

DEEP MAGIC

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MYTHOS MAGIC

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Press



DEEP MAGIC

Mythos

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“Happy is the tomb where no wizard hath lain, and happy the town at night whose wizards are all ashes.”

—Ibn Schacabac (from “The Festival” by H. P. Lovecraft)

Mythos Magic

Welcome to the most hideous collection of rituals and conjurations your grimoire has ever seen! After harrowing journeys through shadow realms and the Void, *Deep Magic* explores the essence of fear itself with a look at mythos magic. These dread pages will lay bare the accursed secrets of mad prophets and unearth the furtive legends of ancient and forgotten cities.

The work of author H. P. Lovecraft—the so-called “Cthulhu mythos”—has been a cornerstone of RPG storytelling since E. Gary Gygax immortalized its influence in his “Inspirational and Educational Reading” list. Taking its name from Lovecraft’s famous story “The Call of Cthulhu,” the mythos has become the backdrop for a wide subgenre of fiction called cosmic horror. At the foundation of

cosmic horror are two ideas: that the human mind is too tiny and weak to comprehend more than the barest glimmer of the vastness of the universe and the alien mysteries it contains, and that among those mysteries are entities so ancient, powerful, and malevolent that they could extinguish Earth's insignificant civilization without caring or even noticing. These ideas are perfectly encapsulated in two quotes from Lovecraft himself. The first, from his essay "Supernatural Horror in Literature," disclaims that "the oldest and strongest emotion of mankind is fear, and the oldest and strongest kind of fear is fear of the unknown." The second quote is

The Trouble with Lovecraft

Although Lovecraft didn't single-handedly invent the genre of cosmic horror, he refined it and perfected it to a degree that fundamentally changed horror storytelling. His work in the early years of the 20th century still influences writers and filmmakers today.

But Lovecraft also lived a cloistered life of self-imposed seclusion, bedeviled with mental and physical illness and with toxic notions about non-European culture and race. Many of his story themes arose from his racism and xenophobia: sometimes it's subtle, sometimes it's not subtle in the least. And if you miss it in his fiction, it's impossible to overlook in his essays and voluminous letters to friends. It's difficult to celebrate the man, given the loathsome viewpoints he brazenly endorsed.

In light of that, how can we still enjoy his stories and revere his mythical creations? Perhaps these imaginative tales of cosmic terror serve as the perverse confessions of a small-minded man who struggled to understand a world where he was surrounded by people who frightened and disgusted him; a pitiful creature who voiced his doubts and inadequacies through existential horror. When we study Lovecraft and his writing, we delve not only into a realm of insane cultists and incomprehensible monstrosities but also into a reprehensible aspect of human nature Lovecraft knew all too well. When we tell our own stories in his mythos, it's our responsibility to identify and admonish these detestable perspectives, lest we become monsters ourselves.

from "The Call of Cthulhu," wherein the narrator opens his tale with the warning that "the most merciful thing in the world, I think, is the inability of the human mind to correlate all its contents."

With that in mind, we've explored those "hidden and fathomless worlds of strange life which may pulsate in the gulfs beyond the stars" that Lovecraft and his contemporaries pioneered in their strange fiction. Herein you will find a host of forbidden secrets and eldritch lore; a clandestine sort of magic that is full of both cosmic potential and horrific consequences, and knowledge of which erodes the sanity of all who pursue it.

Great Old Ones

"When the stars were right, they could plunge from world to world through the sky . . ."

(From "The Call of Cthulhu" by H.P. Lovecraft)

Mythos magic seethes with the unnameable secrets of the Great Old Ones—alien beings from beyond space and time whose warped, eldritch minds are immeasurably superior to our own and whose sinister, loathsome agendas challenge not only our sanity but our very existence.

Numerous warlocks rely on the patronage of a Great Old One to fuel their arcane power. In some realms, priests pray to the Old Ones for their divine favor. All arcanists with that certain insatiable curiosity of occultism are seldom too shy to reach out for answers or boons from Beyond.

Many of the spells and materials in this supplement refer to and take inspiration from specific Great Old Ones and Elder Gods of the Cthulhu mythos. These names can serve as narrative waypoints as you chart the cosmic apocalypse of a mythos-laden campaign. In the same spirit of collaboration that fueled Lovecraft's circle of writers, you should feel free to develop your own Mythic entities.

Some of the Great Old Ones and Elder Gods central to mythos magic in the Midgard Campaign Setting include: Azathoth, Cthulhu, Yog-Sothoth (the Beyond-One), Shub-Niggurath (the Black Goat of the Woods), Bokrug, Tsathoggua, Koth, Bran Mak Morn, Nodens, Nyarlathotep (the Crawling Chaos), Hastur, Hriiggala (the Jaws of Vardesain), the Magnum Innominandum (the Not-to-Be-Named One), Yig (Father of Serpents), and the White Goddess, among others.

Essence of the Void

“As a foulness shall ye know Them.”

The spells in this supplement are similar to Void magic, but they are aligned with traditional schools of magic to reflect the notion that these spells harness the power of the Void but are not beholden to it. Mythos spells can be learned by anyone with magical aptitude (any character with the ability to cast spells can add mythos spells to their spell list). Only warlocks whose patron is a Great Old One, however, have unrestricted access. All other characters can learn mythos spells only if they learn the spell from one of the forbidden and furtive tomes of the Cthulhu mythos or see the spell being cast.

But this power comes with great danger from the timeless Void! Mythos casters literally exchange their sanity for magical ability. Unless characters are strongly guarded by great Wisdom or a bulwark of arcane wards, using the spells in this book will certainly drive them mad.

Game Masters and players alike should familiarize themselves with the standard 5th Edition rules on madness. A fuller explanation of Void magic can be found in *Deep Magic 3: Void Magic*. Complete rules on Void taint are in the *Midgard World Book* and are summarized below (see “Void Taint”).

Grimoires of the Cthulhu Mythos

If antiquity looks upon the stories of Tolkien and dreams of fated rings, or reflects upon the multiverse of Moorcock’s White Wolf and thinks of cursed swords, then surely the Cthulhu mythos will be remembered for its magical tomes. Here are three of the most infamous installments in the mythos atheneum: the accursed *Necronomicon*, Robert E. Howard’s *Nameless Cults*, and the ubiquitous *Book of Eibon*. Unless your character is a warlock whose patron is a Great Old One, mythos spells can only be learned from a mythos grimoire like these or through direct contact with a mythos spellcaster—and those grimoires and casters take many abhorrent forms.

With a multiverse perspective in mind, these books are considered to be translations of the “real world” originals—which is to say, they come from the alternate-history Earth of Lovecraft’s Cthulhu mythos setting, including elements of Howard’s Hyborian Age. How they made their way through time and space to wind up on alien worlds like Midgard or your own setting is the stuff of splendidly macabre speculation (and ultimately is up to you, the Game Master). One thing’s for sure: these tomes are beyond

precious to all who hunger for the eldritch knowledge of the Great Old Ones, and such longings aren’t restricted to humanity and near-humanity. There also exist multitudes of odious aberrations, monstrosities, fiends, and worse entities who will stop at nothing to possess them and their perilous secrets.

BOOK OF EIBON

Wondrous item, legendary (requires attunement)

This fragmentary black book is reputed to descend from forgotten realms of Hyperborea. It contains puzzling guidelines for frightful necromantic rituals and maddening interdimensional travel.

The book contains the following spells: *semblance of dread**, *ectoplasm**, *animate dead*, *speak with dead*, *emanation of Yoth**, *green decay**, *the yellow sign**, *eldritch communion**, *create undead*, *arcane gate*, *harm*, *right the stars**, *astral projection*, *Void rift***, and any additional spells of the GM’s choosing.

If you attune to this item, you can use it as a spellbook and as an arcane focus. In addition, while holding the book, you can use a bonus action to cast a necromancy spell that is written in this tome without expending a spell slot or using any verbal or somatic components. Once used, this property of the book can’t be used again until the next dawn.

* a spell in this book

** a spell in the *Midgard Heroes Handbook*

NAMELESS CULTS

Wondrous item, legendary (requires attunement)

This dubious old book, which is bound in heavy leather with iron hasps, details the forbidden secrets and monstrous blasphemy of a multitude of nightmare cults that worship nameless and ghastly entities. It reads like the conversation of a maniac, filled with fluctuating moments of vagueness and clarity and illustrated with unsettling hieroglyphs.

The tome contains all mythos magic spells in this supplement, plus any additional spells of the GM’s design or choosing.

You can reference *Nameless Cults* whenever you make an Intelligence check to recall information about any aspect of evil or the occult, such as lore about Great Old Ones, mythos creatures, or the cults that worship them. When you do so, double your proficiency bonus on that check.

NECRONOMICON

Wondrous item, artifact (requires attunement)

This monstrous tome bound in humanoid skin seethes with dread. A grotesque and ghoulish face is stretched across its loathsome cover.

The Necronomicon is replete with fantastic legends of elder magic and abhorred secrets from beyond the

Void. Its author, the mad poet-philosopher Alhazred, is said to have been seized by an invisible monster in broad daylight and devoured horribly before a large number of horror-stricken witnesses. Throughout unknown centuries, *The Necronomicon* was rigidly suppressed by civil authorities and by all branches of organised ecclesiasticism. Reading this dreaded tome always leads to terrible consequences.

Among its hideous contents, the *Necronomicon* details abstract formulae on the properties of space and the linkage of dimensions both known and unknown. It describes the presence of forbidden cults among human beings who serve elder, primordial races and who worship unseen entities with alien-tongued names such as Yog-Sothoth and Cthulhu.

Despite centuries of repression, an unknown handful of copies of this horrible artifact still exist. Each and every one is a closely guarded secret of its owner, and not all their owners are human or even humanoid.

To reap the “benefits” of *The Necronomicon*, a creature must become attuned to it and then spend another 19 hours reading and studying its blasphemous text. The creature can then add to and copy the book’s contents, provided any additions advance Chaos or Evil and expand the lore already contained within. (Because of this, no two copies of *The Necronomicon* are identical, and no one knows precisely what’s been added to or excised from Alhazred’s original text.)

When a non-Evil creature attunes to *The Necronomicon*, that creature must make a successful DC 18 Charisma saving throw or its alignment changes to Neutral Evil.

Unseen forces of Evil will pursue you as long as you possess *The Necronomicon*, hoping to steal it away for themselves or for a more powerful master. Once every three days while you are attuned to the book, you have a 19% chance to encounter or be attacked by a mythos entity or occult adversary of the GM’s choosing. If you die while attuned to the book, a Great Old One claims your soul, and you can’t be restored to life by any means while it bends your soul to its own purposes.



Random Properties. The *Necronomicon* has the following random properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 1 minor detrimental property
- 2 major detrimental properties

Adjusted Ability Scores. After you spend the requisite amount of time reading and studying the book, your Intelligence score increases by 2, to a maximum of 24, and your Wisdom score decreases by 2, to a minimum of 3. The book can’t adjust your ability scores again.

Abstract Formulae. *The Necronomicon* contains a multitude of spells of mind-shattering evil, including all mythos spells contained in this supplement, all Void magic spells from *Deep Magic 3: Void Magic* or the *Midgard Heroes Handbook*, all standard necromancy spells, and any additional spells of the GM’s design or choosing.

Eldritch Magic. Once you've read and studied the book, any spell slot you expend to cast a warlock or wizard spell counts as a spell slot one level higher when determining the spell's effect.

Eldritch Lore. You can reference *The Necronomicon* whenever you make an Intelligence check to recall information about any aspect of evil or secrets of the multidimensional universe, such as lore about Great Old Ones or the properties of disquieting technology. When you do so, double your proficiency bonus on that check.

Eldritch Guise. While you carry *The Necronomicon* and are attuned to it, you can speak, read, and write Void Speech, and you can cast *semblance of dread** as a bonus action.

Voidmarked. After you spend the requisite amount of time reading and studying the book, you acquire mental and physical disfigurements as hideous signs of your blasphemous devotion to the Great Old Ones. You gain one flesh warp and one indefinite madness. The voidmark grants you advantage on Charisma (Persuasion) checks made to interact with aberrations and on Charisma (Intimidation) checks made to interact with non-aberrations.

Thought Control. While you are attuned to the book and holding it, you can use an action to cast the *dominate monster* spell on a target creature within range (save DC 18). You can't use this property again until the next dawn.

Destroying the Book. *The Necronomicon* allows pages to be torn from it, but any eldritch lore contained on those pages finds its way back into the book

eventually, usually when a new author or translator adds pages to the tome. It is rumored that *The Necronomicon* can't be destroyed as long as a spawn of Great Old One Azathoth exists in the multiverse. However, casting the book into the fire of a dying star scorches all writing and imagery from its pages and renders the book powerless for $6d6 + 6$ years.

Void Taint

Void taint is an abstract measure of how much the Void's influence has seeped into and corrupted a creature's essence. Accumulating too much Void taint causes madness and physical debilitation.

Every time a character learns a new mythos magic or Void magic spell, he or she must make a Charisma saving throw against a $DC = 10 +$ the spell's level. If the saving throw fails, the character gains 1 point of Void taint. Keep track of Void taint on your character record. When the total reaches [your Charisma modifier + your proficiency bonus (minimum of 1)], you are afflicted with an indefinite madness (a new character flaw) and your Void taint total resets to zero.

Instead of bearing this scar on his or her psyche, a character can channel the Void's influence into a physical manifestation. In this case, the Void works its way into the character's flesh and changes it in ways ranging from subtle to terrifying, and the character gains a flesh warp instead of madness.

Both effects are permanent until cured. Additional rules on Void taint, indefinite madness, and flesh warps, including how to cure them, are presented in the 5th Edition Appendix of the *Midgard Worldbook*.

MORE INDEFINITE MADNESS

D10	Flaw (lasts until cured)
1	Reroll on the Indefinite Madness table from <i>Midgard Worldbook</i> 5th Edition Appendix.
2	"I can't escape the yellow sign and the haunted memory of lost Carcosa. I see the sign everywhere I go. It follows me, relentlessly."
3	"My nightmares are haunted by the hideous call of great Cthulhu."
4	"This fleshy body is not my true form. My people hail from far-off Aldebaran, where we are formless and immortal."
5	"These are accursed times. The Old Ones threaten to return, making every unborn child a potential abomination in waiting. They can't be allowed to gain a foothold."
6	"I dream nightly of strange, cyclopean cities carved in black stone."
7	"I often hear the thin, monotonous piping of a demonic flute. Listen . . . can't you hear it?"
8	"The constellations conceal messages from the Elder Gods that guide our fates. I can read our destiny in the stars, and we are doomed."
9	"I see through the veil of reality into an alternate universe that perpetually surrounds us. Its truths are beautiful, but its horrors are endless."
10	"I am the material embodiment of great Nyarlathotep, the Crawling Chaos."

MORE FLESH WARPS

D10	Effect (lasts until cured)
1	Reroll on the Flesh Warps table from <i>Midgard Worldbook</i> 5th Edition Appendix.
2	External Organ. One of the character's internal organs pushes through the outer skin and becomes exposed. The character has disadvantage on Constitution checks, and on Charisma (Deception and Persuasion) checks unless the organ is hidden from sight.
3	Prehensile Tail. The character grows a 3-foot prehensile tail. The character can use the tail to make one melee weapon attack with a simple weapon weighing 2 lb. or less, or to make one unarmed strike that deals 1d4 + Strength modifier bludgeoning damage. The character has disadvantage on Dexterity (Acrobatics) checks.
4	Proboscis. The character's mouth mutates into a tubular organ like the maw of a mosquito, moth, or worm. The character can use the proboscis to make a blood-draining melee weapon attack. The attack roll can be made using Strength or Dexterity; a hit deals 1d4 + Strength modifier piercing damage and the character attaches to the target. While attached, the character can't attack but inflicts the attack's damage automatically to the creature the character is attached to. The character can detach by spending 5 feet of movement. The creature under attack or one of its allies within 5 feet of it can free the creature from the proboscis automatically by using an action to do so. Whether the character can subsist on blood alone is up to the GM. The character loses the ability to speak and has disadvantage on Charisma (Deception and Persuasion) checks unless the proboscis is hidden from sight.
5	Pliant Bones. The character's skeleton becomes cartilaginous and pliable. The character can move through a space as narrow as 6 inches wide without squeezing (provided the character isn't wearing rigid armor), and the character's Strength is reduced by 2.
6	Sentient Tumors. Large cystic tumors sprout from the character's shoulder, arm, or back. These growths are sentient and emit a weak psychic field. The character's mind cannot be read telepathically or affected by divination spells. If the character takes psychic damage, however, he or she must succeed on a DC 15 Wisdom saving throw or suffer the effects of a <i>confusion</i> spell for 1 minute. The character also has disadvantage on Charisma (Deception and Persuasion) checks unless the tumors are hidden from sight.
7	Barbed Hide. Spiny barbs protrude from the character's skin. Any creature grappling the character takes 2d4 piercing damage at the start of the character's turn. The character experiences constant pain while wearing armor or heavy clothing, and this causes disadvantage on Dexterity checks under those conditions. The character has disadvantage on Charisma (Deception and Persuasion) checks unless the barbs are hidden from sight (which may require covering the character's face, at the GM's discretion).
8	Extra Eyes. The character grows one or more additional eyes in a location of the GM's choosing. The character has advantage on Perception checks that rely on sight but has disadvantage on Charisma (Deception and Persuasion) checks unless the extra eyes are hidden.
9	Chitin. Areas of the character's skin become covered in a pearlescent chitin similar to the exoskeleton of an insect. The character gains a natural armor class of 13 + Dexterity modifier but has disadvantage on Stealth checks. The character also has disadvantage on Charisma (Deception and Persuasion) checks unless the chitin is hidden from sight.
10	Hyperkyphosis. The character's spine becomes grotesquely curved and twisted. The character has disadvantage on Dexterity checks and on Charisma (Deception and Persuasion) checks, and the character's Speed is reduced by 5 feet.

Mythos Spell List

CANTRIP

Black Goat's Blessing
Semblance of Dread

1ST LEVEL

Voorish Sign

2ND LEVEL

Ectoplasm
Gift of Azathoth

3RD LEVEL

Mind Exchange
Sleep of the Deep
Unseen Strangler

4TH LEVEL

Emanation of Yoth
Green Decay
Hunger of Leng
The Yellow Sign

5TH LEVEL

Curse of Yig
Eldritch Communion
Summon Eldritch Servitor

6TH LEVEL

Right the Stars
Warp Mind and Matter

7TH LEVEL

Sign of Koth

8TH LEVEL

Seed of Destruction

9TH LEVEL

Summon Old One's Avatar

New Spells

BLACK GOAT'S BLESSING

Enchantment cantrip (void magic)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S

DURATION: 1 round

You raise your hand with fingers splayed and utter an incantation of the Black Goat with a Thousand Young. Your magic is blessed with the eldritch virility of the All-Mother. The target has disadvantage on saving throws against spells you cast until the end of your next turn.

CURSE OF YIG

5th-level transmutation (ritual, void magic)

CASTING TIME: 1 minute

RANGE: 60 feet

COMPONENTS: V, S, M (a drop of snake venom)

DURATION: Concentration, up to 1 hour

This spell transforms a Small, Medium, or Large creature that you can see within range into a servant of Yig (*Creature Codex*). An unwilling creature can attempt a Wisdom saving throw, negating the effect with a success.

The transformation lasts for the duration or until the target drops to 0 hit points or dies. The target's stats, including mental ability scores, are replaced by the statistics of a servant of Yig. The transformed creature becomes Neutral Evil, and it's both friendly to you and reverent toward the Father of Serpents. Only its equipment is unchanged. The transformed creature can opt to make a Wisdom saving throw at the end of its turn. If it succeeds, the creature's

alignment and personality return to normal for the duration and it regains its former attitude toward you and toward Yig.

When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If it reverts as a result of dropping to 0 hit points, any excess damage carries over to its normal form.



ECTOPLASM

2nd-level necromancy (void magic)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S, M (a pinch of bone dust)

DURATION: Concentration, up to 1 minute

You call forth a Medium-sized ectoplasmic manifestation that appears in an unoccupied space of your choice within range that you can see. The manifestation lasts for the spell's duration. Any creature that ends its turn within 5 feet of the manifestation takes 2d6 psychic damage, or half damage with a successful Wisdom saving throw.

As a bonus action, you can move the manifestation up to 30 feet. It can move through one creature's space but can't remain in the same space as that creature. If the ectoplasm enters a creature's space, that creature takes 2d6 psychic damage, or half damage with a successful Wisdom saving throw. If the saving throw fails, the creature also has disadvantage on Dexterity checks until the end of its next turn.

When you move the manifestation, it can flow through a gap as small as 1 square inch, over barriers up to 5 feet tall, and across pits up to 10 feet wide. The manifestation sheds dim light in a 10-foot radius. It also leaves a thin film of ectoplasmic residue on everything it touches or moves through. This residue doesn't illuminate the surroundings but does glow dimly enough to show the manifestation's path. The residue dissipates one round later.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d6 for each slot level above 2nd.

ELDRITCH COMMUNION

5th-level divination (ritual, void magic)

CASTING TIME: 1 minute

RANGE: Self

COMPONENTS: V, S, M (corvid entrails, a dried opium poppy, and a glass dagger)

DURATION: 1 minute

You contact a Great Old One and ask one question that can be answered with a one-sentence reply no more than twenty words long. You must ask your question before the spell ends. There is a 25 percent chance the answer contains a falsehood or is misleading in some way (the GM determines this secretly).

Great Old Ones have vast knowledge but they aren't omniscient, so if your question pertains to information beyond the Old One's knowledge, the answer might be vacuous, gibberish, or an angry "I don't know."

This contact also reveals the presence of all aberrations within 300 feet of you. There is a 1-in-6 chance that each aberration you become aware of also becomes aware of you.

If you cast *eldritch communion* two or more times before taking a long rest, there is a cumulative 25 percent chance for each casting after the first that you receive no answer and become afflicted with short-term madness.

EMANATION OF YOTH

4th-level necromancy (ritual, void magic)

CASTING TIME: 1 minute

RANGE: 90 feet

COMPONENTS: V, S, M (a fistful of grave earth and a vial of child's blood)

DURATION: Concentration, up to 1 hour

You call forth a **ghost** that takes the form of a spectral serpentfolk assassin. It appears in an unoccupied space that you can see within range. The ghost disappears when it's reduced to 0 hit points or when the spell ends.

The ghost is friendly to you and your companions for the duration of the spell. Roll initiative for the ghost, which takes its own turns. It obeys verbal commands that you issue to it (no action required by you). If you don't issue a command to it, the ghost defends itself from hostile creatures but doesn't move or take other actions.

You are immune to the ghost's *horrifying visage* but can willingly become the target of the ghost's *possession*. You can end this *possession* as a bonus action.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 6th or 7th level, you call forth two ghosts. If you cast it using a spell slot of 8th or 9th level, you call forth three ghosts.

GIFT OF AZATHOTH

2nd-level enchantment (void magic)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S

DURATION: 24 hours or until the target attempts a third death saving throw

A willing creature you touch is imbued with the persistence of ultimate Chaos. Until the spell ends, the target has advantage on the first three death saving throws it attempts.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 5th, 6th, or 7th level, the duration increases to 48 hours. When you cast this spell using a spell slot of 8th or 9th level, the duration increases to 72 hours.

GREEN DECAY

4th-level necromancy (ritual, void magic)

CASTING TIME: 1 action

RANGE: Touch

COMPONENTS: V, S

DURATION: Concentration, up to 1 hour

Your touch inflicts a nauseating, alien rot. Make a melee spell attack against a creature within your reach. On a hit, you afflict the creature with the supernatural disease green decay (see below), and creatures within 15 feet of the target who can see it must make a successful Constitution saving throw or become poisoned until the end of their next turn.

You lose Concentration on this spell if you can't see the target at the end of your turn.

Green Decay. The creature's flesh is slowly consumed by a virulent extraterrestrial fungus. While the disease persists, the creature has disadvantage on Charisma and Wisdom checks and on Wisdom saving throws, and it is vulnerable to acid, fire, and necrotic damage. The affected creature must make a Constitution saving throw at the end of each of its turns. If the saving throw fails, the creature takes 1d6 necrotic damage and its hit point maximum is reduced by an amount equal to the necrotic damage taken. If the creature succeeds at three of these saving throws before it fails at three of them, the disease ends immediately (but damage and maximum hit point reductions remain in effect). If the creature fails at three of these saving throws before succeeding at three of them, the disease lasts for the duration of the spell with no further saving throws against it needed or allowed.

HUNGER OF LENG

4th-level enchantment (void magic)

CASTING TIME: 1 action

RANGE: 90 feet

COMPONENTS: V, S, M (a pinch of salt and a drop of the caster's blood)

DURATION: 1 minute

You curse one creature that you can see within range with an insatiable ghoulish appetite. If the target has a digestive system, the creature must make a successful Wisdom saving throw or be compelled to consume the flesh of living creatures.

The affected creature gains the two traits described below: a bite attack and blood frenzy. On its turns,



the creature must use the bite attack against the closest living creature it can see. If no living creature is within its line of sight, the creature inflicts 2d4 + (its Strength modifier) piercing damage on itself with an automatic critical hit from the bite attack.

An affected creature repeats the saving throw at the end of its turn, ending the effect on itself with a success. If this saving throw is failed twice before succeeding once, *hunger of Leng* lasts its full duration with no further saving throws.

Bite. *Melee Weapon Attack:* (Strength modifier + proficiency bonus) to hit, reach 5 ft., one creature.
Hit: 1d4 + (Strength modifier) piercing damage. If the affected creature is larger than Medium, add an additional 1d4 damage per size category above Medium.

Blood Frenzy. The creature has advantage on melee attack rolls against any creature that doesn't have all its hit points.

MIND EXCHANGE

3rd-level transmutation (ritual, void magic)

CASTING TIME: 1 minute

RANGE: 60 feet

COMPONENTS: V, S, M (a labradorite prism and a silver talisman or coin)

DURATION: Concentration, up to 8 hours

One humanoid of your choice that you can see within range must make a Charisma saving throw. On a failed save, you project your mind into the body of the target. You use the target's statistics but don't gain access to its knowledge, class features, or proficiencies, retaining your own instead. Meanwhile, the target's mind is shunted into your body, where it uses your statistics but likewise retains its own knowledge, class features, and proficiencies.

The exchange lasts until either of the two bodies drops to 0 hit points, until you end it as a bonus action, or until you are forced out of the target body by an effect such as a *dispel magic* or *dispel evil and good* spell (the latter spell defeats *mind exchange* even though possession by a humanoid isn't usually affected by that spell). When the *mind exchange* ends, both switched minds return to their original bodies. The target of the spell is immune to *mind exchange* for 24 hours after succeeding on the saving throw or after the exchange ends.

The effects of the exchange can be made permanent with a *wish* spell or comparable magic.

RIGHT THE STARS

6th-level divination (ritual, void magic)

CASTING TIME: 10 minutes

RANGE: Self

COMPONENTS: V, S, M (seven black candles and a circle of powdered charred bone or basalt)

DURATION: 1 hour

You subtly warp the flow of space and time to enhance your conjurations with accursed cosmic potency. Until the spell ends, the duration of your conjuration spells are doubled, any creature that you summon or create with a conjuration spell has 30 temporary hit points, and you have advantage on concentration checks, Charisma checks, and Charisma saving throws.

SEED OF DESTRUCTION

8th-level enchantment (ritual, void magic)

CASTING TIME: 1 action

RANGE: 60 feet

COMPONENTS: V, S, M (five teeth from a still-living humanoid and a vial of the caster's blood)

DURATION: 1 hour

This spell impregnates a living creature with a rapidly-gestating hydra that consumes the target from within before emerging to wreak havoc on the world. Make a ranged spell attack against a living creature within range that you can see. On a hit, you implant a five-headed embryonic growth into the creature. Roll 1d3 + 1 to determine how many rounds the embryo takes to mature.



During those rounds when the embryo is gestating, the affected creature takes 12 (5d4) slashing damage at the start of its turn, or half damage with a successful Constitution saving throw.

When the gestation period has elapsed, a tiny hydra erupts from the target's abdomen at the start of your turn. The hydra appears in an unoccupied space adjacent to the target and immediately grows into a full-size, Huge aberration. Nearby creatures are pushed away to clear a Huge space as the hydra grows. This is a standard hydra but with the Innate Spellcasting ability to cast *bane* as an action (spell save DC 11) requiring no spell components. Roll initiative for the hydra, which takes its own turn. It obeys verbal commands that you issue to it (no action required by you). If you don't give it a command or it can't follow your command for some reason, the hydra attacks the nearest living creature.

At the end of each of the hydra's turns, you must make a DC 15 Charisma saving throw. On a successful save, the hydra remains under your control and friendly to you and your companions. On a failed save, your control ends, the hydra becomes hostile to all creatures, and it attacks the nearest creature to the best of its ability.

The hydra disappears at the end of the spell's duration or its existence can be cut short with a *wish* spell or comparable magic, but nothing less. The embryo can be destroyed before reaching maturity with a *dispel magic* spell under the normal rules for dispelling high-level magic.

SEMBLANCE OF DREAD

Illusion cantrip (void magic)

CASTING TIME: 1 action

RANGE: Self (10-foot radius)

COMPONENTS: V, S

DURATION: Concentration, up to 1 minute

You adopt a chaotic and tenebrous visage of the faceless god Nyarlathotep. For the duration, any creature within 10 feet of you and able to see you can't willingly move closer to you unless it makes a successful Wisdom saving throw as it tries to approach. A creature can make only one such saving throw attempt per turn. Constructs and undead are immune to this effect.

For the duration of the spell, you also gain vulnerability to radiant damage and have advantage on saving throws against effects that cause fright.

SIGN OF KOTH

7th-level abjuration (void magic)

CASTING TIME: 1 turn

RANGE: Touch (60-foot radius)

COMPONENTS: V, S, M (a platinum dagger and a powdered black pearl worth 500 gp, which the spell consumes)

DURATION: Until dispelled

You invoke the twilight citadels of Koth to create a field of magical energy in the shape of a 60-foot-radius, 60-foot-tall cylinder centered on a point you can touch. The only visible evidence of this field is an inky black rune that appears at the spot touched and on every doorway, window, or other portal inside the cylindrical area.

Choose one or more of the following types of creatures: aberrations, beasts, celestials, dragons, elementals, fey, fiends, giants, humanoids, monstrosities, oozes, plants, or undead. The sign affects creatures of the chosen type (including you, if applicable) in the following ways:

- Those creatures can't willingly enter the cylinder's area by nonmagical means; the cylinder acts as an invisible, impenetrable wall of force. If an affected creature tries to enter the cylinder's area via teleportation, a dimensional shortcut, or other magical means, it must make a successful Charisma saving throw or the attempt fails.
- Affected creatures are deafened to all sounds that originate from inside the cylinder.
- Affected creatures have disadvantage on attack rolls against targets inside the cylinder.
- Affected creatures can't charm, frighten, or possess creatures inside the cylinder.

Creatures that aren't affected by the field and who take a short rest inside it regain twice the usual number of hit points for each Hit Die spent at the end of the rest.

When you cast this spell, you can choose to reverse its magic; this will prevent affected creatures from leaving the area instead of from entering it, deafen them to sounds from outside the cylinder, etc. In this case, the field provides no benefit for taking a short rest.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 8th level or higher, the radius increases by 30 feet for each slot level above 7th.

SLEEP OF THE DEEP

3rd-level illusion (ritual, void magic)

CASTING TIME: 1 action

RANGE: 60-foot radius

COMPONENTS: V, S, M (a pinch of black sand, a tallow candle, and a drop of cephalopod ink)

DURATION: 8 hours

Your magic haunts the dreams of others with hideous visions of the non-Euclidean city of R'lyeh. Choose a sleeping creature that you are aware of within range. Creatures that don't sleep, such as elves, can't be targeted. The creature must succeed on a Wisdom saving throw or it garners no benefit from this rest and when it awakens, it gains one level of exhaustion and is afflicted with short-term madness.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 4th level or higher, you can affect one additional creature for each slot level above 3rd.

SUMMON ELDRITCH SERVITOR

5th-level conjuration (ritual, void magic)

CASTING TIME: 10 minutes

RANGE: 60 feet

COMPONENTS: V, S, M (a vial of the caster's blood and a silver dagger)

DURATION: Concentration, up to 1 hour

You summon eldritch aberrations that appear in unoccupied spaces you can see within range. Choose one of the following options for what appears:

- two ghosts of Leng (*Creature Codex*)
- one shantak (*Creature Codex*)

When the summoned creatures appear, you must make a Charisma saving throw. If it succeeds, the creatures are friendly to you and your allies. If it fails, the creatures are friendly to no one and attack the nearest creatures to them, pursuing and fighting for as long as possible.

Roll initiative for the summoned creatures, which take their own turns as a group. If friendly to you, they obey your verbal commands (no action required by you to issue a command), or attack the nearest living creature if they have no command.

Each round that you maintain concentration on the spell, you must make a successful DC 15 Wisdom saving throw at the end of your turn or take 1d4 psychic damage. If the cumulative total of this damage exceeds your Wisdom score, you gain one point of Void taint and you are afflicted with a short-term madness. The same penalty recurs when the damage exceeds twice your Wisdom, three times your Wisdom, etc.

A summoned creature disappears when it drops to 0 hit points or when the spell ends. If you stop concentrating on the spell before an hour has elapsed, the creatures become uncontrolled and hostile and don't disappear until 1d6 rounds later or they're killed.

AT HIGHER LEVELS. When you cast this spell using a 7th- or 8th-level spell slot, you can summon four ghosts of Leng or a hound of Tindalos (*Creature Codex*). When you cast it with a 9th-level spell slot, you can summon five ghosts of Leng or a nightgaunt (*Creature Codex*).



SUMMON OLD ONE'S AVATAR

9th-level conjuration (ritual, void magic)

CASTING TIME: 10 minutes

RANGE: 60 feet

COMPONENTS: V, S, M (a vial of the caster's blood, a dried opium poppy, and a silver dagger)

DURATION: Concentration, up to 1 hour

You summon a worldly incarnation of a Great Old One, which appears in an unoccupied space you can see within range. This avatar manifests as a Void speaker (*Creature Codex*) augmented by boons from the Void. Choose one of the following options for the type of avatar that appears (other options might be available if the GM allows):

- Avatar of Cthulhu. The Void speaker is a deep one (*Tome of Beasts*) with the ability to cast *command* and *sleep of the deep* at will.
- Avatar of Nyarlathotep. The Void speaker is a dark voice (*Creature Codex*) with the ability to cast *bane* and *semblance of dread* at will.
- Avatar of Shub-Niggurath. The Void speaker is a goat-man (*Tome of Beasts*) with the ability to cast *black goat's blessing* and *unseen strangler* at will.
- Avatar of Yog-Sothoth. The Void speaker is a human with 1d4 + 1 flesh warps and the ability to cast *gift of Azathoth* and *thunderwave* at will.

When the avatar appears, you must make a Charisma saving throw. If it succeeds, the avatar is friendly to you and your allies. If it fails, the avatar is friendly to no one and attacks the nearest creature to it, pursuing and fighting for as long as possible.

Roll initiative for the avatar, which takes its own turn. If friendly to you, it obeys verbal commands you issue to it (no action required by you). If the avatar has no command, it attacks the nearest creature.

Each round you maintain concentration on the spell, you must make a successful DC 15 Wisdom saving throw or take 1d6 psychic damage. If the cumulative total of this damage exceeds your Wisdom score, you gain one point of Void taint and you are afflicted with a short-term madness. The same penalty recurs when the damage exceeds twice your Wisdom, three times your Wisdom, etc.

The avatar disappears when it drops to 0 hit points or when the spell ends. If you stop concentrating on the spell before an hour has elapsed, the avatar becomes uncontrolled and hostile and doesn't disappear until 1d6 rounds later or it's killed.

UNSEEN STRANGLER

3rd-level conjuration (ritual, void magic)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S, M (a pinch of sulfur and a live rodent)

DURATION: 8 hours

You conjure a phantom, tentacled aberration in an unoccupied space you can see within range. The phantom remains where you conjured it until the spell elapses, until you dismiss it as an action, or until you move more than 80 feet from it.

The strangler is invisible to all creatures except you, and it can't be harmed. When a Small or larger creature approaches within 30 feet of it without speaking the password that you specify when you cast this spell, the strangler starts whispering your name. This whispering is always audible to you, regardless of other sounds in the area, as long as you're conscious. The strangler sees invisible creatures and can see into the Ethereal Plane. It ignores illusions.

If one or more creatures hostile to you are within 5 feet of the strangler at the start of your turn, the strangler attacks one of them with a tentacle. It makes one melee weapon attack; its attack modifier = your spellcasting ability modifier + your proficiency bonus. On a hit, it deals 3d6 bludgeoning damage, and a Large or smaller creature is grappled (escape DC = your spellcasting ability modifier + your proficiency bonus). Until this grapple ends, the target is restrained and the strangler can't attack another target. If this attack is a critical hit, the creature also is suffocating and can't speak until the grapple ends.

VOORISH SIGN

1st-level divination (void magic)

CASTING TIME: 1 action

RANGE: Self (20-foot radius)

COMPONENTS: S

DURATION: Concentration, up to 10 minutes

For the duration, invisible creatures and objects within range become visible, and you have advantage on saving throws against effects that cause fright.

AT HIGHER LEVELS. When you cast this spell using a spell slot of 3rd level or higher, the radius increases by 5 feet for every 2 slot levels above 1st.

WARP MIND AND MATTER

6th-level transmutation (ritual, void magic)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S, M (root of deadly nightshade and a drop of the caster's blood)

DURATION: Until cured or dispelled

A creature you can see within range undergoes a baleful transmutation. The target must make a successful Wisdom saving throw or suffer a flesh warp and be afflicted with indefinite madness.

Greater restoration or comparable magic ends the indefinite madness, and *regeneration* or comparable magic rids the creature of the flesh warp.

YELLOW SIGN

4th-level enchantment (void magic)

CASTING TIME: 1 action

RANGE: 30 feet

COMPONENTS: V, S

DURATION: 1d10 hours

You attempt to afflict a humanoid you can see within range with memories of Carcosa and the Pallid Mask. The target must make a successful Wisdom saving throw or be afflicted with long-term madness and be charmed by you for the duration or until you or one of your allies harms it in any way. While charmed this way, the creature regards you as a sacred monarch. If you or an ally of yours are fighting the creature, it has advantage on its saving throw.

A successful *remove curse* spell ends both effects.



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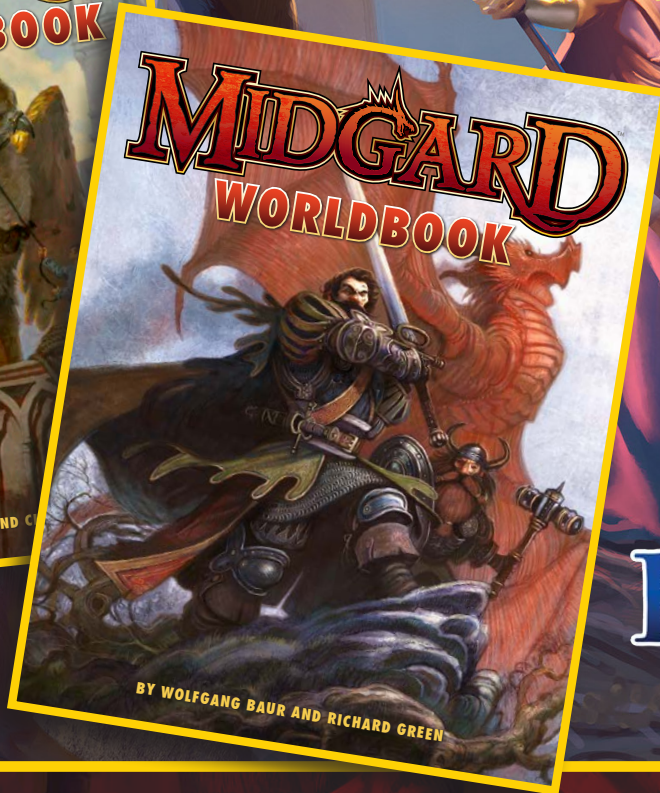
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