowing that a spell, location, or treasure exists doesn't mean you'll have the slightest clue how to find or use them. Regardless, you will be far more prepared than most to face horrors from beyond. This knowledge updates each Jump to grant you occult knowledge of that world.

Devilish Artifice - 100 D, Free with discount

Aside from finding a willing teacher, the greatest obstacle to the aspiring sorcerer is materials, but you seem to manage. You find it improbably easy to get your hands on rare resources of an occult matter. Whether it's a rare herb for potions, a suspicious quantity of live animals, or an infamous book of taboo knowledge. You'll still have to pay for them, but you can almost always find a seller with no intention of asking questions.

Unnamable - 200 D, 100 D with discount

The greatest weapon of the unknown is the dogma of "reason". Those you pursue or attack are often irrationally attached to their image of what is and isn't possible. They'll write off your monstrous form as an illusion, or wander into blatantly haunted buildings, or assume that anything that could kill a human could kill you, etc. Simply put, all but the most open-minded individuals will stubbornly reject any reality that contradicts what they personally see as "possible", at least for a time.

Dire Legacy - 200 D, 100 D with discount

Few sorcerers managed to survive the Salem Witch Trials, but those who did learned the power of social engineering. You are a master manipulator. People will usually give you the benefit of the doubt when you have been nothing but suspicious. If you actually put your mind to it, you could repeatedly get away with murder, rile up a mob against an innocent party, or impersonate someone you don't know a thing about. This can only do much in the face of irrefutable evidence of your guilt.

Bad Medicine - 400 D, 200 D with discount, Can take multiple times

You aren't just a mere occultist; you're a true sorcerer. Alchemy, curses, necromancy, illusions, summoning, etc. You can hardly be called a "master", but your strong foundation allows you to sidestep almost all the pitfalls that make the study of magic so perilous for other aspiring sorcerers. With time and research, you'll be able to rival those sorcerers who have had centuries to refine their skill.

After the first purchase, you may spend 200 D each to gain a far more advanced mastery in one of the magical specialties mentioned above.

The Very Old Folks - 400 D, 200 D with discount

You are privy to one of the many mystical methods of cheating death. Whether it's an elixir of eternal youth, a spell to steal the body of another, placing your soul in a phylactery, some kind of vampiric metamorphosis, etc. As this is a ritual/formula, rather than an inherent attribute, you may teach it to others as you please. For some odd reason, those you bestow with immortality feel an instinctive respect or even fear towards you, reducing (but not entirely removing) the risk of betrayal.

Petrifying Gaze - 600 D, 300 D with discount

Similar to the scroll made by T'yog to counter Ghatanothoa's petrification, you are able to create similar scrolls to counter the abilities of other creatures or even gods. Each scroll can nullify one specific supernatural power originating from one specific entity. Carrying this makes you completely immune to that power and simply touching it to someone who has already been hit with said power will nullify any lingering effects. Carrying more than one scroll at a time causes them to cancel out.

Curves And Angles - 600 D, 300 D with discount

You have learned one of the most esoteric and ancient forms of magic, one that involves instantaneous movement through spacetime. At first, you'll be able to teleport up to a few miles away. You can even transport others remotely, as long as you know their exact location. The range of this will grow with mastery. After a few decades of practice, you may learn how to send yourself or others through time as well, allowing you to jump to the distant past or future with just a magic chant.

GIFTS OF TRUTH

Discounted to One Who Seeks Truth.

Logic Of Madness - 100 D, Free with discount

It is easy to undersell the contribution of the subconscious to human judgement. You have an almost freakishly strong sixth sense for danger. How this manifests can vary. Maybe you feel a compulsion to fix the lock on your door, a sudden fear of a specific window, a brief hallucination of an alien city, or just a non-specific sense that something is going to go horribly wrong very soon. Less accurate while actively in the midst of said danger.

Open Ear - 100 D, Free with discount

You are like a magnet for exposition. Even strangers struggle not to share their most incredible stories with you. Even if you don't meet directly, people have this weird habit of leaving behind articulate written accounts of what transpired. Whether told orally or in writing, these accounts are often improbably detailed, able to describe things with clinical precision that they witnessed for only a moment while in a state of panic.

Scholar's Eye - 200 D, 100 D with discount

You have an astounding eye for detail and nearly photographic memory. You could peek over someone's shoulder for a few seconds and memorize the full contents of the page they were reading or catch a glimpse of a monster and be able to describe them with exact measurements later. Even if your memories were sealed against your will, they'd somehow resurface over the next year or two. That said, once a dangerous piece of knowledge has entered your mind, this makes it all the harder to forget.

Challenger From Beyond - 200 D, 100 D with discount

As helpless as humans are, there is a primordial savagery hidden within them. Some intrinsic incompatibility with you will drive anyone who attempts to steal your body mad in a matter of hours. If they fail to escape your body their mind will degrade to the level of a beast before they're overwhelmed by your thanatos and attempt to kill themselves. In contrast, you can instantly adapt to any alien bodies you find yourself in. This does unfortunately make your old body a danger to anyone nearby before self-terminating.

Ordered Chaos - 400 D, 200 D with discount

There is something fundamentally wrong with you. You're normal enough outwardly to form meaningful relationships, but underneath your thought process is so alien and chaotic that a demon would find it disturbing and even Nyarlethotep might find you a little unpredictable. This makes you almost impossible to predict, as there are few situations you can't flip on their head, like getting abducted and somehow turning your alien captors into your personal cult in the span of a few hours.

The Search - 400 D, 200 D with discount

When you find yourself desperately seeking a specific person to the point of obsession, you unconsciously initiate a kind of link with them. From your perspective, it will be as if the other person just appeared in your vicinity when you weren't looking. This is similar to astral projection, but both of you are fully tangible. The connection will break when one of you dies or gets too far away. If you were holding any objects the other person brought with them, they remain in your possession once the link is severed.

Psychic Student - 600 D, 300 D with discount

Psionics are the powers of the mind. With this, psychic powers can be taught or learned like any other skill. The owner of said psychic power needs to directly guide the student, and the learned version will never quite reach the potency and reliability of their teacher's version. The more incredible the power, the harder it is to teach and the more unstable it becomes. Something like telepathic communication may take months, but teleportation or transmutation could take years and be not only far weaker but dangerously unreliable.

Reanimator - 600 D, 300 D with discount

The raising of the dead isn't a taboo that only magic can break. You are privy to almost supernatural surgical techniques akin to those discovered by Herbert West. You can reanimate the dead, either as mindless automatons or with their past memories fully intact. This also allows you to twist biology in other ways, like splicing humans and animals or awakening some kind of psychic connection to allow control of severed body parts. Even more will be possible with further experimentation.

GIFTS OF BEAUTY

Discounted to One Who Seeks Beauty.

Open Receiver - 100 D, Free with discount

You are abnormally receptive to psychic signals. This often manifests as audio or visual hallucinations relevant to you or perhaps the world as a whole. Mirages of an ancient alien city, visions of a beast haunting an area you're in, whispers of conversations in the distant past of a haunted house, nightmares of alien gods, etc. These are abstracted enough to pose a negligible risk to your sanity, unless you actively investigate them.

Bard Of Dreams - 100 D, Free with discount

People find it difficult to dislike you. You are the life of any party and can bring a smile to all but the most intrinsically hostile people. You also have this odd ability to sense the fate between yourself and others. You can glance at a homeless man and recognize they will be the best friend and teacher you will ever find, or cross paths with a prostitute and instantly know you will fall so deeply in love with them it's almost maddening.

Past The Veil - 200 D, 100 D with discount

You have an almost psychic ability to see the "true essence" of things. This starts out as a vague feeling that something is somehow alien/horrific/divine/tragic/etc. With a few minutes of observation your eye gravitates to any unnatural details and their implications, like how an artifact clearly wasn't crafted by human hands, or a grotesque painting is too realistic to be based on imagination. Given several days of observation, this becomes so overt that you can even see through magical illusions like they weren't there.

Childish Dreams - 200 D, 100 D with discount

For you, the phrase "you're only as young as you feel" is quite literal. Your emotional state has a supernatural impact on your physical condition. As long as you remain driven and optimistic, you will remain eternally young, charismatic, and healthy. Injuries will heal quickly and illnesses will be rare. However, allowing yourself to submit to despair will dispel this strange effect, causing all the age and general unwellness your hope had staved off up to that point to catch back up to you all at once.

Poetry And The Gods - 400 D, 200 D with discount

Your skill in an artform of your choice is so incredible it almost seems superhuman. Even the gods themselves would envy your works. For those who admire your work, there is a small chance that some of them will fall asleep and be confronted by the local gods in their dreams. These gods will express that you are acting as their messenger, and that these mortals must help in any way they can to spread your influence. It is unclear whether this is actually the gods talking to them, or if these really are just dreams.

Friend Of Cats - 400 D, 200 D with discount

You find it unnaturally easy to befriend and learn the languages of strange or unnatural creatures, as long as they aren't too intrinsically hostile. These bonds can even extend to entire communities. Earn the friendship of all cats by helping one stray, become a friend of all Ghouls because you knew a sorcerer who became one, or a friend of all Night Gaunts because said Ghouls already had an alliance with them. In future settings with such creatures, you may choose to start the Jump with one alliance already in-place.

Arch-Dreamer - 600 D, 300 D with discount

In addition to being able to consistently enter the Dreamlands with your memories in-tact, you have the latent potential to slightly shape the reality of the Dreamlands, though only subconsciously. In general, you have a much easier time bending strange artifacts, magics, and dimensions to your will, particularly in finding paths to climb towards even higher planes of reality. In addition, all but the most hostile or mindless gods will show you a degree of cordiality, if not necessarily respect.

Non-Euclidean Geometry - 600 D, 300 D with discount

You have somehow learned how to tap into spatial properties of higher dimensions to create structures that make little-to-no physical sense. At first, your buildings will still be physically possible, albeit made of unnatural curves and angles that can induce either revelation or madness in any who observe them too closely. Once you have come to fully master these techniques, your buildings function on logic of higher dimensions, allowing you to bend the very laws of space and physics to your will within these walls.

MYSTERIES OF NATURE

There are many species throughout the universe, and even on the planet Earth. You may choose any species that has occurred within these stories or devise one from your imagination. You can think of a regular human, or sufficiently similar species as your baseline. If you make purchases in this section that do not align with your species (like an immortal human or a Shoggoth that can't shapeshift) then you are simply an anomaly among your kind, whether as a result of magic, science, or random mutation. You may freely decide your age or gender within the scope of what is possible for your species.

If you choose **One Who Is Sought** as your Objective, you receive two 100 D Traits for free, and discounts on two 200 D, two 400 D, and one 800 D Trait. You can trade one discount of a given tier for two discounts on one tier lower, but not the reverse. You also can't go more than one tier down on a given discount (like turning one 800 D discount into 8 100 D freebees). If you choose to take a second Objective, then your one 800 D discount here is treated as being equal to two 600 D discounts from your other Objective. So you can only have one or the other.

Normal - Free / +200 D, Incompatible with Paranormal

You generally resemble a human, perhaps with a few minor mutations. You may choose whether this manifests as an altform or as additions to your human form post-Jump. For +200 D, this bars you from taking any Traits from the "Mysteries of" sections.

Paranormal - Free, Mandatory for One Who Is Sought

You are something unnatural. Perhaps you are a greatly deformed human being, a product of unchecked magic or science, or something from distant stars. Your appearance can be anything from a mostly normal human, a bestial hybrid like the Deep Ones or White Apes, a faceless demon with oily skin, or something grotesque that bears only the most superficial similarities to anything that could have evolved on Earth.

Regardless of your choice, your capabilities won't be notably superior to that of a human. Any additional capabilities will be determined by Traits purchased below. This form and any Traits associated with it become an altform after this Jump.

MYSTERIES OF THE FLESH

Physical Traits.

Ravenous - Free / 50 D / 100 D

Your body has peculiar dietary requirements. Whether it be moss, rotten flesh, filter feeding, etc. Somehow this provides all the nutrition you could need. This is free if you sacrifice the ability to eat any other kind of food. For double the price your diet and efficacy at acquiring it is like a power in its own right. Perhaps you can drill into someone's skull to slurp out their brains, or use a sandpaper-like tongue to scrape off huge strips of skin, or drain all of someone's blood with a long proboscis, etc.

Awareness - Free / 100 D, Can take multiple times

With each purchase, you may either enhance one of your human senses to superhuman levels or bestow yourself with an entirely new sense like infrared, night vision, or perhaps a wholly alien sense with no human equivalent. For no cost, you can trade one of the senses you already possess for a completely distinct alien sense.

Beast - 100 D, Free with Devolved

You are more in-tune with your primitive side. Your entire body is a weapon. Your strength, speed, toughness, and senses are above-average for a human, but hardly superhuman. Your body comes equipped with some natural weapons, whether it be extra mouths, grasping tentacles, rending claws, piercing spines, etc.

Amphibious - 100 D

A surprisingly common adaptation in the wider cosmos. You are able to breathe just as well underwater as above-ground and can swim with greater speed and grace than any natural aquatic creature.

Mimicry - 100 D / 200 D, Can take multiple times

You have some special ability to slightly manipulate your flesh to mimic either the sounds or appearances (as long as they're of similar size) of other species, or you can buy twice for both. By default this mimicry is far from perfect. Perhaps your mimicked sounds have a subtle "buzz" to them, or your disguise only covers your face and hands. For double the price (each) your mimicry is about 95% perfect, perhaps there's a part of your body you're unable to alter, or just a vague aura of "wrongness" you emit.

Immense - 100 D / 200 D / 400 D

Simple, but no less terrifying. You are extremely large, granting a proportional level of strength. For 100 D your height is somewhere between a human with gigantism and an elephant. For 200 D you are larger than most houses or even a small barn. For 400 D you are comparable to a mountain in size, much like Cthulhu's physical incarnation.

Immortal - 200 D, Can take up to 5 times

That which is not dead, which can eternal lie. You are free from the mortality that humans treat as absolute. This can take one of five forms with each purchase.

Ageless - You do not age past your prime. You can be killed or blighted but otherwise can theoretically live for eternity.

Tireless - Your body no longer needs to eat, drink, sleep, or breathe. You can enjoy these activities if you desire, but they are not necessary for survival.

Mindless - You are a reanimated corpse. You barely feel pain and can survive an impossible level of damage. Enough damage can still kill or cripple you, but you don't bleed, and it'd take 10 times the damage that any other man could survive. As long as your brain and vital organs are at least 50% intact, you'll just keep coming.

Woundless - Your flesh can regenerate from any nonfatal damage. Small cuts and bruises heal in minutes, deep gashes and broken bones in days, while severed limbs or destroyed organs can take months. Your blood clots almost instantly, and you are extremely resistant to disease and infection, making it much easier to survive long enough to fully regenerate. All regeneration ceases once you actually die.

Deathless - With a few minutes of stillness and concentration, you can enter a state of suspended animation. You can choose the duration of this coma, whether it be a span of hours or eons, but should you be frozen during that time, you will be unable to regain consciousness until sufficiently thawed.

In this state your body is functionally immune to starvation, suffocation, dehydration, disease, age, decomposition, extreme temperatures, etc. While your body is greatly resistant to physical damage in this state, it is hardly indestructible. Even if you were on the brink of death, your condition will not degrade from the moment you enter suspended animation. Even if your healing rate is only slightly faster than normal, you would be able to recover from injuries or diseases that would normally mean certain death.

Parasite - 200 D

You have some ability to physically enter the boy of living (or formerly living) being to some end or another. Perhaps you burrow into their body to eat them alive from the inside out like the Space Eaters. Alternatively, you might act more like the Crawling Ones, able to infest a corpse in order to puppeteer it for your own purposes.

Inhuman - 200 D, Can take multiple times

One of your physiological capabilities has been enhanced beyond human limits. Perhaps you have an Elder Thing's durability and adaptability to hostile environments. Maybe the strength of a Shoggoth, able to tear an Elder Thing's head clean off. The speed/leaping of the mythical Wendigo, the raw intelligence of the Mi-Go, etc.

Flight - 200 D / 400 D

Whether through wings or some more esoteric mechanism, you are capable of unassisted flight. You can fly at a rate comparable to an average human car. If you choose to boost your flight with **Inhuman**, then your flight speed is well past the speed of sound and puts just about any vehicle made by human hands to shame.

For double the price, you possess natural interstellar flight. You can fly along currents of "ether" in the same way wings fly along air currents. Not only can you now survive in the cold vacuum of space, but you are able to detect and feed on a peculiar invisible energy commonly found in space, which allows you to go without food, water, air, and sleep for months on-end. Your speed in a vacuum allows you to reach planets in the same solar system in a matter of months, and those in adjacent solar systems in just a few years.

Reproduction - 400 D

You have some means of creating offspring with some or all of your Traits from the "Mysteries Of…" sections of this Jump. Perhaps you spawn new creatures wholesale, like the Dark Young of Shub-Niggurath. Maybe you have the ability to cross-breed with different species like the Deep Ones or use a special concoction to transform others.

Your offspring will eventually awaken to these Traits, either immediately, gradually, or all at once when they reach a certain age. Your offspring retain the ability to reproduce in a similar fashion, but the more separated a descendant is from you, the higher the odds of Traits manifesting partially, or not at all. They are pretty much guaranteed to manifest in your direct offspring, but you'd be lucky if half of your great grandchildren have any. This can be toggled off entirely, if you wish to have children normally.

Corruption - 400 D

Your very existence is a blight on all life. You can emit a kind of radiation that poisons all aspects of nature. Through direct contact with a living organism (be they plant, animal, fungus, or something else entirely) you can directly infuse them with this invisible poison. In a matter of minutes they'll start to deform until they eventually crumble away into dust. Their flesh becomes unpalatable, but any who attempt to eat it anyway will be taking a small dose of your poison into themselves.

Alternatively, you can inject this poison into the soil. This greatly dilutes your corruption but causes it to spread through the ground to nearby bodies of water to any people, plants, or animals unlucky enough to live in the area, and will linger long after you leave. This is a time-consuming process. It could take weeks to spread your corruption over the area of a small farmstead (during which you'll need to regularly infuse your poison into the area) and months before contaminated animals show outward signs of infection. Still, the end result is roughly the same, just a lot slower and more painful.

Amorphous - 400 D, Requires Paranormal

The composition of your body is closer to jelly or tar than conventional flesh. This allows you practically infinite flexibility, due to the lack of a skeleton. More to the point, you have an astounding shapeshifting ability. This isn't well-suited for convincing disguises (at least not without a lot of practice) but is powerful enough to let you modify your own body in any way you can imagine, whether it's squeezing through the smallest opening, creating complex organs and biological weapons, or even making improvements to your own physical and mental capabilities. You don't have "vitals" per say, and even if you do, their loss is a momentary inconvenience at worst. However, psychic attacks are still effective on your decentralized consciousness, and energy-based attacks can burn your cells. Unless you have Tether, you lose control of any mass separated from your central mass. So dispersing or destroying enough of your mass can reduce you to the point that you cannot even sustain your own consciousness, effectively "killing" you.

MYSTERIES OF THE MIND

Psychic Traits.

Influence - 100 D / 200 D, Can take multiple times

You have some means to influence the mind of others. For 100 D, this effect is somewhat inoffensive. Perhaps you can communicate telepathically or emit a terrifying aura. This has a short range and can't force a target to think or reveal anything they don't want to. For 200 D, this is something more forceful, such as hypnotism, mind reading, or even indiscriminately broadcasting visions into the dreams of psychically sensitive individuals.

Dream-Walking - 200 D, Requires Dreamer, Can take twice

You have the rare ability to take full advantage of the strange properties of space within the Dreamlands. This can manifest in one of two ways. The first allows you to teleport anywhere within the Dreamlands you know the location of, even other planets. The second version allows you to detect various points of overlap between the Dreamlands and waking world. Simply put, you can travel to and from the Dreamlands regardless of whether you're awake or asleep, as long as one of these spots are nearby.

Atmokinesis - 200 D, Can take multiple times.

You have the ability to manipulate one specific natural weather phenomenon. Perhaps you can summon lightning like the Haunter of the Dark or manipulate winds like the Flying Polyps. Phenomena like frost, fog, hail, and waves are also valid choices. Your power greatly drops in strength and precision more than a few meters away from you.

Ecokinesis - 200 D, Can take multiple times.

You have the ability to manipulate one specific tangible aspect of the natural world. Maybe you can animate plants to obstruct targets like the Ancient Ones or cause an icy cavern to slowly crush downward like a giant mouth. You cannot create more of what you control, simply manipulate what is already present. Your power greatly drops in strength and precision more than a few meters away from you.

Eternal - 200 D, Requires Ageless

The K'n-yanians have not only defeated the march of time, they have tamed it. Like them, you have the ability to freely control your own age. With an exertion of will you can stop, start, speed up, slow down, or even reverse your own physical aging.

Tethered - 200 D

As Herbert West theorized, even when a being's limbs are severed, a kind of invisible link still exists between them. As long as a given body part isn't too badly damaged, you remain in full control of it, even if separated from the rest of your body. This synergizes especially well with Traits like **Mindless** or **Amorphous**, allowing you to remain in control of your body, even when chopped up into a hundred different pieces.

Mutilation - 200 D

There are worse things one can experience than death. You have the odd ability to inflict impossible wounds that do not naturally bleed, heal, or become infected. In this way, you can allow a target to suffer more damage than should be possible for them to survive. You could drill a gaping hole right to the center of someone's brain, and they wouldn't die until you've finished eating 60% of their brain. You may choose whether these wounds are completely painless or hurt just as bad as if you had inflicted such damage through conventional means. These wounds aren't any easier to inflict than regular injuries, so this is little use against an enemy too tough or agile for you to hit.

Projection - 200 D / 400 D

You possess the ability to enter a trance and astral project your consciousness as a ghost-like specter, allowing you to view distant locations while your physical body is left defenseless. Your astral body is mostly invisible to normal people, but those who get a clear enough look at it might be able to subtly make out your silhouette.

For 400 D, your astral form is no longer limited to simply observing. It can drain the life of the living and return that vitality to your physical body. This heals your body and preserves your life force. Even if your body is killed and buried, if your astral form can gather enough vitality before your brain completely perishes, you could stave off death for decades, and perhaps one day fully revive. However, as a strange side effect the excess of life energy will cause your body to grow gigantic and visibly grotesque.

There are a number of downsides to this. The added power of your astral form makes it far more visible, more like a glowing cloud than a vague mirage. Similar to the vampires of myth, your astral form cannot be maintained under the sun's rays.

Teleportation - 200 D / 400 D / 800 D

The ability to instantly transport yourself through spacetime. You may choose whether you simply materialize in the new location, or you use some kind of "doorway" like reflections or sharp angles. Teleporting to locations you've previously been to is fairly easy, but for locations you've never been to you'll need to know exactly where it is relative to you in space or perhaps even time. Otherwise, you'll need to have some kind of extra-dimensional senses to have any idea where you're going.

For 200 D, you are able to teleport through space within a mile of your current location. For 400 D, you can still only teleport through space but have no strict range limit within your current dimension. For 800 D, there are few places you cannot go. You can teleport anywhere you wish in space, time, or even other dimensions and adjacent universes. However, the dangers of teleporting blind doubly apply here.

Intangible - 400 D

With an exertion of will, you are able to temporarily dematerialize yourself, becoming intangible (or at least immaterial), transparent, and able to levitate. Or perhaps this immaterial form is your true state, and it is becoming physical that greatly drains you. This extends to clothes or small objects on your person. You can de-materialize larger objects and even other beings in a similar fashion, but this is extremely tiring to maintain. Certain mystical forces or extra-dimensional matter can ignore your intangibility.

Possession - 400 D

You have the ability to transfer your soul and consciousness into the body of another. There are many who can accomplish such a thing through sorcery, but in your case it appears to be an intrinsic ability. You do this by transferring your consciousness into the body of another. This transfers any psychic or spiritual ability, but none of the abilities tied to your old body. You may choose whether you fight the host consciousness for control before completely subsuming them (a fight which you almost always win), or if you simply leave them to their own devices within your old body. In either case, you do not retain any of the memories from the original owner of your new body.

You can combine this with **Teleportation** to allow you to remotely possess people at distant points of space or even time, as long as you can locate them.

Illusions - 400 D

You have the ability to fool the senses of lesser minds to create illusions. Whether it be disguising yourself as a regular human or piece of scenery, or inducing hallucinations, like making a portrait seem to walk out of the frame, making doors look like flat walls, or making someone perceive insects crawling all over their body. Illusions are naturally less effective on those who are exceptionally observant or skeptical, lasting barely a second. However, the more their composure wavers, the weaker this resistance becomes. With a few centuries of practice, your skill with illusions might grow so great that they become nearly impossible to see through without the help of magic artifacts.

Reincarnation - 800 D

When your body dies, your soul will live on in a kind of limbo. This limbo lasts a minimum of one year, relative to the outside world. You may choose for it to last longer, but should your Chain end while you are in this limbo, it will be treated as if you simply died. At the conclusion of this limbo, you will be reincarnated back into the world of the living with your memories and abilities intact. As long as the current Jump doesn't conclude while you are in this limbo (and you aren't somehow destroyed down to your very soul) there is no limit to how many times you can do this.

You may choose how this manifests. How exactly you reincarnate (reborn as a baby, possess someone already living, sprout out of your old corpse like a cocoon), what you experience during the limbo (remain as an intangible ghost, experience a continuous dream, jump forward in time to when you wake up), whether your next host/family (if applicable) must have some direct link to you, or if they're chosen at complete random among the living beings on your current planet (or even your current galaxy).

Superiority - 800 D

You can replicate a level of technology comparable to advanced races like the Elder Things, Mi-Go, or K'n-yanians. You could engineer beings like the Shoggoths, transplant brains, or greatly restructure the biology of a living being with little more difficulty than giving a haircut. Mechanical devices like energy weapons or automatons are possible, but a disproportionate amount of alien technology is focused on bioengineering.

MYSTERIES OF PERCEPTION

Memetic Traits. Taking any of these requires your form in this Jump becomes an altform post-Jump, with these Traits being tied to that specific form.

Immaterial - 100 D

Like the Mi-Go, it is impossible to capture your image on camera. You are completely visible in-person, and sounds you make can still be recorded, but through the eyes of a camera lens, you are completely invisible.

Untraceable - 100 D

You may choose for anything excreted from or torn off of your body (or simply your entire body if you were to die) to decompose into nothing in a matter of hours, or days if one goes to great lengths to preserve them, leaving behind no physical evidence.

Ineffable - 100 D / 200 D

There is something about you that makes it almost impossible to describe you. Perhaps you are simply too grotesque, or demonstrate scientifically impossible properties, like being a color that shouldn't exist in this dimension but can be perceived by regular humans. For 200 D, this is so extreme that simply seeing you is damaging to the sanity of exceptionally sensitive, weak-willed, or unimaginative individuals.

Imperceptible - 100 D / 200 D, Can take multiple times.

It isn't just hard to describe you, it's fundamentally impossible (in a sense). With each purchase, you may choose to make yourself imperceptible to one of the five human senses. Senses like smell and taste aren't quite as significant, so these are only 100 D each. While sight, sound, or touch, that will cost 200 D each.

Link - 400 D

Whenever someone perceives you in this form, a psychic link is formed between you. You will be able to psychically sense their presence, as if following a kind of "scent". You can follow this across any distance, and even through time or dimensions (though this won't give you the means to actually reach them). The only way to sever such a link on their end is to completely erase your image from their mind. The more links you try to follow simultaneously, the more likely you are to get confused and lose one, so it's best to limit yourself to only one link at a time.

Subjective - 400 D

You are a peculiar existence. You don't seem to have a "true" form, at least not in this dimension, but rather you appear to have a different appearance to each observer. You may choose what the criteria is, whether you resemble their first assumption of what you look like, something they greatly fear or desire, somebody they have a sentimental connection to, etc. You are no less tangible than before, but each observer will interact with your body in reality as if that were your "true" physical form.

This subjectivity can be combined with other Traits from this Jump relating to perception or physicality, like **Intangible**, **Imperceptible**, or **Unknowable** to apply these effects selectively to some observers but not others.

Impossible - 800 D

This isn't a matter of perception, you fundamentally clash with the physical laws of the material universe. You can walk up a sheer vertical surface as if it were a flat plane, fit through openings a miniscule fraction of your size, and be immune to physical attacks while being fully capable of attacking things in the physical world yourself. You appear to constantly flicker between existence and nonexistence to observers.

With all that said, there is a risk associated with this. You are still vulnerable to extra-dimensional or mystical forces. Should someone be able to force you fully into the material world, not only will you be vulnerable, but reality itself will reject you, striking you with lightning and whatever other natural hazards it can throw at you.

Unknowable - 1000 D, No discounts

You are an entity of such greater dimensions than humans that simply perceiving you can bring death, or worse. Perhaps they are completely annihilated the moment they observe you, or maybe they are afflicted by a curse, such as how Ghatanothoa petrifies all who see them, leaving them fully conscious but unable to die for eons.

This is only effective on beings bound to lower dimensions like humans. Beings that exist on or are simply accustomed to perceiving higher dimensions will be immune, and certain magical wards can even protect regular humans from you. This can also only affect those who see you head-on (whether in person or even in photograph). Simply seeing one of your fingers or tentacles will have no such effect. If you don't want to kill everyone that looks at you, you can choose to only manifest this effect in a particular body part, like your eyes or tongue.

ASSOCIATES

Summoning - 50 D, Can take up to 4 times

With one purchase, you may import a companion or create a new one with 600 D to spend as they please. They can gain points from Blights, but only those that do not enact sweeping setting-wide changes. With each additional purchase, you may double the number of companions you can create/import through this option.

Banishment - 50 D, Can take multiple times

With one purchase, you receive a "slot" that can be given to any individual native to this world (with their informed consent) to recruit them as a companion. With each additional purchase, you may double the total number of slots you receive through this option.

Old Man Henderson - 50 D

An anomaly among anomalies to those who seek to oppose the horrors of the cosmos. He is a violent, drug-addled, and impossibly charismatic, schizophrenic. For better or worse, fate seems to de-rail whenever he gets involved, and the machinations of god and man alike fall to pieces when he is involved. Whether this provides hope against impossible odds or makes everything one-thousand times worse for everyone involved is a total coin flip. He is equipped with an automatic shotgun, aviator shades, a stuffed parrot, modified Heely combat boots, and an improbably diverse array of skills and knowledge.

Nameless Woman - 100 D, 50 D with The King in Yellow

Throughout all your future travels, you will come across a strange woman. Without warning, she will appear to you from seemingly nowhere when you are all alone. Her beauty is beyond anything you have ever seen, and even the flowers bow before her in respect to her majesty. She sincerely loves you and will try to stay by your side for as long as possible, but she is bound by a tragic rule. Should you question her in any way, no matter how benign or reasonable that question may be, she will take great offense and vanish. It may be years before you see her again, and she will never manifest so long as you are actively looking for her, for that is her very nature.

In truth, she is the embodiment of happiness, your happiness. She is your every desire and accomplishment. But happiness will never come if sought, and the more one tries to cage or dissect happiness, the sooner it slips from your grasp.

The Director - 200 D

A mysterious individual. Their ability to twist science, magic, and the minds of mortals to their will is without equal, allowing them to raise and topple empires on a whim. They have agreed to follow you, but you must never trust them. In their eyes, all other beings are either playthings to be abused and thrown away, or resources to be harvested for their own ends, and you are no exception. Should you purchase **The Girl**, you will find that Nyarla is the only being they appear to have sincere affection for.

The Girl - 200 D

Nyarla is a strange girl. All they seem to do all day is laze around and play games, and yet they always seem to have an arbitrarily large amount of money to throw around. They seem to view the world through rose-tinted glasses. No matter how dystopian or horrific the environment, all the darkest aspects of reality either completely escapes her notice or is transformed in her mind's eye into something far more benign. Accompanying her is her pet, bodyguard, and best friend Ghast. They are a powerful Shoggoth-like creature that usually disguises themselves as a small talking cat.

Cult Of Jumper - 200 D, Can take multiple times

Your otherworldly nature really isn’t that dissimilar to those deities from the stars. A small cult has formed to worship you. They number about 100 but are composed entirely of mundane humans or a species with similar physical and mental abilities. They will follow your word unconditionally and will go to any lengths if they believe it will please you. Should any of them die, their numbers will be almost instantly replenished by equally loyal initiates. Each additional purchase doubles the size of this cult. This entire cult shares one companion slot and purchases are distributed between them.

The Horde - 200 D, Can take multiple times, Requires Paranormal

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Whatever your species in this Jump is, you now lead a horde of a dozen others of your kind. They possess whatever Traits you purchased in this Jump, so how powerful they are depends greatly on your own choices. As with **Cult Of Jumper**, they are unconditionally loyal and any losses to their numbers will always be quickly replenished through some means. Each additional purchase doubles the size of the horde. The entire horde shares one companion slot and all purchases in future Jumps are distributed between them.

GRIMOIRES

Spells and such will function as intended in future Jumps. Any information that would only hold value within this setting, like that regarding creatures or civilizations that don't exist in future Jumps, will be replaced by similar information of comparable value relevant to that setting (if such a parallel exists). This can be toggled at-will if you wish to read the original text. Only books purchased here will update in such a fashion.

You may sacrifice any item discounts in return for a stipend to spend solely in this section. The stipend is equal to however many points that discount would save you.

The King In Yellow - Free, Optional

A stage play banned by just about every country and religious institution. It contains no intrinsically grotesque or subversive themes, yet most who read the book go mad, while others are affected in less predictable ways. Some are haunted by deadly apparitions, some experience a sudden twist of fortune (not necessarily to their detriment), some are spirited away by the eponymous King in Yellow, while some are able to read the book to no ill-effect. The closest thing to a "spell" in the book is the Yellow Sign, a rune rumored to be able to control the minds of mortals. Whether it actually has such power or this is simply another delusion of those driven mad by the book, is ambiguous.

Library - 100 D / 200 D / 300 D / 400 D

While some books are far more significant than others in the pursuit of occult knowledge, one cannot hope to bring out their full potential without a much larger knowledge base to draw on. Your library is filled with an immense variety of reputable books on scientific, historical, and occult matters, though nothing rare or potent enough to be considered a true "grimoire". For 100 D this is a personal library of 2-3 large, filled bookshelves. For 200 D this library is comparable to a small bookstore. For 300 D your collection rivals that of Miskatonic University (sans any actual grimoires). For 400 D you not only receive such a library, but your own university of similar repute to Miskatonic. Although don't be surprised if a number of your applicants are themselves students of the occult.

The Pnakotic Manuscripts - 200 D

A remnant of the Great Race of Yith. These ancient texts have no inherent power but serve as a detailed (if fragmented) archive of major history, secrets, and locations significant to civilizations before humanity. Everything said in these fragments is true, but the sheer antiquity of the subjects described means very little tangible evidence has survived to the present. In future Jumps, this will update to contain knowledge of ancient civilizations and events that predate recorded history.

The Book Of Thoth - 200 D

A tome said to have been written by the Egyptian god of writing and knowledge. It boasts to contain all knowledge laws, magic, nature and the afterlife. It also contains two spells. One allows the user to understand the language of animals, the other is said to allow one to perceive the gods, though it's possible that "god" is a mistranslation, and what the spell actually refers to are magicians/miracle workers.

The Book Of Azathoth - 200 D

This isn't a "Grimoire" in the conventional sense. This book lists the names of countless witches and warlocks who have pledged themselves to the Other Gods. Should one write their own name in the book, they are effectively selling their soul to these gods. It is up to the gods whether they consume their body and soul on the spot, gant them mystical power, rob them of their free will to serve as their slave for all-eternity, or countless other possibilities. In future Jumps this list will contain the names of those who have pledged themselves to similar dark gods in return for power.

Das Buch Von Den Unaussprechlichen Kulten - 200 D

Known more commonly as "Unaussprechlichen Kulten" or "Nameless Cults". It records knowledge of countless forgotten and dark cults, as well as many secrets such cults tried their best to hide from the world. The knowledge it contains may very well lead you to locations, artifacts, and creatures of great power. However, some of these cults still exist, and possessing this may make you a target. In future Jumps this will hold knowledge on obscure cults of that world and occult secrets lost or censored from history.

The Chronike Von Nath - 200 D

A lesser-known grimoire. Its exact contents are a mystery, but it is the collection of the musings of the German mystic and alchemist Rudolf Yergler, with much lore borrowed from the ancient Egyptian sorcerer Hermes Trismegistus. It contains a variety of musings on eldritch lore and phenomena. It is rumored to contain the building blocks of a special alien music that can soothe or agitate beings from other dimensions.

The Dhôl Chants - 200 D

A book of 555 mystical spells in the form of musical chants, mostly dealing with the controlling of spirits to a variety of effects. However, their usefulness is dubious. Any beneficial spells are often ineffectual, while curses and spells of vengeance usually only take effect after the death of the caster.

The Seven Cryptical Books Of Hsan - 200 D

The origin of these seven scrolls is unknown, though many signs point to the Plateau of Leng. This covers a wide range of topics from god lore, the Dreamlands, lost history, the summoning and dismissal of demons, the correct procedure to dispose of the bodies of wizards, musical spells similar to the Dhôl Chants, and more. However, the depth these scrolls go into each topic is extremely shallow. One could read their contents from front to back and remain oblivious to the existence of gods beyond those of Earth.

Cultes Des Goules - 300 D

Written by the French aristocrat François Honoré-Balfou in 1702. It extensively covers the existence of necromancy, necrophilia, and necrophagy in France. It includes a handful of prophecies, a few necromancy spells, the means to contact various creatures like Ghouls or Dark Young, much information regarding Ghoul cults and the ancient deity Shub-Niggurath, and several simple phrases in the Ghoul language. Frequently reading this grimoire will gradually deform the reader's physiology into that of a Ghoul.

The Book Of Eibon - 300 D

A spellbook supposedly written by the legendary wizard Eibon of Hyperborea. It is a collection of countless potent spells, potions, and rituals. Petrification potions, magic plagues, mental enchantments, summoning powerful entities, communing with mighty gods of the void, etc. It even seems to contain lost knowledge relating to the history of the Other Gods themselves. Certain spells require sacrifices and elaborate rituals, while others are closer to science than magic and require no such risks.

Eltdown Shards - 300 D

23 mysterious pottery fragments in strange runes similar to the Pnakotic Manuscript. They contain a great deal of knowledge of and by the Great Race of Yith, as well as rituals to contact them. If translated, one gains the ritual to summon or banish an entity known as the "Warder of Knowledge" which floods the summoner's brain with an endless stream of knowledge that will overload any human mind, killing them.

De Vermis Mysteriis - 400 D

Commonly known as "Mysteries of the Worm". This book is comparable to the dreaded Necronomicon in its infamy. It contains much lore on the secret cults, occult practices, lost treasures, and forgotten history of ancient Arabia. It is also a treasure trove of spells, many of which relate to summoning and binding efreet, djinn, and extra-dimensional entities like the Star Vampires. There are also sections relating to divination, banishment, mind transfer, and formula for a variety of potions, most notably the formula of the drug known as Liao, which allows one's consciousness to travel through time and space.

As an odd side effect, reading the grimoire for prolonged periods will cause maggots and snakes to randomly manifest nearby, and the reader may begin to hallucinate the feeling of something crawling under their skin.

Al-Azif - 400 D / 500 D

The dreaded Necronomicon, written by the "Mad Poet" Abdul Alhazrad. By far the most feared of all Grimoires, and unmatched in its brazenness with which it documents the secrets of the dark Gods. It contains extensive knowledge of countless mystic artifacts, ancient cults, otherworldly creatures, alien species, other dimensions, alien gods, and countless pieces of lost history.

It contains numerous formulas, rituals, and spells. A competent sorcerer could brew powders to bring beings from other dimensions into this one, countless methods to cheat death or revive the dead (either fully or as shambling slaves), contact, summon, bind, and banish powerful esoteric creatures, and even a ritual to impregnate a human woman with children from the mightiest of the Other Gods.

For 400 D you possess the partial English translation, which is still more than potent enough to justify the prior claims. However, for 500 D you receive a copy of the completed Greek or Latin translation, or maybe even a copy of the original Arabic text. Among other things, this includes details on the circumstances by which the Other Gods can be freed from behind the Ultimate Gate and manifest in the material universe.

UNCLAIMED TOOLS

No Objective discounts.

Final Words - Free

How convenient that for so many humans their first impulse when haunted by horrors beyond comprehension is to document everything in exhaustive detail. You receive a typewriter that never seems to run out of ink. While writing with this, you find that the perfect word choice comes far easier to you and you never seem to make mistakes in spelling or punctuation, even if you are typing while being dragged down to Hell.

Firearm - 50 D, Can take multiple times

A mundane personal firearm of your choice. This will be of limited use against most things that go bump in the night. If nothing else, wielding it may provide a significant confidence boost, slightly bolstering your mind against madness or panic.

Ibid - 50 D

The owner of the skull was of no particular renown, but for some bizarre reason any false history you provide for this skull will be accepted unconditionally. Whether it's the ancestor of a noble family, the relic of a mighty saint, the idol of a forgotten god, etc. As long as your claim isn't inherently impossible, nobody will think to question it. Even those who see it without you being around to explain it are quite likely to baselessly apply some absurdly grandiose historical significance to it.

Research Vessel - 150 D, Can take multiple times

Knowledge is so rarely found within walking distance. You are the owner of a somewhat large transport vessel of your choosing, whether it be a boat, plane, submarine, mobile home, etc. This is large enough to carry at most a dozen people at a time. It never seems to need refueling, and if lost or destroyed it will appear in perfect condition at a convenient location a month later.

Faded Glory - 150 D

Your family were once wealthy nobility, but the years have stripped away every last trace of prestige beyond your family's ancient mansion, which you are now the sole heir to. It comes with no servants and is quite dusty, but I suppose it is ideal for those who enjoy ample privacy, especially since most of the land surrounding the house is also yours.

The Sealed Casket - 150 D

A casket that legend states contains the ancient entity Avaloth which once threatened to encase the world in ice. Should one break the seal on the coffin, it will appear empty, this is because Avaloth is invisible, only perceptible through the chill it emits at all times. If opened, Avaloth will proceed to brutally slaughter any living being in sight until killed. Despite such a reputation, it seems eons of confinement have weakened it, as even a simple house fire would be able to kill the beast. At the start of the next Jump the casket will reappear in your Warehouse with its occupant and the seal imprisoning it restored.

Ancient Totem - 200 D

A mysterious necklace made of an alien metal. It has the odd property of being able to physically interact with entities that should otherwise be intangible. It also seems to exert a weak magnetic attraction towards any artifacts of extraterrestrial origin.

Zethian Artifacts - 200 D

Two magic accessories from a world distant to Earth. The first is a cloak which protects one from the deadly emanations from certain minerals on the world of origin and will provide a degree of protection against other forms of harmful radiation. The second is a charm that when worn prevents thirst, hunger, or the associated cravings, doing away entirely with the need for provisions on lengthy journeys.

The Trap - 200 D

An enchanted mirror with similar properties to that created by the Luciferian Wizard Axel Holm. At your discretion, others who get too close to the mirror will get trapped inside. Unlike the original mirror, you can also allow others, including yourself, to leave the mirror. This dimension has many strange properties. Those inside will feel themselves “reverse” in every way, forcing them to re-learn how to operate their own body. Time does not pass in here. Those inside will never die, age, thirst, or starve. Even their personality and mental state will be mostly unchanged from the moment they enter.

Within the mirror you can conjure a perfect recreation of anything that has ever been reflected in the mirror or simply use it to store items from the outside world. However, objects created from reflections cannot be removed from the mirror. The only way to enter or exit the mirror is for you to permit it or for someone on the outside to shatter the mirror. Although the latter will kill everyone other than those right in front of the exit, and even they will be somewhat deformed by the experience, like having their dominant hand or the direction of their internal organs flipped.

Walls of Eryx - 200 D

Several tons of the peculiar concrete used by the man-lizards of Venus. Once hardened, it is not only so durable as to require industrial drills to pierce, but also completely invisible and resistant to any kind of marking. The man-lizards use this to construct elaborate mazes to trap any greedy outsiders lured by the crystals within. One could wander for days without realizing they were just a few feet from the exit the whole time. Used concrete is replenished on a weekly basis.

Anti-Entropy Machine - 300 D

A machine that fires a beam which claims to reverse the process of entropy on a target. About 15 minutes of contact can reverse a target's entropy by about a billion years. On objects and living beings made of conventional matter, the effect is always destructive, causing them to crumble to dust. For beings and matter with unusual dimensional or temporal properties, it instead banishes them far outside the current dimension, at least until they can find their way back. The latter process can take hours of contact with the being depending on the power or sheer impossibility of the target.

The Sign - 300 D

A peculiar rune with unique psychic abilities. In the hands of a competent sorcerer, this rune can be used as a catalyst for casting spells which influence mortal minds. Even without such a user, it carries a subtle psychic influence. The longer one spends observing this, the more obsessed they will become with you and things associated with you. After years one might become wholly enslaved to your will.

Liao - 400 D

A potent drug that allows one to essentially astral project their consciousness to perceive different points in space or time simultaneously. Normally, what one observes is almost impossible to control. However, you also receive a set of notes on how to focus on certain geometric patterns and formulas to fully control what you see. Once perfected, you would be able to perceive the entirety of history simultaneously, from the point of view of those who lived it. Somehow you are able to fully comprehend the bulk of this information without going mad. However, one should be aware that there are some creatures that hide in the shadows of space and time. These beings do not like being seen, and once you have, they will be able to follow your scent no matter where or when you try to hide.

The Silver Key - 600 D / 800 D

A small box concealing an imperfect prototype of the Silver Key belonging to the Carter family. For simplicity's sake, you can call this "The Bronze Key". The Silver Key is said to let one unlock gates in space and time. While still a powerful artifact in its own right, the power of the Bronze Key is relatively more limited. Through a certain ritual outlined on the box, you are able to send your own consciousness back in time to relive an earlier point in your life with all your memories intact. Perhaps with mastery you will learn to send your consciousness forward in time as well. You are able to summon this key to your hand with a thought, no matter where you may be in space or time.

For an additional 200 D, this is no flawed prototype, but a perfect duplicate of the Silver Key. At first you may notice no differences. It will take years of research to master the full potential of this artifact, whether that be sending your mind into past lives, alternate timelines, different beings sharing your Archetype, and perhaps even more. Should you manage to reach the Ultimate Gate with the key, the ensuing revelations will allow your mastery of its power to grow by leaps and bounds.

However, one should be wary. The key is specially attuned to the consciousness-angles of the human brain. In other words, this key is completely useless in the hands (or closest equivalent) of any species other than a human, even if your consciousness is unchanged.

Randolph Carter discovered this all too late when his consciousness was transferred into the body of an alien sorcerer. In past generations, the Carter family devised a spell that would enhance the key with "limitless powers it otherwise lacked". What this spell entailed or what the specific result would be is unknown. The family wrote the details on a parchment that none have managed to translate. If nothing else, Carter was confident it would allow him to return to his human form and perhaps remove the restriction preventing him from using it while within a non-human body.

Purchasing this will give you an immeasurable head start in your pursuit of the **Dream Quest**, should you embark on such a journey. However, your ultimate success will depend on your own accumulated knowledge. Relying so heavily on a power you don't fully understand may end up crippling you once this power is no longer enough. It will take great restraint and foresight to ensure this tool does not become a crutch.

TOOLS OF POWER

Discounted to One Who Seeks Power.

Bone Flute - 100 D, Free with discount

A primitive flute carved from the bone of an unknown beast. It is very similar to the flute used by the High Priest Not to be Described. Its grotesque notes have a peculiar frequency that can be heard by otherworldly beings from a great distance and can be used to command such beings that are already tamed. Just be wary not to use this in an environment where not all such beings in hearing range are subject to your will.

Electric Executioner - 100 D, Free with discount

A strange device resembling a metal cage-like helmet attached to a battery. While this looks like a random clump of garbage, it is actually a portable electric chair. Despite being able to fit in a small bag and clearly being thrown together with barely any tools, its lethality is equal, if not superior to the large electric chairs used in official executions. The only problem is that it usually requires the victim to already be restrained.

Rat-Thing - 200 D, 100 D with discount, Can take multiple times

The appearance of this cat-sized creature is quite grotesque, like a rat with the face of a man, or a giant leech. This is your loyal familiar. They aren't especially powerful, but they have human-level intelligence and will gladly help you in any way within their means. They possess an uncanny talent for driving their targets mad through small acts of harassment over a prolonged period, while always staying just out of sight.

Food For The Gods - 200 D, 100 D with discount, Can take twice

A small pen full of about a dozen cows. Whenever one is "lost" a replacement will be provided at the start of the month. These make for excellent sacrifices (for those spells that don't explicitly require human lives) or simply to feed any particularly ravenous beasts. Alternatively, you can instead receive a secluded graveyard that never seems to run out of corpses. I will not question your intentions for such a thing.

Unknown Object - 400 D, 200 D with discount

A small black object that forces regular mortals who touch it into a bizarre trance. They will be confronted by a tangible illusion resembling you who will try to kill themselves as quickly as possible by any means. Should the illusion immediately succeed, the observer will be transformed in body and mind into a perfect clone of you (minus outside powers). Should it take several attempts, the victim will only transform in body. Should they manage to delay the illusion until the trance ends naturally, they will be unchanged.

Scroll Of T'yog - 400 D, 200 D with discount

An ancient scroll written by a priest of Shub-Niggurath to assist in slaying the beast Ghatanothoa. While on one's person, it renders them wholly immune to any form of petrification, be it scientific, magical, or divine in nature. In addition, touching this scroll to anyone else plagued by such an effect will instantly restore them to their physical condition prior to petrification, even if it was eons ago. However, if they were conscious for that entire period, there's no guarantee their sanity will remain intact.

Shining Trapezohedron - 800 D, 400 D with discount

A small gem in a dark case. Submerging the gem in darkness will summon the dreaded Haunter of the Dark (or just a bizarrely similar entity). It can demonstrate inhuman speed, strength, and control over lightning, but is unable or unwilling to expose itself to light. It possesses seemingly unlimited knowledge on just about any topic. It will only do your bidding or share its knowledge with you in return for sacrificing sapient beings to them or similarly cruel favors. It is quite stingy and will often try to manipulate you into giving it as many sacrifices as possible for as little assistance as possible. It appears to be under a powerful geas preventing it from killing you or reneging on a deal.

TOOLS OF TRUTH

Discounted to One Who Seeks Truth.

Telepathic Radio - 100 D, Free with discount

In theory, this strange device allows for telepathic communication between two beings. In effect, the signal is only strong enough to be heard when one is on the brink of death. In this case, you will be able to communicate with their very soul. They'll be able to tell you of past lives and secrets unknown to their conscious mind. If you happened to know them in a past life, they may be able to resurface similar memories buried within your soul.

Laboratory - 100 D, Free with discount

Not all innovation is meant for ignorant eyes. You possess your own hidden laboratory or lair that you may add to a building of your choosing each Jump. It comes equipped with all but the most specialized scientific tools, and more than a few resources for occult matters. For some reason, others find it almost impossible to find this location unless you directly guide them to the interest, even if they are actively searching for it.

Camera Obscura - 200 D, 100 D with discount

A seemingly mundane camera with a lens fashioned from a peculiar amber gem. Through this lens, one can see the true form of reality, piercing any illusions, even those made by your own mind to protect itself. However, should this reveal something unspeakable or that would be harmful to the observer's mind, their mind will be forced to bear the full brunt of whatever it perceives. This effect persists in photographs taken through the lens, making viewing the photos just as dangerous as seeing the horror in-person.

Powder Of Ibn Ghazi - 200 D, 100 D with discount

A mystical compound found in the Necronomicon. When applied to a being that appears to exist partially outside this dimension (such as ghosts or certain aliens), it will forcibly make them fully material for a time. On top of being more vulnerable, nature itself will appear to reject them by calling down lightning or similar natural phenomena on them. This has little-to-no effect on higher dimensional beings of godlike power.

Forbidden Science - 400 D, 200 D with discount, Can take multiple times

Many before you have performed experiments to take the forces of life or death into their hands. With each purchase, you may receive the comprehensive notes of one such project and all the materials needed to replicate their results. Options include:

Boris Yvain - Created a new element that petrifies living beings (for a time).

Charles Le Sorcier - Used alchemy to create an elixir of eternal youth.

Van Allister - Created a compound to instantly turn living beings to ash.

Herbert West - Perfected the process of reanimating the dead.

Dr. Munoz - Developed an air conditioner to keep a person alive past their death.

Thomas Slauenwite - Weaponized the tsetse fly, unaware that the fly had a supernatural property that would cause it to be possessed by the last being it killed.

Marshal Andrews - Invented a chemical to induce a temporary death-like state, and the medical techniques to transplant a head between bodies.

From Beyond - 400 D, 200 D with discount

A peculiar machine that emits waves to stimulate the pineal gland in the human brain to expand their sensory abilities, allowing them to perceive the entire electromagnetic spectrum and even higher dimensions. That said, this makes you just as visible to the beings within said dimensions, some of which are so impossible that their mere image can annihilate a human observer. The effect is temporary at first, but if repeated enough times this level of awareness becomes permanent, along with the associated dangers.

Archives of Yith - 800 D, 400 D with discount

Less of an “item” and more of an “arrangement”. Once per Jump, you may activate this strange handheld device, transporting your mind into the body of one of the Great Race of Yith. In return for adding some of your own wisdom to it, you will be given access to the Yithians’ archives, gathered from the greatest minds across all time and space on every conceivable subject. However, they will bar you from anything that might threaten their own supremacy, like their unique mind transfer technology. You may remain here for 1-5 years, just be aware that a Yithian consciousness will be occupying your original body during that time to gather yet more knowledge. When you leave, the Yithians’ will attempt to seal away your memories of everything you learned during this period, but these memories will gradually resurface in full over the next 1-2 years.

TOOLS OF BEAUTY

Discounted to One Who Seeks Beauty.

Nightmare Catcher - 100 D, Free with discount

A muse of dark wanderings. It could be a lamp, an idol of a forgotten god, an unnerving tree, etc. Sleeping near this object will inspire strange dreams of alien cities, impossible life forms, cosmic secrets, etc. These range between delightful surrealism, petrifying melancholy, and unspeakable horrors. Using these dreams as inspiration will allow you to regularly create artistic masterpieces, albeit ones with an intrinsic uncanniness to them.

Cursed Portrait - 100 D, Free with discount

An artwork created in the perfect likeness of an ancient horror. It is an impossible blend of unimaginable beauty and repulsiveness. An ember of the being's soul still lives within it. Those who possess this portrait (other than you) will be worn down by the increasingly strange and arbitrary rituals it demands of them. In time, their fear of this entity will swell to be rivaled only by their fear of what may happen if their vessel is destroyed.

Feline Friend - 200 D, 100 D with discount

Truly there are few better companions than a cat, and this one seems to love you dearly. As long as you treat them well, they'll even put in a good word for you in cat society. Like all cats they can understand human speech, smell the taint of eldritch forces from a mile away, and freely teleport as far as Earth's moon. Outside of the Dreamlands they'll be unable to actually speak back or teleport while being directly observed, even by you. Also, don't expect them to get along with cats from planets other than Earth.

Lure of Hypnos - 200 D, 100 D with discount

You have a large replenishing assortment of drugs, ranging from common to esoteric. However, the only drug with outright paranormal effects enhances one's dreaming ability. With it they can enter the Dreamlands consistently and explore its deepest secrets. Be aware that many such secrets are hidden for a reason, and are fully capable of destroying your mind, body, or soul in the waking world. Should you earn the ire of such beings, you also receive drugs to forcibly keep you awake for months if need-be.

Dreams In The Witch-House - 400 D, 200 D with discount

A small house that appears completely mundane from external appearances, but residing here can gradually reveal certain secrets of the universe to you. Perhaps this is like the nameless house in Kingsport where one can catch visions of ancient history or even meet with gods or mythical creatures that once roamed the Earth. Alternatively, this may be like the home of Keziah Mason, constructed with unnatural angles that can awaken one to an almost superhuman grasp of mathematics and principles of inter-dimensional travel.

Music Of Erich Zann - 400 D, 200 D with discount

A guidebook outlining musical techniques to use a stringed instrument to create notes that by all logic shouldn't be possible. Once mastered, this music has a profound effect on extra-dimensional beings. Depending on your playing, this can pacify the rage of gods beyond all physical laws or perhaps irritate them enough to shatter dimensional barriers just to shut you up. The origins of these notes are unknown, but perhaps they are a greatly degraded imitation of the piping used to keep the Blind Idiot God dormant.

The Great City of Aira - 800 D, 400 D with discount

You are king of a dreamworld that by all metrics is a utopia even the gods would envy. It is tailored to appeal to you in every way, even in ways you didn't realize you wanted. Time and space do not exist here. One can experience eternity in a moment or cross infinity in a single step. Something about this world makes those within able to easily comprehend and take full advantage of these properties while here.

You and those you permit can enter this paradise during sleep. You can even teach a spell that will allow one's soul to live on in this world after their physical body dies. However, they will now forever be a part of this world, unable to leave. You may do this yourself, granting you godlike control over this realm, but doing so during your Chain will count as death. Such is the greatest risk of this realm. Should you spend too long here, you may come to question whether the endless multiverse can compare to such perfection.

As you are not physically entering this realm, you cannot take anything out of it and changes to your body will not be reflected in the waking world. You retain some of your memories of time spent here while awake, but pretty much all details or revelations will be lost or indecipherable until you return.

Perhaps post-Spark your mystical and psychic mastery will allow you to circumvent some or all of these restrictions, but no sooner.

TOOLS OF MYSTERY

Discounted to One Who Is Sought.

Cursed Nectar - 100 D, Free with discount

A peculiar type of wine used by the Men of Leng in the Dreamlands. The bottle itself is cut in a way that resembles a ruby. Naturally, this is not normal wine and will cause whoever imbibes it to fall unconscious. After this Jump, you will be able to take this to and from similar dream worlds as long as it is in your hands when you sleep/enter, and it will function just as well on any beings within. Replenishes weekly.

The Hound - 100 D, Free with discount

An ornate necklace depicting a canine of some kind. It does nothing while in your possession, but when stolen or otherwise lost, you will feel this pull in your very soul towards its location like a kind of tracking device. This detection gets more precise the closer you get. As long as the necklace is still on the same planet and isn't being obscured through mystical means, you'll always be able to find it if given enough time.

Brain Cylinder - 200 D, 100 D with discount, Can take multiple times

One of the iconic innovations of the Mi-Go. By transplanting the brain of another species into these cylinders, they are rendered nearly immortal and protected from the ravages of interdimensional travel. This one has been modified so you don't need the Mi-Go's surgical skill. Just get a relatively fresh brain into the cylinder and it'll handle the rest. In doing so, whoever's brain is currently inside this cylinder will have companion status, though they will remain in this form even if imported into another Jump.

Bounty Of The Sea - 200 D, 100 D with discount, Can take multiple times

Much like the worshippers of Dagon, you have been blessed with all the wealth you could ever want. On the night of the full moon, you will find a new small pile of ancient gold coins and treasures dropped in a property of your choosing, with wet footprints leading to the nearest body of water. About four shipments would be enough to fill a bathtub. They'll keep coming every full moon, regardless of whether you've sold any of the previous gifts, allowing your potential wealth to pile up to an obscene extent.

The Mound - 400 D, 200 D with discount

You are in possession of a massive city hidden underground, underwater, in the arctic, or otherwise somewhere humans wouldn't be looking for a city. You can even attach it below a different property. Inactive followers and companions are free to roam it, and there are various tunnels spiraling out from the city that act as shortcuts to just about anywhere miles around the city. Unless they know what they're looking for, outsiders will instinctively avoid investigating these tunnels out of a vague feeling of dread.

Out Of The Aeons - 400 D, 200 D with discount

A small, shriveled up mummy. This is actually a victim of Ghatanothoa, paralyzed but fully conscious, as they've been for millennia. In the eyes of the mummy is seared the last thing they saw, the image of Ghatanothoa. In other words, anyone who locks eyes with this mummy will be struck by the same curse. If carrying around a whole mummy is too unwieldy, you can instead receive just the head, or even just the eyes if you'd prefer. Should you manage to revive the mummy, you're free to treat them as a companion.

Shadow Out Of Time - 800 D, 400 D with discount

The reason the Yithians are known as the "Great Race" is that they are the only species in the known universe who have managed to free themselves from the shackles of time, and now you know their secrets. The detailed schematics of a particular machine have been permanently engraved into your mind. This is a mind transfer device. It allows one to pinpoint a specific organic entity anywhere in spacetime to swap bodies with.

There are other limits to this. If you wish to transfer back to your old body, you'll need to access or construct this machine again. While this is doable with even the technology of modern Earth, there is regardless a risk of stranding. Abilities tied to your soul or mind are transferred along with your consciousness, but not those tied to your physical body. This can be extremely dangerous considering the consciousness of whoever you replace remains in control of your old body. Finally, it would be extremely unwise to attempt using this on beings of godlike power, or those whose physiologies are so alien that they barely follow the same physical laws as yours. The incompatibility is almost certain to eradicate your consciousness instead of granting you possession of a cosmic god.

BLIGHTS

Take as many or as few as you dare risk

Lovecraft Country - +0 D

From its very conception, the setting of Howard Phillips Lovecraft's stories was a collaborative effort, with him frequently referencing or being referenced by other writers of weird fiction. This became even more prevalent in the years after Lovecraft's death. Many ideas people associate with the setting actually came from stories written after his death. As such the idea of "canon" is a bit shaky. By taking this, you may choose to integrate the stories of other writers into this Jump.

Whether you want to limit it to the "Lovecraft Circle" or include the works of later authors inspired by the setting. The only restriction is whatever you add can't depart too far from the original setting (like turning the Other Gods into anime girls).

When The World Was Young - +0 D

These stories cover an inconceivable span of time, from the birth of existence to the death of the universe. You may choose any point in the timeline as your starting point. Whether that be during the reign of the Elder Things billions of years ago, or perhaps eons into the future as Azathoth is devouring the physical universe. As mentioned before, you must survive in this world for a minimum of 10 years but can choose to leave at any point after that or stick around for however long you desire.

Brain Eater - +100 D, Can take up to 5 times

In many cases, the humans that become victims of horrors for beyond only have themselves to blame. You possess one of the common character flaws that drives men to toy with forces beyond their control.

- **Curiosity -** You cannot leave the mysterious alone, whether it be investigating haunted buildings or hanging around clearly radioactive meteorites.
- **Hedonist -** Your ever-present ennui will compel you to seek out increasingly extreme acts of depravity like graverobbing, cannibalism, bestiality, etc.
- **Skepticism -** You fervently reject the existence of the paranormal and will go to idiotic lengths to prove your confidence in this belief.
- **Naivete -** You give others the benefit of the doubt for far longer than is reasonable. All but the most unambiguous signs of danger fly right over your head.
- **Egoism -** No praise is ever enough; no criticism is ever too little. Your endless hunger for validation can easily overshadow your reason and morals.

What The Moon Brings - +100 D

You are met by horrific nightmares whenever you sleep. Perhaps they have some deeper symbolic meaning, or perhaps not. Even in the Dreamlands, you will find your surroundings grotesque and unusually hostile. You never feel fully rested when awake. This nullifies anything that removes or reduces your need for sleep.

Poor Breeding - +100 D

You appear to a particular minority demographic, most likely in terms of nationality. You are a cartoonish caricature of this demographic, with all negative traits exaggerated to an absurd degree. Needless to say these stereotypes will never work in your favor, and will substantially impact your habits, appearance, and thought process.

Weak Constitution - +100 D / +200 D, Incompatible with Devolved

One half of your brain is greatly underdeveloped. This could be the half relating to math, science, analysis, etc. or the half relating to art, imagination, creativity, intuition, etc. Whichever you choose, this leaves you obscenely ignorant and incompetent in the associated topics and skills beyond the most juvenile level. You can take this twice to degrade both halves, leaving you an all-around moron.

Marked - +100 D / +200 D / +300 D / +400 D / +600 D, Can take multiple times

Something is after you. It could be a single creature, a cult, a sorcerer, or even an entire species. For some reason you are incapable of permanently escaping their pursuit or wiping them out. The price of this depends on the threat of the enemy (whether due to numbers, biology, technology, strange abilities, etc.). For +100 D the threat they pose is similar to that of a large bear or a small mob of humans. For +200 D they could wipe out a small town. For +300 D they could empty a massive city. For +400 D a country. For +600 D they pose an immediate threat to the entire planet.

Crying Wolf - +200 D

It is the dogma of "reason" and "scientific enlightenment" that traps humanity in such impenetrable ignorance. The press is your enemy, who will collectively go to any lengths and champion any lies in order to destroy your life or at least inconvenience you as much as possible. Any claims you make that go even slightly against what the majority already believes will be dismissed as lies, no matter how overwhelming your evidence.

Outsider - +200 D

As far as your memories tell you, you have never met another living being or perceived your own reflection. This instills in you a loneliness that no humans can comprehend. Even should you leave your starting location and find other creatures, your deformed appearance is so grotesque that the first impulse of any sapient being is to run away or attack you on-sight. Not even you can look in a mirror without feeling disgusted.

The Statement Of Jumper - +200 D

Most go their whole lives without experiencing anything paranormal or extraterrestrial. However, you just can't seem to avoid such forces. You're unlikely to go a month without getting tangled in some perilous incident involving eldritch forces from beyond your world. You won't always be the target of these incidents, but you'll always be involved enough to pose some degree of danger for you or those close to you.

Servitor - +200 D

The taint of the void hangs around you. No matter how you try to hide it, you emit a sickening fishy odor that linger in any locations or on any objects you frequently interact with. Many occultists will be able to recognize this smell as the taint of those who deal with dark gods. Mundane animals, trained or otherwise, will instinctively despise you, and this smell allows them to sense your arrival from miles away.

Lurker - +300 D

You are a creature of the dark in the truest sense. Direct contact with light will negatively affect you in several ways. Light will cause physical discomfort, dispel any illusions cast on your appearance, and weaken any consciously used abilities to half of their normal power. Moonlight is fine, but anything brighter than the flame of a candle or a cheap flashlight will begin to negatively impact you.

The Allure - +300 D

There is something that you seek, most likely relating to your ancestry. You don't know its source, but this compulsion at times rivals all other desires combined. Achieving this goal will spell your doom, and you know it. Perhaps you want to enter the mausoleum from which none of your ancestors have ever returned, or revive your body-stealing great grandfather, or simply die to reunite with your father in Hell, etc.

Devolved - +300 D

You are no man, just a savage, deformed beast. Your intelligence truly has devolved to that of an animal. While not all beasts are inherently violent, you certainly are and will likely attack anyone you don't already recognize as an ally on-sight. Your appearance is similarly savage, vaguely resembling some regular animal, but with certain unnatural traits. You might even be an outright human-animal hybrid.

Fragile Mind - +400 D

The ease with which humans go mad when faced with eldritch truths has been somewhat exaggerated over the years, but it's far from baseless. Your sanity is akin to porcelain. You are naturally anxious, and anything even mildly disturbing is very likely to cause you to faint. As for things that are clearly not of this Earth, simply perceiving them in person, regardless of context, is liable to shatter your psyche on the spot.

Eviction - +400 D

There are many souls who would covet a body like yours. Through circumstances beyond your understanding, another mind has taken up residence in your brain. Occasionally, you will black out for short periods, during which they have full control of your body. Unless you do what you can to thwart their activities, the time they remain in control will get longer and longer until it becomes permanent, effectively killing you.

Deaf, Dumb, & Blind - +600 D

Exactly what that name implies. You are unable to see, hear, or speak. Not only that, this seems to block any means of perception or communication that wouldn't be available to a regular human, like telepathy or alien senses with no human equivalent. You have lived with this condition quite a while and are accustomed to living with these limitations. In some way, this makes you more sensitive to the presence of the dangerous or unnatural. Perhaps your lost senses have simply sharpened your intuition to a razor edge.

Helpless - +800 D / +600 D / +400 D / +200 D / +0 D, Can take multiple times

Why would you willingly bring such doom upon yourself? The ambivalence of the gods from the void is a mercy unto reality, a mercy you have been denied. Somehow, your arrival has earned you the personal hatred of one such being. The most likely suspect is Nyarlathotep: The Crawling Chaos, but it could just as well be a different being of comparable power like Shub-Niggurath: The Black Goat of the Woods, Hastur: The Unspeakable, Nodens: Lord of the Great Abyss, just to name a few. While their full power is sealed behind the Ultimate Gate, even their avatars are akin to forces of nature, and the cults and monstrosities at their command are innumerable. Should you fail to interfere, this god will find a way through the Ultimate Gate to destroy you themselves. Each additional purchase of this gives 200 D less than the last.

Hopeless - +1000 D

All is lost. Your arrival unlocked the Ultimate Gate, allowing the Other Gods to run rampant in the material universes. This causes a chain reaction of alien disasters to strike seemingly every world with terrifying frequency. Unspeakable creatures haunt the forests and sewers, aliens infiltrate governments, sorcerers rampage in public, entities from higher dimension tear their way into this one on a whim, ancient civilizations resurrect eons ahead of schedule, and even regular people will quickly come to learn that every single shadow could be hiding an abomination they could scarcely comprehend.

None of these threats will be setting out to destroy you specifically (unless you give them a reason to). That said, things will only keep getting worse, and before long there won't be a single corner of any universe that can truly be considered safe. If left to their own devices, Humanity would be very lucky if they survive 5 more years, let alone 10.

DREAM QUEST

The Arch-Dreamer Randolph Carter is a hero of unequaled renown in the Dreamlands of Earth. The number of mighty allies and enemies he has made are without number. In his quest for the mysterious land of Kadath, he opposed the combined will of all of Earth's gods, and dared to evade the machinations of Nyarlathotep, perhaps the most cunning of those almighty gods from the void.

His exploits did not end there. Upon discovering an artifact of unmatched potential, known as the Silver Key, he was able to return to the past to relive his life once more, retaining all his knowledge from his first life. Using this opportunity, his wisdom and power rose to even greater heights, until he mastered the Silver Key and reached the Ultimate Gate which bars all universes from the ultimate truths of existence.

Here, was revealed a great secret. Randolph Carter was simply one infinitesimal facet of a larger Archetype. Carter, along with an infinity of beings and phenomena within all worlds of all universes, and even a few entities that exist beyond the Ultimate Gate, are simply extrusions of this singular Archetype into lower dimensions. Even this Archetype is merely an infinitesimal facet of the one true Supreme Archetype, from which all existence is but a facet of, just as you are a facet of a "lesser" Archetype. Perhaps this Supreme Archetype is the true form of the existence that mortals call "Yog-Sothoth" or perhaps Yog-Sothoth is but another facet. Perhaps both are true, and neither are true.

However, right at the end of his journey, Carter made a disastrous miscalculation. He wished to experience life on a distant planet he had often seen in his dreams. The Archetype complied and transported his consciousness into this alien facet. What Carter did not realize is that the Silver Key only held power over the minds of humans, which he no longer was. After eons battling his host's consciousness for control Carter returned to Earth, seeking a way to regain his human body and return to the Ultimate Gate.

And now, you must embark on a journey that dwarfs the adventures of Randolf Carter in cosmic significance thousands of times over.

Your path will not be an easy one. Unlike Carter, you are unlikely to simply stumble upon a magical key to act as your passport to the Ultimate Gate. You must discover or create the path there through your own efforts, but this is only the first step.

You must explore the darkest secrets of the material universe and Dreamlands alike. Uncovering ancient artifacts and forgotten civilizations, allying and fending off powerful species from distant stars, conversing with the forces of nature and no doubt earning the ire of many gods. You will step foot in many worlds, times, dimensions, and universes, and probe each one for their secrets.

Raw power and endurance will assuredly help you survive such dangerous delvings, but what will truly determine your success is your imagination, intelligence, and eye for detail. Your quest is ultimately that of a scholar. It's quite likely your quest will earn the attention of the Crawling Chaos, and maybe others of his kind if you prove to be an exceptionally obnoxious gnat.

By this point in your journeys, your mastery of science, magic, and psionics will have reached heights beyond the imagination of most, if not all advanced races on this side of the Ultimate Gate. It's not unthinkable that these three subjects may no longer be distinct phenomena from your perspective. It will take the sum-total of this knowledge to devise a ritual to not only access your Archetype, but to become them.

Should you succeed, your consciousness will rule over all facets of your Archetype. You will have power beyond comprehension. The infinity of beings reflected from your Archetype will be as if parts of your own body. Their minds, bodies, skills, abilities, and even their souls are all small pieces of the totality that is you. Their wills are merely extensions of your own, even if they don't realize it.

You will naturally obtain your Planeswalker Spark at this point, as you'll find that your incarnation in each prior Jump is just one of countless facets manifested simultaneously in those worlds and perhaps many more worlds you've yet to discover.

With all that said, perhaps you aren't quite ready to give up your individual existence? In this case, you may delay full transcendence until the time where you are ready to conclude your Chain in the future. Instead, this Archetype will lie dormant within you, until you are ready for this transformation.

Even without immediate ascendence, the knowledge and power you've acquired over the course of this journey would make you a godlike existence in the eyes of most beings you'll come across. Hopefully that will suffice as an immediate reward.

However… This isn't technically the pinnacle. You could set your sights higher, towards an ambition that even the Outer Gods would call mad.

You must not only ascend to become the dominant will of your own Archetype, but that of the one Supreme Archetype. How can such a thing be done? That is a question only you may answer, as it is patently impossible through any means obtainable in this Jump, as such forces are already facets of the Supreme Archetype.

What you're seeking is fundamentally impossible. You are attempting to change the nature of a being for whom the very concept of change does not apply. All space, all time, all possibilities, all are part of the Supreme Archetype.

As an achronal force, from their perspective, any possible approach you could take within the domain of the Supreme Archetype you have already attempted and failed in. If any of your attempts had any chance of succeeding, they would have already succeeded and been made fact from long before you ever stepped foot in this reality.

The Supreme Archetype is the set which contains all other sets. One cannot burn a sun with a match, or drown an ocean with a raindrop, or outsmart that which knows every thought you have had, will have, or could ever potentially have.

I don't know how you'd accomplish such a goal, or if such a goal would even be worth pursuing. You will be omniscient, omnipotent, and omnipresent within the infinite universes and possibilities that extend from your being. You will never again know change, because change requires action, and you are perpetually experiencing every moment of every possible permutation of action and inaction at all times simultaneously.

Perhaps you will find such a sacrifice worthwhile. In this cold, uncaring cosmos, you alone may exist with absolute certainty of your infinite importance.

CONCLUSION

What fate awaits you?

Blissfully Ignorant - Go Home

Blessed is he who can cross paths with the unspeakable and unknowable and remain oblivious to how close they came to annihilation. The secrets of the multiverse have lost their luster, so you have deigned to return to the world of your precious youth.

Tainted By Knowledge - Stay Here

You have seen far too much. You have known the darkness of reality, just as it has come to know you. Even when bound to a single world, there are mysteries without end to uncover. You will remain in this world for the remainder of eternity.

Awaiting A New Dream - Move On

This reality is an infinity among infinities, and yet there are so many more infinities you have yet to know. Perhaps you are leaving the domain of the Other Gods, or perhaps you are simply migrating to another one of their innumerable playgrounds.

EPITAPH

Jump by **Gene**

I don't mind people reposting my Jumps, but if you see someone complaining about a dead link, tell them to check out the /tg/ drive before trying to request access.

I'm currently a regular of the JC bunker on 8chan, along with most active /tg/ Jumpmakers. I feel like every community is set in their views of the Bunker by now, even if most of them are rooted in misinformation. In any case, that's where I've been.

I based the Jump on my own interpretation of the works directly written or referenced by Lovecraft, but that still leaves a lot of ambiguity. Feel free to defer to your own headcanon instead if it notably differs from mine.

I did include some content Lovecraft only revised or collaborated on, but I chose not to include anything from August Derleth's "posthumous collaborations". His contributions to preserving Lovecraft's legacy doesn't make him any less of a hack writer. Well, admittedly **Nightmare Catcher** is pretty close to *The Lamp of Alhazred*. You'll just have to take my word that I didn't realize that until after the fact.

Regarding Discounts:
If you're still confused about how discounts work, it's like this. Whether you have one or two Objectives, you receive the same total quantity of discounts. The only difference is whether these are applied to all purchases associated with one Objective, or if you can freely distribute them between two Objectives in whatever way you please.

- **Perks:** x2 100 D, x2 200 D, x2 400 D, x2 600 D / x1 800 D.
- **Items:** x2 100 D, x2 200 D, x2 400 D, x1 800 D.

If one of your Objectives is **The One being Sought**, you must choose to either receive a discount on x1 800 D Trait or x2 600 D perks from your other Objective. Otherwise it functions the same as any other Objective.

Regarding Inhuman:
Yes, you can stack multiple purchases of **Inhuman** for the same attribute. You'd likely need two purchases for intelligence to match the Great Race of Yith, since it's stated pretty explicitly that they're pretty much the pinnacle of how advanced a species can be without being straight-up gods.

I know I mentioned Wendigo in this perk. That is not me saying Algernon Blackwood's *Wendigo* is canon to the Mythos. It's just a tonally appropriate point of comparison.

Regarding Grimoire:
Many of these have to be quite vague. Whenever a grimoire appears in a story, it usually contains whatever knowledge the plot needs to get going, whether that's spells, lore on a certain monster/deity, the location of some treasure, etc. These books tend to appear in several stories outside of Lovecraft, so more than a few times I had to rely on feats from those stories whenever Lovecraft barely does anything with them in his own stories.

Regarding Helpless:
Despite what fannon will tell you, the hierarchy of power among the Other Gods isn't that clear-cut. Yog-Sothoth and Azathoth are at the top but other than that it's all pretty fluid. Just look at how hard August Derleth was able to wank Cthulhu despite every other continuity implying they're practically nothing next to beings like Nyarlethotep or Shub-Niggurath. So just assume that whatever god you choose as your enemy will be high-balled enough that the drawback is no less dangerous no matter who you choose. The opposite is not true, so I'd advise against choosing Yog-Sothoth or Azathoth.

Regarding Non-Euclidean Geometry:
I feel this video demonstrates pretty well what you could eventually pull off with this Perk: https://www.youtube.com/watch?v=_xFbRecjKQA

READING LIST

I rendered 90% of this list redundant when I decided to base this Jump solely on works directly made or referenced by Lovecraft. Still, I went through the trouble of making this list so I might as well share it, in case anyone else is looking to go down a similar binge. This doesn't include any stories I wasn't able to find online.

H.P. Lovecraft:

Miscellaneous:
(1897) The Little Glass Bottle
(1898) The Mystery of the Grave-Yard
(1898) The Secret Cave or John Lees Adventure
(1902) The Mysterious Ship
(1905) The Beast in the Cave
(1908) The Alchemist
(1917) The Tomb
(1919) Beyond the Wall of Sleep
(1919) Memory
(1919) The Transition of Juan Romero
(1920) Ex Oblivione
(1920) Facts Concerning the Late Arthur Jermyn and His Family
(1920) From Beyond
(1920) The Picture in the House
(1920) The Street
(1920) The Temple
(1920) The Terrible Old Man
(1921) Herbert West--Reanimator
(1921) The Moon-Bog
(1921) The Music of Erich Zann
(1921) The Outsider
(1922) Hypnos
(1922) The Lurking Fear
(1922) What the Moon Brings
(1923) The Rats in the Walls
(1923) The Unnamable
(1924) The Shunned House
(1925) He
(1925) In the Vault
(1925) The Horror at Red Hook
(1926) Cool Air
(1926) Pickman's Model
(1927) The Very Old Folk
(1933) The Book
(1933) The Evil Clergyman
(1934) The Thing in the Moonlight

Parodies
(1917) A Reminiscence of Dr. Samuel Johnson
(1917) Sweet Ermengarde
(1919) Old Bugs
(1928) Ibid
(1935) The Battle that Ended the Century [w/ Robert H. Barlow]

Cthulhu Mythos
(1917) Dagon
(1920) Nyarlathotep
(1921) The Nameless City
(1922) Azathoth
(1922) The Hound
(1923) The Festival
(1926) The Call of Cthulhu
(1926) The Descendant
(1926) The Strange High House in the Mist
(1927) History of the Necronomicon
(1927) The Case of Charles Dexter Ward
(1927) The Colour Out of Space
(1928) The Dunwich Horror
(1929) The Messenger [Poem]
(1930) The Fungi From Yuggoth [Poem]
(1930) The Whisperer in Darkness
(1931) At the Mountains of Madness
(1931) The Shadow Over Innsmouth
(1932) The Dreams in the Witch-House
(1933) The Thing on the Doorstep
(1934) The Shadow Out of Time
(1935) The Haunter of the Dark

Dream Cycle
(1918) Polaris
(1919) The Doom That Came to Sarnath
(1919) The Statement of Randolph Carter
(1919) The White Ship
(1920) Celephaïs
(1920) The Cats of Ulthar
(1920) The Tree
(1921) The Other Gods
(1921) The Quest of Iranon
(1926) The Dream-Quest of Unknown Kadath
(1926) The Silver Key
(1932) Through the Gates of the Silver Key [w/ E. Hoffmann Price]

Collaborations
(1918) The Green Meadow [Winifred V. Jackson]
(1920) Poetry and the Gods [Anna Helen Crofts]
(1920) The Crawling Chaos [Winifred V. Jackson]
(1922) The Horror at Martin's Beach [Sonia H. Greene]
(1923) Ashes [C. M. Eddy, Jr.]
(1923) The Ghost-Eater [C. M. Eddy, Jr.]
(1923) The Loved Dead [C. M. Eddy, Jr.]
(1924) Deaf, Dumb, and Blind [C. M. Eddy, Jr.]
(1924) Four O'Clock [Sonia H. Greene]
(1924) Under the Pyramids [Harry Houdini]
(1926) Two Black Bottles [Wilfred Blanch Talman]
(1927) The Last Test [Adolphe de Castro]
(1928) The Curse of Yig [Zealia Bishop]
(1929) The Electric Executioner [Adolphe de Castro]
(1929) The Horror from the Hills [Frank Belknap Long]
(1929) The Mound [Zealia Bishop]
(1930) Bothon [Henry Saint-Clair Whitehead]
(1930) Cassius [Henry Saint-Clair Whitehead]
(1930) Medusa's Coil [Zealia Bishop]
(1931) The Trap [Henry Saint-Clair Whitehead]
(1932) The Horror in the Museum [Hazel Heald]
(1932) The Man of Stone [Hazel Heald]
(1933) Out of the Aeons [Hazel Heald]
(1933) The Hoard of the Wizard-Beast [R. H. Barlow]
(1933) The Horror in the Burying-Ground [Hazel Heald]

(1933) The Slaying of the Monster [R. H. Barlow]
(1933) Winged Death [Hazel Heald]
(1934) Dreams of Yith [Duane W. Rimel]
(1934) The Sorcery of Aphlar [Duane W. Rimel]
(1934) The Tree on the Hill [Duane W. Rimel]
(1935) Collapsing Cosmoses [R. H. Barlow]
(1935) Satan's Servants [Robert Bloch]
(1935) The Challenge from Beyond [C. L. Moore, A. Merritt, Robert E. Howard, & Frank Belknap Long]
(1935) The Diary of Alonzo Typer [William Lumley]
(1935) The Disinterment [Duane W. Rimel]
(1935) The Sealed Casket [Richard F. Searight]
(1935) The Shambler from the Stars [Robert Bloch]
(1935) Till A' the Seas [R. H. Barlow]
(1936) In the Walls of Eryx [Kenneth Sterling]
(1936) The Night Ocean [R. H. Barlow]

Lovecraft Circle:

August Derleth

Miscellaneous
(1932) The Lair of the Star-Spawn
(1932) Those Who Seek
(1933) The Thing That Walked on the Wind
(1939) The Passing of Eric Holm
(1939) The Return of Hastur
(1940) The Horror From the Depths
(1940) The Sandwin Compact
(1941) Beyond the Threshold
(1941) Ithaqua
(1944) The Dweller in Darkness
(1944) The House on Curwen Street
(1945) The Watcher from the Sky
(1948) Something in Wood
(1948) The Whippoorwills in the Hills
(1949) The Gorge Beyond Salapunco
(1951) Something From Out There
(1951) The Keeper of the Key
(1952) The Black Island
(1953) The House in the Valley
(1957) The Seal of R'lyeh

"Posthumous Collaborations"
(1954) The Survivor
(1957) The Ancestor
(1957) The Gable Window
(1957) The Lamp of Alhazred
(1959) The Fisherman of Falcon Point
(1959) The Shuttered Room
(1962) Witches' Hollow
(1964) The Shadow in the Attic
(1966) The Dark Brotherhood
(1967) The Horror from the Middle Span

Clark Ashton Smith

Miscellaneous
(1912) Atlantis
(1931) The Return of the Sorcerer
(1932) The Hunters from Beyond
(1932) The Nameless Offspring
(1934) The Tomb-Spawn
(1935) The Chain of Aforgomon
(1935) The Treader of the Dust

Averoigne Cycle
(1930) The End of the Story
(1931) A Rendezvous in Averoigne
(1931) The Satyr
(1932) The Maker of Gargoyles
(1933) The Holiness of Azédarac
(1933) The Beast of Averoigne
(1933) The Mandrakes
(1934) The Colossus of Ylourgne
(1934) The Disinterment of Venus
(1938) Mother of Toads
(1941) The Enchantress of Sylaire

Hyperborea Cycle
(1931) The Tale of Satampra Zeiros
(1932) The Door to Saturn
(1932) The Weird of Avoosl Wuthoqquan
(1932) The Testament of Athammaus
(1933) The Ice-Demon
(1933) Ubbo-Sathla
(1934) The White Sybil
(1934) The Muse of Hyperborea
(1934) The Seven Geases
(1941) The Coming of the White Worm
(1958) The Theft of Thirty-Nine Girdles

Robert Bloch

Miscellaneous:
(1935) The Secret in the Tomb
(1935) The Shambler from the Stars
(1935) The Suicide in the Study
(1936) The Dark Demon
(1936) The Grinning Ghoul
(1937) Fane of the Black Pharaoh
(1937) The Black Kiss
(1937) The Creeper in the Crypt
(1939) Death Is an Elephant
(1939) The Sorcerer's Jewel
(1942) Black Bargain
(1942) Hell on Earth
(1949) Satan's Servants
(1949) The Unspeakable Betrothal
(1950) The Shadow from the Steeple
(1951) Notebook Found in a Deserted House
(1961) Philtre Tip
(1961) The Man Who Collected Poe

Egyptian Tales:
(1936) The Faceless God
(1936) The Opener of the Way
(1937) The Brood of Bubastis
(1937) The Secret of Sebek
(1938) The Eyes of the Mummy

Robert E. Howard

(1929) Skull-Face
(1929) The Shadow Kingdom
(1931) The Black Stone
(1931) The Children of the Night
(1931) The Gods of Bal-Sagoth
(1932) People of the Dark
(1932) The Thing on the Roof
(1934) The Cairn on the Headland
(1934) The Haunter of the Ring
(1936) The Fire of Asshurbanipal
(1936) Worms of the Earth
(1937) Dig Me No Grave
(1967) Dermod's Bane
(1967) The Curse of the Golden Skull
(1970) The Hoofed Thing
(1970) The Little People
(1976) The Dwellers Under the Tombs

Frank Belknap Long

(1927) The Man with a Thousand Legs
(1928) The Space Eaters
(1929) The Hounds of Tindalos
(1930) The Black Druid
(1932) The Brain Eaters
(1932) The Malignant Invader
(1932) When Chaugnar Wakes
(1935) The Challenge from Beyond
(1963)The Horror from the Hills
(1977) In Mayan Splendor

Hugh B. Caves

(1934) The Isle of Dark Magic
(1939) The Death Watch

Henry Hasse

(1937) The Guardian of the Book

Carl Jacobi

(1962) The Aquarium

Henry Kuttner

(1936) The Graveyard Rats
(1936) The Secret of Kralitz
(1937) The Eater of Souls
(1937) The Jest of Droom-Avesta
(1937) The Salem Horror
(1938) Spawn of Dagon
(1939) Hydra
(1939) Bells of Horror
(1939) The Frog
(1939) The Hunt
(1939) The Invaders

Fritz Leiber

(1950) The Dead Man
(1976) The Terror From the Depths

Robert A. W. Lowndes

(1941) Nyaghoggua
(1941) The Abyss
(1941) The Mantle of Graag
(1942) Settler's Wall

Duane W. Rimel

(1934) The Sorcery of Aphlar
(1943) Music of the Stars
(1943) Dreams of Yith

Richard F. Searight

(1924) The Brain in the Jar
(1934) The Cosmic Horror
(1935) The Sealed Casket

J. Vernon Shea

(1969) The Haunter of the Graveyard

Donald Wandrei

(1933) The Fire Vampires
(1933) The Lady in Gray
(1933) The Tree-Men of M'Bwa

Manly Wade Wellman

(1937) The Terrible Parchment

Other Authors

Robert W. Chambers

(1895) The King in Yellow

Ambrose Bierce

(1886) An Inhabitant of Carcosa
(1891) Haïta the Shepherd

Algernon Blackwood

(1910) The Wendigo

Mearle Prout

(1933) The House of the Worm

C. Hall Thompson

(1946) Spawn of the Green Abyss
(1947) Will of Claude Ashur

Ramsey Campbell

(1969) Cold Print

James Wade

(1972) Planetfall on Yuggoth

Karl Edward Wagner

(1974) Sticks

Stephen King

(1978) Jerusalem's Lot