



By Sunbro and Hours

Eldritch Gods. Cosmic horrors. Things beyond our understanding. To merely gaze upon their form is to abandon all hope. The only thing protecting all of reality from the final coalescence of insanity and terror...

Is probably not going to be you this time around, jumper. You and your want for eldritch girlfriends to smooch. Why else come here? I mean, unless you're here to *stop* the unspeakable horrors awakening instead of trying to get a Smooch.

Welcome to the world of Sucker for Love. A far different version of the Gthulhu mythos where the cosmic horrors beyond the stars are far more adorable and smoochable than the norm! Not that they aren't still incredibly dangerous and mind-rending. Courting them is courting the end of times, after all. It's a world of Eldritch Horrors and Neighbor's Cats that *Must Not Be Named*. So let's get you some points and perks to help you survive your stay here!

+ 1000 Smooch Points

Affiliation

Now, instead of the typical backstories and origins you can gain, you're going to be getting something more fitting for the setting. Namely, affiliations with the worship of a goddess! It'll hopefully make pursuing your paramours easier (though chasing multiple is a daring venture).

Unaffiliated: Ah, the old classic Drop-In alternate. You will *not* be affiliated with any specific god or cult. You will, however, likely have wishes to do so. Not to worry, when it comes to dating gods and finding the right rituals to do so, you can always count on books being the answer. You know what's better than the easy way? Knowledge.

R'lyeh: "Ph'nglui mglw'nafh Lni'eta R'lyeh wgah'nagl fhtagn." Not that she's dead, but she is sleeping. Lni'eta is this world's version of Cthulhu. The sleeping goddess who will destroy the world when she wakes up. Worshipers of her seek the end of the world, it's assumed, generally, and she's eager to bring it about when awakened. However, despite that, worshiping her means worshiping the most wholesome of the gods we've been shown in the game yet.

Carcosa: *The court of the King in Yellow is your favored place to be. And unto you I say, verily, it is quite the place to be. For in this court you see, there is wealth and power for you and me. And also a lot of dramatics. Ruled by Estir, who hails from the planet Carcosa and its light, this cult worships her hand and feet in order to please her as she steals followers from her sister, Lni'eta. Luckily for you, it generally includes the wealthy and powerful, which by extension means you might just be as well.*

Perks

Even Death May Die (Free for All): But I know what you might be thinking. Courting these ancient gods usually results in death. Over, and over again. Which isn't really fair when it comes to your chain getting ended. So! Enjoy this perk! Death, and horrific transformation in the chasing of a cute goddess will not result in your chain ending. Should you succeed in seducing an eldritch god, and you remain in her dreams, you'll always come back or refresh to continue your relationship!

In general, this perk will only provide such safety with things from *this* jump. So taking Ln'eta on a date if you took her on a companion wouldn't end the world. Might kill you, but you'd come back good as new right after and none would be the wiser. And in general, being harmed in the pursuit of love doesn't hurt you as badly if you succeed. Less scarring and less emotional damage is always a good thing!

One Emotion Stronger Than Fear (100sp, Free Unaffiliated): Is love! Wait, not love? Well, shit. Regardless, whether through love, lust, or anything in between, you've somehow gained a resilience to the strange and unknown. Standing before the worst of the eldritch gods would terrify you into silence, rend your minds. And yet you can utter words, can weather the storm. Eldritch influence has a very hard time driving you insane. You may flinch if you look over the edge, but you can still leap off into the unknown and know there's water to break your fall. The longer you endure eldritch horror, the greater your resolve and resistance to the sanity damage it would normally inflict. You could eventually likely stand before the actual elder gods of the proper mythos and spit at their malevolence if you so wished, with this.

A Helping Hand (300sp, Discount Unaffiliated): Sometimes in life, you need a helping hand. Perhaps you need to know how to date an incarnation of insanity of instruction, or perhaps how to avoid the wrath of a two-story tall catgirl in heels. Well, when that happens, you'll usually find help in knowledge. Books of Counter-evils, tomes of rituals, find themselves into your hands far more easily. Perhaps that



book handed to you by an angry eldritch aunt secretly holds the rituals you need to fend her off, or that fake necronomicon you ordered happened to be the real deal, or an even *better* book than you'd imagined. Whatever the case, esoteric and forbidden knowledge will keep finding its ways into your hands when you want or need it.

Does this sound like it's my nightmare? Or... is it yours? (600sp, Discount Unaffiliated): That's right. When it comes to eldritch gods beyond mortal understanding, there is one thing they don't understand, and it terrifies them. You. Not even through some great power or the ability to kill them. When dreaming gods dream of you, you defy expectations. Any defiance growing that defiance, pushing it further. Argue with a god on the semantics of your servitude to her being like marriage, and you can marry her. Turn the fear of the unknown against her aunt, and you can wake her up from the sheer fear you instill through the realization you've gotten into her head.

Outside of this jump, this perk works on most deities and powerful supernatural beings. You can innately throw them off of their game, and despite their great power could easily turn the tides on them through that. Even if you don't have the raw power to duke it out with these beings, your resolve can even the playing field to the point you could actually prevail against them, whether in (however unlikely) physical prowess, or in mind-games sending them fleeing and reeling. Works best on worlds or realms that exist on dream rules, but works easily in others.

It can, of course, be used explicitly for seduction, if that's your thing. Asking the soul devouring hell-goddess if she comes here often is certain to get her spitting out her drink in shock.



What Is That On Your Forehead? (100sp, Free R1yeh): Certainly not lipstick from her half-sister that she hates. No, no way. It's from a...human girlfriend. Yeah. What this perk does for you is that it makes it far easier to calm someone down. A jealous lover who thinks you're switching worship to her sister could be calmed and placated with some lies and assurances (whether it's true or not). An enraged

monster could take some offerings of food, some tiring out, but you can eventually calm it to a more amenable state. Rage is a fire, and your words and actions are the cool water to smother that fire out.

You Caught a Glimpse of the Real World... (300sp, Discount R'lyeh): There are some things man is just not ready to see, and all the sanity protection in the world won't save you if some cognitohazard roasts your gray matter like a built-in microwave. While not the best for sanity protection (though there is some), this perk definitely helps with the latter issue. With this, the more harmful an effect of some eldritch, unnatural sight, the less it will harm you. Horrors that make you go blind? You'll practically be, but it won't stick. Endless vistas that explode heads? Take some aspirin, you'll be fine. And can be sure you're not likely to be instantly destroyed by some eldritch sight. Note: While this means you can most *definitely* peek on your eldritch goddess in the shower without dying, it's still not recommended because she might still slap you for being a pervert.

I Will Give You My Heart (600sp, Discount R'lyeh): Love is a dangerous game. Worse when said love is eons old and enjoys ritualistic sacrifice. While there **is** protection against that in the freebie, given L'neta's particular tastes, this might be for the best to offer. Mentally, physically, you are up to the task to handle the harsh wants that even a sweet goddess might demand of you. You can perform the most grievous of rituals upon yourself, maiming your form, and not bat an eye in the pursuit of love. Your devotion to those you love becomes powerful enough to drive back the horrifying might of the oldest of gods. And their endearance, devotion to you, grows stronger for it. They could forgive some of your most grievous mistakes for a time, and you could even make an ancient world-destroying goddess wish to stay asleep rather than waken, all to spend just a bit more time with the love of her life.

Acting Chops (100sp, Free Carcosa): While you may imagine the other trees have better starting perks than this one, joining the courts of the King requires such. The play 'The King in Yellow' is enacted with deadly accuracy. If you wish to not be immediately torn to shreds by the goddess or her minions on the spot for stumbling over a line, this would be in your best interests to grab. And it will, in general, be a useful thing. While you can't exactly change your voice to someone else's, or your face— with a bit of makeup, a costume, a different tone and accent? You can come off as an entirely different person than you were. Filling whatever role you had designed or taken with ease. Useful for infiltration, or showing off at Broadway.



The King Enters (Disguised) (300sp, Discount Carcosa): You've got the acting chops, but do you have the style? Not just anyone enters the court of the King. First you have to sit through her *skits* play, and before even that you have to catch her interest. With this, that

shouldn't be a problem. You have the raw charisma (note: brass balls not included) to make attempting to seduce eldritch beings a cinch. As well as the fact that, with a bit of glamour, you'll always be suited to their tastes. To different people, you look slightly different. A loving squid woman might see you as a pink-haired fellow, a yellow-obsessed monarch might see you as similar. Your appearance shifts to match the wants of those that look upon you, the features that help make them endeared to you. Even if you were to rip off a ritual mask and lose half of your face, you'd still be almost just as good-looking. (Note: if you ripped off a ritual mask, you madlad, even if you've got no eyes you'll still be able to see)

In Black Yhtil (600sp, Discount Carcosa): You have the skill to play your role. You have the charisma and looks to pull it off. It's your part in the play, now for the play itself. With Estir working on her own projects, even as a companion, you'll be left taking the leading role. Your poise, your inflection, the timing of your words and the extent of your gestures, once you know a role you wish to play, you're easily an equal of the King herself. The room darkens, a golden spotlight shines, and you play your part to perfection, with the benefit of having practiced ad infinitum. However, as many have spoken before, the whole world is a stage, and this is a concept you have taken to heart (or what's left of it, after her blade pierced it) - Your perfect poise, your precise inflection, your absolute skill with the timing of lines and the precision of your gestures extends long after you step off the stage, people getting caught up in the rush of the act, as the golden glow of the spotlight follows your attempts to steer the narrative further and further in your favor. While you can amass great power, wealth, and relationships through this, do be warned - Estir's favorite play is the tale of a fall from king to corpse. This alone won't allow you to avoid such a fate, should you lack the fortune to avert it.

Items

Muu's Book Store (100sp, Free Unaffiliated): Now, while there's a perk for getting your hands on stuff in general, though random, maybe you want something specific. Or, maybe, you wanna play the cheapskate route for points and go with this. It'll just cost you actual cash, for doing it, but we've got you covered.

This perk gives you an address and website domain (if applicable) in every jump you go to. You'll be able to use either to access Muu's Bookstore. A store selling ritual books, summoning books, and most importantly dating books, on any supernatural entities or forces within a

jump. Wanna date the force? We might have a book for that, good luck. Wanna date the literal devil? Mind the sulfur smell after your meet-ups. The books will even allow dates in future jumps! Just don't expect them to be able to help unless they're a companion. No cheating assistance from out of jump that shouldn't be available to you.

As an extra note: The only thing not on offer is any protection from what you *try* to date. So buyer beware.

Bachelor(ette) Pad (300sp, Discount Unaffiliated): An apartment all your own! Well, more like a really good flat. Spacious, a nice bathroom, at the top floor so your eldritch summoning goes unnoticed. It's unlikely much you do here will catch the eyes of local authorities, or even your neighbors. It comes with pre-paid power and water bills you don't need to worry about, and self-stocks with your favorite snacks and drinks inside. As a bonus: It's pretty safe against even eldritch beings awakening, likely to last until the very last moment of the end of all things.



The Dreamer's Club (600sp, Discount Unaffiliated): This club, as it claims in its name, is the absolute dream.

Located nearby to a property of your choosing, the place is far larger on the inside than it would look like on the outside. Several dance floors, as well as bars, plenty of private lounging areas, and, of course, upgrades to it will carry between jumps. It's bound to get popular quickly, meaning you've got a good, and consistent flow of cash coming in at all times. Not only that, the true best part of this is the club has a habit of drawing in important (especially divine or affiliated) beings from jumps to it. And gives you a good charisma boost towards seducing them once inside of its walls. After all, getting a chance to have a drink with the owner is always an interesting time.

Cultist Materials (100cp, Free R'lyeh): If you're going to be summoning a being of destruction and insanity, you might want the materials to do the job. The general requirements for a ritual in this world include: An amulet, a mask, comfortable robes, a dagger, a set of black-fire (or redfire, you can change them whenever) candles, a chalkboard, and a summoning circle, able to bring in whatever being you perform the correct ritual to summon. For convenience, they come in a small crate and replenish weekly (including the chalk for your summoning circle and board). Fiat backed to be useful in other rituals from future worlds,



regardless of more extravagant costs or vastly different types of setup required. Just one of those convenience features for if you take this eldritch harem show on the road.

On the Water (300sp, Discount R'lyeh): This totem, carved in the likeness of Ln'eta, comes with the unique ability of increasing the connection with the eldritch and/or divine with the area you're in. The likeness of said totem can be changed at will, of course, and when activated can either improve your companion's power in the area (if they match the energy you're drawing in), or simply strengthen whatever rituals or spells you bring



about there. It will also thematically change the area. Channeling Daedric forces in the Elder Scrolls might make the sky red, Ln'eta and the eldritch might make it a dreary stormy day and flood the roads a bit. But rest assured the mood will be set for your rituals (and dates) in its presence.

Slice of R'lyeh (600cp, Discount R'lyeh): This street may smell like the sea, but it's hopefully worth it. Accessible from your warehouse (or through a side-street when you wish to find it), this damp road is lined with buildings still dripping with seawater. While the non-euclidean geometry of the place may seem a bit confusing, rest assured you won't fall down any unseen angles or passages. In fact, this place seems almost perfect for taking a date, and in fact *is*. That is to say, if ever you're looking for a place to take someone, no matter how obscure the preference, you'll always find somewhere for them. Whether a specific kind of food, or activity, at least some store or building on this road will carry it. Even if you swear the buildings have changed since the last date, it'll also carry a comforting aura of the familiar despite how much of the unknown has been brought up to the surface with it.

Carkea (100sp, Free Carcosa): Now how is someone supposed to host their eldritch girlfriend for a nice visit when their blanket's thread count isn't even over 1,000? No, unacceptable, you're going to need this. The item is a catalog. It comes with an address, a phone number, and a website on the cover. Of course, you could never visit the address given it's on a planet countless lightyears away. UPS probably could, though. As it stands, the catalog allows you to browse the finest furnishings, fashion, and meals straight from Carcosa's wondrous streets. Despite the distance and quality, everything seems priced in a manner you could more easily afford, and everything is assured to be of the highest quality. And it's all shipped straight to you, by the next sunrise! Just make sure you have an open blind if you don't want it waiting on the porch or lawn.

Light of Carcosa (300sp, Discount Carcosa): Ah, Carcosa. It's king is the planet, herself, and its light. You're

going to be stealing a bit of that from her with this item. Though, it's recommended you don't inform her of that fact. Wherever you go, the light of Carcosa goes with you. It makes you look more prominent, standing out among the crowd like a proper king should. It also gives you more weight, conversationally speaking, shining as a bright spotlight during your most grave of threats or more heartfelt of speeches. With this light shining upon you, all shall know you as the fairest in the land, and what you say and do shall be burned into their minds for months, years, even eons to come.

Royal Palace (600sp, Discount Carcosa):
What is a king without a palace? That's a trick question, how could you even dare to consider yourself one without the finest of palaces at your side. That's where this comes



in.

This palace, comparable even to the likes of Buckingham, is a massive building. Filled with servants to cater to your every need, some of the finest decadences from Carcosa litter the walls and floor. It's everything a king could hope for. It also gives you some actual political weight. You seem, to all the world, a true king, even if only in this one building. It is a safe haven where you can set the laws of and in, as well as a perfect place to make deals and gather more power for yourself. Royalty and officials happily accept your invitations to visit, and plan, finding themselves almost unnaturally swayed by your deals and agreements. With this, jumper, you can build an empire for your palace to reside in.

Oh My...

And what do we have here? So, you're the one who thought you could come here, break into our world? Try and seduce my nieces, the rest of my family? Tsk, tsk. We won't be having any of that, not without consequences. Though, I should, perhaps, introduce myself.

I suppose this is a good enough view of me, yes?
I am Nyanlathotep, the Clawing Chaos.

I have come here to...well, as your benefactor
seems fit to make it, punishments and rewards.
Some better, some worse. Horrors and
Inconveniences.

Could I get you warm tea, a glass of water? No?
Then we should get to work.

Worc-Warsh-Work-- (+100 SP): You have a lot
of trouble pronouncing things. No, the eldritch
tongues you can pronounce perfectly fine. You
could even pronounce Worcestershire sauce as a mortal. No, it's any mortal
tongues you won't be able to pronounce. Good luck saying thank you
without difficulty, let alone a tongue twister or long dialogue. While not *all*
words are affected, it will certainly catch you off guard often.

Clingy (+100 SP): I'll be honest. A cassanova like you could even potentially
catch the eye of an old cat like me. You had best be careful, because
sometimes too much of a good thing can be awful. Lovers, relationships,
they're sticky. Apparently you've had your fair share. Mortals claiming that
you broke their hearts, abandoned them, are going to come, and often.
They will bang on your doors, harass you in the streets, begging for you to
take them back. Whether you do is up to you, but be wary. They're still
going to be very, very clingy.



Dream-World (+100 SP): Like us, you've picked up an uncanny ability for dreaming into being a world. Also like us, you destroy it whenever you wake. You'll love, win, lose, and it will mostly fade when you wake. The heartache won't, however. You'll feel it every time, for the next 10 years.

Ritualistic Flop (+300 SP): For the ritually inept, dating can be kind of difficult. Sadly for you, that seems to be the case. Rituals have a habit of not working, or blowing up in your face. Try to summon my niece, Ln'eta? You might just summon a normal squid. Would serve you right. Try to conjure a feast? A rotten feast for flies, maybe. Any rituals will take multiple attempts to pull off, if they even work. Your only assurance is that seducing my nieces is still possible. Though I hope it doesn't work.

The Show Must Go On (+300 SP): It seems you've somehow caught the ire of Estir's little servants. These bloodstained servants are going to be in your life often. They're easy enough to dispatch, they're only mortals, but be prepared to be assaulted by them often, and in numbers that will be a challenge even for you. They must be jealous~

I'm Sorry, Baby (+300 SP): For someone like you, this makes sense. When it comes to love, you can't help but use that ritual dagger to stab people in the back. Perhaps you betray your god and banish her instead of finishing her rituals? Eat a ritual banquet you summon while the guest of honor is in another room? Sleep with another god behind their back? You will break hearts here, jumper, at least once for any interest. It's up to you to pick up your mess, afterwards.

The Clawing Chaos (+800 SP): Oh, this is *rich*. Your challenge here is the fact that I have my eye on you, dog. For the next 10 years, you can expect regular visits from me. Each time, I shall bring horrors that seek to drive you to madness and rend flesh from your bones, and you will be forced to

survive, endure, and learn. Your only saving grace is the book you will arrive with, detailing counter spells far more complex than in the 'game'. If you survive? You'll get a far better reward than some points. If you survive these 10 years, *I* will come with you, as a companion. I could use the entertainment. And it's not like you'll be a threat to our balance, taboos, off in some other world. Perhaps I'll see what those smooches my nieces have been fighting over are about, hmm~?

Congratulations! You've survived your foray into this world of eldritch beauties! Or you haven't, in which case, not much of a harm or foul unless you got un-existed too.

Any eldritch gods you've seduced and entered into a relationship with will be going with you as companions! With the caveat that their powers are going to be lessened, so no destroying or reshaping any reality you go to with them *that* easily - they can work on it. If you've seduced multiple, you'll need to work your way around dealing with your harem, but as a little gift, they'll be more amenable to it than they would otherwise be.

But, with everything finally settled, you have a choice. Whether a familiar or new one.

Lingering Shadows: Oh, you want to stay! That's great! You'll always be in your god's dreams, I'm sure. Everything back home will be taken care of for you, if you've left anything behind starting your chain, and you'll be able to remain here with your choice of god(s).

New Reality: Figured you'd want to move on to greener pastures. As stated before, your harem is going with you. Best of luck on your travels!

Is It Another Woman!?: Ah, I see. Leaving the chain and heading home. Better prospects there, homesickness? I won't judge. You'll arrive precisely where you left off, with everything gained from your chain. As well as some eldritch women to explain to everyone there. Good luck.