

Lovecraftian Spells



Making Magic Eldritch



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Spell Re-Skins & New Spells For 5E

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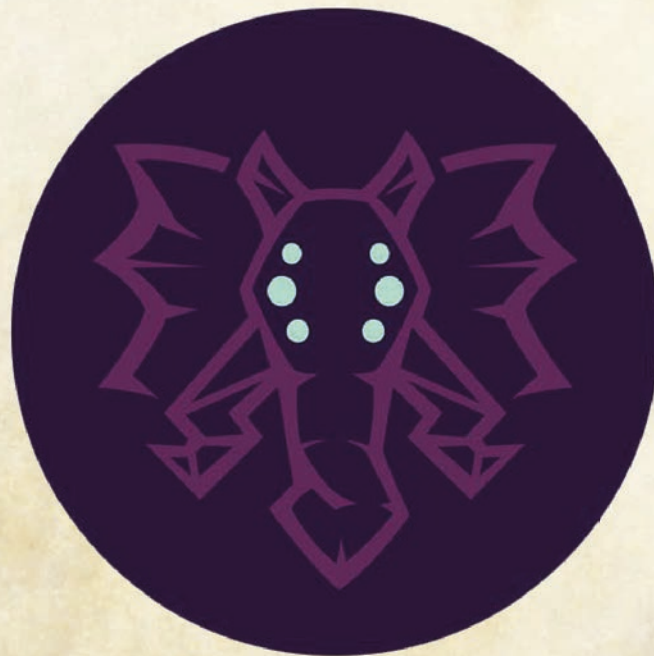
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Change Log

VI.1 (June 23, 2018) - Complete edit of text including spelling, grammar, and wording. Standardization of spells with multiple damage types. Clarification of other rules wording. Standardized use of Game Master and GM throughout.

Tweaking Spells

The driving force behind this supplement is not just to provide you with more spells for your game. Its purpose is to get you to think about the spells already at your disposal in different ways. What does barkskin look like when cast by a druid of the desert? The ocean? In order to differentiate regions, cultures, or sources of magic you need not create whole new spells. All you need is to tweak what you have!

Changing Descriptions

One of the simplest ways to manipulate the spells you have at your fingertips is to mold what they might look like. Certain spells, such as *faerie fire*, might already allow you to pick certain colors. These let you create a signature look, at least to a certain degree. One of the best ways to amplify that look is to normalize what all your spells look like. Is all your fire blue? Are temperatures reversed with hot ice and cold fire? Work with your Game Master to create some looks that are fun, but don't mechanically change the spell. We will get to that soon.

Let's look at a detailed example. Take *blade barrier*, a spell which allows you to create a protective barrier that will harm opponents. Here is the original text:

You create a vertical wall of whirling, razor-sharp blades made of magical energy. The wall appears within range and lasts for the duration. You can make a straight wall up to 100 feet long, 20 feet high, and 5 feet thick. The wall provides three-quarters cover to creatures behind it, and its space is difficult terrain.

When a creature enters the wall's area for the first time on a turn or starts its turn there, the creature must make a Dexterity saving throw. On a failed save, the creature takes 6d10 slashing damage. On a successful save, the creature takes half as much damage.



Now, a lot of that can be ignored. The important thing to remember for changing descriptions is that we need the mechanics to stay the same. It will still be a wall and it is still going to deal slashing damage. So how can we make this spell unique to the PC, NPC, or group? Take a look at the first part: "whirling, razor-sharp blades". This makes me picture a swarming mass of spinning saw blades, personally, but it doesn't have to do that.

Instead we can go ahead and tweak that part specifically. We need is to come up with alternatives for saw blades that would also deal slashing damage. Our options can be found in various places. The weapons table gives us axes, sickles, swords, and even whips. Monster stat blocks give us claws, tusks, and talons. Other ideas could include shards of glass, scythes, or playing cards.

Once you have an alternative option picked out, something with a good visual that really speaks to the caster of the spell, all you need to do is describe it that way. If you want we can even get technical by rewriting it with the new description. Let's use many decks of playing cards as an example.

You create a vertical wall of swirling, cutting playing cards from a hundred nations and games. The wall appears within range and lasts for the duration. You can make a straight wall up to 100 feet long, 20 feet high, and 5 feet thick. The wall provides three-quarters cover to creatures behind it, and its space is difficult terrain.

When a creature enters the wall's area for the first time on a turn or starts its turn there, the creature must make a Dexterity saving throw. On a failed save, the creature takes 6d10 slashing damage. On a successful save, the creature takes half as much damage.



Changing Damage Types

Another really simple way to change the spells you cast is to tweak the type of damage that they deal. Keep in mind it is highly likely that the design of the spell is based on its damage type. Fire spells are designed around what fire is and the way it works. Lightning spells are similarly designed with electricity in mind. But what if you want to cast a line of fire? How about throwing a giant ball of acid? Well, with a little work and some help from your GM, you can easily work out some "new" spells to use.

This might, of course, alter the description as well but we have experience with that now so it's no problem. We will continue using our example of *blade barrier*. If you need to, refer back to the original on the other page as we make some edits. Now there are plenty of elemental walls to go around, so let's not head in that direction. Instead let's expand on the limiting factor of slashing as a physical damage type. What about our good friends piercing and bludgeoning?! Let's take a look at a version we can call *bashing barrier*.

You create a vertical wall of heavy, whirling maces made of magical energy. The wall appears within range and lasts for the duration. You can make a straight wall up to 100 feet long, 20 feet high, and 5 feet thick. The wall provides three-quarters cover to creatures behind it, and its space is difficult terrain.

When a creature enters the wall's area for the first time on a turn or starts its turn there, the creature must make a Dexterity saving throw. On a failed save, the creature takes 6d10 bludgeoning damage. On a successful save, the creature takes half as much damage.



In this case we changed a total of three words or so and managed to create a barrier much more effective against the likes of skeletons. More than that, it might be more thematic for you or the NPC group you are making as GM. Either way we needed to change only the damage type and the description of what swirls around. Everything else remains the same.

This is a great way to make your character stand out to the other party members. It is also a good way to make an NPC or group of enemies unique and recognizable from others. Either side of the screen you are on, this becomes doubly true when the players know of *blade barrier*. It is a bit familiar but new and exciting!

Changing Mechanics

Now that we've started stretching our legs a little and moved from tweaking how we describe a spell into changing the damage type it deals, I think we can begin to manipulate the spells further. Once we get here we are dangerously close to simply making new spells. That's okay though! The nice thing is that making new spells is best done with frameworks that already exist. Exploring and pushing boundaries with spells that already are in the rules will help you figure out what works and what doesn't, even more so than playing a caster for a long time.

There are two ways that we can approach this. The first is to think about the implied effects from manipulating the damage type and the description. Ask what else might happen from changing these factors. The other way to do this is by deciding what effects you are looking to get out of the spell. Ask what you want the results to be from casting the spell. Why are you changing it?

Let's take a look at the first method. Imagine a barrier full of whips instead of blades. As per the rules this would still be slashing damage and, thus, only the description needs to be changed. Unless we consider the cool things we can do with whips. Such as...trip people! Now we can add a mechanic.

You create a vertical wall of whips made of magical energy that slash out and trip all within. The wall appears within range and lasts for the duration. You can make a straight wall up to 100 feet long, 20 feet high, and 5 feet thick. The wall provides three-quarters cover to creatures behind it, and its space is difficult terrain.

When a creature enters the wall's area for the first time on a turn or starts its turn there, the creature must make a Dexterity saving throw. On a failed save, the creature takes 6d10 slashing damage and is knocked prone, ending any movement. On a successful save, the creature takes half as much damage and is not knocked prone.



Here we changed the description, of course, but we also tacked on an effect. By failing the saving throw a creature is knocked prone. We add on the fact that movement is ended, just in case someone is pushing through the barrier. We also make sure to denote that this is not a factor on a successful save. In many cases you must consider if level changes. In this case being knocked prone is not, in my opinion, worth level adjusting and we can probably just keep it as is.

In a case where you are looking to get a specific effect consider a few things first. What damage type will create that effect? Use inspiration from and let other spells guide your methodology. There is no perfect method of doing all this, but with practice we can create a near unlimited number of spells! Don't be afraid to experiment and don't be afraid to tweak the power of the spells, both up and down, as needed.

Diving Into The Mythos

If you are here then you already have an idea of where this supplement is going. Madness. Insanity. Questions and mysteries. Stygian horrors and cyclopean ruins. Geometries that don't work and colors that shouldn't exist. These are the alien things of the Mythos, the strange and indecipherable nature of the cosmos. The 5th Edition, like others, lends itself to a game that features the Mythos. One that delves deeper and deeper into the weirdness hinted at by things like aboleths and aberrant monstrosities. There are even a handful of spells that feel like they came from the mind of Lovecraft or Derleth, but we need more!

Start With The Entities

The best place to start when we want to add more Mythos flavor to our world is in the hands of the Great Old Ones and the Outer Gods. There is a treasure trove of these entities with established ways of acting. More than that, these beings have cults, spheres of influence, and even mannerisms (if they can be described as such). You may not be familiar with all these beings but the internet has a wealth of knowledge about them and the spells in this supplement should help reveal some of it.



Brett Neufeld

For now we shall assume you have at least passing knowledge of these beings for lore purposes. In the mad writings of ancient cultists and philosophers isn't just information but spells. So let's start simply by skinning a spell to be more appropriate to a specific entity. In this case we can start really easy: *spider climb*.

Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down on ceilings, while leaving its hands free. The target also gains climbing speed equal to its walking speed.



Here we have a pretty simple spell in both effect and description. How could we make it unique to a specific Mythos entity? Perhaps one of the biggest factors to consider in reskinning spells for the Mythos is to make familiar things weird, frightening, and just a bit less familiar. For this spell we have the perfect Great Old One: Atlach-nacha. This spider monstrosity would certainly grant a spell like spider climb to its followers, but probably in a more horrific manner. Take a look at this new version.

You close your eyes as two pairs of spider legs painfully push their way out of your torso. As it subsides your eyes open, but now they glow with an unearthly red. Until the spell ends, one willing creature you touch gains the ability to move up, down, and across vertical surfaces and upside down on ceilings, while leaving its hands free. The target also gains climbing speed equal to its walking speed.



While this is not the final form of the Atlach-nacha's grasp spell found later in this supplement, it does the job. *Spider climb* has been reskinned with a frightening feel that might frighten players. Imagine, too, what might happen if they discovered a spell that allowed them to walk on walls within a cultist's tome. That book might not reveal the physical effects, instead playing on the glorious gift of spider walking that Atlach-nacha grants to them. Imagine the horror on their faces when the spell takes effect on them for the first time. *Insert maniacal GM's laughter.*

Psychic Damage And Ignoring It

You might believe that the easiest way to make things more Lovecraftian and insane in 5th Edition would be to make spells deal psychic damage. Honestly, you aren't wrong. Psychic damage is our best representation of the hardship that learning of Azathoth or seeing Yog-Sothoth induces. Let's do an example of this by adjusting the spell *thunderwave* to fit Ithaqua.

A wave of thunderous force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half damage and isn't pushed.

In addition unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.



To start let's go ahead and make it psychic damage instead of thunder damage. The wail of a Great Old One also known as the Wendigo would definitely drive a person mad. To that end we can also swap a Constitution save for a Wisdom save.

A wave of cold, psychic force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Wisdom saving throw. On a failed save, a creature takes 2d8 psychic damage and is pushed 10 feet away from you. On a successful save, the creature takes half damage and isn't pushed.

In addition unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the spell's effect, and the spell emits a thunderous boom audible out to 300 feet.



That is a bit too simple, though. There is no finesse or depth to doing that. Instead I urge you to do what this supplement tries to do. Namely, focus on things that relate to various beings or aspects of the Mythos. From there use description to instill the emotion of cosmic horror. Use the sights, sounds, and other effects of the spell to reveal how terrible they are. As much as there is a mechanical way to represent this with psychic damage, it is the knowledge and observation of such things that make Mythos tales truly horrific.

That being said, it doesn't mean we have to abandon psychic damage every time. Let's continue to work on the new *thunderwave*. Getting pushed back can probably be tweaked a bit. Perhaps such a sound would do better stunning the affected creature for one round. This of course means we have to tweak some other things too, but that shouldn't be a problem either.

A wave of cold, psychic force sweeps out from you. Each creature in a 15-foot cube originating from you must make a Wisdom saving throw. On a failed save, a creature takes 2d8 psychic damage and is stunned until the end of your next turn. On a successful save, the creature takes half damage and isn't stunned. In addition the spell emits a shrieking wail audible out to 300 feet.



In this final version we have something a little more appropriate. We started with the easy step of making a spell deal psychic damage instead of its normal damage and we ended with a new spell that is different from the original in almost every way.

As mentioned in the previous section of this work, don't always look for easy changes. Consider some of your goals first. Psychic damage is an easy answer and it can even work, but it isn't the only answer. It might not even be a good fit for a specific Mythos entity. Experiment with that sounds horrific and feels right!

Lovecraftian Spells

These spells are presented in alphabetical order. For a list of spells that re-skins are based off of, refer to the end of this supplement. Any spells not found in there are made from scratch based on the Cthulhu Mythos.



Atlach-nacha's Grasp

2nd-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a drop of blood and a spider)

Duration: Concentration, up to 1 hour

You close your eyes as two pairs of spider legs painfully push their way out of your torso. As it subsides your eyes open, but now they glow with an unearthly red. Until the spell ends you gain the ability to move up, down, and across vertical surfaces and upside down on ceilings. Both your arms and natural legs are left free. You gain a climb speed equal to your normal speed and can also ignore the effects of natural and magical webs.



Atlach-nacha's Snare

2nd-level transmutation

Casting Time: 1 action

Range: Self (60 feet)

Components: V, S, M (insect wrapped in spider's web)

Duration: Concentration, up to 1 hour

Spider-like palps grow from the back of your cheeks as your mouth stretches open. For as long as you concentrate you can use a bonus action to spit thick, sticky webbing up to 60 feet away, after which the palps disappear. The webs fill a 20-foot cube from that point for 15 minutes. The webs are difficult terrain and lightly obscure the area.

The webs may be strung between two solid masses (such as walls or trees) as an action. If they are not anchored they will cover the surface they impact and any creatures within the area.

Creatures that are within the area of web during its creation, those that begin their turn within the area, and those that enter the area on their turn must make a Dexterity saving throw. On a failed save the creature is restrained as long as it remains within the webs or until it breaks free.

A creature that is caught within the web can use its action to make a Strength check against your spell DC. If it succeeds it is no longer restrained. The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in one round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

At Higher Levels: When you cast this spell using a spell slot of 3rd or higher, you may spit an additional web at every other level (4th, 6th, and 8th). Additionally, webs last up to 15 minutes longer for each slot level above 2nd.

Avatar of Tulzscha

7nd-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Instantaneous

A pillar of roaring green flame erupts from the ground at a location of your choosing within range. The pillar has a radius of 10 feet and climbs 30 feet into the air. Each creature in the area takes 5d6 fire damage and must make a Constitution saving throw. It takes 5d12 necrotic damage on a failed save, or half as much damage on a successful one.

The fire damages objects in the area and ignites flammable objects that aren't being worn or carried. Plant life in the area does not catch fire but instead begins to wilt and die.

Breath of Ithaqua

5th-level evocation

Casting Time: 1 action

Range: Self (60-foot cone)

Components: V, S, M (tuft of yeti fur)

Duration: Instantaneous

A howling wind erupts from your hands. Each creature in a 60-foot cone takes 4d6 cold damage and must make a Wisdom saving throw. A creature takes 4d8 psychic damage on a failed save, or half as much on a successful one. Targets that cannot hear or are deaf are immune to this portion of the spell.

A creature killed by this spell are frozen in a rictus of horror and gain the petrified condition. Creatures petrified in this way look like ice and remain frozen even in the hottest locations.

At Higher Levels: When you cast this spell using a spell slot of 6th or higher, the psychic damage increases by 1d8 for each slot level above 5th.

Brood of the Father

5st-level conjuration

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (the shed skin of an asp)

Duration: Concentration, up to 10 minute

An angry, twisting throng of snakes fills a 20-foot square at a location you choose within range. The square spreads around corners. The throng remains for the duration, and the area is considered difficult terrain.

When the area appears, each creature in it takes 2d6 piercing damage and must make a Constitution saving throw. A creature takes 4d10 poison damage on a failed save, or half as much on a successful one. A creature also takes piercing damage and must make a saving throw when it enters the spell's area for the first time on a turn or starts its turn there.

At Higher Levels: When you cast this spell using a spell slot of 6th or higher, the poison damage increases by 1d10 for each slot level above 5th.

Curse of Ghatanathoa

6th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You utter a curse in an alien tongue that causes the target to witness the might of the Great Old One Ghatanathoa. If the target's body is made of flesh, even strange or magical, the creature must make a Constitution saving throw. On a failed save, it is restrained as all its soft tissues begin to stiffen. On a successful save the creature isn't affected.

A creature restrained by this spell must make another Constitution save at the end of each of its turns. Three

successful saves will cause the spell to end. Three failed saves and the creature gains the petrified condition. This lasts for the duration of the spell. Saving throws do not need to be consecutive; keep track of both successes and failures until the target collects three of the same kind.

While petrified, the creature is completely aware of everything going on around them and their mind runs wild with the possibility of being trapped like this. At the start of each turn the creature takes 1d8 psychic damage. If the creature is reduced to 0 hit points from this damage, they are not killed but driven insane. Should they be restored they come back with a Wisdom score of 5 and their Charisma score is reduced by 4.

If you maintain concentration on this spell for the entire possible duration, the creature becomes petrified as a statue of hard leather but is still aware to their surroundings and continues to be subjected to the spell's psychic damage.

Eldritch Symbol

4th-level abjuration

Casting Time: 1 minute

Range: Touch

Components: V, S, M (brightly colored pigments made from materials worth 100g)

Duration: until dispelled or triggered

When you cast this spell, you inscribe an ancient glyph either on a surface (such as a section of floor, a wall, or a table) or within an object that can be closed to conceal the glyph (such as a book, a scroll, or a treasure chest). If you choose a surface, the glyph can cover an area of the surface no larger than 5 feet in diameter. If you choose an object, that object must remain in its place; if the object is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered.

You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface the most common trigger is seeing or reading the glyph. For those inscribed on an object the trigger is often opening the object or seeing the glyph. Eldritch symbols cannot be refined in any way to effect specific targets or to allow others to pass without trigger. These symbols inherently effect a specific type of creature or being.

When you inscribe the glyph, choose one of the options below for its effect. Once triggered, the glyph glows, filling a 60-foot-radius sphere with dim light for 10 minutes, after which the spell ends. Each creature in the sphere when the glyph activates is targeted by its effect, as is a creature that enters the sphere for the first time on a turn or ends its turn there.

Elder Sign: Each target must make a Wisdom saving throw, taking 6d10 force damage on a failed save, or half as much on a successful one. Creatures which are not aberrations are immune to the effects of this glyph. Aberrant creature unaffiliated with a Great Old One or Outer God have advantage on saving throws against the effects of this glyph.

Yellow Sign: Each target must make a Charisma saving throw, taking 6d10 psychic damage on a failed save and half as much on a successful one. Targets must

also make a Wisdom saving throw against madness. On a failed save the creature gains the following indefinite madness effect as a personality trait: *I must shepherd others to the will of the King In Yellow and spread His symbol wherever I go.*

At Higher Levels: When you cast this spell using a spell slot of 7th or higher you may choose to instead have this symbol bar the path of aberrant creatures. The glyph may also be inscribed in such a way to create a boundary (such as upon a window or door) or to enclose a space (such as on a wall). The space may be no more than a 60-foot square and targets who fail their saves cannot enter the sanctuary's space. You also may choose from the following additional glyphs:

Greater Elder Sign: Each target must make a Wisdom saving throw, taking 12d10 force damage on a failed save, or half as much on a successful one. Creatures which are not aberrations are immune to the effects of this glyph. Aberrant creatures affiliated with a Great Old One or Outer God have disadvantage on saving throws against the effects of this glyph.

Eyes Of Carcosa

6th-level evocation

Casting Time: 1 action

Range: Self (30 foot cone)

Components: V, S, M (dark lensed spectacles)

Duration: concentration, up to 1 minute

Your eyes become two burning, black suns like those that hover in the skies of Carcosa and a brilliant light as dense as shadow flashes out in front of you in a 30-foot cone. Each creature in the cone must make a Constitution saving throw. On a failed save, a creature takes 6d8 psychic damage, or half as much on a failed one. Bearers of the Yellow Sign and those who worship the King In Yellow have advantage on this saving throw.

In addition, each creature who is hit by the black light of the Carcosan suns must make a Wisdom saving throw. On a failed save the creature is driven to madness. Those who succeeded their Constitution can roll on the long-term madness table (SRD pg 201) while those who did not must roll on the indefinite madness table (SRD pg 202). This effect only happens the first time a creature is exposed to the light.

You can create a new cone of impenetrable light as your action on any turn until the spell ends.

For the duration your eyes burn as pitch black suns with roiling grey flames coming to their surface. The flesh around them appears to wither and blacken over the duration and take an amount of time equal to the duration of the spell to revert back to normal once the spell has ended. Finally, the area in a 60-foot radius around you appears as though there was no light. In this area all creatures capable of seeing has its vision converted to darkvision. This effect ends when the spell ends and your eyes revert back to normal.

Gift of Tulzscha

4th-level necromancy

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous (1 minute)

A cold, green fire engulfs a creature that you can see within range, bestowing them with a touch from the Green Flame itself. The target must make a Constitution saving throw. The target takes 4d8 points of fire damage and 4d8 points of necrotic damage on a failed save and half as much on a successful one. This spell has no effect on constructs.

If you target a creature that is undead, the target is instead healed for 6d8 hit points and green fire courses over its body. All melee attacks made by the target deal an additional 2d8 fire damage for the next minute.

At Higher Levels: When you cast this spell using a spell slot of 5th or higher, the damage increases by 1d8 for each effect for each slot level above 4th. In the case of an undead target the healing increases by 1d8 for each slot level above 4th.

Gla'aki's Spine

2nd-level necromancy

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (spine from a fish's fin)

Duration: Instantaneous

A festering spine of bone streaks towards a target within range and explodes in a spray of venom. Make a ranged spell attack against the target. On a hit, the target takes 4d4 piercing damage on this turn and 2d4 poison damage at the end of its next turn. On a miss the spine shatters covering the target with venom that deals half as much initial damage as poison damage and no damage at the end of its next turn.

Creatures killed within 5 minutes of being damaged by this spell rise as zombies on their next turn. The zombie then makes a Wisdom saving throw against your spell save DC. On a successful save the zombie acts according to the will of Gla'aki, killing anything that bars its path to the nearest shoreline. On a failed save the zombie comes under your control.

Zombies raised in this way have disadvantage on their saving throw if the caster is a priest or servant of the cult of Gla'aki.

At Higher Levels: When you cast this spell using a spell slot of 3rd or higher, the damage (both initial and later) increases by 1d4 for each effect for each slot level above 2nd.

Grasp of the Yellow King

4th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a strip of yellow cloth)

Duration: Concentration, up to 1 minute

Thrashing, yellow tentacles fill a 20-foot square on the ground that you can see within range. For the duration, these tentacles turn the ground in the area into difficult terrain.

When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a Dexterity saving throw or take 3d6 bludgeoning damage and be restrained by the tentacles until the spell ends. A creature that starts its turn in the area and is restrained by the tentacles takes 3d6 psychic damage.

A creature restrained by the tentacles can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself.

Green Blade of Tulscha

2nd-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You create a writhing blade of green flame in your free hand. The blade is similar in size and shape to a scimitar, and it lasts for the duration. If you let go of the blade, it disappears, but you can evoke the blade again as a bonus action.

You can use an action to make a melee spell attack with the green blade of Tulscha. On a hit the target takes 3d6 fire and necrotic damage.

The flaming blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for every two slots above 2nd.

Ithaqua's Gaze

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Any icy beam of blue energy streaks toward a creature within range. Make a ranged spell attack against the target. On a hit, it takes 1d8 cold damage, and is frightened of you until the start of your next turn.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Keyless Passage

4th-level conjuration

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: Instantaneous

You cause a rift to open beneath a creature forcing them into the maddening realm of Yog-Sothoth and opening an escape route wherever you desire within 500 feet. The exit spot can be a place you can see, one you can visualize, or one you can describe by stating distance and direction, such as "200 feet straight downward."

The target must make a Dexterity saving throw to avoid falling in the dimensional fissure, with creatures of huge size or greater automatically succeeding. On a failed save the creature takes 4d8 psychic damage and is teleported to the spot you previously designated. On a successful save, the creature takes half damage (from witnessing the other side of the portal) and is not teleported.

Teleported creatures bring with them their gear or carried objects so long as their weight does not exceed what they can carry. Objects they are holding onto at the time are brought, up to this limit, otherwise the creature releases it. If the affected creature would be teleported into a solid object it is instead teleported 100 feet from the caster in a random direction.

At Higher Levels: When you cast this spell using a spell slot of 5th or higher, you may target one additional creature and the target must be one size category larger to automatically save for each slot level above 4th.

Mists of Hali

3rd-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a vial of desert sand)

Duration: Concentration, up to 1 minute

You create a 20-foot-radius sphere of thick, yellow mist that seems to grasp at anything near its edge. This sphere is created at a point of your choice within range. The mist claws around corners, and its area is heavily obscured. The cloud lingers in the air for the duration.

Each creature that is completely within the cloud at the start of its turn must make a Wisdom saving throw. On a failed save, the creature spends its action looking for and listening for allies it believes it hears within the mists. Creatures that are immune to psychic damage automatically succeed on this saving throw and those that are resistance have advantage on their saves.

A moderate wind (at least 10 miles per hour) disperses the cloud after 4 rounds. A strong wind (at least 20 miles per hour) disperses it after 1 round.

Noden's Dark Distraction

1st-level illusion

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (shavings of a black horn)

Duration: Concentration, up to 1 minute

A creature of your choice that you can see within range comes under attack from a faceless, winged creature known as a nightgaunt. Despite only being a figment granted by Nodens, the nightgaunt proceeds to tickle the target relentlessly. The creature must make a Wisdom saving throw or fall prone, becoming incapacitated and unable to stand for the duration.

At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if its triggered by damage. On a successful save, the nightgaunt fades away and the spell ends.

Orb of the Green Flame

3rd-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S, M (a pinch of dried grass)

Duration: Instantaneous

A thin, glowing green crack zigzags along the ground to a point you choose within range and then explodes up into an orb of green flame. Each creature in a 20-foot-radius sphere centered on that point takes 2d6 fire damage and must make a Constitution saving throw. A target takes 4d6 necrotic damage on a failed save, or half as much on a successful one.

The fire spreads around corners and ages objects that it comes into contact with, rotting wood and withering plants. This does not affect objects being carried or worn.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the necrotic damage increases by 1d6 for each slot above 3rd.

Path of the Wind Walker

4th-level evocation

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (powdered yeti's horn)

Duration: Instantaneous

A 20-foot-tall avatar of Ithaqua strides a straight line horrifying nearby creatures and creating a slippery path of ice and frost that is 10 feet wide and 80 feet long. Each creature within the area must make a Wisdom saving throw. A creature takes 3d8 psychic damage and 3d8 cold damage on a failed save, and half as much on a successful one.

A layer of ice and frost turn the path traversed by the

Wind-Walker into difficult terrain until the end of your next turn.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the psychic damage increases by 1d8 for each slot above 4th.

R'lyehian Gloom

3rd-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (octopoid ink sac)

Duration: Concentration, up to 1 minute

A strange, cold mist drifts into creation amidst the sound of crashing waves. You create 20-foot-radius sphere of fog centered on a point within range. The sphere spreads around corners, and its area is heavily obscured. It lasts for the duration or until a wind of great speed (at least 25 miles per hour) disperses it.

When the area appears, each enemy in it must make a Wisdom saving throw. A creature takes 3d8 psychic damage on a failed save, or half as much on a successful one. A creature must also make a saving throw when it enters the spell's area for the first time on a turn or begins its turn there.

Allies within the area are instead granted the ability to regenerate from their wounds. Any allied creature that ends its turn within the area heals 2d6 hp.

At Higher Levels: When you cast this spell using a spell slot of 4th or higher, roll an additional 1d8 damage or 1d6 hit points for each slot level above 3rd. Additionally, the size of the sphere increases in radius by 10 feet for each slot level above 3rd.

Sight of Yog-sothoth

1st-level evocation

Casting Time: 1 action

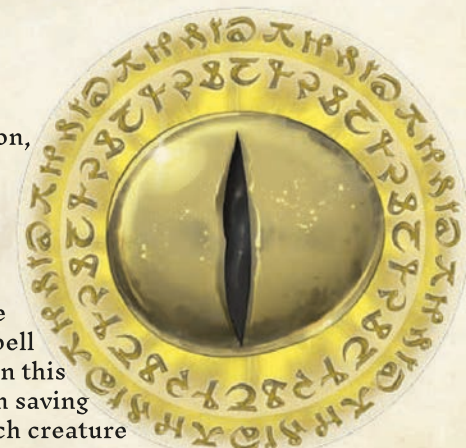
Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

Each object in a 20-foot cube within range is outlined in a silver-grey light. Any creature in the area when this spell is cast is also outlined in this light if it fails a Wisdom saving throw. Additionally, each creature takes 2d6 psychic damage on a failed save, and half as much on a successful one.

For the duration, objects and affected creatures shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible, nor can they teleport or be teleported in any way.



Tamás Baranya

Skin of Atlach-nacha

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (the moult from a spider)

Duration: Concentration, up to 1 hour

You touch a willing creature and turn their skin to a hard, shimmering black chitin. Until the spell ends, the target's AC can't be less than 16, regardless of what kind of armor they are wearing. In addition, the target has advantage on Intimidation checks made while they look like this.

Slumber of the Daemon Sultan

1st-level enchantment

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (twisted flute of bone)

Duration: 1 minute

Strange, ethereal alien beings appear in the area playing strange flutes as they dance a circle around a 20-foot radius. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within the area are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected. No creature in existence is immune to this spell, though creatures who do not sleep have advantage on saving throws against it.

The caster of this spell may, at the time of casting, designate any number of creatures in the area as allies. These creatures must make a Wisdom saving throw. Willing creatures and those who fail the save take 1d8 psychic damage and that amount is added to the hit point total that causes creatures to slumber.

At Higher Levels: When you cast this spell using a spell slot of 2nd or higher, roll an additional 2d8 for each spell level above 1st. Additionally, damage dealt to affected allies and subsequent bonus die are increased by 1d8 for each slot level above 1st.

Star-Spawned Vigor

7th-level transmutation

Casting Time: 1 minute

Range: Touch

Components: V, S, M (pickled squid or cuttlefish)

Duration: 1 hour

You feed a creature a pickled cephalopod and its skin takes on a green, slimy hue but its body is stimulated to

unnatural levels of regeneration. The target regains 2d12 hit points. For the duration, the creature has advantage on any rolls to avoid or escape grapple or to squeeze through small spaces. Additionally, they regain 1d6 hit points at the start of each of its turns (10d6 hit points each minute).

The target's severed body members (fingers, legs, tails, and so on), if any, are restored after 2 minutes. If you have the severed part and hold it to the stump, the spell instantaneously causes the limb to knit to the stump. A creature under the effects of this spell can also recover from evisceration, being ripped in half, or becoming decapitated so long as the damage is done during the spell's effect and the pieces are placed back together before the spell ends.

Sting of Aphoom-Zhah

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You hurl a grey-blue flame at a creature or object within range. Make a ranged spell attack against the target. On a hit the target takes 1d10 cold damage. A flammable object hit by this spell ignites if it isn't being worn or carried. The fire burns a grey-blue and seems to absorb heat rather than emit it.

The spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Touch of the Feeder

Necromancy cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: 1 round

You create a ghostly, elephantine head in the space of a creature in range. Make a ranged spell attack against the creature to assail it with the blessing of Chaugnar Faugn. On a hit, the target takes 1d6 necrotic damage, and it can't regain hit points until the start of your next turn.

Until then the lamprey-like trunk remains attached to your target. In addition, the creature's wounds bleed excessively and it takes damage at the start of your next turn. This damage is equal to the number of physical attacks the creature suffers between the casting and then.

The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6). In addition the damage from wounds increases as a multiple of the number of attacks suffered at 5th level (2x), 11th level (3x), and 17th level (4x).

Touch of the Green Flame

1st-level evocation

Casting Time: 1 action
Range: Self (15-foot cone)
Components: V, S
Duration: Instantaneous

You hold your hands out, fingers interlaced before spreading them out like the opening maw of a hungry beast. A stream of bright green flame shoots forth from your palms, engulfing creatures in the area. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 2d6 fire damage and 2d6 necrotic damage on a failed save, or half as much on a successful one.

The fire ignites any flammable objects in the area that aren't being worn or carried. Additionally, small living plants within the area (such as grass or flowers) dry out, wither, and die.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each damage type. When you cast this spell using a spell slot of 5th level or higher, the damage increases by 2d6 for each damage type. When you cast this spell using a spell slot of 7th level or higher, the damage increases by 3d6 for each damage type. When you cast this spell using a spell slot of 9th level, the damage increases by 4d6 for each damage type.

Touch of the Wendigo

3rd-level necromancy

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

Your blackened, ice-rimed hand can siphon the warmth and life from those you touch, closing and healing your wounds. Make a melee spell attack against a creature within your reach. On a hit, the target takes 2d6 necrotic damage and 2d6 cold damage. You regain hit points equal to half of the total necrotic and cold damage dealt.

Until the spell ends you can make the attack again on each of your turns as an action. Characters with a feature (such as extra attack) which allows for more than one attack as an action may utilize this spell for some or each of those attacks.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each damage type. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 2d6 for each damage type. When you cast this spell using a spell slot of 8th level or higher, the damage increases by 3d6 for each damage type.

Tulzscha's Protection

4th-level evocation

Casting Time: 1 action
Range: Self
Components: V, S, M (rotted apple core)
Duration: 10 minutes

Thin green flames wreath your body for the duration, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. You can end the spell early by using an action to dismiss it.

The flame provides you with a hot shield or a cold shield, as you choose. The hot shield gives you resistance to necrotic damage, and the cold shield gives you resistance to fire damage.

In addition, whenever a creature within 5 feet of you hits you with a melee attack, the shield erupts with flame. The attacker takes 2d8 fire damage from a hot shield, or 2d8 necrotic damage from a cold shield.

Ubbo-sathla's Embrace

3rd-level conjuration

Casting Time: 1 action
Range: Self (60 feet)
Components: V, S, M (vial of swamp scum)
Duration: Concentration, up to 1 hour

You conjure a slowly writhing mass of thick, translucent ooze within range, perhaps a portion of Ubbo-sathla itself. The ooze fill a 20-foot cube from that point for 15 minutes. The ooze is difficult terrain and lightly obscures the area.

The ooze may be adhered between two solid masses (such as walls or trees) as an action. If it is not anchored the ooze will cover the surface it impacts and any creatures within the area.

Creatures that are within the area of ooze during its creation, those that begin their turn within the area, and those that enter the area on their turn must make a Strength saving throw. On a failed save the creature is restrained as long as it remains within the ooze or until it breaks free. In addition, the creature takes 2d8 acid damage, or half as much on a successful save.

A creature that is caught within the ooze can use its action to make a Strength check against your spell DC. If it succeeds it is no longer restrained. The ooze is flammable. Any 5-foot cube of ooze exposed to fire burns away in one round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

At Higher Levels: When you cast this spell using a spell slot of 4th or higher, the damage increases by 1d8 for each slot above 3rd.

Wail of the Wind Walker

1st-level evocation

Casting Time: 1 action
Range: Self (15-foot cube)
Components: V, S
Duration: Instantaneous

A wave of cold, psychic force sweeps out from you. Each creature in a 15-foot cube origination from you must make a Wisdom saving throw. On a failed save, a creature takes 2d8 psychic damage and is stunned until the end of your next turn. On a successful save, the creature takes half as much damage and is not stunned. In addition the spell emits a shrieking wail audible out to 300 feet.

At Higher Levels: When you cast this spell using a spell slot of 2nd or higher, the damage increases by 1d8 for each slot above 1st.

Wall of the White Silence

3rd-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (handful of yeti teeth)
Duration: Concentration, up to 1 minute

A wall of swirling snow rises from the ground at a point you choose within range. You can make the wall up to 50 feet long, 15 feet high, and 1 foot thick. You can shape the wall in any way you choose as long as it makes one continuous path along the ground. The wall lasts for the duration.

When the wall appears, each creature within its area must make a Wisdom saving throw. A creature takes 3d8 psychic damage on a failed save, or half as much on a successful one.

The snow filled silence of Ithaqua's presence keeps sounds from passing through it. Those within the area of the spell are considered deafened and cannot speak. Spells that have a verbal spell component cannot be cast from within, and those that must be heard cannot effect a target inside of the wall. Additionally, sounds are caught up and destroyed by the wall. Things on the opposite side can be seen but not heard.

Vig's Venomous Spit

Transmutation cantrip

Casting Time: 1 action
Range: 10 feet
Components: V, S
Duration: Instantaneous

Your incisors elongate into the fangs of a large poisonous serpent and you spit venom at a creature you can see within range. Make a ranged spell attack against the target. On a hit, the target takes 1d12 poison damage.

The spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12).



Madness Descends

One of the driving conditions and themes of Lovecraftian literature, of cosmic horror, is that there is an inevitable madness that overcomes those who learn too much. Part of this comes from learning things that no mortal should ever learn. Another is from seeing how infinitesimally small one is in the universe. The secrets of stygian magics are not for those wish to remain sane and tend to have adverse effects on mortal minds.

Madness In 5E

In 5th Edition there is already a framework that we can use for madness. The way in which the game is designed assumes that most adventurers do not lose it at the sight of the strange, terrible, or weird. They battle aboleths and crawling masses of flesh and bone with vigor. In the Mythos literature it is likely that even the sight of such a creature would drive most people insane. And let's not even talk about how insane the warlock with a Great Old One patron would become with every additional moment still alive!

Given all this we have two options to us. The first is to use the rules as we have them and layer in some more regular use of them. The second is to design a new system of madness and insanity that makes the game really gritty. In this supplement we are going to focus on the former of these options. Our goals here are to use what we have, to make it more varietal and Lovecraftian. We can save complex insanity rules for someone else.

Using Madness

Madness is presented in a format where there are a couple of assumptions. The first we have already mentioned: adventurers rarely encounter things that cause madness. The other assumption is that you either already know what type of madness you will be rolling for based on the cause or that you are creating an effect and choosing that table yourself. So to move forward we must first assess what we have to work with.

In the madness rules there are three tables: short-term, long-term, and indefinite. These last minutes, hours, and "until cured" respectively. When looking at these durations there seems to be an implication about the design of the game. Things that adversely effect characters should either be something that is concerning over the course of a day (short- and long-term madness) or for a prolonged and potentially dangerous amount of time (indefinite madness). We can gain some traction and grittiness into a more Lovecraftian world quite easily though. All we need to do is add a little bit more possibility to durations.

Let's start by taking out the phrases "short-term" and "long-term". Instead we can refer to these as minor and major madness. Generally speaking, these tables contain effects that aren't just shorter or longer, but the

longer ones tend to be worse. With these new labels let's expand the possibilities by determining duration separately from the table.

Minutes and hours are pretty good starting places, but if you ask me not even hours is enough for a long lasting, if temporary, madness. So let's assume there are two durations for both minor and major forms of madness: a short duration and a long one. Using the times we already have, how they are randomly assigned, and expanding the time-frame a little allows us to readily determine what these are. Of course feel free to make them longer or shorter for more or less hardship to match your game's style.

The final results will look something like the following options when dealing with Mythos terror:

- Minor Madness with Short Duration (1d10x10 min)
- Minor Madness with Long Duration (1d10x10 hours)
- Major Madness with Short Duration (1d10x10 hours)
- Major Madness with Long Duration (1d10x10 days)
- Indefinite Madness (lasts until cured)

When To Roll

The biggest question we have to ask now is when is it appropriate to determine a possible madness effect. In the literature and various games that already deal with the Mythos there are a few common things that prompt these rolls:

- reading a book about the Mythos
- learning or using magic
- encountering alien races
- encountering Mythos horrors
- seeing beyond the universe as we know it

We need to parse these out for 5th Edition and the type of game it plays as. As we have discussed heroes are not prone to the horrors of the universe the way characters of the literature are. Many of them also use or see magic used every single day. As such, we should manipulate this list a little bit. We need to give the heroes some leeway in what would prompt such a roll.

- reading a book about the Mythos
- learning or using Lovecraftian spells
- encountering Great Old Ones or Outer Gods

This list may feel limited but, like the original madness rules, you should feel free to determine when some other happenstance calls for some Wisdom saves against madness. It will also be up to you which type of madness and the duration of that madness.

Spells are most parsable for this so let's use the following rules. Learning and using a spell for the first time requires a roll. Cantrips to level 3 spells induce minor madness, level 4 to level 6 induce major, and level 7 to level 9 induce indefinite. Hard DCs is a good place to get the lesser duration, but Very Hard is for no madness effect.

Appendix A: Base Spells Re-Skinned

Below are the spells that were reskinning from spells existing within the 5E SRD. Listed are the new spells, in alphabetical order, with the corresponding originals listed in the second column.



Lovecraftian Spell	Original
Atlach-nacha's grasp	spider climb
Atlach-nacha's snare	web
avatar of Tuzscha	fire storm
breath of Ithaqua	cone of cold
brood of the father	insect plague
curse of Ghatanathoa	flesh to stone
eldritch symbol	symbol
eyes of Carcosa	sunbeam
gift of Tuzscha	blight
Glaaki's spine	acid arrow
grasp of the Yellow King	black tentacles
green blade of Tuzscha	flame blade
Ithaqua's gaze	ray of frost
keyless passage	dimension door
mists of Hali	stinking cloud
Noden's dark distraction	hideous laughter
orb of the Green Flame	fireball
path of the Wind Walker	ice storm
R'lyehian gloom	fog cloud
sight of Yog-sothoth	faerie fire
skin of Atlach-nacha	barkskin
slumber of the Daemon Sultan	sleep
star-spawned vigor	regenerate
sting of Aphoom-Zhah	firebolt

touch of the Feeder	chill touch
touch of the Green Flame	burning hands
touch of the Wendigo	vampiric touch
Tuzscha's protection	fire shield
Ubbo-sathla's embrace	web
wail of the Wind Walker	thunderwave
wall of White Silence	wind wall
Yig's venomous spit	poison spray

Appendix B: Themes For Your Caster

For those of you who want some ideas for future reskin projects I have included some suggestions below. These might fit a certain cult, god, organization, warlock patron, or region of your world. Manipulate what you have and add some awesome depth for your worlds!!



Plants

- vines
- thorns
- flowers
- cacti
- pine trees
- nuts
- berries

Other Themes

- dreams
- nightmares
- wilderness
- gemstones
- metals
- dragons
- madness

Geographic Regions

- oceans
- lakes
- mountains
- caves
- swamps
- jungles
- forests
- grasslands
- tundra
- sea shores
- volcanoes

Food

- candy
- pastries
- meats
- fruits
- vegetables
- seafood

Drinks

- water
- beer
- spirits
- wine
- mead

Elements

- earth
- fire
- water
- air

Colors

- prismatic
- reds
- oranges
- yellows
- greens
- blues
- violets
- metallic
- neon
- pastel

Damage Types

- cold
- fire
- psychic
- poison
- lightning
- thunder
- force
- necrotic
- radiant
- acid

Space

- cold
- dark
- emptiness
- stars
- asteroids
- moon
- sun

Reverence

- gods
- angels
- chaos
- law
- civilization
- nature
- fey
- fiends
- animal spirits
- weather

Animals

- fish
- insects
- birds
- reptiles
- rodents
- dinosaurs



Appendix C: Mythos Entity Themes

Below are some of the entities within the Cthulhu Mythos and the themes that surround them. Some of these are obvious and direct but others might be a personal extrapolation you disagree with. That's okay, these beings are unknowable!



Cthulhu

- water
- regeneration
- dreams
- fog/mist

Dagon / Hydra

- water
- regeneration
- dreams
- fog/mist

Nyarlathep

- chaos
- deception
- shapeshifting
- madness
- delivering messages

Chaugnar Faughn

- knowledge
- patience
- vampirism
- elephants

Tsathoggua

- frogs
- bats
- laziness
- sleep
- shapeshifting
- gluttony

Atlach-nacha

- spiders
- caves
- dreams

Azathoth

- chaos
- creation
- sleeping
- dominance
- unaware

Yog-Sothoth

- knowledge
- clairvoyance
- reality shaping
- space
- time
- etherealness

Tzulscha

- fire
- power
- undeath

Gla'aki

- water
- slugs
- spines
- undead

Nodens

- sleep
- dreams
- oceans
- hunting

Ulthar

- protection
- patience
- cats

Yig

- reptiles
- snakes
- vengeance
- anger

Aphoom-Zhah

- fire
- cold

Ghatanothoa

- earth
- petrification
- amorphous
- ugliness

Abhoth

- dirty
- putrid
- festering
- disease
- ooze

Ithaqua

- winds
- frozen wastes
- snow
- cold
- wendigos
- wailing sounds
- loneliness

Hastur

- shepards
- yellow
- madness
- deception
- power in names

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