Guillermo del Toro's Cabinet of Curiosities v1.2



Introduction

A world of unknown mysteries, bizarre cults and everlasting fear. Guillermo del Toro's Cabinet of Curiosities is a world where eldritch entities of H.P Lovecraft works are both alive and fearsome. Mundane people sometimes cross into the boundary of knowing the unknowable, to touch the truth of the world. However, what price is worth knowing that your existence is meaningless in the face of the incomprehensible gods that spread their tentacles upon this very world?

Origins

You may be of any age or gender you wish to be, the eldritch world doesn't care. Any origin may also be a drop-in without memories if you wish for it.

Victim - You are one of the unfortunate few who learned of the eldritch and are a normal person, woe is you. All Victim perks and items are discounted for you.

Cultist 100 CP - You are one of those who sought knowledge men were not meant to pursue, it gave you a link to the eldritch, but do not feel safety, for none is safe. All Cultist perks and items are discounted for you. You have access to the Eldritch Powers section without discounts.

Eldritch Being 200 CP - None is safe but you are closer than most, you yourself are an eldritch being, striking fear into mortals and aware that you are but a speck of dust to gods who are out there somewhere. Yet you know no mortal may equal you. The form you are in is yours to choose but you may not otherwise possess physical(like size) powers better than ones you can buy from eldritch powers section and you need to buy whatever supernatural(like telekinesis) power you wish to acquire there. All Eldritch Being perks, items and powers are discounted for you.

Locations and Time

Roll 1d4+1d6 for RNG fun or pick whichever you like.

1. Late 19th century
2. Early 20th century
3. Late 20th century
4. Early 21st century

1. City Suburbs
2. Salem, Massachusetts
3. Small Mining Town
4. Arkham, Massachusetts
5. Mansion in the middle of a forest
6. British Countryside

Perks

Discounts are 50% off, only one 100 CP perk and item is a freebie, the rest are 50 CP after that.

Victim

I will be the last to die 100 CP - You may have a bad day, maybe even your last, but sure as heck you aren't going to die first even if you are the one who kicked a sleeping dragon or disturbed a magical pentagram… or is it just your enemies taking pleasure in making you their last victim?

Plan Creation 100 CP - You can create thoughtful plans even while under massive mental pressure, nearly dead and in presence of something incomprehensible.

Alo Glo Model 100 CP - You are simply breathtaking, a genuine 10/10 in appearance.

Social Skills 200 CP - Your tongue is a silver one, rare few are able to resist your charismatic speeches.

Person of a Notable Skill and Fame 200 CP - You are an exemplar of a person within your field of work, passion or other kind of purpose. For example an astrophysicist, a musician of note or a known psychic, the psychic field may or may not involve cocaine and supernatural sensory abilities.

A soul for a soul 400 CP - A sacrifice is a noble goal, yet sometimes you may wish to both win and not lose at the same time. In an event where you have to trade part or even whole of you in body, mind or soul, you may instead through sheer obsession and willpower to persist and live. If you wished to resurrect your twin from the inbetween, you can do so without dying, at least for those you wish. Be careful of those who would rather kill you as a price.

Cultist

Knowledge from beyond the veil 100 CP - You have eldritch knowledge, nothing too deep but enough to make you apprentice at various cults.

Taxidermy 100 CP - You are skilled at making taxidermy out of animals, and humans if needed.

Curse Ritual 200 CP - You can perform a ritual to curse a place or an item, whoever either enters without permission or steals the item will be hunted by a living corpse, stopping at nothing but making them pay for their transgressions.

Determination 200 CP - Your determination knows no bounds, none can stop you if you set your mind on something.

Otherworldly Painting Skills 400 CP - Your painting skills are out of this world, is it future your painting or the past? No, it's just part of your life. The paintings are a bridge between this plane and the next and whoever the painting is made out of or in worship of will surely notice it and communicate with you, whether it's your neighbor or an outer god.

Eldritch Being Powers

Claws and Fangs 100/200 CP - You gain durable and sharp natural weapons, either of them for 100 CP or both for 200 CP. These claws and fangs are capable of tearing flesh and bone.

Tentacle Limbs 100 CP - You have a multitude of small tentacles that you can manipulate as easily as fingers which grow from your neck or other body part. Their combined power is about as great as your own arms or other appendages.

Dream Invasion 100 CP - You can invade dreams of those you know or heard about. They will not be harmed, at least not normally but you may try to use your other powers through this link.

Flight 100 CP - You can fly through eldritch means or wings with jogging speed.

Beyond Death 100 CP - You are eternal for you are agelessly immortal.

Beyond Living 200 CP - You require no nutrition, sustenance, hydration, nor respiration.

Parasite 200 CP - You may enter other people as a parasite provided you are small enough in size relative to what you are entering, most people will simply lose their will when fighting against you in their own body but some may resist somewhat..

Technopathy 200 CP - You can manipulate technology with but a thought such as TV screens, even creating virtual realities in which you appear.

Clairvoyance 200 CP - You can take notice of someone you know of and observe them from global distance.

Madness Aura 200 CP - Your presence is insanity manifested, those who persist in your surroundings, or in the surroundings of place that your power reaches will soon see their minds break and will follow your own in a grotesque way. Can be toggled on/off.

Telekinesis 200 CP - You possess power to move objects or people with merely a thought, about as strong as you are physically in a range of a few dozen meters.

Melting Aura 400 CP - Your presence causes your victims to fall apart as their body melts while they scream their lungs out. Can be toggled on/off.

Vanishing Appearance 400 CP - You may teleport when out of sight and in the shadows for dozens of meters at once. You must be somehow aware of where you teleport to.

Lotion Crafting 400 CP - You can produce a lotion that can fleshcraft creatures to mutate them as you wish, making them similar to yourself or perhaps their idealized self, the lotion forms into humanoid shape that follows and mimics the target leading them into final transformation, the act is complete once they bathe in it.

Gargantuan 400 CP - Your size is bizarrely large for someone of your species, if you were a rat, you would be the size of a human, human sized eldritch beings are about four meters tall or long on the other hand.

Eldritch Lightning 400 CP - You can shoot lightning of your preferred color into whoever displeases you, the attack is shot from anywhere you wish on your body but at base it’s two tentacles that grow from your back. The lightning is powerful enough to quickly incinerate a normal human. In addition you can affect nearby electrical fields, for example to blackout a few city blocks worth of area.

Possession 400 CP - You can possess bodies of those who were sacrificed in your name during a bloody ritual which you can teach.

Items

Victim

Warehouse Lot 100 CP - You possess a warehouse lot you bought for a petty penny, it respawns once a year and always has something useful to your situation, whether something to sell for money or something darker still…

Occult Books 100 CP - Liber Primus Daemonia, Liber Secundus Symvolia and Liber Tertius Perilipsi are volumes that offer knowledge of the eldritch, they are worth quite a bit in circles who pursue this knowledge and contain enough to make you into a cultist. The elusive fourth volume is not present here however.

Loot of the Dead 100 CP - Gold, silver, jewelry, watches, teeth and whatever else a professional grave digger would like to see after night falls. You get such loot once every week.

Mundane Job 100 CP - A normal job of your choice that will be enough for you to get by, may or may not include shallow coworkers.

Audio Recorder 100 CP - This old generation audio recorder is able to listen to nearby supernatural beings such as ghosts allowing them to more easily contact the user and eventually bridging the gap enough to allow direct confrontations after a few uses.

Gallery 200 CP - An opulent gallery that appears in a place of your choice, it's filled with world class works and is manned by several quality employees. It will surely bring you good income.

Holy Place 200 CP - A church or similar establishment where holy power is strong, this place is a sanctum in a raging storm that is crawling darkness encroaching the world. No evil being may step inside, but that doesn't mean it cannot force you to leave. This place appears in place of your choice and always has some candles burning for light along with a priest of whichever religion is relevant for you at the moment as long as it's not evil.

Fateful Painting 200 CP - A painting depicting a future event, drawn by a painter whose mind has touched the other side, it's part of several such pieces and changes with time but will always give a useful clue in regards to the near future for you.

Scalpel 400 CP - A doctor tool, in the hands of a certain man it spelt doom for an otherworldly entity. Now this tool fell into your hands, it can cause harm to the invulnerable and kill the unkillable.

Gate to the other side 400 CP - This strange drug allows you mind and soul to cross over to the inbetween of afterlife and mortal world, the effect is temporary and you are still vulnerable to whatever you could meet there… or bring along the ride. You have 5 doses of this drug which would last for at least an hour, perhaps more of time spent there and the drug restocks weekly.

Cultist

Sacred Candlestick 100 CP - Whoever lights the flame of this candle shall be protected for however long it burns unless they disturb whatever eldritch being they shouldn't.

Alo Glo Crate 100 CP - Crate of a supernatural lotion which upon consecutive usage, transforms you into your idealized self in appearance.

Dear Amulet 200 CP - Amulet that represents something personal to you, when someone unworthy takes possession of it, they are cursed to be hunted by living corpses.

Haunted House 200 CP - A haunted house that is not as it seems to be, your presence here is strong and you can sense whoever lives inside. Those who sleep here may have their dreams invaded by you and furthermore those who live here for some time will start to be put under your influence, for better or worse.

White Powder of Uniqueness 200 CP - Cocaine, not just any cocaine but the best stuff you can find. In addition to a special addon made by a capable hematologist to intensify the advantages and erase the disadvantages, it is safe to use and increases your 'psychic ambience'.

'Key' 400 CP - A key, or perhaps half of one, the first is the knowledge, the second is the method. You possess the method to open that which you wish, a gate to another realm? A vault full of treasure? With this, your job is halfway there before you gain knowledge on how to open it, for the method is already there.

Summoning Ritual Materials 400 CP - A seance table with eldritch runes that make summoning of an otherworldly entity possible as well as elusive and exquisite fourth volume of occult knowledge as well as a tool for contracting the being, Liber Quartus Sacramentum. The fourth volume respawns after a year of use.

Eldritch Being

Vessel 100 CP - An empty body, an ideal vessel of your might. If destroyed, it reappears after a year. This vessel works perfectly for the possession power found above.

Lair 100 CP - A place to call home, it's tight and not great but it will do for hiding and rest. It may be a sewer room, a cavern or something otherwise mundane but fitting. It retains whatever upgrades you give it.

Spaceship 200 CP - A relatively small spacecraft, big enough to hold your body and not much else, it can travel to other planets and star systems using some eldritch magic, and can act as a powerful bomb with its auto destruct feature.

Meteoric Prison 200 CP - A prison, but also a home, utterly hidden save for sight. It shields you from harm after you enter it but you also cannot simply leave it. The meteor beckons people, preferably cultists into providing enough ‘psychic ambience’ to open it. After which you are released and can do as you will with them, it also makes at least one of them a perfect vessel for yourself.

Item of Power 400 CP - A painting, a statue or perhaps a shrine, this item is your place of power where your abilities and senses may reach even without your direct presence.

Companions

Import 100/200/300 CP - You may import all your companions into an origin of choice(for which they pay from their stipend), each option gives twice the CP in stipend to your companions, they of course get all the freebies and discounts.

Rod 100 CP - A scientist of the highest degree… wrong series. This man resembles him but is older and more charismatic. A man with a silver tongue and also a gambling addict that has money problems. He is a pretty crafty individual and if guided, could become a brilliant helper in any social or scientific field. His possessions include a trusty gun and a cloak.

Thead 100 CP - A curiously thin and pale looking middle aged man wearing a bloody and old scrub, their weapon of choice scalper and attitude so grave you wonder why his job is not a serial killer instead of an autopsies and funeral preparations. Some say that him living among the dead reminds them of a reaper of sorts…

Dorian 100 CP - A painter of great skill and renown as well as devilishly handsome. He looks pretty young but gives off an aura of ages past. This agelessly immortal friend is a trouble magnet, but trouble means adventure right?

Familiar 100 CP - A small ‘animal’ with a terrifyingly human looking face, basically a rat with a human face, but doesn’t have to be a rat. It acts as your pawn in whatever schemes you take part in, loyal to death and of a crafty mind.

Flock of Dunlins 200 CP - A small flock of about a hundred dunlins that are ‘connected’ to you in their murmuring, following your will as well as sharing their senses and mind with you.

Giant Rat 200 CP - A human sized rat, whether it’s cute is a matter of opinion but it's a pretty sturdy animal and will protect you with its life. It can also on its own give birth to tens or potentially hundreds of normal sized rats who follow its will and are friendly to you.

Cultist 200 CP - A genuine self proclaimed madman. This man or woman is well versed in matters concerning the supernatural world and would like to follow you through your path, it seems you are a better bet than following Yog Sothoth and others incomprehensible. That’s what they think at least. Anyway they are knowledgeable about occult and various rituals but do not have any super powers… yet. They are loyal to you and will soon start a cult worshiping your majesty and power if left to their own devices.

‘Family’ 400 CP - A weird group of eldritch monsters of average power who think of you as family, their understanding of this concept is as alien as their appearance is to you but they are otherwise friendly enough, just don’t go painting them and showing off their appearance, they are shy.

Twin 400 CP - Your twin, they have access to all your powers but are otherwise loyal and aren’t a jumper.

Drawbacks

More Time +100/200 CP - If ten years is not enough to go mad here, a hundred years will probably do so for 100 CP. You may also spend an eon here if you are already mad, this will give you 200 CP.

The Perfect Me +100 CP - You are your idealized self, at least that’s what you believe in your own head. None can convince you otherwise and you act as an even more thorough example of what you can be but aren’t. For example if you were interested in eldritch but are otherwise mundane, you would start sacrificing animals, and then people in sinister rituals to try and gain eldritch attention.

Greedy +100 CP - If greed has taught you anything, it is that treasure always comes first, even at the cost of your health.

Asshole +100 CP - You are a very abrasive individual, much less, become friends with. People don’t want to talk to you that much after they realize it.

Weird Friend +100 CP - You have a friend who sticks to you, he is touched by the eldritch and various occurrences are sure to follow both of you, some harmless, while some not so harmless.

Power Lock +200 CP - You may not use out of setting powers here, hope you don't get yourself killed.

Item Lock +200 CP - Eldritch(or any item really) artifacts are forbidden to be brought by Yog Sothoth Bureaucracy Boreau.

No Memory +200 CP - Why are you here? Play a victim? Worship eldritch gods? Be a lesser one?

Noticed by the Eldritch +200 CP - Say your prayers, grab sacred candles as well as some weapons and hope for the best. You have become the protagonist of your own eldritch episode and gods only know what they have in store for you, it will not be nice, that's for certain.

Target of Cultists +200 CP - A group of cultists have noticed your arrival, they think you are an abomination and desecration of what should an eldritch being be. They will do their utmost to kill you and sacrifice you in Yog Sothoth's name. They have access to demon summoning and some eldritch powers in the 100-200 CP range.

A Demon Bargain +400 CP - You have struck a bargain with a demon, and then subsequently tried to break the deal once you got what you wished for. This did not amuse it and it seeks to devour you. It will strike when you least expect it and has all eldritch powers from the section above to give it an advantage, it has struck many bargains, for its own power too after all.

On the other side +400 CP - Unfortunately, you are dead, but not completely. You have arrived in the in between of the mortal world and the afterlife, lost in a hazy forest where danger lurks. Someone has to save you, they will need to find a way to enter this place first, gather the key and finally sacrifice themselves to switch their place with yours. However as said before, there are beings who are earnestly hoping to enter our world from the other realms, not necessarily the in between or the afterlife but they will notice them trying to save you and try to take your place, to descend upon the unwary world. You can resurrect them in the next world.

Light of the Day burning away the Darkness Within +400 CP (exclusive to Eldritch Being origin) - You are a being of eldritch, not necessarily evil however the light of sun will simply scatter your existence into tiny particles that fade as your death comes swiftly and painlessly.

Ending

Stay - While I do not recommend it, perhaps you came to like this wretched place?

Go Home - Too much insanity may have taken a toll on your mind, is it time for rest yet?

Continue - Many more mysteries await, you merely need to reach out.

Notes

Made by Sordahon