LOVECRAFT CYOA

You have awoken in a world unfamiliar to you. Though it resembles your home world superficially, there are dark elements at work behind the stage of this place.

There are horrors beyond the perception of mortals that we do not suspect, and once in a while man unknowingly calls them to just within his range. These fiends are at best completely oblivious to man's existence and at worst actively malicious.

Common human laws and interests and emotions have no validity or significance in the vast cosmos-at-large, and the fundamental truths of the universe are so alien and horrific that mere exposure to them could drive a man to madness.

And now you are trapped here. For the next ten years you must survive in this place however you can. And in a universe where mankind is no more important or noteworthy than an anthill, you'll need all the help you can get.

It is fortunate then that you receive 1000 Choice Points to spend however you please. Choose wisely, because this is the only help you'll receive.

LOCATION

Your starting location determines where you wake up in this world. Roll 1d8 or pay 50 CP to choose for yourself. Location one can be choosen for free. Inhumans have special backgrounds they can choose for free.

Miskatonic Region 1925	The lonely backwoods of rural New England, home to small isolated towns and decrepit manors. Teeming with all manner of unnatural creatures and ancient cults, this area is also home to prestigious Miskatonic University and the gloomy Arkham Asylum.
Severn Valley 1965	The last refuge for many previously powerful and influential European cults, this rural part of South West England is a premier location for many summoning rituals and necromantic arts. Additionally, towering malformed gods dwell in the lost places hidden around the valley. They slumber for now, but would ravange the area if disturbed.
Cairo 1908	The land of the riverbank, Egypt is an ancient land currently occupied by the British. Be forewarned, Egypt is Nyarlathotep's country, and by entering it from outside the universe you will be guaranteed to come across the crawling chaos in one form or another.
Richmond 1861	The capital city of the Confederacy, Richmond is the most strategically and politically valuable city in the civil war. Because of this importance, many cults are gathering in Richmond to take advantage of the massive amount of blood that will be spilled in the coming war.
Boston 1775	A city on the verge of revolution, Boston is soon going to be embroiled in war for independence. Despite the upcoming war this is actually one of the safest places to land, as superhuman threats are primarily limited to the typical cultists and an army of Deep Ones that lay in wait in the bay.
Mountains of China 1852	This mountain range is home to the largest remaining temple dedicated to Great Cthulhu, and consequently is the home of a higher population of Cthulhi than anywhere on earth outside of R'lyeh. Incidentally, one of the most deadly wars in human history is raging .
Modern Era	You can choose to start at any location on Earth but you are limited to the year 2015. Be warned, there is nowhere you can choose that will be completely free of inhuman influence, no matter how remote or inhospitable your location. Indeed, more remote locations are more likely to contain monsters.
Free Pick	The stars smile on you. You can pick any of the above for free, or any place on Earth at any time in the past three hundred years. Be warned, no matter how remote or inhospitable there is nowhere you can choose that will be completely free of inhuman influence. Indeed, more remote locations are more likely to contain monsters.

IDENTITY

This is a chance to gain a new life, one that belongs in this world.
Roll 2d8+24 for age, or pay 50 CP to choose your age and gender for yourself.
Age must still be within the rollable range.

Drop-In [Free]	You come into the world as you are, with no new memories or friends. However, you also start with no obligations or responsibilities. This option may make you easier to detect for certain creatures sensitve to otherworldly energies.
Researcher [100]	You are a biochemist at the forefront of your field. Any University or college in the world would be happy to help you in any way they could just for a chance to have you give a lecture. You may just be an exceptional scientist, or you may be centuries ahead of your colleagues depending on your location. You've recently acquired an unbelievable creature that current scientific theory can't explain. This is the precipice of a great jump forward in our understanding of the cosmos, you just know it!
Investigator [100]	You are a semi-famous private detective. Hundreds of crimes would have gone unsolved if you hadn't have been there to catch the criminal and you've built up quite the information network along the way. You've solved cases all over the world, but your most recent investigation revealed something completely out of your experience. A worldwide conspiracy, a secret society worshipping a pagan god, and a name: Cthulhu. You're the only one that can get to the bottom of this mystery.
Cultist [200]	You were raised in a cult that worships one of the Great Old Ones. Your cult has recently been eradicated and you are the lone survivor. That means you don't have much in the way of friends or support. However, no other background understands the arcane to the extent that you do.
Inhuman [400]	You are an inhuman creature of some kind, and have natural abilities or powers beyond the understanding of humanity. You can speak whatever native language your race can speak, and instinctively understand your new body. Otherwise you gain none of the mental characteristics of the creatures, only their physical forms. Do not think that joining the legions of monsters will keep you safe. Make no mistake, this malign world is every bit as dangerous for monsters as it is for man.

INHUMAN OPTIONS

You have decided to forsake your humanity and join the monstrous legions that inhabit this universe. Mankind will fear and revile you in equal measure, and you will find it hard to fit in amongst your own wretched kind since you retain a human mind. This option has additional costs depending on which race you choose to become. You can choose the location associated to your race at the year 1925 for free.

Deep One
[+300]

The are many secrets hidden in the unknown sea-depths. The Deep Ones are a race of hideous aquatic bipeds that worship Great Cthulhu. They are more durable than humans, able to handle undersea pressure with ease. However, other than their durability they are no stronger than a human in any way and speak in croaking, baying voices. Deep Ones have their own underwater civilization, a theocracy controlled by Cthulhi. Incidentally, Deep Ones can breed with humans.



Y'ha-nthlei

Y'ha-nthlei is an underwater city built into the preserved corpse of an ancient beast the size of a mountain. It is one of the ancestral homes of the Deep Ones, and is hundreds of millions of years old. Teeming with millions of Deep Ones, Y'ha-nthlei is one of the largest non-human cities on Earth. It is located off of the eastern coast of America.

Cthulhi
No further cost

The children and servants of Great Cthulhu, Cthulhi are hulking green-scaled bipeds covered with numerous tentacles. They have limited shape-shifting abilities that allow them to regenerate from a great deal of damage and alter their limbs into simple shapes. They are also massively stronger and faster than humans, and are adapted to surviving at deep sea pressures. Normal Cthulhi are slaves to Cthulhu, and cannot even think of disobeying His will. They can also mimic human speech by shape-shifting their vocal cords, though it will always be unmistakably inhuman.You are one of the first Cthulhi imprisoned in R'lyeh to awaken from sleep.



R'lyeh

The corpse-city of R'lyeh is an underwater grave of slumbering monsters and an ancient god. Abnormal, non-Euclidean spires reach from the ocean floor to the surface. This massive sunken tomb of a city is filled with millions of Cthulhi, yet almost all of them remain comatose in the city's vaults. The few that are awake have left to prepare the world for Dread Cthulhu. You have the run of the city for now, though as more Cthulhi awaken they will eventually start to try to give you orders to prepare for the Great One's resurection.

Mi-go
No further cost

The Mi-go are an advanced species from outside of our solar system. They are large, pinkish, fungoid, crustacean-like entities larger than any man with a bulbous organ composed of pyramided, fleshy rings and covered in antennae where a head would normally be. Those antennae are highly attuned to sensing thermal radiation. They also possess membranous wings evolved for flight on their home planet. They are both stronger, faster, and more durable than humans. The Abominable Ones have truly alien morality, and human taboos mean nothing to them. Scientifically, the Mi-go are thousands of years more advanced than mankind. Their advanced understanding of physics, biology, chemistry, and every other scientific discipline is so far beyond human understanding as to seem magical.



Yuggoth

The planet Yuggoth and her cities are a relic of some ancient species long dead, now put to use by the Mi-go as a colony in our solar system. Located at the very outer rim of the heliosphere, Yuggoth wouldn't receive much light even if it wasn't covered in sulfurous clouds. Black rivers of pitch and great terraced towers crisscross the landscape of this accursed rock, and monstrous creatures lurk in deep pits that even the Mi-go fear to cross.

INHUMAN OPTIONS

Polypous Creature [200]

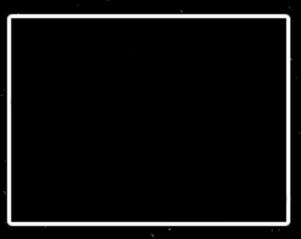


A horrible elder race of tumorous, utterly alien entities. They are only partly substantial and have the power of aerial motion, despite the absence of wings. They exhibit a monstrous plasticity and their bodies writhe and contort even when stationary. Flying polyps cannot see in the traditional sense, and instead perceive the world through feeling the air currents and electroreception. They are amazingly durable, able to thrive living in molten rock, though they are vulnerable to electric currents. The mind of the polyp is completely alien, and they would be hard pressed to even understand that non-polypous creatures are alive. These beasts also have the ability to create and direct tornado force winds capable of stripping flesh from bones and knocking down buildings.

Subterranean Hive

A underground catacomb inhabited by millions of Polypous creatures, located three hundred kilometers below the Australian desert. This Precambrian megalopolis has been the home of the polyps ever since they were driven underground by the Great Race. It is the perfect environ for these beasts that can survive by eating stone, and utterly unlivable for almost everything else. It has hundreds of exits to the surface, though it would be incredibly difficult to find them in this mazelike colony.

Night-gaunt [200]

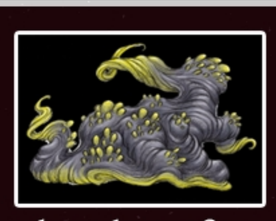


Night-gaunts are faceless smooth-skinned flying beasts, residents of the Dreamlands and the feared servants of immemorial Nodens. These strange creatures fly completely silently, and greatly weaken the senses of creatures while in close proximity. Additionally, they can fly at just under Mach one for massive distances without tiring. They possess claws that can rend through stone like it was paper, and they have an uncanny ability to see without eyes. They also have a barbed tail that can subdue prey by tickling it. When they gather in numbers they are capable of massive destruction; each individual acting like a single blade on a thresher. However, they are only as intelligent as dogs, and require a more intelligent mind to lead them. Despite their stupidity, they are notoriously relentless hunters that killed numerous Great Ones while under Nodens control.

Mount Ngranek

The towering, extinct volcano called Ngranek was once the home of the gods of the Earth. It lies deep in the Dreamlands, a vast alternate dimension that can be reached via dreams. Be careful, as the Dreamlands follows no natural laws but its own, and many monsters thrive here that are unheard of on Earth. This ancient peak shadows over an accursed valley of lava, and is the infamous home of the dreaded Night-gaunts. Caverns in this mountain lead down to the underworld, the realm of ghouls.

Shoggoth [200]



Originally designed as a servitor race by an elder species, shoggoths are sentient amphibious blobs of self-shaping gelatinous flesh, massive amoeba-like creatures made out of iridescent black slime. An average shoggoth measures fifteen feet across when a sphere, though they lack any default body shape and instead are able to form limbs and organs at will. Their ability to alter their shape is truly incredible, and they can spread out massively or shrink themselves to tiny but dense figures. They are unbelievably durable, and can easily shrug off massive physical trauma that would destroy lesser creatures. A shoggoth is capable of causing incredible damage in a very short period of time using only its physical bulk and astounding strength. They are even more at home underwater than they are on land, and given time a shoggoth can adapt to even the most inhospitable conditions imaginable.

Leng

Once the ancient colony of the Elder race, this city that rests high on a plateau in Antarctica is now overrun by shoggoths. An abandoned stone necropolis of cubes and cones, Leng is utterly isolated from mankind by miles of arctic desert. Though the Elder things that designed it have long since been destroyed, the architecture has only become more strange and labyrinthine as the shoggoths have added to it and twisted it. There exists a truly massive and hostile creature just outside the city that is capable of flattening mountains.

SKILLS AND ABILITIES

Discounts are 50% off. Be careful, if it sounds too good to be true, it probably is.

Purple Prose 100
Your unique methodology towards communication is nothing less than extravagant. When you so desire you are capable of transfiguring even the simplest sentence into an indecipherable labyrinth of ancient and antiquated locutions. Practical uses include; impressing pedants, telling anecdotes, and baffling idiots. This effect applies to any language you can speak fluently.

Free Drop-In

Multitasker 100
You have the ability to complete multiple tasks simultaneously. Split your attention between up to a dozen different things at once without having any trouble at all. Note that it doesn't actually make you smarter, just better able to concentrate on multiple topics at once.

Free Researcher/Polypous Creature

Super Sleuthing 100
You have a brilliant mind capable of incredible deductive reasoning and astounding observational skills. Solving crime is just a matter of persistence. You also have a certain intuition that helps you avoid traps and wrong turns.
Comes with a free deerstalker hat and smoking pipe.

Free Investigator

Eldritch Lore 100
Most of mankind knows nothing of the ancient creatures and arcane entities that inhabit this world. Not you. You know all there is to know about the history of the cosmic entities and inhuman races in lore, and by itself won't let you learn magic or summon monsters. However, there is power in knowledge...

Free Cultist

Fearsome Visage 100
You're scary. Scratch that, you're terrifying. A glare from you is enough to send grown men running away in fear. A particularly weak-willed individual might just lose his mind if you scared him badly enough. Nothing magical about it, you're just that scary looking.

Free Inhuman

Distinguished 200
You have a proud and noble bearing that makes people more likely to believe you and care about your opinion. Even your most vehement enemies will feel inclined to respect you just because of your stately deportment. You also possess a natural charisma that makes public speaking easy.

Discount Drop-In

The Empty Mind 200
The empty mind is the perfect vessel for new knowledge. You can always instantly recall anything scientific you've ever learned. Unfortunately, you have a much harder time remembering things unrelated to science.

Discount Researcher

Stoic 200
You have an ironclad hold on your emotions, and practice perfect self-control. Additionally, many sights that would drive normal men mad with fear will hardly faze you (not guaranteed to work against greater cosmic entities). Also note that this ability won't prevent supernatural emotion manipulation.

Discount Investigator

Possession 200
You can remotely manipulate the bodies of other people. You need to "prep" the person you want to control by spending an hour gradually taking control of them, muscle by muscle. The stronger or more inhuman the person you're trying to control, the harder it is to control them. The victim must stay within fifty meters of you or they will break free.

Discount Cultist

Regenerative Stasis 200
That is not dead which can eternal lie. You can cheat death, though not infallibly. The next time you are mortally wounded you will enter a regenerative trance. After twenty four hours in this state you will rise again. This state is quite exhausting and you cannot enter it more than once a week.

Discount Inhuman

Dream Walker 400
You can enter and leave the Dreamlands at will. While your mind enters that realm your body remains comatose. You are stronger and faster in the Dreamlands than you are in real life, and once you have more experience traversing the aether it is possible to wake up in a different location than the one you went to sleep in.

Discount Drop-In/Night gaunt

SCIENCE!!! 400
Steam-powered gyroships, electrostatic rifles, and clockwork tanks are just a few of the things you know how to build. Any weapons or vehicles that modern science can build, you can probably build a wacky alternative made with brass pipes and a giant Van de Graff generator.

Discount Researcher/Mi-go

SKILLS AND ABILITIES

Discounts are 50% off. Be careful, if it sounds too good to be true, it probably is.

Bloodhound 400

Everything leaves trace odors that you can pick up. You possess a powerful and precise sense of smell that can detect and track scents left days or even weeks before. You'll be able to track people by their perfume or figure out what they had for lunch. Also useful for detecting poisons and reverse engineering food recipes.

Discount Investigator/Night gaunt

FEAST 400

You can devour your enemies to gain their strength. Eating your weight in raw flesh will make you twice as strong as you were before. Lasts for twelve hours or however long it takes you to get hungry again, whichever is shorter. You also no longer have an aversion to eating uncooked meat, if you did before.

Discount Inhuman

Son of Old Man Henderson 600

You're a crazy cantankerous bastard with a deep-seated grudge against evil. All you need to fight the unseen monsters that lurk in the night is a shotgun and a mental disorder. You are much tougher to kill due to a mix of tenacity, luck, and sheer genre-blindness. Your zany schemes always seem to work out, even when it seems utterly improbable. You are also an expert demolitionist and strategist, and your mental illness allows you to rationalize anything crazy you see as being part of your disorder. Comes with a free shotgun, Hawaiian shirt, and aviator sunglasses. Non-humans need not apply, you filthy animals.

Discount Drop-In - Incompatible Inhuman

Xenobiology 600

Modern science is several millennia from understanding the non-Euclidean geometries and bizarre organs of the cosmic species. You don't understand it yet either, but you're closer than anyone else. Soon you'll be able to create chimerical hybrids of lesser creatures. After ten years of constant research you'll be able to engineer powerful servitor creatures like the Shoggoths, though creating them is very resource intensive.

Discount Researcher

Hunter 600

You can kill anything if you put your mind to it. You have an instinctive knowledge of your enemies weaknesses and possess a keen mind capable of creating complex strategies in seconds. After observing your prey for only a few minutes you can discover all of their vulnerabilities and figure out how to best exploit them.

Discount Investigator

Summoning and Binding 600

You are trained in arcane rituals that will allow you to summon creatures from beyond the mortal ken and bind them to your will. Summon a Flying Polyp and send it to massacre your enemies or summon a spirit to tell you the secrets it took to the grave. Faster and easier than building them yourself, this option will also let you summon creatures far more powerful than simple Shoggoths. Your bindings will protect you from all but the most deadly monsters. Try not to call up that which you cannot put down.

Discount Cultist

The Waste Lands 800

Your unnatural presence warps everything around you. Vegetation erodes into grey powder, water is tainted, and even living creatures are dyed grey and poisoned by your aura. This power extends up to ten meters around you and can be focused to massively increase the speed of the effect. The passive effect takes a few hours to cause harm, but the focused version takes seconds to utterly disintegrate any substance into fine gray dust. Very effective against regenerators or otherwise unnaturally durable opponents. Not very useful when your opponent is fast enough to avoid your focus or big enough to not care about a basketball sized hole in its flesh.

Discount Inhuman

ITEMS AND ARTIFACTS

Discounts are 50% off. Be careful, if it sounds too good to be true, it probably is.

Gold — 50
Kingdoms have fallen over less gold than this. A three kilogram bar of gold bullion, worth over one hundred thousand USD in the modern era. The actual value of this shiny brick depends on where and when you are, though it will always be worth something. Can be bought multiple times. Possibly cursed.

Researcher recieves one for free

Tools for the Job — 100
A Colt Single Action Revolver, a sheath knife, a Hawkeye Folding camera, mountaineering equipment, a pair of handcuffs, a professional set of locksmith's tools, a fingerprint kit, a carbide lamp, a set of binoculars, your grandfather's pocket watch, and a Duesenberg J automocar to carry it all. All of items will be fixed in a day if broken and never require maintenance.
Free Investigator

Laboratory — 100
A fully stocked research facility with an eclectic variety of equipment. Comes with a vacuum chamber, a metallurgy room, and highly advanced, customizable, state of the art, nigh-impenetrable biocontainment cages. Puting shoggoths in the nigh-impenetrable cages will void the warranty.

Free Researcher

Messerschmitt Bf 109G — 100
This versatile and acrobatic fighter aircraft was the backbone of the Luftwaffe during WWII. It is armed with an MK 108 autocannon and two unguided air-to-air rockets. Fitted with assembly sets, used to carry bombs or a drop tank, for use as a night fighter, or to increase firepower by adding rockets or extra gondola guns. Never requires maintenance and has unlimited fuel and ammo. Will be fixed in a month if broken.

Impossible Dye — 100
A liquid paint whose colour can only be described by analogy. This odious colour does not belong in the human visible spectrum, and causes normal people to panic. Surfaces painted with this will be immediately visible, even through effects that would normally make it invisible or unnoticeable. Useful for making summoning circles and confusing the hell out of people. Comes in a 4 gallon bucket that refills daily.
Free Investigator

Lab Assistant — 200
A brilliant and fearless scientist with astounding willpower and a great work ethic. This companion is completely loyal to you no matter what and will never abandon you. You can import companions from previous jumps with this option. Lab Assistants have the Researcher background and gain 100 CP to spend.

Discount Researcher

Herbert West's Formula — 200
This incredible solution can restart the human body. You can now undo death quickly and easily with a single sip. However, re-animation is not the same as ressurection. Subjects retain limited cognitive function and will be highly aggressive. Subjects will listen to your orders to the best of their (admittedly weak) intellect. You receive a suitcase full of ten vials of the formula that refills once a week.

Pet Monster — 400
This hideous creature seems to have taken a liking to you. A faithful companion with the Inhuman background and 200 CP to spend. Limited to one companion from each species. You can import companions from previous jumps with this option, though they may not be happy about their new form.

Discount Researcher

Yithian Lightning Gun — 400
This unassuming handheld machine looks like an old-fashioned folding camera but produces a nightmarish electrical maelstrom capable of obliterating automobiles. It can create this electrical phenomenon an unlimited number of times, but requires fifteen seconds to recharge between every thirty-second usage.

Discount Investigator

The Shining Trapezohedron — 400
Whenever you stare into this shining crystal you can see a small creature made entirely of fangs and claws. This beast will show you anything in the universe for a price. You must suffer horrible pain or the little monster will refuse to show you anything. It has to be you, and it has to hurt terribly.

Discount Cultist

Necronomicon — 800
The accursed book of the dead. This hideous tome, bound in the flesh of some ancient scholar, contains all of Abdul Alhazred's forbidden knowledge, including much that was lost to time. Inside are instructions to cast spells that can ensnare minds, afflict illness, and (imperfectly) resurrect the dead. The magic it teaches you is powered by the book itself and will not function if you are not directly holding it. It also contains an account of the Old Ones, their history, and the means for summoning them. Comes with the original Arabic version as well as the Greek and English translations. This version, unlike the kind you would find in universe, will not erode your mind or corrupt you in any way. Cultist may choose to spend only 400 CP on this option, but in exchange they must serve a random comsic God for the duration of their stay. You will be forced to serve that God's interests no matter how much you resist.

DRAWBACKS

This is an opportunity to gain more power in exchange for a greater challenge.
Drawbacks negate any skills or abilities.
Maximum +600 additional CP gained.

Crawling with Love
+0

The inhuman horrors and uncaring cosmic deities that rule this universe can be surprisingly... cute. With this drawback every inhuman creature in the universe can and often will assume the form of an adorable young girl or boy. They are every bit the same monsters in either form, and no less dangerous. WARNING: Combining this drawback with any other drawbacks can have unthinkable, horrific consequences.

Bloodline
+100

One of your ancestors committed a horrific atrocity. Almost as if the universe is trying to punish them through you, you have horrendous luck. This won't ever directly result in your death but it will hurt. Dress in layers.

Weirdness Magnet
+100

You always manage to find freaky stuff, no matter where you go. You've got cannibals in your closet, shoggoths under the bed, and cultists in the attic. You'll never get a moment of peace if you take this.

Nightmares
+200

Terrible phantasms from the Dreamlands hunt you. Whenever you sleep you will be assaulted by vicious ghouls, Night-Gaunts (faceless flying monsters with clawed hands), and Gugs (large, double handed beasts with vertically-opening fanged jaws). If you die in your dreams you'll die in real life as well. They cannot be killed and, if for some reason you don't sleep at least thirty hours a week, they'll start appearing in the waking world.

The Great Race Lives On
+200

Your thoughts are not your own. A member of an ancient race known as the Yith is sending its mind forward in time and possessing your body. Every moment is a struggle to maintain control. It would take an incredibly strong will to stay in charge, and sleeping automatically gives it control. While it is in control you will receive visions from the time of Yith.

Knuckle-Dragger
+200

You're stupid. You can't do basic math, you have awful problem solving skills, and you are completely illiterate. It's a miracle you can even speak, though even then you aren't the most eloquent individual. The bright side is that you don't have to worry about going mad from the revelation. You're so dumb that you can't really comprehend what you're seeing.

Hide
+300

You have somehow attracted the affection of Shub-Niggurath, the All-Mother with a thousand young. If she captures you she will devour you body and soul. She will send her hideous offspring to retrieve you at first, each one a powerful monstrosity by itself. If you evade her children for five years she will start to pursue you personally. Her dread visage will blot out the night sky and destroy entire nations. You cannot run from Shub-Niggurath, there is nowhere you can go that she cannot follow.

Run
+300

Nyarlathotep, horror of infinite shapes and dread soul and messenger of the Other Gods, has hatched a plan to open a doorway to the greater multiverse using your desecrated corpse as a catalyst. The Crawling Chaos' followers are spread throughout the cosmos, and number in the trillions. This is too say nothing of that great monster himself, who might well be the greatest master of magic in the universe. You cannot hide from Nyarlathotep, he is always aware of your location at all times.

DAWN OF THE OLD GODS

Dawn of the Old Gods +600

Who knows the end? What has risen may sink, and what has sunk may rise. Loathsomeness waits and dreams in the dark places men have never seen, and decay spreads over the tottering cities of men. A time will come when the old Gods will return and be new again, and you have the misfortune of living to see it. Great Cthulhu has risen from the darkest depths, Nyarlathotep gathers power in the heart of the world, Dagon has crawled up on the shore in the east, and in a small town in New England Yog-Sothoth has incarnated. In every corner of the universe the slumbering gods are waking up. The time of man has come to an end. For ten years you must survive by any means possible in a world that belongs to the Gods.

This drawback is several orders of magnitude harder than the other drawbacks, or even all of them put together.
Tread lightly.

FATE

Congratulations! You have survived for ten years, though not necessarily with your sanity intact. All drawbacks are revoked and you now have a choice about where to go.

Familiar Shores

You have more than earned the right to go back to your Earth. You reappear at home at the moment you left, while retaining everything you've earned so far. Hopefully you won't find your anything like this in your old world.

Linger On

Eh, this place isn't so bad, right? Maybe you found something you don't want to give up. Maybe you lost your mind and are now a slavering beast unable to choose anything. Regardless, you choose stay on this Earth, keeping everything that you've earned so far.

The Black Unknown

There more worlds to visit out there to explore, and most of them are more pleasant than this one. You journey onwards to the next world with everything you already have.

NOTES

Inhumans that choose Familiar Shores or The Black Unknown can shift between their normal forms and Inhuman forms at will. This includes imported companions.

You cannot summon Outer Gods or Great Old Ones if you choose Familiar Shores or The Black Unknown.

Incompatible abilities can still be taken, but won't work until ten years are over.

The Shining Trapezohedron's tiny demon is not Nyarlathotep.

Taking Crawling with Love as an Inhuman doesn't give you a cute girl or boy form form. Sorry.

The Empty Mind no longer impedes your memory after ten years.

The Waste Lands becomes completely controllable after ten years.

Please don't take Run and lose. Don't inflict Nyarlathotep on the universe.

The table to decide which random God you serve when taking the discount the Necronomicon on is as follows:

1. Shub-Niggurath	5. Yig
2. Cthulhu	6. Ghatanothoa
3. Hastur	7. Nodens
4. Yog-Sothoth	8. Nyarlythotep