

Just when you thought Smash Up might escape... the International Gaming Authority reminded us we were honor-bound to include Cthulhu in one of our products. So we set on to make the Cthulhu-est product ever which you now hold into your hands.

Smash Up: The Obligatory Cthulhu Set features crazy Cthulhu cultists, fishy Innsmouth locals, horrifying Elder Things, and good old Miskatonic University members (the Fightin' Cephalopods).

If you're ready to embrace the creatures beyond the understanding of mortal men, then shuffle up these guys with your pirates, bear cavalry, and others for the most awesome fit of crazed insanity you've had in a long time!


This is a supplement to the Smash Up Jump found [here](#):


[Smash UP](#)


...And not meant to be done standalone. That said, you *can*, just use 1000 cp


KEYWORDS

Select any two Keywords from this or the main document, to get the appropriate discounts on perks and items.

 **Elder Thing**- From reaches beyond space and time come these incredible horrors, bent on... bent on... well we really don't know, do we? Every time we learn a little bit, we go nuts. Perhaps it's the madness they cause that gives them power after all...

 **Innsmouth**- Ah, Innsmouth, idyllic little fishing village on the New England coast. Sample their excellent seafood. Become their excellent seafood! That's right, you too can become a fish and live with Dagon below the depths. They may look like simple mutants, but in great numbers and with great power the residents of Innsmouth will welcome you into the fold. Or else.

 **Minion of Cthulhu**- *Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn! Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn! Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn!*

 **Miskatonic University**- Go 'Pods! Go 'Pods! Welcome to your first days at Miskatonic University! We will shape you into a student of the sciences both natural and... otherwise. Certainly our courses seem intense, but there always has to be a small sacrifice for knowledge. "*Ex Ignorantia Ad Sapientiam. E Luce Ad Tenebras.*"



ELDER THING PERKS

👁👁 **Unfathomable Plans** (-100 cp, FREE Elder Thing) The mind and plans of the Elder Things cannot be understood by mortals. Neither can yours.

👁👁 **Dunwich Horror** (-100 cp, FREE Elder Thing) All the screaming and running can be so irritating. Now you, like Wilbur Whately, can convincingly pass for human, even if you're ten stories tall. You just need a hat and a really big trenchcoat.

👁👁 **Touch of Madness** (-200 cp, discount Elder Thing) You have a true form made of impossible geometries and bizarre biology, and able to drive the majority of people who see it insane.


👁👁 **Mi-Go** (-200 cp, discount Elder Thing) You are a master of arcane sciences it would never occur to any human to pursue. If that seems frightfully vague, well, look at it as an opportunity to- shall we say?- expand your mind.


👁👁 **Elder Thing** (-400 cp, discount Elder Thing) You are one of the Old Ones. Not the Great Old Ones, but the Elder Things who first settled the Earth and made war against the Star-Spawn, the Mi-Go and the Yith. You are five times smarter than before, with at least as much multi-tasking capacity, and immune to the kind of reality-bending powers your historic foes use.


👁👁 **The Power of Madness** (-400 cp, discount Elder Thing) You gain power over the insane, to bend them to your will. You gain in power, ever so slightly, for every mind you break. Unnamable horrors are drawn to and obey you. Such is the power of your madness.




INNSMOUTH PERKS


 **Local** (-100 cp, FREE Innsmouth) There's something fishy here, I think it might be you. You swim very well and have a very unsettling mien when you want.

 **In Plain Sight** (-100 cp, FREE Innsmouth) You blend seamlessly into modern society, perhaps people are too horrified to confront the truth. Either way, nobody notices anything suspicious about you if you're less than blatant.

 **Recruitment** (-200 cp, discount Innsmouth) You're incredibly good at convincing people to join your cause, even if you have to not mention some unpleasant bits upfront.


 **Return To The Sea** (-200 cp, discount Innsmouth) You can breathe underwater, see in the deepest and murkiest parts of the ocean, and are immune to harm from the crushing depths.


 **The Deep Ones** (-400 cp, discount Innsmouth) No mere hybrid, you are a child of Father Dagon and Mother Hydra, effectively immortal with the potential to grow to massive size. Members of the Esoteric Order naturally defer to you as Dagon's representative


 **Mysteries of the Deep** (-400 cp, discount Innsmouth) From great cetaceans to the Giant squid, mankind has barely begun to plumb the wonders and horrors of the ocean floor, and all of them answer to you. You can talk to fish, and what tales they tell, how deadly you are in your environment.





MINION OF CTHULHU PERKS


 **Corruption** (-100 cp, FREE Minion) You've a great skill at recruitment and ever so gradually bring people around to your way of view.

 **Complete The Ritual** (-100 cp, FREE Minion) Don't you just hate it when heroes show up to disturb your big show? Fortunately, once you start a mystic rite it will see itself through to completion even if you're interrupted.

 **It Begins Again** (-200 cp, discount Minion) When everything is destroyed and the heroes win again, you can be assured that you will escape with everything you need to start from scratch.


 **Furthering The Cause** (-200 cp, discount Minion) Even when you lose, you win. Partially by running multiple schemes at once, but even when things completely fall to pieces, you can almost always salvage *something* from disaster.


 **The Seal is Broken** (-400 cp, discount Minion) People are always locking ancient evils in caves or sealing them in jars. Sometimes they try this on Jumpers. Not to worry, you can trivially break such mystic seals and prisons, which is also really handy for freeing your dread master.


 **Star-Spawn of Cthulhu** (-400 cp, discount Minion) You're something rather more, or less, than human, a squid-faced thing with powerful psychic gifts. Able to dreamwalk and influence minds the world over, even teleport through sheer psychic might.





MISKATONIC U PERKS


 **Jinkies!** (-100 cp, FREE Miskatonic U) Your habitual exclamation of surprise can make the monsters freeze up too! Only for a moment, then they're immune, but a moment can make all the difference between getting eaten or not.

 **Librarian** (-100 cp, FREE Miskatonic U) You have a phenomenal memory and organizational skill, and a real gift at research. It's a rare day indeed where you can't find the information you need, or at least narrow it down to a single rare book.


 **Things Best Not Known** (-200 cp, discount Miskatonic U) You don't go mad from cosmic truths, but have a sense for when such secrets are dangerous to others. You are good at explaining things away besides. Best not to spread the madness around.


 **Those Meddling Kids** (-200 cp, discount Miskatonic U) You are a skilled, and highly fortunate, investigator. If you go looking for mysteries, you will inevitably find them, and if you keep at it, you will stumble over the clues you need to break the case.


 **Just Crazy Enough** (-400 cp, discount Miskatonic U) When your back is against the wall, when all seems lost, your mind seems to unhinge, just a hair, and you come up with a desperate scheme that's just crazy enough to work.


 **Psychologist** (-400 cp, discount Miskatonic U) It's a rare skill, to be able to heal a tortured psyche and mend madness. You can do this thing, and spare so many so much suffering.

ITEMS


 **Shoggoth** (-200 cp, FREE Elder Thing) A shapeshifting servitor that can assume whatever form is needed to help you. Completely loyal, which truly matters.

 **Mountains of Madness** (-400 cp, discount Elder Thing) Or perhaps you prefer the Plateau of Leng? Have a city with your sleeping Elder Things, warded against the more esoteric powers that might be turned against them.


 **A Bigger Boat** (-200 cp, FREE Innsmouth) An innocuous enough ship with plenty of hiding spaces for passengers and items you wish to absolutely ensure won't be found.

 **Esoteric Order of Dagon** (-400 cp, discount Innsmouth) Hey now, we're all family here. This is a religious group dedicated to helping you carry out your goals as well as to spreading their message and... other things.

 **Altar of Cthulhu** (-200 cp, FREE Minion) A twisted lump of stone. When praying or meditating nearby, you can see the universe from a radically new perspective.

 **R'lyeh** (-400 cp, discount Minion) A sunken city full of Star-Spawn. They're frozen, most of the time, but will happily lend psychic support or spend all their time recruiting new cultists for you.

 **Gateway To Beyond** (-200 cp, FREE Miskatonic U) Perhaps the ultimate mystery. None who have ventured through this eldritch doorframe have ever returned. Perhaps you shall be the first? Or you could use it to dispose of things, I guess.

 **Miskatonic University** (-400 cp, discount Miskatonic U) Home of the Fighting Cephalopods, this college campus has an unusually soothing atmosphere, a well-stocked library, and most curiously, everyone studying here benefits from any memory, training/learning booster or uncapper perks you personally possess.

DRAWBACKS

Madness (+400 cp) Well, now you've gone and done, gone completely 'round the twist, a few cp short of a valid build, nutso. You don't think or feel like other people do, maybe you imagine the universe is a game for unknowable horrors. Maybe you love arguing with signposts. Either way, expect your stay here to be... interesting.