WOD DIVERSIONS

MYTHOS

v1.1

A CALL OF CTHULHU CONVERSION FOR THE STORYTELLING SYSTEM (nWOD)

by

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ONCE UPON A TIME...

... the world was whole and good. Each knew its place and everyone was glad with the tasks they were given. All this lasted an eternity. It ended when Doubt and Curiosity were born. All of a sudden, like a flash of brilliance, people questioned their place and abandoned their tasks. They were no longer content, and abandoned their purity.

THIS WAS THE FIRST FALL

The growing imbalance threatened to destroy the World-As-It-Is. Concepts lost their meaning and even the environment was unsure of what purpose it served. The World threatened to break. Finally the impurities were expelled and the World closed around them.

THIS WAS THE SECOND FALL

The New People, confused about their state and lost without a purpose found meaning in war. Without a given place, the people murdered to find one. Long and epic battles were fought. None were fought decisively. People called to the heavens, their former home, for mercy.

But it was not their fellow spirits that answered. From amongst unfathomed depths came the first heralds of destruction. The Gods answered and gave the people what they so desperately wanted.

THIS WAS THE THIRD FALL

Slave to their new masters, gifted with immensely powerful weapons and enlivened by their blood-lust the people rose to terrible heights. Many were the casualties, horrors and transgressions but a new order did emerge. On a small rock outcropping, surrounded by endless sea, a group of worshippers learned to focus their anger. Thus was born the First State.

Proud they were and full of themselves. They grew to despise their Gods and thought themselves better than Them. Some even claimed They no longer existed (for rarely did the Gods appear in person).

In their hubris, the people banished their Gods and, with them, lost Their extraordinary gifts.

THIS WAS THE FOURTH FALL

Aeons passed and long forgotten were the ancient truths. Still, fragments could be found, echoes of the old days. Misguided individuals chose to remember only the benefits of this power, claiming the Darkness as accidental and the effect as personal victory. Little do they know.

FOR I KNOW TRUTH AS I HAVE SEEN IT

There is no universal goodness, or power, in a human's mind. Joy is derived from misguided blindness. All we are is inconsequential, abomination, a Lost People without meaning or soul. True power comes from Those-Behind-The-Shadows, the Old Gods, Powers beyond human comprehension.

And you will serve them.

preface

Mythos is a Call of Cthulhu conversion for the new World of Darkness. It assumes some familiarity with H.P. Lovecraft's Cthulhu Mythos, but not with the original game. You may notice some of the 'converted' concepts have taken on a slightly different meaning in this game. I trust this will not confuse or upset too many people.

It has been my intention to make the many excellent Call of Cthulhu adventures playable in the new World of Darkness. This conversion also allows for easy integration of Call of Cthulhu concepts in the World of Darkness.

theme/mood

Mythos is about incalculable odds and powers beyond human understanding. It is about the unknowable and the pettiness of mortal life. It is about the fundamental absence of meaning. The primary themes of Mythos are emptiness and alienation.

Mythos' mood focuses on the shallowness of opinion. It is about transcending conventional truth and awareness. It is the realization that the world doesn't make sense. The central mood of Mythos is uncertainty and dread.

On the bridge between opinion and experience stands knowledge. Knowledge is not only a tool of enlightenment but also of dread - knowing that reality isn't half as nice as imagined. Knowledge may lead to insight as well as disaster.

systems

Mythos introduces a few variations on the Storytelling system. It can be played with or without Dark Sorcery. Technology was added as a general skill to replace Computer in a historical setting. Sanity replaces Morality as it represents one of the defining features of both the original game and its inspirations. Magic rules have been rewritten to better approach the existing adventures and the atmosphere of the stories.

- new skills

New Skill: Technology (replaces computer)

Technology involves practical knowledge of mechanics and engineering. It includes the ability to adapt these principles to new and unknown situations. It may also apply to household electronics and simple repairs.

Possessed by : handyman, tinkerer, local helpdesk, DIY person

Specialties: juryrig, home improvement, sabotage, computer, gear

(NOTE: this focuses Crafts on specific creative endeavours and Technology on broad practical applications)

(NOTE: hacking and programming would fall under Science (IT), Technology covers replacing a harddrive and day-to-day operations)

- new advantages

Dark Sorcery

Dark Sorcery, or Cthuloid Magic, is the method by which a Sorcerer may tap the unimaginable power of the Mythos Deities. Most spells take the form of a humble entreaty whereby the Sorcerer pledges his eternal devotion in exchange for a sliver of the Deity's power.

The Storyteller is encouraged to use the spells listed in Mage: the Awakening as reference material with the following caveats:

- Dark Sorcery uses ritual (extended) spellcastings exclusively.
- ${\operatorname{\mathsf{-}}}$ Sorcerers do not have access to the Arcana and do not add them to their dicepools.
- At the Storytellers discretion, Sorcery is powered by the Abyss and does not run the risk of Paradox.

See below for additional information.

Practice of Summoning

Dark Sorcerers may gain access to the Practice of Summoning, a hidden practice known by and connected to the Mythos Deities. This practice is more commonly known by its five 'levels' of accomplishment as it encompasses a whole range of options and is rarely learned in order anyway. The five 'levels' are:

* Contact Make a certain being aware of your presence.

** Call Petition a certain being to aid or approach.

*** Dismiss Petition a certain being to leave or forgive.

**** Summon Force a certain being in your presence.

***** Bind Force a certain being to obey a single command.

Add the following general modifiers to your roll, depending on the being summoned:

Summon Independent / Servitor Race (inhuman) -3
Summon Great Old One / Deity (unreal) -6

Magic Points

Dark Sorcery uses Magic Points as a measure of ready power. Philosophically, Magic Points are emanations of True Reality as personified by the Mythos Deities. The closer one gets to this reality, the more receptive one becomes to these fundamental aspects of being. Maximum Magic Points are equal to 10-Sanity. Magic Points may be gained by:

- Cult Worship. Magic Points are stolen from those present. Roll Cthulhu Mythos + Composure, once per ceremony (minimum one hour). Successes equal Magic Points gained.
- Self Mutilation. Gain 3 Magic Points per lethal damage taken. This damage must heal naturally.
- Blood Sacrifice. Gain 1 Magic Point per lethal damage inflicted before death. You may gain up to twice your Cthulhu Mythos score per day.

Magic Points are spent for certain effects, as noted in the spell description. Magic Points are antithetical to wholeness and order and cannot be used for Pattern Restoration (healing).

Cthulhu Mythos

Cthulhu Mythos is a measure of one's knowledge of and experience with the hidden reality of our world. It can be increased by reading forbidden tomes or by gruesome experience and discoveries. This dreadful insight permanently lowers your maximum Sanity, but also provides a measure of protection against supernatural entities and effects. Cthulhu Mythos determines:

- Resistance against supernatural effects. Add Cthulhu Mythos as you would any Supernatural Advantage (Blood Potency, Gnosis, etc).
- Duration of rituals the time one roll takes. 1-2: 3 hours, 3-4: 1 hour, 5-6: 30 min, 7-8: 10 min.
- Combined castings. 1-2: impossible, 3-5: combine two spells, 6-8: combine three spells.
- Your casting total. Add Cthulhu Mythos to your dice pool when casting spells.

Sanity

Your sanity is a measure of attunement with the greater community. It is a measure of faith in the accepted order of things, including base truths about the universe and man. Witnessing or learning about the inexplicable may erode a character's Sanity.

Sanity replaces Morality on the standard character sheet. Your Sanity may not be greater than 10-Cthulhu Mythos; this may force a degeneration roll. The following chart summarizes Sanity thresholds:

- 10 Read paranormal magazine
- 9 Witness occult ceremony
- 8 Read occult book
- 7 Enact occult ceremony
- 6 Read Lesser Mythos Tome, encounter supernatural (humanoid)
- 5 Summon independent / servitor race (inhuman)
- 4 Read Greater Mythos Tome, encounter independent / servitor race (inhuman)
- 3 Summon great old one / deity (unreal)
- 2 Read Other Mythos Tome, encounter great old one / deity (unreal)
- 1 Submit to mythos entity

Mythos Tomes are classified Lesser, Greater and Other according to their content. Lesser Tomes can raise Cthulhu Mythos to two, Greater Tomes to four and Other Tomes have no limits. Also, the number of spells contained may raise the value of a Mythos Tome (up to two for a Lesser or four for a Greater Tome).

Mythos entities include a default degeneration dice pool which may be modified according to circumstances. Non-Mythos supernatural effects and encounters may force degeneration as well, scaled from strange (humanoid) to scary (inhuman) to mad (unreal).

- actions

Library Search

Dice Pool : intelligence + academics

Action: extended (successes depend on rarity of subject; each roll represents 30 minutes of research).

Library Search is the actual quest for useful data. It involves reading registers, following up on footnotes or hyperlinks and judging the relevance and reliability of different sources. Library Search fully depends on the presence of information, so the Storyteller may declare a certain topics 'off-limits' or 'unavailable'.

Relatively common or straightforward research-subjects may require only 1-3 successes, while obscure, hidden or protected subjects may require in the order of 5-10 successes.

Suggested Equipment : extensive library (+1 to +3), specialized source (+2); see research p.56 (core)

Possible Penalties : damaged source (-1), noisy surroundings (-1); see research p.56 (core)

Spot Hidden

Dice Pool : wits + investigation

Action : instant

Spot Hidden is rolled to notice clues hidden in plain sight. It cannot be used to find the lost clippings under the rug (that would be 'examining a crime scene' p.59 (core)).

Spot Hidden may be used to notice a suspicious newspaper article, the orange dust on a professor's trousers or the imprints of a recently moved piece of furniture. It does not require much time or effort, although follow-up investigations might.

Suggested Equipment : easily distracted (+1)
Possible Penalties : reduced sight (-2), focused mind (-1)

Luck

Dice Pool : dexterity + resolve

Action : reflexive

Luck is rolled whenever pure chance would decide the outcome of an encounter. Who gets attacked by the rabid dog, who is in front when the bridge collapses, did you or did you not close the door. Success on this roll means you subconsciously did the right thing. Don't use this roll when the outcome is irrelevant or already obvious. This roll cannot be modified by equipment but may be modified by personality guirks and previous actions.

Suggested Equipment : see above Possible Penalties : see above

character creation

Character creation follows the same rules as the World of Darkness Core Rulebook, with the following exceptions and additions:

- Technology replaces Computer on the default Character Sheet.
- Sanity and its hierarchy of sins replaces Morality on the default Character Sheet.
- Add Cthulhu Mythos at 0 dots. Increase Cthulhu Mythos at 8 \times new dots.
- Add Magic Points equal to 10 Sanity.
- Add Spells if appropriate and allowed. Spells cost 2 x dot rating.

storyteller information

Mythos uses the latest World of Darkness rules to solidify many of the old Call of Cthulhu concepts. When compared to the old system, the World of Darkness system is less ambiguous. This may be good or bad according to personal preference.

When running Mythos be aware of 'cult' or 'monster' of the week type adventures. Mythos benefits from non-explicit and implied threats. Too many horrific encounters make the game predictable and stale. Mythos is no freakshow. Keep your players at their toes and mix worldshattering with personal threats, supernatural with human antagonists.

Mythos nihilistic mood may lead some players to laugh and ridicule in order to feel comfortable. Unfortunately many parties exploit this very reaction and sell products based on this model. Keep your adventures away from easy identification with plush dolls or political slogans. It is better to allow for some light moments in game to defuse these feelings. Don't keep the pressure on at all times, allow for periodic silliness. Use humour as a counterpoint to despair.

Finally, remember that Mythos is written, though not balanced, with the greater World of Darkness in mind. Although typical Mythos stories do not involve Uratha or Kindred, there is no reason why they shouldn't be part of your cosmology. It is probably best to use them sparingly though, maybe even make them solitary predators, for fear of overshadowing your chronicle.

- sample spells

* Invocation of the Sea Peoples (Contact Deep One)

Practice: Summoning Action: Extended

Duration: Prolonged (one scene)

Aspect: Vulgar Cost: 1 Magic Point

This spell will lure a single Deep One (not hybrid) to you. It induces a supernatural curiosity but does not change its base emotions. Though it may just wait and see, nothing prohibits it from attacking the caster or worse. It is usually cast on the sea shore near a suspected colony and may include offerings to appears the Deep One once it appears.

Dice Pool: Presence + Expression + Cthulhu Mythos

** Calling forth the Beast of the Sky (Call Byakhee)

Practice: Summoning Action: Extended

Duration: Prolonged (one scene)

Aspect: Vulgar Cost: 1 Magic Point

This spell is used to persuade a Byakhee to aid you, usually as a terrifying mount. Though Byakhee are capable of interstellar travel, most Sorcerers are not. This spell is usually performed in the dark of night on a high place, such as a mountain top. The Byakhee is usually willing to aid the caster though under no compulsion to do so.

Dice Pool: Resolve + Intimidation + Cthulhu Mythos - 3

*** Repel the Living Flesh (Dismiss Shoggoth)

Practice: Summoning Action: Extended

Duration: Prolonged (one scene)

Aspect: Vulgar Cost: 1 Magic Point

This spell is meant to influence a Shoggoth; its primary aim is to send the entity back. Shoggoth are notoriously stubborn but known to follow the command as if on instinct. It will most likely take the long route home. An instant version of this spell is rumored to be hidden in ancient rockcarvings.

Dice Pool: Stamina + Occult + Cthulhu Mythos - 3

**** Submit to the Great Being (Summon Great Cthulhu)

Practice: Summoning Action: Extended

Duration: Prolonged (one scene)

Aspect: Vulgar Cost: 1 Magic Point

With the aid of this dreadful spell, Sorcerers are able to contact the dream consciousness of Great Cthulhu. This may or may not wake the entity from its age long slumber. In any case, some portion of the Sleeping God's being will stir and appear at the caster's location - either as a telepathic hallucination or in the flesh. It can be interacted with inasmuch as the godlike thing can be interacted with.

Dice Pool: Wits + Academics + Cthulhu Mythos - 6

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**** Command thine Allies (Bind Star Spawn)
Practice: Summoning
Action: Extended
Duration: Prolonged (one scene)
Aspect: Vulgar
Cost: 1 Magic Point
This dangerous spell must be cast on a Star Spawn present. For this reason it is
usually combined with a Summon spell. It forces a Star Spawn to obey a single,
non-threatening command, most often a protection against the same. It may also
be commanded to fetch or attack though this may be considered overkill. After
the command is fulfilled, or the spell ends, the entity is free once more.
Thankfully it usually returns home.
Dice Pool: Wits + Subterfuge + Cthulhu Mythos - 6
adversaries
Deep One (template)
Add the following characteristics to the unfortunate investigator:
- +1 strength, +1 size
- natural armour (1/1), amphibious (gills), natural immunity
- speed modifier: +1 water / -1 land
- -1 sanity / week, roll derangement
In addition, no Deep One can have the Striking Looks merit.
Sanity check: 3 dice.
Ghoul (template)
Add the following characteristics to the deluded investigator:
- +2 strength, +1 stamina, -1 wits or manipulation
- natural armour (0/2)
- claw O(L), bite +1(L)
- -1 sanity / week, roll derangement
In addition, no Ghoul can have the Striking Looks merit.
Sanity check: 4 dice.
Mi-Go (Fungi from Yuggoth)
mental attributes: intelligence 4, wits 2, resolve 2
physical attributes: strength 1, dexterity 3, stamina 2
social attributes: presence 2, manipulation 4, composure 1
skills: science 5 (alien tech), craft 3 (weaponry), firearms 2, stealth 4
merits: danger sense, eidetic memory, iron stamina 2, flight
willpower: 3
sanity: N/A
health: 6
initiative: 4
cthulhu mythos: 4
defense: 2 (armour 3/3)
speed: 10/6 (speed modifier: +2 fly / -2 land)
size: 4
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sanity check: 2 dice.

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Shan (Insects from Shaggai)
mental attributes: intelligence 3, wits 2, resolve 2
physical attributes: strength 1, dexterity 3, stamina 2
social attributes: presence 1, manipulation 4, composure 3
skills: occult 3, survival 2, empathy 5 (urges), persuasion 4 (faustian deal)
merits: immaterial (may move through matter), flight
willpower: 5
sanity: N/A
health: 3
initiative: 6
cthulhu mythos: 3
defense: 2 (immaterial)
speed: 9/1 (speed modifier: +4 fly / -4 land)
size: 1
magic points: 10
supernatural powers: telepathy (mind 3), telepathic control (mind 4)
sanity check: 3 dice (0 dice possession).
Byakhee
mental attributes: intelligence 3, wits 3, resolve 2
physical attributes: strength 5, dexterity 2, stamina 3
social attributes: presence 2, manipulation 1, composure 2
skills: athletics 3 (flight), brawl 5, stealth 2, intimidation 4
merits: brawling dodge, direction sense, quick healer, interstellar travel,
flight
willpower: 4
sanity: N/A
health: 10
initiative: 4
cthulhu mythos: 6
defense: 2 (armour 3/4)
speed: 14 (on earth)
size: 7
weapons: claw +2(L), bite +1(L) or drain (may leech 1 HP or MP when attached)
sanity check: 2 dice.
Shoggoth (medium size)
mental attributes: intelligence 1, wits 2, resolve 4
physical attributes: strength 12, dexterity 3, stamina 6
social attributes: presence 4, manipulation 3, composure 8
skills: brawl 3 (crushing), survival 3, intimidation 4
merits: iron stamina, iron stomach, natural immunity, amorphous, amphibious
willpower: 12
sanity: N/A
health: 16
initiative: 11
cthulhu mythos: 2
defense: 2 (armour 2/2, regenerate 1L or 2B/round, firearms do bashing)
speed: 25
size: 10
weapons: crush +0(B), grapple +1(L). may split its attack between multiple
targets.
sanity check: 1 dice.
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Dark Young

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mental attributes: intelligence 2, wits 1, resolve 4
physical attributes: strength 8, dexterity 4, stamina 9
social attributes: presence 5, manipulation 4, composure 5
skills: occult 1, brawl (grapple) 4, stealth 5, intimidation 2
merits: direction sense, fast reflexes 2, iron stamina 3, toxin resistance
willpower: 9
sanity: N/A
health: 23
initiative: 9 (11 with fast reflexes)
cthulhu mythos: 4
defense: 1 (armour 3/3, firearms do bashing)
size: 16
weapons: bite (+2)L, tentacles +3(L) grapple or drain (1 HP or MP per round),
trample+0(B)(hooves). may attack while grappling.
sanity check: 2 dice.
Star Spawn
(note: or adapt cthulhu stats)
mental attributes: intelligence 5, wits 4, resolve 8
physical attributes: strength 16, dexterity 7, stamina 12
social attributes: presence 3, manipulation 3, composure 3
skills: occult 5, brawl 2 (grapple), expression 3 (dreaming), persuasion 4
merits: eidetic memory, meditative mind, iron stamina 1, natural immunity,
amphibious
willpower: 11
sanity: N/A
health: 32
initiative: 10
cthulhu mythos: 9
defense: 4 (armour 5/4, regenerate 2L or 4B/round)
speed: 18
size: 20
weapons: grapple +4(L) (tentacles), claw +3(L)
sanity check: 0 dice.
Cthulhu
(note: do not try to stat up these entities, just note the aspects that matter.
near-unlimited stats are cool but useless).
power / finesse / resistance: infinite
skills: N/A
merits: amorphous, amphibious, flight
sanity: N/A
cthulhu mythos: 10
size: varies
magic points: unlimited
supernatural powers: dream traveller (mind 4), summon star-spawn
weapons: grapple (with tentacles), claw
sanity check: 0 dice. automatic derangement.
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Shub-Niggurath
power / finesse / resistance: infinite
skills: N/A
merits: amorphous, black milk (as imbue item (prime3), potion)
sanity: N/A
cthulhu mythos: 10
size: ever changing
magic points: unlimited
supernatural powers: transform other (life 4), create life (life 5), summon dark
weapons: drain (tentacles, 1 HP or MP per round), flatten (hooves)
sanity check: 0 dice.
<u>Nyarlathotep</u>
(note: nyarlathotep retains infinite stats in all forms, but usually acts 'in
character', changing shape only after its avatar is 'slain')
power / finesse / resistance: infinite
skills: occult, empathy, intimidation, socialize
merits: mimicry (may take on any appearance), grant investment (as acamoth
numina)
sanity: N/A
cthulhu mythos: 10
size: varies
magic points: unlimited
supernatural powers: contact (outer god), summon/bind (entity), befuddle (mind
4)
weapons: varies
sanity check: varies (2 dice to witness a 'rebirth')
Yoq-Sothoth
power / finesse / resistance: infinite
skills: N/A
merits: shatter (as portal (space 3) to any time and/or place), immaterial
sanity: N/A
cthulhu mythos: 10
size: infinite (but outside our reality)
magic points: unlimited
supernatural powers: friction knife (forces 4), transform energy (forces 4),
worlds collide (space 5), temporal stutter (time 4)
weapons: none
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sanity check: 0 dice. automatic derangement.