

Nyarlatotep's Printing Press

This supplement helps Keepers randomly determine Mysteries on the fly that need no preparation and just a little inspiration.

Its design owes a lot to the Mythos collectible card game and five of the categories are drawn directly from that, and in a small way to Central Castings Heroes of Now character history generator.

Putting together a mystery will require a little intuition in linking plot elements, but this should not be a problem for an experienced Keeper. Even with seemingly unuseable results (say 5 of a similar element, like locations), some story should proffer itself.

It can also be used to develop story lines from scratch using a collection of results if the Keeper has a bit of time beforehand. I would suggest using between 6 and 10 results (01 – 20: six, 21 – 40: seven, 41 – 60: eight, 61 – 80: nine, 81 – 100: ten) to build a story on.

Using the Tables

At the start of the session roll five times on the Main Circumstance Table, noting the elements generated. Choose one result as the hook that will involve the investigators further into the mystery. Other results will support the hook, lending it locations to explore, items to find, people to meet and creatures to defeat.

Whenever a result is used, roll another to replace it so that there are always five to choose from.



Example

The Keeper of tonight's game makes five rolls on the Main Circumstance Table getting a 46, 52, 07, 93, and 34. That's three Events, an Ally, and a Monster.

Going to the Allies Table he rolls a 25 for a 5th level Artist/Musician. On the Events Table he gets a 50, 96, and a 47. The 50 nets the result Jinx, the 96 is Trap, and the 47 Inheritance. At the Monster Table he rolls a 62 for a mutated animal followed by an 85 for a shark, the mutations he will roll later.

As he thinks that Inheritances are always a good start he rolls on the Location Table getting a 69 for a result of Museum which he thinks is strange but not right out there.

Thinking quickly the Keeper decides that a selected investigator has just been informed of his Inheritance of a small museum from a relative living on the other side of the continent. Having used this circumstance he now rolls a replacement getting a 96 for another monster, this time a level 1 cultist. He belongs to a group called "Nights Arm" who worship Hastur (see Cults).

The Keeper has decided that it is a small museum, needing a staff of about 6 and checking on the description of a museum rolls an 86 noting that there is an item from the Artifacts & Tomes Table there. A result of 19 determines that it is an artifact, a Mi-go Mist Projector.

The keeper decides to utilise the cultist result when he tries to break into the museum and steal the Mist Projector and have him return to his hideout near the wharf, perhaps where a mutated shark could hang out.

So with just a few rolls and a little thought you can see how a mystery starts to fall into place. Eventually you can wrap up a Mystery at any convenient spot or continue as needed.

Main Circumstance Table

Die roll	Result
01 – 20	Ally
21 – 30	Artifact or Tome
31 – 60	Event
61 – 90	Location
91 – 100	Monster

Assigning Difficulties

The easiest method is to decide how hard the action should be going by descriptions given in the Call of Cthulhu rulebook page 19 as reproduced below.

Difficulty Class Table	
DC	Example
0	Very Easy
5	Easy
10	Average
15	Tough
20	Challenging
25	Formidable
30	Heroic

Allies

The ally table provides the investigators with characters who can help them further their goals. During the initial encounter make a Charisma Check for the spokesperson (assuming an Attitude of Indifferent) and compare it on table 10-1, page 226). If the investigators want to improve this they can make a Diplomacy check.

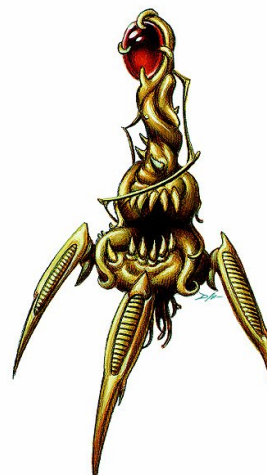
Ally Table	
Die roll	Result
01	Agent, Level 1
02	Agent, Level 3
03	Agent, Level 5
04	Agent, Level 7
05	Agent, Level 9
06 – 07	Antiquarian, Level 1
08 – 09	Antiquarian, Level 3
10	Antiquarian, Level 5
11	Antiquarian, Level 7
12	Antiquarian, Level 9
13 – 14	Archaeologist, Level 1
15 – 16	Archaeologist, Level 3
17 – 18	Archaeologist, Level 5
19	Archaeologist, Level 7
20	Archaeologist, Level 9
21 – 22	Artist/Musician, Level 1
23 – 24	Artist/Musician, Level 3
25 – 26	Artist/Musician, Level 5
27	Artist/Musician, Level 7
28	Artist/Musician, Level 9
29	Blue-Collar Worker, Level 1
30	Blue-Collar Worker, Level 3
31	Blue-Collar Worker, Level 5
32	Blue-Collar Worker, Level 7
33	Blue-Collar Worker, Level 9
34	Criminal, Level 1
35	Criminal, Level 3
36	Criminal, Level 5
37	Criminal, Level 7
38	Criminal, Level 9
39	Detective, Level 1
40	Detective, Level 3
41	Detective, Level 5

42	Detective, Level 7
43	Detective, Level 9
44	Dilettante, Level 1
45	Dilettante, Level 3
46	Dilettante, Level 5
47	Dilettante, Level 7
48	Dilettante, Level 9
49 – 50	Doctor/Nurse, Level 1
51 – 52	Doctor/Nurse, Level 3
53	Doctor/Nurse, Level 5
54	Doctor/Nurse, Level 7
55	Doctor/Nurse, Level 9
56	Parapsychologist, Level 1
57	Parapsychologist, Level 3
58	Parapsychologist, Level 5
59	Parapsychologist, Level 7
60	Parapsychologist, Level 9
61 – 62	Priest/Clergyman, Level 1
63 – 64	Priest/Clergyman, Level 3
65	Priest/Clergyman, Level 5
66	Priest/Clergyman, Level 7
67	Priest/Clergyman, Level 9
68 – 69	Professor, Level 1
70 – 71	Professor, Level 3
72 – 73	Professor, Level 5
74 – 75	Professor, Level 7
76 – 77	Professor, Level 9
78	Soldier, Level 1
79	Soldier, Level 3
80	Soldier, Level 5
81	Soldier, Level 7
82	Soldier, Level 9
83	Technician, Level 1
84	Technician, Level 3
85	Technician, Level 5
86	Technician, Level 7
87	Technician, Level 9
88	White-Collar Worker, Level 1
89	White-Collar Worker, Level 3
90	White-Collar Worker, Level 5
91	White-Collar Worker, Level 7
92	White-Collar Worker, Level 9
93 – 94	Writer/Reporter, Level 1
95 – 96	Writer/Reporter, Level 3
97 – 98	Writer/Reporter, Level 5
99	Writer/Reporter, Level 7
100	Writer/Reporter, Level 9

Artifacts

The artifact table will be used to determine items that are found on persons or in locations. Generally they are not hidden.

Item Table	
Die roll	Result
01 – 40	Artifact
41 – 100	Tome



Artifact Table	
Die roll	Result
01 – 05	Carafe of Space Mead
06 – 10	Deep One Breather
11 – 15	Elder Thing Crystal
16 – 20	Glass from Leng
21 – 25	GM choice Item
26 – 30	Jar of Powder of Ibn-Gazi
31 – 35	Jar of Baneful Dust of Hermes Trismegistus
36 – 40	Lamp of Alhazred
41 – 45	Lightning gun
46 – 50	Mi-Go Brain Cylinder
51 – 55	Mi-Go Electric Weapon
56 – 60	Mi-Go Living Armor
61 – 65	Mi-Go Mist Projector
66 – 70	Plutonian Drug Pellets
71 – 75	Shaggai Nerve Whip
76 – 80	Shining Trapezahedron
81 – 85	Ultraviolet Projector
86 – 90	Yithian Stasis Cube
91 – 95	Yithian Tabula Rasa
96 - 100	Yithian Temporal Communicator

Tome Table	
Die roll	Result
01 – 03	Al Azif
04 – 06	Azathoth and Others
07 – 08	Book of Eibon
09 – 10	Celaeno Fragments
11 – 13	Cthaat Aquadingen
14 – 16	Cthulhu in the Necronomicon
17 – 19	Cultes des Ghoules
20 – 22	De Vermis Mysteriis
23 – 25	Eltdown Shards
26 – 27	G'Harne Fragments
28 – 37	GM choice Tome
38 – 40	The King in Yellow
41 – 44	Liber Ivonis
45 – 48	Livre D'Ivon
49 – 52	Massa Di Requiem Per Shuggay
53 – 55	Monsters and their Kynde
56 – 57	Nameless Cults, English 1845
58 – 60	Nameless Cults, English 1909
61 – 64	Necronomicon, Greek
65 – 68	Necronomicon, Latin
69 – 70	Necronomicon, English
71 – 73	People of the Monolith
74 – 76	Ponape Manuscript
77 – 78	Pnakotic Manuscripts
79	Revelations of Glaaki
80 – 82	R'lyeh Text
83 – 87	Seven Cryptical Books of Hsan
88 – 90	The Sussex manuscript
91 – 92	Thaumaturgical Prodigies in the New-England Canaan
93 – 95	True Magick
96 – 97	Unausprechlichen Kulten
98 - 100	Zanthu Tablets
Spells can be randomly generated using Appendix D: Spells	

Events

The events table will be used to determine random events that affect the investigators that may or may not have relevance to current the mystery.

Events Table	
Die roll	Result
01 – 02	Accident – One investigator needs to make a Reflex save (DC 15+1d10) or suffer 1d4 x 1d6 damage
03 – 05	Benefactor – Create an Ally that has the maximum amount of wealth for his profession and the Wealth feat.
06 – 07	Blackmail – Someone has the goods on an Investigator and wants money in return for silence (for this to be worthwhile the investigator needs to have done something).
08 – 10	Chills – An investigator with the Sensitive Feat feels chills associated with a passing Location or nearby Artifact. Non-psychic characters can make a Charisma check (DC 20).
11 – 13	Crime – A crime wave hits the streets the Investigators are in. Late night antics will be viewed with suspicion.
14 – 15	Cripple – After catching a disease, one of the investigators suffers from a defect. Treat this as a Feat that subtracts from the allotted skills.
16 – 17	Death – A close family member dies (lose 1d3 Sanity).
18 – 19	Disease – Investigators are exposed to a disease selected from table 5-13, page 83.
20 – 21	Disaster – The investigators are trapped in an area of danger, be it from fire, a multi-car pile-up, or act of terrorism.
22 – 23	Doctor – The next time an investigator needs to go to hospital, the doctors perform unnecessary surgery on him.
24 – 26	Dreams – An investigator has recurring dreams about a past life. Push him to investigate them.
27 – 30	Fame – An investigator is lauded for a particular action (add 1d6 Sanity).
31 – 32	Family Secret – One investigator discovers a shocking family secret (generally with associated Sanity loss).

33 – 34	Fired – An investigator is retrenched from his occupation cutting off all monetary benefits.
35 – 37	Gift – One investigator receives an Item (roll on the Artifact & Tome table) as a gift from an obscure source.
38 – 41	Humanity – The next monster encountered is weakened by CR 2.
42 – 43	Hunted – A monster is after an investigator (roll on the monster table).
44 – 45	Infamy – An investigator is reviled for a particular action.
46 – 48	Inheritance – One investigator receives a location (roll on Locations table) as a gift or reward from a third party.
49 – 51	Jinx – An action of the investigators causes the painful (but sudden) death of an NPC (it is obviously an accident but others might not see it that way).
52 – 54	Mentor – An ally teaches an investigator a skill, allowing him to take a cross-class skill as a class skill.
55 – 57	Murder – Someone that an investigator knows is murdered.
58 – 59	Nightmares – The investigator starts to lose sleep over disturbing dreams (as nightmare spell).
60 – 61	Police Raid – Actions of the investigators come under the scrutiny of the police, this could be a speeding violation, or firearms abuses.
62 – 64	Premonition – An investigator receives a warning about the future.
65 – 68	Promotion – An investigator is offered a new job with a higher pay scale that fills him with confidence (add 1d6 Sanity).
69 – 71	Red Herring – An investigator is offered a false trail to a current mystery.
72 – 75	Rumor – Investigators discover a lead for a current mystery.
76 – 79	Solace – A particularly happy event revolves around one investigator granting them 1d6 Sanity.
80 – 81	Stars Change – The next monster has more power, improve its power by CR 2.

82 – 89	Synchronicity – reroll on this table twice more, the events are connected somehow.
90 – 92	Terror – A Monster is reported in the area (determine on the Cthulhoid Creature Table).
93 – 94	Thieves – An investigators home is ransacked.
95 – 96	Trap – An investigator discovers a clue for a current mystery that leads to a deadly trap.
97 – 98	Witness – The investigators are privy to a violent crime. Now the criminal is after them.
99 - 100	Wrong Place – An investigator stumbles upon a Cult ceremony. If he can make some Hide and Move Silently checks (DC 10 + 1d10) then they haven't discovered him yet.

Locations

The location table will provide the investigators with places to explore when looking for clues to solve a mystery. Expanded descriptions of locations will be found in Appendix C: Locations.

Location Table	
Die roll	Result
5	Ancient Ruins
8	Cave/Mine
5	Cemetery
7	Church
5	Dreamlands
3	Factory
5	Farm
5	Forest
	Hospital
12	House
5	Island
5	Library
12	Museum
5	Office Building
5	Park/Grove
3	Restaurant
5	Sanatorium
5	Shop
5	University



Monsters

The monster table provides foils against which the investigators can prove themselves. Often they are trying to stop the investigators from finding or discovering something. Some may be sent as assassins and others may have pacts with the characters family line.

Cthulhoid Creature Table	
Die roll	Result
01 – 40	Cultist
41 – 60	Independent Race
61 – 80	Mutated Animal
81 – 100	Servitor Race

Cultist Table	
Die roll	Result
01 – 50	Cultist
51 – 70	Cult Sorceror
71 – 75	Grand Master*
76 – 100	Novitiate

* Roll on ally table to determine profession

Independent Race Table	
Die roll	Result
01 – 03	Colour out of Space
04 – 06	Chthonian
07	Dhole
08 – 14	Dimensional Shambler
15 – 21	Elder Thing
22	Flying Polyp
23 – 29	Ghoul
30 – 32	Gnoph-Keh
33 – 35	Great Race of Yith
36 – 38	Gug
39 – 45	Hound of Tindalos
46 – 52	Insect from Shaggai
53 – 57	Lloigor
58 – 64	Mi-go
65 – 73	Serpent People
74	Shoggoth Lord
75 – 79	Spider of Leng
80 – 86	Star Vampire
87 – 95	Terror from Beyond
96 - 100	The Worm that Walks

Mutated Animal Table	
Die roll	Result
01 – 10	Ape
11 – 15	Bat
16 – 20	Bear
21 – 30	Boar
31 – 40	Crocodile
41 – 45	Dog
46 – 50	Elephant
51 – 55	Horse
56 – 60	Leopard
61 – 65	Lion
66 – 70	Lizard, Giant
71 – 80	Rat
81 – 85	Shark
86 – 90	Snake, Small Viper
91 – 100	Wolf

Roll 1d4+3 points worth of mutations.

Servitor Race Table	
Die roll	Result
01 – 13	Byahkee
14 – 18	Dark Young of Shub-Niggurath
19 – 31	Deep One
32 – 44	Fire Vampire
45 – 49	Formless Spawn
50 – 51	Hunting Horror
52 – 59	Nightgaunt
60 – 77	Rat-thing
78 – 85	Servitor of the Outer Gods
86 – 87	Shoggoth
88 - 100	Spectral Hunter

Appendix A: NPC Skills & Feats

Use the following tables if you want to randomly select skills appropriate for an NPC. The first three skills rolled with the result 91 – 100 are considered class skills, any after that are cross-class. For quick Ally creation just add 3 to the Allies level for the pertinent amount of skills.

Agent Skills	
Die roll	Skill
01 – 10	Bluff
11 – 20	Computer Use
21 – 30	Forgery
31 – 40	Gather Information
41 – 50	Hide
51 – 60	Innuendo
61 – 70	Move Silently
71 – 80	Open Lock
81 – 90	Sense Motive
91 - 100	Determine on All skill chart

Antiquarian Skills	
Die roll	Skill
01 – 10	Appraise
11 – 20	Forgery
21 – 30	Gather Information
31 – 40	Knowledge (history)
41 – 50	Knowledge (any one)
51 – 60	Knowledge (any one)
61 – 70	Knowledge (any one)
71 – 80	Research
81 – 90	Speak Other Language
91 - 100	Determine on All skill chart

Archaeologist Skills	
Die roll	Skill
01 – 10	Appraise
11 – 20	Climb
21 – 30	Knowledge (archaeology)
31 – 40	Knowledge (history)
41 – 50	Knowledge (any one)
51 – 60	Research
61 – 70	Search
71 – 80	Speak Other Language
81 – 90	Spot
91 - 100	Determine on All skill chart

Detective Skills	
Die roll	Skill
01 – 10	Gather Information
11 – 20	Hide
21 – 30	Intimidate
31 – 40	Listen
41 – 50	Move Silently
51 – 60	Open Lock
61 – 70	Search
71 – 80	Sense Motive
81 – 90	Spot
91 – 100	Determine on All skill chart

Artist/Musician Skills	
Die roll	Skill
01 – 10	Bluff
11 – 20	Craft (any one)
21 – 30	Disable Device
31 – 40	Drive
41 – 50	Gather Information
51 – 60	Operate Heavy Machinery
61 – 70	Repair
71 – 80	Spot
81 – 90	Use Rope
91 - 100	Determine on All skill chart

Dilettante Skills	
Die roll	Skill
01 – 10	Diplomacy
11 – 20	Drive
21 – 30	Gather Information
31 – 40	Innuendo
41 – 50	Knowledge (art)
51 – 60	Knowledge (local)
61 – 70	Pilot
71 – 80	Ride
81 – 90	Speak Other Language
91 - 100	Determine on All skill chart

Blue-Collar Worker Skills	
Die roll	Skill
01 – 10	Climb
11 – 20	Craft (any one)
21 – 30	Disable Device
31 – 40	Drive
41 – 50	Gather Information
51 – 60	Operate Heavy Machinery
61 – 70	Repair
71 – 80	Spot
81 – 90	Use Rope
91 - 100	Determine on All skill chart

Doctor/Nurse Skills	
Die roll	Skill
01 – 10	Computer Use
11 – 20	Diplomacy
21 – 30	Heal
31 – 40	Knowledge (biology)
41 – 50	Knowledge (medicine)
51 – 60	Knowledge (any one)
61 – 70	Listen
71 – 80	Research
81 – 90	Spot
91 - 100	Determine on All skill chart

Criminal Skills	
Die roll	Skill
01 – 10	Bluff
11 – 20	Disable Device
21 – 30	Escape Artist
31 – 40	Forgery
41 – 50	Hide
51 – 60	Innuendo
61 – 70	Move Silently
71 – 80	Open Lock
81 – 90	Sleight of Hand
91 – 100	Determine on All skill chart

Parapsychologist Skills	
Die roll	Skill
01 – 10	Bluff
11 – 20	Gather Information
21 – 30	Knowledge (history)
31 – 40	Knowledge (occult)
41 – 50	Knowledge (religion)
51 – 60	Listen
61 – 70	Search
71 – 80	Sense Motive
81 – 90	Spot
91 - 100	Determine on All skill chart

Priest/Clergyman Skills	
Die roll	Skill
01 – 10	Concentration
11 – 20	Diplomacy
21 – 30	Knowledge (religion)
31 – 40	Knowledge (any one)
41 – 50	Knowledge (any one)
51 – 60	Listen
61 – 70	Sense Motive
71 – 80	Speak Other Language
81 – 90	Spot
91 - 100	Determine on All skill chart

Technician Skills	
Die roll	Skill
01 – 10	Computer Use
11 – 20	Craft (any one)
21 – 30	Disable Device
31 – 40	Knowledge (any one)
41 – 50	Open Lock
51 – 60	Operate Heavy Machinery
61 – 70	Repair
71 – 80	Research
81 – 90	Search
91 - 100	Determine on All skill chart

Professor Skills	
Die roll	Skill
01 – 10	Concentration
11 – 20	Diplomacy
21 – 30	Gather Information
31 – 40	Knowledge (any one)
41 – 50	Knowledge (any one)
51 – 60	Knowledge (any one)
61 – 70	Research
71 – 80	Speak Other Language
81 – 90	Spot
91 – 100	Determine on All skill chart

White-Collar Worker/Businessman Skills	
Die roll	Skill
01 – 10	Bluff
11 – 20	Computer Use
21 – 30	Diplomacy
31 – 40	Forgery
41 – 50	Intimidate
51 – 60	Knowledge (any one)
61 – 70	Listen
71 – 80	Sense Motive
81 – 90	Spot
91 - 100	Determine on All skill chart

Psychologist Skills	
Die roll	Skill
01 – 10	Bluff
11 – 20	Diplomacy
21 – 30	Gather Information
31 – 40	Heal
41 – 50	Knowledge (medicine)
51 – 60	Knowledge (psychology)
61 – 70	Psychoanalysis
71 – 80	Research
81 – 90	Sense Motive
91 - 100	Determine on All skill chart

Writer/Reporter Skills	
Die roll	Skill
01 – 10	Craft (photography)
11 – 20	Craft (writing)
21 – 30	Diplomacy
31 – 40	Gather Information
41 – 50	Innuendo
51 – 60	Knowledge (any one)
61 – 70	Knowledge (any one)
71 – 80	Research
81 – 90	Sense Motive
91 - 100	Determine on All skill chart

Soldier Skills	
Die roll	Skill
01 – 10	Climb
11 – 20	Hide
21 – 30	Jump
31 – 40	Listen
41 – 50	Move Silently
51 – 60	Spot
61 – 70	Swim
71 – 80	Use Rope
81 – 90	Wilderness Lore
91 - 100	Determine on All skill chart



All Skills Chart	
Die roll	Skill
01 – 02	Animal Empathy
03 – 04	Appraise
05 – 06	Bluff
07 – 08	Climb
09 – 10	Computer Use
11 – 12	Concentration
13 – 22	Craft
23 – 24	Demolitions
25 – 26	Diplomacy
27 – 28	Disable Device
29 – 30	Disguise
31 – 32	Drive
33 – 34	Escape Artist
35 – 36	Forgery
37 – 38	Gather Information
39 – 40	Handle Animal
41 – 42	Heal
43 – 44	Hide
45 – 46	Innuendo
47 – 48	Intimidate
49 – 50	Jump
51 – 60	Knowledge
61 – 62	Listen
63 – 64	Move Silently
65 – 66	Open Lock
67 – 68	Operate Heavy Machinery
69 – 70	Performance
71 – 72	Pilot
73 – 74	Psychoanalysis
75 – 76	Read Lips
77 – 78	Repair
79 – 80	Research
81 – 82	Ride
83 – 84	Search
85 – 86	Sense Motive
87 – 88	Sleight of Hand
89 – 90	Speak Other Language
91 – 92	Spot
93 – 94	Swim
95 – 96	Tumble
97 – 98	Use Rope
99 - 100	Wilderness Lore

Add extra feats

Feats Chart	
Die roll	Skill
01 – 02	Acrobatic
03 – 04	Alertness
05 – 06	Ambidexterity
07 – 08	Animal Affinity
09 – 10	Athletic
11 – 12	Blind-Fight

13 – 14	Cautious
15 – 16	Combat Casting
17 – 18	Dodge
19 – 27	Drive-By Attack
(01 – 50)	Mobility
(51 – 100)	Spring Attack
28 – 29	Endurance
30 – 31	Expertise
32 – 33	Gearhead
34 – 35	Great Fortitude
36 – 37	Improved Critical
38 – 39	Improved Initiative
40 – 41	Iron Will
42 – 43	Lightning Reflexes
44 – 45	Martial Artist
46 – 47	Nimble
48 – 49	Persuasive
50 – 61	Point Blank Shot
(01 – 30)	Far Shot
(31 – 60)	Precise Shot
(61 – 100)	Rapid Shot
{01 – 40}	Multi-shot
{41 – 70}	Shot on the Run
{71 – 100}	Rolling Shot
62 – 70	Power Attack
-	Cleave
71 – 72	Quick Draw
73 – 74	Run
75 – 80	Sensitive
(01 – 14)	Biofeedback Trance
-	Remote Viewing
(15 – 28)	Dowsing
(29 – 42)	Mind Reading
-	Mind Probe
(43 – 56)	Psychokinesis
(57 – 70)	Psychometry
(71 – 86)	Second Sight
(87 – 100)	Telepathy
81 – 82	Sharp-Eyed
83 – 84	Skill Emphasis
85 – 86	Stealthy
87 – 88	Toughness
89 – 90	Track
91 – 92	Trustworthy
93 – 94	Two-Weapon Fighting
95 – 96	Wealth
97 – 98	Weapon Finesse
99 - 100	Weapon Focus

When a cascade feat is rolled a second time, roll for the next feat below.

Appendix B: Building a Cult

For cults it is a good idea to keep the same one running till disposed of or their shock value is running low. First determine the cults name using the tables below.

Die roll	Grouping
01 – 20	'Adjective' 'Noun'
21 – 40	'Noun' of 'Pronoun'
41 – 60	'Noun' of 'Adjective' 'Pronoun'
61 – 80	'Pronoun's' 'Noun'
81 – 100	'Pronoun's' 'Adjective' 'Noun'

Cult Name Table			
Die roll	Noun	Adjective	Pronoun
01 – 10	Arm	Ancient	Blood
11 – 20	Children	Creeping	Darkness
21 – 30	Church	Everlasting	Death
31 – 40	Eyes	Eldritch	Doom
41 – 50	Fist	Esoteric	God*
51 – 60	Hand	Fetid	Hatred
61 – 70	Order	Hermetic	Night
71 – 80	Path	Illimitable	Terror
81 – 90	Society	Obscuring	Vengeance
91 – 100	Voice	Shadowy	Worship

*Place the name of the deity worshipped in here.

Then decide on the being worshipped. The being worshipped generally provides motives for the cultists, but as these are insane individuals don't stop there, there is nothing wrong with worshippers of Cthulhu trying to ritually cleanse the world in flame (thus releasing him!).

Deity Table	
Die roll	Result
01 – 05	Azathoth
06 – 11	Chaugnar Faugn
12 – 18	Cthulhu
19 – 24	Cthugha
25 – 30	Eihort
31 – 36	Father Dagon, Mother Hydra
37 – 42	Glaaki
43 – 49	Hastur
50 – 55	Ithaqua
56 – 61	Mordiggian
62 – 66	Nodens
67 – 71	Nyarlatotep
72 – 77	Shudde M'ell
78 – 82	Shub-Niggurath
83 – 89	Tsathoggua
90 – 95	Yig
96 – 100	Yog-Sothoth

Appendix C: Locations

Below is a description of the various Locations mentioned in these tables. Each location may generate an extra roll on a specific table without a result needing to be present.

Wizards of the coast is an excellent resource for maps of all kinds. More can be found in Dungeon and Polyhedron magazines.

Ancient Ruins: whether a forgotten Roman temple, or something harkening back to Mu or Lemuria, ruins always contain something special.

Die roll	Contents
01 – 40	Item, roll on the Item table
41 – 80	Monster, roll on the Monster table
81 – 100	Both, roll on both tables

Cave/Mine: Generally naturally formed, these depressions in the earth are known for hiding things that don't want to be presented in the clear light of day. Investigators may discover a mutated animal (01 – 70) or a Monster (71 – 100).

Die roll	Contents
01 – 70	Mutated Animal
71 – 100	Monster

Cemetery: Just the place to find ghouls and other unsavoury creatures.

Die roll	Contents
01 – 60	Buried Item (probably in grave)
61 – 80	Ghoul warren
81 – 100	Both

Church: Vaulted cloisters, shadowy belfries, churches offer the character a peek into the ecclesiastic world, sometimes tainted by the old ones sometimes struggling to survive in a world of madness.

Die roll	Contents
01 – 40	Place of peace, regain 1 San
41 – 60	Hidden knowledge, not a tome.
61 – 80	Secreted item kept from public
81 – 100	Depraved cultist worship hall

Dreamlands: The characters manages to find their way into the dreamlands, perhaps through the use of a drug, artifact, or strange gate. What they find there is too complex to tabulate.

Factory: The machinations have many uses for the modern day factory. Since the industrial revolution the gears of society have been oiled by the sweat and blood of the innocent. The Mythos just adds another edge of horror to the equation.

Die roll	Contents
01 – 30	Importing cult items
31 – 50	Illegal sweat shop
51 – 70	Monster processing, making them appear normal
71 – 100	Place adding 1d6 mutations to normal animals

Farm: Located away from the hustle and bustle of the city, it is also secreted away from prying eyes. Strange things can happen in unwatched places.

Die roll	Contents
01 – 30	Earthy location, regain 1d4 San per week
31 – 50	Abandoned
51 – 70	Backward occupants with Item
81 – 100	Incestuous family with 1d10 points of mutations and/or defects

Forest: This is a large location with many a nook and cranny where people can get lost. Any length of time (more than a few hours) in the forest will require Wilderness Lore checks unless the way is specifically marked.

Die roll	Contents
01 – 30	Grove dedicated to older beings (Pan or worse)
31 – 50	Grove with guardians (Monster)
51 – 60	Hiding place of Ancient Ruins (see above)
61 – 80	Hiding place of cave (see above)
81 – 100	Hiding place house (see below)

Hospital: Not an uncommon place to end up when one dabbles with the machinations of the mythos. This hospital may have some hidden extras.

Die roll	Contents
01 – 40	New research +2 to Treat Injury checks
41 – 60	Unnecessary surgery, add 1d6 mutations or defects to a patient.
61 – 80	Strange bedfellows, the maternity ward hides an immature Monster
81 – 100	Doctors notes hides a Tome

House: Now how many haunted houses have we seen? Hiding in plain sight, houses are scary because of the veneer of normality that they so often portray, yet everyone knows of one rambling, cobweb ridden house reputed to house the unquiet sprits of the dead.

Die roll	Contents
01 – 20	Haunted by ghost
21 – 50	Ghost guarding an Item
51 – 60	Monster
61 – 80	Monster guarding an Item
81 – 100	Sinister figure (as Ally)

Island: Located out to sea, the remote location could hold many a secret without anyone ever discovering it.

Die roll	Contents
01 – 30	Primitive tribe (see Appendix B: Building a Cult)
31 – 50	Resting place of Ancient Ruins (see above)
51 – 100	A cult with Ancient Ruins

Library: This institution holds much information that can be good and wholesome, though some bibliophiles like to sneak in a few secrets between Huckleberry Finn and Little Women

Die roll	Contents
01 – 80	Place of solace, regain 1 San
81 – 100	Tome, Research check (DC 15 +1d10) to locate.

Museum: Like the library this institution usually holds items that testify to man's creativeness and strength of spirit. All too often though we dig up things we don't understand and misclassify them.

Die roll	Contents
01 – 80	Place of Solace, regain 1 San
81 – 100	Artifact, Spot check (DC 15 +1d10) to notice)

Office Building: Not a common place to find Cthulhoid revelations, yet today's cult needs to blend in more with society. It is unlikely that an office that characters are directed to in a Cthulhu campaign has no sign of the Mythos, in fact they can be excellent places to hide the evil of the Old Ones.

Die roll	Contents
01 – 30	Closed shop of cultists
31 – 50	Closed shop with monster guardian
51 – 80	Brainwashing facility
81 – 100	Brainwashing facility with monster

Park/Grove: Much like a small forest except that no Wilderness Lore check is required to manoeuvre its paths. City bound cultists may use this as a place to hide their atrocities.

Die roll	Contents
01 – 40	Small grove to elder gods (Pan or worse)
41 – 60	Small grove with monster guardian
61 – 100	Idyllic environment, regain 1 San

Restaurant: This includes fast food outlets and bars. Characters can get away from it all here, or maybe be caught up with it.

Die roll	Contents
01 – 40	Good meal and environment, regain 1d4 hit points
41 – 50	Eat someone you don't know (1d3 San, I wouldn't complain if I were you)
51 – 70	Encounter an Event
71 – 100	Encounter an Ally

Sanatorium: A place where Investigators usually end up not by choice. As many who dabble with the Mythos end up in these astute halls, the sanatorium can be a great place for information.

Die roll	Contents
01 – 30	Information in a fevered brain (bypass admin to talk to patient, calm patient to get information)
41 – 60	Hidden experiments in fear (no ones getting cured tonight)
61 – 100	Lore culled from diseased minds (ad hoc tome of disparate knowledge)

Shop: A place where strange things can be purchased. Investigators can go to an ordinary shop anytime, these ones have something special.

Die roll	Contents
01 – 35	Bookshop
36 – 45	Bookshop with strange Tome
46 – 80	Curio shop
81 – 90	Curio shop with Artifact
91 – 100	Your choice store with a hidden Monster

University: Almost a small city unto itself, an university can have any other building it requires, theatre, bookshop, restaurant, plus dorms for the students and lecture theatres. Roll to determine how many other locations are present.

Die roll	Contents
01 – 20	One location
21 – 40	Two locations
41 – 60	Three locations
61 – 80	Four locations
81 – 100	Five locations



Appendix D: Mutations and Defects (use d20 future)

First of all let me say that these two tables are unabashedly ripped off from Jonathan Tweets d20 mini-game Omega World. I haven't gotten around to asking for his permission to use them in this supplement but I'm sure he won't mind too much.

So why mutations? Really, why not. It just seems very Cthulhu. Hatching Colours out of Space may cause a bizarre growth spurt in investigators, Elder Things may want to conduct interesting experiments with humans, Lloigor are well known for causing cancerous tentacular growths, and the list goes on.

This table can also have other abuses. In my campaigns using Mythos magic is inherently dangerous. Not only does it erode you sanity making you less human, but there is a 10% chance per attribute point lost (each, not cumulative) when casting a spell of causing a mutation or defect (50/50 for either), making you physically less human as well.

Whenever you need to find a mutation or defect simply roll on the appropriate table up to the amount of points required.

In Omega World each point of mutation was balanced with a point of Defects, so if a mutant had 5 points of mutations he would roll on the defect table until he had 5 or more points of defects. If he rolled an 8 point defect first up,

well ain't that a shame. We don't have to be that neat, use defects as required.

If working out the CR of a beast is important to you then go by the rule of thumb that 10 points of mutations and defects increase the EL of a creature by 1.

d%	Mutation	Summary	Value
01	Amazing Fortitude	+10 on all Fortitude saves	1
02	Amazing Reflexes	+10 on all Reflex saves	1
03	Amazing Will	+10 on all Will saves	1
04	Blindsense	Pinpoint (but don't "see") creatures within 30 ft.	1
05	Chameleon Skin	+20 Hide	1
06	Climbing Hooks	10 ft. climb speed	1
07	Disease Immunity	Immune to disease	1
08	Double Healing	Recover from damage at the rate of 2 hit points per level per day of rest	1
09	Fleet Feet	+10 ft. Speed	1
10	Keen Ears	+20 Listen	1
11	Keen Eyes	+20 Spot	1
12	Keen Nose	Scent	1
13	Low-light Vision	Ability to see in without light	1
14	Psychic Immunity	Immunity to psychic powers	1
15	Padded Feet	+10 Move Silently	1
16	Poison Immunity	Immunity to poison	1
17	Swimmer	5 ft. swim	1
18	Tail	+4 Balance, Jump, Swim	1
19	Tentacles	Improved grab	1
20	Tremorsense	Detect creatures contacting the ground within 30ft	1
21	Uncanny Dodge	Retain Dex modifier to AC, can't be flanked	1
22	Blindsight	Not impeded in total darkness within 10ft.	2
23 – 24	Claws	Natural weapon, 1d6 damage	2
25	Darkvision	Black and white vision in darkness within 60 ft.	2
26	Dual Brain	+2 Int, Wis, Cha; two Will saves	2
27	Empathy	Sense other's feelings within 30ft.	2
28 – 29	Fur	+2 natural armor, cold resistance 5	2
30 – 31	Horns	2d4 damage, double damage on a charge	2
32	Leech Damage	Touch, remove 1d6 damage from target to yourself	2
33	Overpowering Stench	Adjacent creatures suffer -2 to attacks and skill checks	2
34	Quills	Extra attack (no penalty) for 1d6 damage when grappling	2
35	Spring Legs	+10 ft. speed, +30 Jump	2
36 – 37	Tougher	+2 hit points per level	2
38	Acidic Bite	1d6 bite +1d6 acid	3
39	Carapace	+6 natural armor, -2 Dexterity	3
40	Great Reserves	Treat all damage as subdual.	3
41	Haste Self	+30 ft. round, +2 attacks, +2 AC bonus, 1 extra attack, 6 rounds/day	3
42	Heightened Charisma	+10 Charisma	3
43	Heightened Intelligence	+10 Intelligence	3
44 – 45	Pincers	2 pincers, 1d6 damage, hit with both = 2d6 + Str x 1.5	3
46 – 47	Regeneration	Regenerates 5 hit point a round	3
48 – 49	Scales	+3 natural armor	3
50	Shaper	Alter self, 10 minutes, does not affect clothing, 1/day	3
51	Telepathy	As Telepathy and Mind Reading Feats	3
52	Force Field	As <i>create self ward</i>	4
53	Heightened Wisdom	+10 Wisdom	4
54 – 55	Light Warp	As <i>blur</i> for 5 rounds, 3/day	4
56 – 57	Lightning Touch	Touch attack for up to 6d6 electrical damage, 1/day	4
58	Psychic Double	While comatose, create incorporeal double, 10 minutes, 1/day	4
59 – 60	Psychic Healing	Cure 2d6, 3/day	4
61 – 62	Rage	+4 Str, +4 Con, +2 Will, -2 AC, 3 + Con bonus rounds, 1/day	4
63	Dimension Slip	Ethereal for 6 rounds, 1 day	5
64	Extra Arm	1 extra one-handed attack (at -5)	5
65	Levitate Self	Self only, 3/day	5
66 – 67	Poison Bite	1d6 damage + poison	5
68 – 69	Telekinesis	25 lbs and 1 round per level, 3/day	5

70	Time Slip	Disappear up to 5 rounds, then two of you reappear for that many rounds, at the end of which one remains.	5
71	Wings	Flight, 6 rounds per hour	5
72 – 73	Brain Bite	Psychic Focus vs. Will, 2d4 damage, close range	6
74 – 75	Cryogenesis	Psychic Focus vs. Will, 1d6 cold damage	6
76	Displacement	Appear 2 feet away, 50% miss chance, 5 rounds, 3/day	6
77	Exoskeleton	+5 natural armor	6
78	Heightened Constitution	+10 Constitution	6
79	Heightened Dexterity	+10 Dexterity	6
80	Heightened Strength	+10 Strength	6
81	Life Leech	Deal 1d6 damage to all within 30 ft., gain that damage as temporary hit point, 1/day	6
82 – 83	Bigger	Increase size by one category	7
84 – 85	Energy Drain	Touch, skill vs. Will save, gain 5 hp/success, 6/day	7
86	Leech Strength	Touch, deal 1d4 Strength damage and gain same (multiple attacks don't stack)	8
87	Extra Arms	1 extra two-handed, or two extra one-handed attacks	8
88	Light Slip	Invisible for 5 rounds/days	8
89 – 90	Sonic Blast	30 ft. cone, 1d6 sonic damage, no save	8
91 – 100	Multiple Mutations	Roll on this table twice, ignoring results above 90	v

Acidic Bite: Natural weapon deals 1d6 damage +1d6 acid damage. The Character can bite in addition to making other attacks (at –5 as a secondary attack).

Feat: +1 acid damage, repeatable.

Bigger (V): The mutant is one size category larger. For a Medium-Size creature, apply these bonuses: +8 Str, -2 Dex, +4 Con, +2 natural armor, -1 size modifier to AC and attack bonuses. For other sizes, see page 157 in the Call of Cthulhu rulebook

Mutations that have damage dice and other dice related to hit points are increased. For example, Psychic Healing heals 2d6 damage. For a large mutant, it would heal 3d6. The mutant's speed goes up. If the mutant also has mutations or defects that affect its speed, apply these modifications before adjusting the speed for being bigger.

The mutant can use bigger weapons, as normal for a creature of its new size.

Base Speed	New Speed	Encumbered Speed
20 ft.	30 ft.	20 ft.
30 ft.	45 ft.	30 ft.
40 ft.	60 ft.	40 ft.

Blindsense: Like a weak form of blindsight, Blindsense lets a mutant know the locations of creatures within 30 ft. regardless of darkness, fog, invisibility, etc (though it's blocked by solid obstacles).

Feat: +30 ft. range.

Brain Bite: As a standard action, the mutant projects harmful bio-energy into the brain of it's target. The "brain bite" deals 2d4 damage to a nearby living creature. Range 30 ft. The target's Will save (versus the mutant's Psychic Focus check) negates.

Uses: 1/round.

Feat: +1 damage.

Carapace (V): This provides the investigator with chitinous plates over his body providing +6 natural armor, -2 Dexterity.

Chameleon Skin: +20 Hide when not wearing armor or more than a little clothing.

Feat: +2 Hide, repeatable.

Claws (V): Each claw deals 1d6 damage. The claws are natural weapons, so the Character is always considered armed.

Feat: Flurry of blows.

Climbing Hooks (V): The mutant has hooks that make climbing certain, if not fast. It has a climb speed of 10 ft. (or +10 ft. if it already has a climb speed). The mutants free climb ranks are 1/level.

Feat: +5 ft. climb speed (not more than normal speed).

Cryogenesis: As a standard action, the mutant uses bio-energy to slow the molecules in a small space, about the size of a soccer ball. Used as an attack, it deals 1d4 damage. Range 30 ft. The target's Reflex save (versus the mutant's Psychic Focus Attack check) halves the damage.

Uses: 1/round

Feat: +1 damage.

Darkvision: The mutant can see in the dark, range 60 ft.

Feat: +20 ft.

Dimension Slip: As a free action, the mutant can become ethereal (as with *ethereal jaunt*). During the slip the mutant is invisible and insubstantial, and capable of moving in any direction, albeit at half speed. An ethereal creature can see the material plane, though everything appears gray and hazy. Travel in this dimension exposes the mutant to possible observation by other beings like dimensional shamblers or terrors from beyond. The state lasts for up to 6 rounds and can be dismissed as a free action.

Uses: 6 rounds/day

Feat: +2 rounds/day, repeatable

Displacement: As a *displacement* spell granting a 50% miss chance, activates as a free action, lasts 5 rounds.

Uses: 3/day

Feat: +1 use/day, repeatable.

Double Healing: The mutants rate of healing is double normal: 2 hit points per day of rest.

Feat: +2 Wound points healed per day.

Dual Brain: The mutant has a second brain (but not necessarily a second head, 10% chance). It gets +2 Int, +2 Wis, +2 Cha. It gets two Will saves when it would normally get one, and it uses the better result. (a 1 on a single save is not automatically a failure but a 1 on both is). It also receives 2 Sanity checks that could very well muck things up if one becomes insane and the other is fine.

Empathy: The mutant can sense others' brain waves within 30 ft., picking up the presence of minds and their basic emotional states (but not their thoughts). Using the mutation is automatic.

Feat: +10 ft. range, repeatable.

Energy Drain: The mutant drains the life energy from those it touches. This touch attack is equivalent to an undead energy drain, draining 1 level with each attack. The mutant gains 5 temporary hit points per successful drain.

The victim's Will save (versus the mutant's Psychic check) negates.

Remember: the temporary hit points from energy drain stack with each other.

A person completely drained of life dies but then returns from the grave as an animated corpse with double hit die and the energy drain ability. The mutant can try to command the new creature by making a command check rolling 1d20 + his Charisma modifier to see how many levels of creature he can command.

Command check Result	Most Powerful Creature Affected (Max Hit Die)
Up to 0	Level -4
1 - 3	Level -3
4 - 6	Level -2
7 - 9	Level -1
10 - 12	Level
13 - 15	Level +1
16 - 18	Level +2
19 - 21	Level +3
22+	Level +4

A creature not commanded is immune to command attempts from that character for 24 hours. Only creatures with this power can command the energy draining animated corpses.

Uses: 6/day.

Feat: +1 use per day.

Exoskeleton (V): The mutant's bones protrude from his flesh providing a +5 natural armor bonus.

Extra Arm (V): Each round, the mutant gets one extra one-handed attack at -5 (this can be reduced with the Multiattack feat. Alternatively, it can use a shield in that extra hand, for an extra shield bonus to AC.

Extra Arms (V): Each round, the mutant gets to make one extra two-handed attack or an extra one-handed attack plus the ability to use a shield.

Fleet Feet: Bone changes in the mutant grant him +10 ft. base speed.

If the mutant is larger or smaller than Medium-size, add the +10 ft. before applying the proportion for size category.

Force Field: The mutant can generate a 10-point force field around its body similar to the *create self ward* spell. The mutant must be conscious for the force field to be active. A force field can be detected with a Spot check (DC 20) but is immediately obvious when one is hit.

If the mutant is smaller or larger than Medium-size, its force field strength is different (as is standard for mutations that have to do with hit points and damage).

Size	Force Field
Fine	2 points
Diminutive	3 points
Tiny	5 points
Small	7 Points
Medium-size	10 points
Large	15 points
Huge	20 points
Gargantuan	30 points
Colossal	40 points

Feat: +2 points, repeatable.

Fur (V): The mutant is covered in a pelt that grants +2 natural armor and cold resistance 5.

Great Reserves: The mutant treats all wounds as subdual damage. If he is reduced to 0 hit points he can be dispatched normally.

Feat: +1 subdual Point/hour.

Haste Self: The mutant can speed himself up. Since activating Haste Self is a free action, he benefits from it on the same round that he starts it. The mutant gains the following benefits while hasted:

- +30 ft. unencumbered speed (but not more than double your unencumbered speed).
- +2 haste bonus to melee attack rolls (not ranged attack rolls).
- +2 haste bonus to Armor Class (which you would lose if you lose your Dexterity bonus to Armor Class).
- 1 extra attack physical attack at your normal attack bonus each turn.

Uses: 6 rounds/day

Feat: +2 rounds/day.

Heightened Ability: The mutant gains +10 to the named ability score.

Horns (V): The mutant has developed bony horns on his head. These do 2d4 damage, double on a charge.

The mutant can make an additional horn attack in addition to its other attacks, but this is at -5 unless it has the Multiattack feat.

Feat: +2 damage on charge, repeatable.

Immunity – Disease/Poison/Psychic: The mutant is immune to diseases, poisons or Psychic effects. The mutant can't suspend its immunity, even if it wants to. Among other things, this

means that a mutant who's immune to poison can't get drunk.

Keen Ears/Eyes: Enhancements in the structures of these organs grants a +20 bonus to Listen/Spot.

Keen Nose: The mutant with this enhancement gains the Scent ability with a 30 ft. range.

Feat: +5 ft. range.

Leech Damage: As a standard action, remove 1d6 wound points of damage from the touched subject. The mutant then suffers the amount of damage healed.

Uses: 1/round.

Feat: +1d6 points of damage leeched.

Leech Strength: With a touch attack, the mutant can deal 1d4 Strength damage to another living creature. The mutant gains an enhancement bonus to Strength of the same amount. Multiple bonuses to Strength don't stack; only the biggest one counts.

A creature drained of Strength dies and becomes a shadow. The mutant can try to command the new shadow by making a Charisma roll (DC 20).

Levitate Self: As a free action, the mutant can physically lift himself into the air. It works like the *levitate* spell, but with personal range. Caster level = 5th.

Uses: 3/day.

Feat: +1 use day.

Life Leech: As a standard action, the mutant drains vital energy from living beings within 30 ft., friend and foe alike. Use a single die roll for damage and a single Psychic Focus Attack check for the DC of the Fortitude saving throw. Those who fail the saving throw suffer 1d6 hit points of damage. The mutant gains as many temporary hit points as it deals to the other creatures put together. Temporary hit points from multiple uses of Life Leech do not stack. The temporary points fade after 1 hour.

Creatures completely drained of Wound points (to -10), become animated corpses 1d6 rounds later which cannot be controlled.

Uses: 1/day.

Feat: +1 use/day, repeatable.

Light Slip: The mutant bends light around itself, making it invisible. The effect lasts 5 rounds. (attacking doesn't make the mutant visible).

Uses: 1/day.

Feat: +1 use per day, repeatable.

Light Warp: The mutant warps light around itself, creating an effect equivalent to *blur*. The effect lasts 5 rounds.

Uses: 3/day.

Feats: +1 per day, repeatable.

Lightning Touch: Once per day, the mutant can deliver 6d6 points of electricity damage with a touch attack. If the attack misses, the electricity isn't expended.

Once the attack is used, the capacity to use it again returns to full in 24 hours. (It actually returns one die at a time, pro-rated over 24 hours, so that's one d6 per 4 hours for the standard 6d6 capacity). The mutant can voluntarily deal less damage to save some of the dice for a later attack.

Uses: 6d6/day.

Feat: Additional d6 capacity, repeatable; the mutant can still deal only up to 6d6 damage with a single strike.

Low-light Vision: Eye enhancements allow the mutant low-light vision.

Overpowering Stench: When the mutant's adrenaline kicks in, it can let off a powerful stench. All living creatures within 5 ft. of the mutant suffer -2 on attack rolls and skill checks.

Padded Feet: While barefoot, the mutant is granted a +10 Move Silently bonus.

Pincers (V): Two natural weapons deal 1d6 damage each. The mutant can make a normal attack with one pincer. It can strike with the second pincer at -5 unless it has multiattack feat. If both pincers hit the same target, the mutant "rends" the target for additional damage of 2d6 + 1.5 x the mutant's Strength bonus (as if wielding a two-handed weapon).

Poison Bite: The mutant has fangs with which it can bite for 1d6 damage + poison. The poison's primary and secondary damage is 1d6 Strength (01 - 20 on d%), Dexterity (21 - 40), or Constitution (41 - 100). The primary Fortitude

save DC is 10 + the mutant's Constitution modifier.

The mutant can use the bite as a single or primary attack. If used as a secondary attack, it is at -5 unless he has the multiattack feat, and the mutant only gets half its Strength bonus on damage with the bite.

Feat: +1 DC on Fortitude save.

Psychic Double: As a standard action, the mutant can slip into a trance and project itself as a "psychic double." The effect lasts 10 minutes. As a double, the mutant is incorporeal, appearing as a translucent shimmering "ghost" (and likewise causing Sanity checks). It can use its mystic abilities but can't interact bodily with the environment or other creatures. (it can react bodily with incorporeal creatures).

Uses: 1/day.

Feat: +1 use/day.

Psychic Healing: As a standard action, cure up to 2d6 Wound damage per touch, up to 8d6 total per day.

Feat: One additional d6 per day capacity, repeatable.

Quills (V): If grappling, the mutant can make a quill attack as a free action. The quills deal 1d6 damage + half the mutant's Strength bonus. Making this extra attack does not incur attack penalties, as with many other natural attack mutations.

Rage: The mutant gains +4 to Strength, +4 to Constitution, +a 2 morale bonus to Will saves and a -2 penalty to Armor Class for a number of rounds equal to 3 + plus the mutants new Constitution bonus.

The increase in Constitution gives the mutant 2 extra temporary hit points per hit die. While raging the mutant can't use skills or abilities that require patience and concentration.

Uses: 1/day.

Feat: +1 round duration

Scales (V): The mutant is covered with scales similar to a snake's allowing it a +3 natural armor bonus.

Shaper: As a free action, the mutant can cast *alter self*. It does not affect gear or other objects, only the mutant's body itself. The new shape does not have a different natural armor rating or ability scores, but it can have camouflaged

colouring, (+10 Hide), longer limbs (+10 ft. unencumbered speed), wings (see wings mutation), gills, a tail (see Tail mutation), or climbing hooks (see Climbing Hooks mutation).

Uses: 1/day.

Feat: +1 use/day.

Sonic Blast: The mutant with enhanced vocal cords can deal 1d6 points of sonic damage in a 30 ft. cone. There is no save for half damage.

Uses: 1/round.

Feat: +1 damage, repeatable.

Spring Legs (V): Altered leg physiognomy allows +10 ft. base speed, and a +30 Jump bonus.

Swimmer: Webbed hands and feet allow a Swim speed of 5 ft.

Feat: +5 ft.

Tail (V): A continuation of the backbone, this projection allows +4 Balance, Jump, and Swim checks.

Telekinesis: As a standard action, the mutant can use *telekinesis* (as the spell at 5th level casting). Will saves to negate telekinesis are made with the mutant's Psychic Focus result as the DC.

Uses: 3/day.

Feat: +1 use/day, repeatable: or +2 caster level, repeatable.

Telepathy: As a standard action, the mutant can use the Mindreading and Telepathy feats, incurring whatever costs come with them.

Uses: 1/round.

Feat: +10 ft. range.

Tentacles (V): The ultimate sign of the Mythos, the mutant has tentacles that allow him the Improved Grab feat with natural weapons.

Feat: +1 grapple checks, repeatable.

Time Slip: The mutant can slip forward several seconds in time. To those left behind, the mutant seems to disappear. Then, two copies of the mutant appear, one from "now" and one from several seconds ago. The two "selves" act as a duplicate of the original, and at the end of the slip's duration one copy, determined randomly disappears "back" to several seconds ago.

The slip's duration is up to 5 rounds. The mutant and his equipment disappear for up to 5 rounds

(the duration chosen when the mutant first slips), then two appear and fight (or whatever) for the same number of rounds, and at the end of those rounds one of the two selves (along with his equipment) disappears.

The mutant time slips as a free action at any point in its turn. The amount of its turn that it "gives up" on the round that it time slips is how much of a turn it can take when it time slips back in. If the mutant time slips at the start of a turn, for example, it (or both of it) gets to take a whole turn when it come back. If it time slips at the end of its turn, it can't take a turn when it slips back and must wait until the following round to act.

Uses: 5 rounds/day.

Feat: +1 round duration.

Tougher: The mutant gains +2 hit points per hit die.

Tremorsense: Enhanced senses allow the mutant the tremorsense ability, which grants him the ability to detect creatures in touch with the ground to a range of 30 ft.

Feat: +30 ft.

Uncanny Dodge: The mutant can retain his Dexterity bonus to Armor Class when flat-footed or attacked by an invisible attacker, and can't be flanked.

Wings: The mutant has wings (in addition to other limbs) and can fly at its normal ground speed for up to 6/rounds per hour (the mutant is too heavy to fly as easily as a hollow-boned bird). The wings are useful for getting to the tops of cliffs or getting a good view of the surroundings, but not for travel.

Bigger and smaller mutants have different flight limits.

Size	Flight time
Fine	12 hours/day
Diminutive	10 minutes/hour
Tiny	3 minutes/hour
Small	1 minute/hour
Medium-size	6 rounds/hour
Large	3 rounds/hour
Huge	2 rounds/hour
Gargantuan	1 round/hour
Colossal	1 round/day

Feat: +1 round/hour.

d%	Defect	Summary	Value
01 – 04	Distinctive Odour	Smells horrible, doubles creatures scent range	1
05 – 06	Reduced Charisma	-4 Charisma	1
07 – 10	Poor Respiratory	System fatigued after 5 rounds of combat, lasts one hour	2
11 – 14	Slow	-5 ft. Speed	2
15 – 16	Reduced Intelligence	-4 to Intelligence	2
17 – 18	Reduced Wisdom	-4 to Wisdom	2
19	Sensitivity to Acid	Double damage from acid	2
20	Sensitivity to Cold	Double damage from cold	2
21	Sensitivity to Electricity	Double damage from electricity	2
22	Sensitivity to Fire	Double damage from fire	2
23	Sensitivity to Poison	Double damage from poison	2
24	Sensitivity to Psychics	Double damage from Psychic attacks	2
25	Sensitivity to Sonics	Double damage from sonics	2
26 – 29	Heightened Metabolism	Needs water after 5 rounds of combat, -5 save vs. poison, disease	3
30 – 33	Stiff Motion	Always flat-footed	3
34 – 35	Terrible Fortitude	-10 on all Fortitude saves	3
36 – 37	Terrible Reflex	-10 on all Reflex saves	3
38 – 39	Terrible Will	-10 on all Will saves	3
40 – 43	Real Slow	One “step” slower	4
44 – 46	Poor Dual Brain	10% chance/round that you make a confused action	4
47 – 49	Frenzy	10% chance/round to go bonkers	6
50 – 53	Fits	10% chance/round of being paralysed with fits	7
54 – 57	Smaller	1 size category smaller	7
58 – 59	Reduced Strength	-4 to Strength	7
60 – 63	Partial Action Only	Applies in combat, not in daily life	8
64 – 66	Weapon Incompetent	Never proficient with weapon (other than natural ones)	8
67 – 68	Reduced Dexterity	-4 to Dexterity	8
69 – 72	Fear Response	Shaken in combat (or other danger)	9
73 – 75	Bleeder	-1 hit point per round per wound until stopped	9
76 – 79	Crude Hands	-4 with all handheld items (weapons, etc) and manipulation (e.g. Disabling Device)	10
80 – 83	Fragile	Double damage from all weapons	10
84 – 86	Terrible Vision	50% miss chance within 30 ft., can’t pinpoint creature with sight beyond 30 ft.	12
87 – 88	Reduced Constitution	-4 to Constitution	15
89 – 90	No Arms	Hard to pick nose	20
91 – 100	Multiple Defects	Roll on this table twice, ignoring results above 90	V

Bleeder: Each time the mutant loses hit points, it suffers a bleeding wound and loses 1 additional hit point per round (like being hit by a weapon of *wounding*). Bleeding takes place at the start of the mutant’s turn, and all the bleeding can be stopped with a single DC 15 Treat Injury check.

Crude hands (V): The mutant’s hands are not as articulate as a human’s. It suffers –4 on all attack rolls using handheld weapons and skill checks that require fine manipulation (such as Disable Device and spell casting).

Distinctive Odour: The mutant’s odour is easier for creatures with Scent to detect and follow. Such creatures can detect the mutant if within 60 ft. If the mutant is downwind the range drops to 30 ft. If the mutant is upwind, the range increases to 120 ft.

Even creatures without Scent can recognise the mutant’s presence and even identify the mutant by scent alone.

Fear Response: The mutant’s flight instincts are too strong. In combat or other dangerous situations, it is shaken (-2 on attack rolls, weapon damage, and saving throws).

Fits: The mutant has a 10% chance each round to be overcome by involuntary motions and fall to the ground. Doing so keeps the mutant from doing anything else that round, and it draws attacks of opportunity.

Fragile: The mutant’s body and bone structure are faulty. It suffers double damage from weapon damage. It does not suffer double damage from energy damage, magic or psychic damage, etc.

Frenzy: When in combat, the mutant sometimes gets so worked up that it momentarily forgets

who is friend and who is foe. Every round of combat, the mutant has a 10% chance to attack a random creature instead of acting normally. If the mutant is in melee, it attacks one of the creatures it could attack (with or without a 5-ft. step). If the mutant is out of melee, it attacks a random creature that it can hit with a ranged weapon (if it has a ranged weapon in hand) or advances on a random creature that it could get to and attack this round (with a regular move or a charge).

Heightened Metabolism: The mutant consumes twice as much food, water, and oxygen as normal. After 5 rounds of combat or other intense physical activity, the mutant must spend a round drinking water to replenish itself. Until it does so, it's winded. The mutant can "reset" by replenishing early, such as fighting 3 rounds, replenishing, and then fighting 5 more rounds. The mutant also always suffers a -5 penalty on saves against poison and disease because its body spreads toxins and disease organisms throughout its system so quickly.

No Arms (V): The mutant has no arms, or any arms it has are too defective to function (like a tyrannosaurus). It can handle things with its feet, but it can't wield weapons and such with them. It can make unarmed attacks normally (kicks). With time it will become adept at maneuvering its body without arms, suffering only a -2 penalty on skill checks that involve arms (such as climbing and swimming). It can even use its toes (or possibly lips and teeth) to manipulate small tools, so it can make skill checks that require fine manipulation (albeit at a -4 penalty).

Partial Action Only: Combat and other dangerous events overexcite the mutant, making it hesitate. It can only take partial actions on its turn.

Poor Dual Brain: The mutant has a second brain, which is defective. Each round of combat, there's a 10% chance that the second brain (desperate because of the life-and-death situation that it's in) wrests control of its body from the first brain for that one round. If it does so, roll on this table to see what it does.

Roll	Action
01 – 40	Look around, do nothing
41 – 60	Wander in a random direction (single move)
61 – 90	Attack a random creature (as with frenzy)
91 - 100	Flop onto floor (as with fits)

Poor Respiratory System: After 5 rounds of combat, the mutant is fatigued for 1 hour. If the mutant has been fighting but hasn't reached 5 rounds yet, a round spent resting sets the count back one round. For example, the mutant could fight 3 rounds, rest 2 rounds, and then fight 4 more rounds. At the end of its turn on that 9th round, the mutant would be fatigued.

Real Slow: The mutant is one step slower than normal (like a Character that gets one size category smaller or puts on medium armor).

Base Speed	New Speed
20 ft.	15 ft.
30 ft.	20 ft.
40 ft.	25 ft.
50 ft.	35 ft.

Reduced Ability: The mutant suffers a -4 penalty to the listed ability.

Sensitivity to Attack: The mutant suffers double damage from the listed energy type, poison, or from psychic-energy.

Slow: The mutant's unencumbered speed is 5 ft. slower than normal. Encumbered speed is about 70% of unencumbered speed.

Normal Speed	Unencumbered Speed	Encumbered Speed
20 ft.	15 ft.	10 ft.
30 ft.	25 ft.	15 ft.
40 ft.	35 ft.	25 ft.
50 ft.	45 ft.	30 ft.

Smaller (V): The mutant is one size category smaller. For a Medium-size creature, apply these bonuses: -4 Strength, +2 Dexterity, -2 Constitution, +1 size modifier (to attack and Defence). For other sizes see the size table on page 157 of the Call of Cthulhu rulebook.

Mutations that have damage dice and other dice related to hit points are decreased.

It's harsh to make a mutant's Character power weaker just because the mutant is smaller. But

that way mutated rats don't deal out damage out of proportion to their size, and the Mythos is a hard taskmaster.

The mutant is also "one step" slower than normal.

Base Speed	New Speed	Encumbered Speed
20 ft.	15 ft.	10 ft.
30 ft.	20 ft.	15 ft.
40 ft.	25 ft.	15 ft.
50 ft.	35 ft.	25 ft.

Stiff Motion: The mutant's coordination is jerky. It is always flat-footed. This means it never gets its Dexterity bonus to Armor Class, and that it can't make attacks of opportunity (even with the Combat Reflexes feat).

Terrible Save: The mutant suffers a -10 penalty on saves of the listed type.

Appendix E: Spells

Use this table to determine cultists and sorcerer's spells as well as those contained in tomes that the investigators find.

Determine the spells required by rolling 1d500. This is achieved by rolling 1d10 plus 1d100. The 1d10 roll determines how many hundreds are needed. 1 & 2 is 001 to 100, 3 & 4 is 101 to 200, 5 & 6 is 201 to 300, 7 & 8 is 301 to 400 and 9 & 10 is 401 to 500.

Die Roll	Spell
01 – 02	Animal Form
03 – 05	Augury
06 – 08	Banishment of Yde Etad
09 – 11	Become Spectral Hunter
12 – 16	Bind Byakhee
17 – 21	Bind Dark Young
22 – 26	Bind Dimensional Shambler
27 – 29	Bind Enemy
30 – 34	Bind Fire Vampire
35 – 39	Bind Hunting

	Horror
40 – 44	Bind Loup Garou
45 – 49	Bind Nightgaunt
50 – 54	Bind Servitor of the Outer Gods
55	Bind Soul
56 – 60	Bind Star Vampire
61 – 63	Black Binding
64 – 66	Bless Blade
67 – 69	Blind/Deafen
70 – 71	Body Warping of Gorgoroth
72 – 73	Breath of the Deep
74 – 76	Brew Space Mead
77 – 78	Bring Pestilence
79 – 83	Call Azathoth
84 – 88	Call Cthugha
89 – 93	Call Hastur
94 – 98	Call Ithaqhua
99 – 103	Call Nyogtha
104 – 108	Call Nyarlathotep
109 – 113	Call Shub-Niggurath
114 – 118	Call Yog-Sothoth
119	Candle Communication
120 – 121	Cast out Devil
122 – 123	Cast out Shan
124 – 126	Cause Fear
127 – 128	Chant of Thoth

129 – 130	Circle of Nausea
131	Cloak of Fire
132 – 133	Cloud Memory
134 – 135	Clutch of Nyogtha
136 – 137	Consume Likeness
138 – 142	Contact Chaugnar Faugn
143 – 147	Contact Cthonian
148 – 152	Contact Cthulhu
153 – 157	Contact Deep One
158 – 162	Contact Eihort
163 – 167	Contact Elder Thing
168 – 172	Contact Flying Polyp
173 – 177	Contact Formless Spawn
178 – 182	Contact Ghoul
183 – 187	Contact Gnoph-Keh
188 – 192	Contact Hound of Tindalos
193 – 197	Contact Mi-Go
198 – 202	Contact Nyarlathotep
203 – 207	Contact Rat-Thing
208 – 212	Contact Sand-Dweller
213 – 217	Contact Star-

Terrible Vision: The mutant can see well enough to pinpoint other creatures within 30 ft. That is, it knows where those creatures are, but they are effectively "concealed" to the mutant, so the mutant suffers a 50% miss chance against them. Beyond 30 ft., the mutant sees light, motion, and possible texture, but it can't pinpoint creatures with sight.

As a bonus a mutant with this defect can forego Sanity checks that depend on sight. Corrective lenses can be made with Character properties learned from insight into the mythos.

Weapon Incompetent: The mutant's brain loses the ability to comprehend certain devices (specifically weapons other than natural ones) and thus suffers a -4 penalty on attack rolls with weapons.

	Spawn of Cthulhu	316 – 318	Divination	407 – 408	Return to Rest
218 – 222	Contact Tsathoggua	319 – 321	Dominate Animal	409 – 410	Seal of Isis
223 – 228	Contact Y'golonac	322 – 324	Dominate Person	411 – 412	Sekmenkenhep's Words
229	Control Weather	325 – 326	Dread Curse of Azathoth	413 – 414	Shrivelling
230 – 232	Create Bad Corpse Dust	327 – 328	Eibon's Wheel of Mist	415 – 416	Siren's Song
233 – 235	Create Baneful Dust of Hermes Trismegistus	329 – 331	Elder Sign	417 – 418	Skin of Sedefkar
236 – 237	Create Barrier of Naach-Tith	332 – 334	Enchant Bullet	419 – 420	Snare Dreamer
238 – 239	Create Gate	335 – 337	Enchant Fetch Stick	421 – 422	Song of Hastur
240 – 242	Create Glass from Leng	338 – 340	Enchant Pipes	423 – 424	Soul Singing
243 – 245	Create Powder of Ibn-Gazi	341 – 342	Evil Eye	425 – 426	Soul Trap
246 – 248	Create Plutonium Drug	343	Eye of Light & Darkness	427 – 429	Speak with Dead
249 – 251	Create Scrying Window	344	Eyes of the Zombie	430 – 431	Spectral Razor
252 – 253	Create Self-Ward	345 – 347	Find Gate	432 – 433	Steal Life
254 – 255	Create Time Gate	348 – 349	Fist of Yog-Sothoth	434 – 435	Suggestion
256	Curse of Chaugnar Faugn	350 – 351	Flesh Ward	436 – 440	Summon Byakhee
257	Curse of the Putrid Husk	352	Frozen Tracks	441 – 445	Summon Dark Young
258 – 259	Curse of the Rat-Thing	353 – 354	Grasp of Cthulhu	446 – 450	Summon Dimensional Shambler
260 – 261	Curse of the Stone	355	Hands of Colubra	451 – 455	Summon Fire Vampire
262 – 263	Dark Resurrection	356 – 358	Healing Touch	456 – 460	Summon Hunting Horror
264	Darkness	359 – 360	Hide from the Eye	461 – 465	Summon Nightgaunt
265	Death by Flames	361 – 362	Hypnotism	466 – 470	Summon Servitor of the Outer Gods
266 – 268	Dedicate Sacrificial Knife	363 – 364	Identify Spirit	471 – 475	Summon Star Vampire
269 – 270	Deflect Harm	365 – 366	Imprison Mind	476 – 477	True Strike
271	Detect Life	367 – 368	Insect Plague	478 – 479	Unmask Demon
272	Detect Magic	369 – 370	Invisibility Purge	480 – 481	Unspeakable Oath
273 – 277	Dismiss Azathoth	371 – 372	Levitate	482 – 483	View Gate
278 – 282	Dismiss Cthugha	373 – 374	Locate Creature	484 – 485	Voice of Ra
283 – 287	Dismiss Hastur	375 – 376	Locate Object	486 – 487	Voorish Sign
288 – 292	Dismiss Ithaqua	377	Look to the Future	488 – 489	Wandering Soul
293 – 297	Dismiss Nyogtha	378 – 379	Magic jar	490 – 491	Ward Against Psychics
298 – 302	Dismiss Nyarlathotep	380 – 382	Magic Weapon	492 – 493	Warding the Eye
303 – 307	Dismiss Shub-Niggurath	383 – 384	Message	494 – 495	Wave of Oblivion
308 – 312	Dismiss Yog-Sothoth	385 – 386	Mindblast	496 – 497	Wither Limb
313 – 315	Dismissal	387 – 388	Mind Transfer	498 – 499	Word of Recall
		389 – 390	Mirror of Tarkhun Atep	500	Wrack
		391 – 392	Nightmare		
		393 – 394	Obscuring Mist		
		395 – 396	Pipes of Madness		
		397 – 398	Pose Mundane		
		399 – 400	Power Drain		
		401 – 402	Power of Nyambe		
		403 – 404	Raise Night Fog		
		405 – 406	Red Sign of Shudde M'ell		