



SWEET STUB

and

HELLA THOTEP

a breakfast cult expansion

Paul Matijevic

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FATE

Breakfast

CULT

SWEET STUB
and **HELLA THOTEP**
a breakfast cult expansion

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WELCOME!

Sweet Shub And Hella Thotep is a Cthulhu Mythos expansion pack for the cosmic horror high school RPG *Breakfast Cult*.

For fans of H.P. Lovecraft's Cthulhu Mythos, this expansion adds some popular public-domain elements of the Mythos to the *Breakfast Cult* setting. In the following chapters you can find:

- An alternate, Mythos-flavoured *Breakfast Cult* setting, for players who want to get even more peanut butter in their chocolate
- Five new sample characters based on Lovecraft's works
- Mythos cults and other encounters
- Some Mythos-themed items
- Ancient One writeups for Cthulhu, Shub-Niggurath, Nyarlathotep, and alien Incursions.

This expansion pack began as a stretch goal for *Breakfast Cult*'s Kickstarter campaign. Thanks again to the backers for making this possible!

HEADS UP...

***Sweet Shub And Hella Thotep* requires the *Breakfast Cult* book to use properly. It also assumes that you have a copy of *Fate Accelerated* or some familiarity with the system.**

If you need *Fate Accelerated*, you can find it in pay-what-you-want format from sites like Evil Hat's or DriveThruRPG, or in book format in stores. If you need *Breakfast Cult*, try wherever you got this book from.

SETTING FRAGMENTS

mythos-flavoured breakfast

USING LOVECRAFT

The shared universe of H.P. Lovecraft's Cthulhu Mythos has endured for decades, spawning loads of books, films, games, and more. This makes it great if you need a ready-made cosmic horror setting to dip into. Here's a few tips:

RESEARCH

This pack can only cover a fraction of the Mythos lore out there, but you can find more in other games. We'll list some references on the next page, but there are plenty more if you look. If you're using other games as reference, keep in mind that many include lore from later writers or insert their own material, so be sure to check first if that matters to you.

The Internet is your friend here. Sites like yog-sothoth.com or even Wikipedia are invaluable resources for Mythos lore. If it's gaming advice you're after, there are many online communities (like RPGnet and the Yog Sothoth boards) with threads to read and posters who can help you.

MYTHOS HORROR

The essence of Lovecraftian horror is that the universe is a cold and unknowable place, we are insignificant, and ultimately nothing we know, do, or say will do much more than delay the inevitable.

Breakfast Cult is similar, but focuses more on humanity. The Ancient Ones are still waiting for us out there in the dark, but if they find us it will probably be our fault. Occultar students usually don't worry about them as much as they do about the pressure cooker of expectations and abuse they go through just by going to class every day.

If you want to run a more Lovecraftian game, consider lengthening the shadow of the Ancient Ones a bit. Emphasise the Academy's security, even when it's not yet clear what they're guarding against. When the players learn more about the Ancient Ones, emphasise that their coming is inevitable. Play down the hopeful endings. Their reward for a successful adventure is years of therapy and a dark secret they'll keep for the rest of their lives.

POPULAR VS. UNKNOWN

Much of the horror in the Mythos comes from fear of the unknown. Cthulhu and its ilk aren't just tentacled alien gods—they're an *idea*. They are symbols of our fear that the universe is a vast, cold and unknowable place and that we don't matter.

But because the Mythos is a shared universe, and a popular one too, they're a little overused. Iconic Mythos beings are like vampires: if you do it right, with a decent portrayal and genuine risk, you can make them scary just like anything else. But they're also a *familiar* threat, one your players have probably seen in

another story where Cthulhu glitters while creeping on teenage girls or something. When horror relies on the unknown, familiarity is the mood-killer.

As long as you keep that in mind, you should be okay. Mix things up and present the Mythos in ways they're not used to—the Ancient Ones in this book are written with that in mind. If you're using material from other Mythos works, use that as a red herring to mess with them. When what they think they know is turned on its head? *That's* good cosmic horror.

FEAR OF THE OTHER

Lovecraft hasn't aged well. The unknown Other many of his protagonists feared was often an obvious metaphor for his own bigotry. This isn't a problem if you're taking inspiration from later authors, who had different interpretations, but it's worth keeping in mind if you use the original material.

(We don't have the space to go into details, but plenty of other people have written on the subject. A good start would be China Miéville's intro to *Beyond the Mountains of Madness*, or Nick Mamatas' essay *Why Write Lovecraftian Fiction?*. If you'd just like a laugh, play Zoe Quinn's *Hitler or Lovecraft?*.)

OTHER MYTHOS GAMES

Looking at other Mythos games is a great way to spice up your game and learn how to capture that Mythos feel. There are too many to list, but here's a few good ones:

- **Call of Cthulhu:** The classic Mythos RPG. It has entire supplements of Mythos minutiae, like *Keeper's Companion Vol. 1* and *Malleus Monstrorum*, that are useful for Mythos games in any setting.
- **CthulhuTech:** An anime-themed game that combines Lovecraft with *Guyver*, *Robotech*, and *Evangelion*. It's an edgier take on the Mythos, but it's got a lot of good ideas.
- **Delta Green:** A contemporary *Call of Cthulhu* setting that draws on paranormal crime and conspiracy theory themes. If you want to involve governments and federal agencies in your game, it's worth a look.
- **Eldritch Horror/Arkham Horror:** These two board games (*Eldritch* is a slimmed-down version of *Arkham*) pack a lot of Mythos lore and atmosphere into one box. Both take a long time to play, but *Eldritch Horror* is shorter.
- **Stealing Cthulhu:** This book by Graham Walmsley discusses ways to mix up your Mythos games, with annotations by other great designers. A great read even if you're not running a Cthulhu game.
- **The Laundry:** *The Laundry Files* is a Lovecraftian spy thriller book series by Charles Stross, which mixes the Mythos with a modern-day setting and a good dose of British black comedy. It's fantastic, and so is the official RPG!
- **Trail of Cthulhu:** This one's a mystery game set in the 1930s, and it is amazing. It offers some interesting ways to use the Mythos even if you're not into the GUMSHOE system, and offers advice for both Purist games (that focus on the original Mythos themes) and Pulp games (with more punching Deep Ones in the face).

MYTHOS MORNING MEAL

AN ALTERNATE OCCULTAR

The “standard” *Breakfast Cult* setting intentionally avoids Lovecraft, and so the Mythos is fiction. This section suggests an alternate setting where it is extremely *non-fiction*.

In *Mythos Morning Meal*, the beings of the Cthuhlu Mythos had more of an impact on the world than anything else. The basics are the same as *Breakfast Cult*, but the details have changed.

This material is optional. Feel free to make up your own setting, or even just insert this pack’s characters, creatures, and Ancient Ones into your existing game.

MYTHOS SETTING HISTORY

THE CULT WAR

At the beginning of the Weird Age, wars and disasters fuelled by new occult discoveries created blighted zones around the world. These zones are ravaged by strange phenomena and mutated animals, and most of their communities have fled to refugee towns until their homes are reclaimed.

Tensions in these towns can be high. When your home is ten years down the cleanup list and populist politicians are calling you a lazy immigrant for easy votes, it’s hard to appreciate the powers that be. Disaffected zone dwellers are easy pickings for people who prey on the vulnerable, and sometimes that means cults.

Many of these cults start when some poor soul gets lost deep into a blighted zone, sees some occult phenomena, and thinks they’ve glimpsed the secrets of the universe. Most are arrested when they make it back to civilization, but some slip past to tell others of what they saw. In *Mythos Morning Meal*, some found the servants of the Great Old Ones.

The cults that spread from these people—like the Green Fury, who say the zones are part of a new natural order and worship a being they call the All-Mother—have become large enough to actively sabotage cleanup efforts across the world. Now the government has to deal with occult fallout *and* guerilla militias of cultists who have some of the locals on their side. The Cult War has been stalling cleanup efforts for years now, and it’s not slowing down.

THE MISKATONIC FOUNDATION

While the government fights the symptoms, they still need to treat the disease. Blighted zones don’t clean themselves, and current methods aren’t cutting it. Luckily, some of the world’s best occult minds are on the case: the professors of Miskatonic University.

Many occult pioneers came from this old Massachusetts college, and before they fell to madness and Sudden Disappearance While Reading Occult Tomes Syndrome, they built a legacy in Miskatonic’s occult faculty. MU are occult experts, and they came up with many of the techniques used to clean blighted zones.

As the Weird Age continued, they expanded into social sciences like occult sociology, newtype psychology, and science education. Unfortunately, the research began to strain the university's budget. Faced with mass project cuts, some professors took a gamble: with a government grant, they created the Miskatonic Foundation to continue the research independently.

Today, the Foundation is the world's foremost occult institution. They're not just the expert on occult social sciences—they get most of their money from game-changing occulttech patents, and their hard science game is pretty strong too. They plan to improve the world through occult science, so nothing like the Cult War ever happens again.

THE BLACK LIBRARY

One of the reasons Miskatonic were Weird Age pioneers was their massive occult tome collection. Nobody took the occult seriously before the Weird Age, but they'd still let the books pile up over the centuries. They lurked at the back of dusty rooms, on shelves nobody visited, and in boxes left behind by dead professors, like literary cockroaches.

At least, they *did*. After a heated conflict with the Green Fury in Oklahoma, the Department of Occult Security showed up and confiscated much of MU's occult collection for "security reasons". Most of these books were taken to a secret complex on distant Occultar Island, codenamed the Black Library.

This made people a little angry, and not just because the name sounds like a trashy sci-fi publisher. Some of those books were loaners from foreign universities, and the DOS cited vaguely-worded legal documents to justify keeping them. Aside from a few tomes released as part of political deals, the Black Library annoyed US allies for years.

Eventually, as larger political blocs started to form and the US built closer ties with other nations, the Black Library was decommissioned. Occultar Island was handed over to an international organization: the Miskatonic Foundation.

OCCULTAR ACADEMY

Over the next few years, the Foundation increased their focus on science communication and education. They'd worked with schools to design curriculums and school plans before—schools from New York to Neo Tokyo-2 already had their mark on them—but they had a bigger project in mind.

The Foundation decided to found a school of their own, where they could research the best teaching methods while using student volunteers for other research. They worked in-house where possible: Occultar Island was chosen for its international setting, controlled isolation, and relaxing ocean views, and MU sent its architects to help build it. Most nations gladly allowed the Foundation to scout them for occult talent, as long as they shared their research.

The first wave of students arrived at Occultar sixteen months later. Easy peasy Dagon squeezy.

These people and groups have gained enough influence in *Mythos Morning Meal* to earn a mention. Some might have analogues in *Breakfast Cult*, but these versions exist to tackle Mythos-specific problems.

THE ALERT

If you can look out your classroom window and over the ocean at the right time, you might see a ship circling the island. That's the *Alert*, the government's friendly reminder that they've got their eye on you.

The *Alert* is more like a floating fortress than a ship, but it runs with a light crew—mostly rookie soldiers on training exercises and veterans taking a break. The commanding officer is Daiyu Leng, an Occultar alumni posted here as a reward for years of brutal work in the blighted zones. She's usually friendly, and the yearly field trips here are a blast.

The *Alert's* stated mission is to deter cult attacks. They spend a lot of time watching the water, though.

BLACK LIBRARY

The Black Library still exists beneath Occultar Academy. Here the Foundation stores and research restricted tomes in controlled environments, along with a selection of other dangerous items and a massive collection of pre-Weird Age records from Miskatonic University that *probably* won't ever be helpful but *might*.

These sections are forbidden to students (get it?), but many of the Black Library's researchers also teach at the Academy. Most students have a vague idea of what goes on in there through rumours and overheard conversations, even if they don't know about the Ancient Ones.

OFFICE OF OCCULT INTELLIGENCE

The OOI is an international agency that deals in occult security and surveillance: finding cults, tracking the sale and use of advanced occulttech, enforcing occult restrictions, and so on. They're also the ones who approve and record sorcerer licenses, register newtypes, and track other special cases (like some Occultar students). Many of its veterans worked for the US Department of Occult Security.

The average student knows them as the suits who visit the Headmaster every month, another reminder that they're being watched. A student who gets in enough trouble to be expelled is often interviewed by OOI agents first, which their classmates call "getting spooked".



DETENTION MYSTERIIS

mythos characters

These sample characters can be used as NPCs or pre-generated PCs. They're written with the Mythos setting in mind, but you can use them in regular *Breakfast Cult* if you don't mind the Lovecraft references.

Sample Agendas can be found at the back of Chapter 4.



MARCY BISHOP



Marcy's a creator. Whether it's painting, drawing, music, or programming, she feels happiest looking at something she's made. Occultar scouted her because she's a natural with occult symbols who can draw wards and circles with deadly accuracy.

But nothing seems to hold her interest for long. In her quest for meaning, Marcy has tried every club, befriended most of her classmates, and had experiences most people would die for, but she still hasn't found that sense of purpose others seem to have. She's sure there's something out there, but she's getting restless.

Student ID APT01-1939

Home: Kansas City, Missouri, United States

DOB: January 1, 208■

Blood Type: O+

Likes: Making things, art, hanging out

Dislikes: Snakes, twist endings

ASPECTS

Concept: *Creator Looking For A Purpose*

Talent: *Marceline The Art Club Queen*

Student: *Everybody Likes Marcy*

Drive: *Searching For My True Calling*

Free: *Drifted Through Every Club*

APPROACHES

Careful: B (+2)

Clever: C (+1)

Flashy: A (+3)

Forceful: D (+0)

Quick: B (+2)

Sneaky: C (+1)

STUNTS

Art Of Memory: Marcy can produce roughly-accurate drawings of anything she's seen recently—locations, people, magic circles—from memory. She can combine this with Careful to investigate things and places even if she's not actually present, or if something's changed since she first looked.

Jack Of All Trades: When Marcy's using an approach she's rated D or C in, she can invoke *Drifted Through Every Club* for a +3 bonus instead of +2.

Marcy's Coil: Once per scene, when Marcy creates an advantage by convincing another student to do something for her, she can stack an extra free invoke.

HOPE

TARO ISOGE

Taro is a class rep, as well as a member of the Student Council's Athletic and Disciplinary Committees. He'll always make time to help his classmates, whether it's motivating them, checking up on them, eavesdropping on phone calls, checking their lockers for contraband when they're not looking...

Taro believes strongly in justice and loyalty as virtues, he just *also* thinks getting his hands dirty is worth it if it's for the sake of the Student Council. Rumour is he salutes the Japanese flag in his free time.

Student ID APT03-2361

Home: Yokohama, Japan

DOB: February 11, 208■

Blood Type: A+

Likes: Cool water, Japan, velvet

Dislikes: Lack of discipline, coffee, traitors



ASPECTS

Concept: **Overly Intense Class Rep**

Talent: **Swim Team Vice Captain**

Student: **A Body Honed To Perfection**

Drive: **Justice Justifies The Means**

Free: **Loyal To The Bone**

APPROACHES

Careful: C (+1)

Clever: C (+1)

Flashy: D (+0)

Forceful: B (+2)

Quick: B (+2)

Sneaky: A (+3)

STUNTS

50 Laps Every Morning: +1 to overcoming Flashily or Quickly whenever Taro's athletic body can help.

Takes One To Know One: When Taro compels **Justice Justifies The Means** to risk major trouble for the sake of the school, he can spend a fate point to use Sneaky in place of Clever for the rest of the scene.

Totally Not Taro: As long as Taro isn't being directly observed and there's a reasonable way to leave, he can disappear from a scene. He can spend a fate point to come back (in that same scene or a later one) disguised as a faceless NPC in the area, like a student, a low-ranking cultist, or an Ashton resident.

HOPE



YVONNE LEGRASSE

Vonnie's parents are famous detectives with Foundation connections, and everyone expected her to follow in their footsteps. She prefers spending her nights reading, but at least she likes crime novels.

Vonnie is smart, classy, and quietly confident. She's never afraid to take advantage of her parents' status to get what she wants, and remembers more of their lessons than she lets on. She prefers to take things slow and let others get their hands dirty, but when her patience finally wears out her temper is explosive.

Student ID NER02-0547

Home: Orléans, France

DOB: November 1, 208■

Blood Type: O+

Likes: Agatha Christie, primary colours, quiet

Dislikes: Alcohol, cheaters, paranormal romance

ASPECTS

Concept: *Famous Detective's Daughter*

Talent: *Lit Club Bookworm*

Student: *A Lady Of Class And Status*

Drive: *A Quiet Life, Well Lived*

Free: *Long Fuse, Big Explosion*

APPROACHES

Careful: A (+3)

Clever: B (+2)

Flashy: C (+1)

Forceful: C (+1)

Quick: D (+0)

Sneaky: B (+2)

STUNTS

Lit Club: Vonnie can spend a fate point to use Careful in place of another approach for one roll or exchange, provided she can justify having read about the action she's trying.

My Uncle Who Works For The Foundation: +2 to Flashily overcoming when using her manners or connections to get others to help her.

Pardon My French: Once per session, when Vonnie finally gets fired up, she can spend a fate point and shout to rearrange her approaches. This lasts until the session ends or she decides to change it back.

HOPE

AMBROSE QUINCY

Ambrose is a classic book collector with an old money family, an overactive imagination, and a huge chip on his shoulder. Occultar is his first school that's not expensive and private, and he's still working through some culture shock.

To his classmates, Ambrose is a lying, self-centered jerk who likes to make trouble and flee when it blows up in his face. He does it because he's simultaneously repulsed by, frightened of, and obsessed with the modern melting pot of Occultar, and doesn't really know how to deal with people who aren't privileged or sychophants. When he figures it out, he'll make a great historian.



Student ID APT01-1890

Home: Kingsport, United States

DOB: January 28, 2008

Blood Type: AB-

Likes: Classic lit, old-school shooters, quinoa

Dislikes: Newtypes, strangers, YA novels

ASPECTS

Concept: **Upper Class Twit**

Talent: **Self-Appointed Occult Tome Expert**

Student: **When I Want Your Opinion I'll Give It To You**

Drive: **I Belong On Top**

Free: **Wild And Fearful Imagination**

APPROACHES

Careful: B (+2)

Clever: C (+1)

Flashy: C (+1)

Forceful: A (+3)

Quick: D (+0)

Sneaky: B (+2)

STUNTS

Cheese It!: Quincy can overcome Forcefully instead of Quickly when he's trying to flee from something.

Terrible Young Man: Twice per session, Ambrose can declare a boost representing a creative troublemaking scheme that involves somebody else doing all the work.

Weird Tales: +2 to Sneakily creating advantages that involve elaborate lies and cover stories.

HOPE

LEE TILLINGHAST



Rumour has it that Lee sells contraband, like cigarettes and jailbreaking tools. Lies and slander, obviously. What *is* true is that Lee treats every social interaction as a transaction bound by a loose code: don't sell anything that can cause serious harm, don't bilk someone for more than they can afford, and never help authority for free.

Lee's a descendant of Crawford Tillinghast, an obscure pre-Weird Age fringe physicist. The Foundation offered to help Lee transition in exchange for his lab notes. Lee plans to use Occultar's resources (and his classmates' wallets) to outdo the old man one day.

Student ID APT04-0110

Home: Melbourne, Australia

DOB: January 28, 208■

Blood Type: AB-

Likes: Money, exotic parties, thrift stores

Dislikes: Being ripped off, tight clothes

ASPECTS

Concept: **High School Hustler**

Talent: **Sort-Of-Honorable Thief**

Student: **More Connections Than Friends**

Drive: **Gotta Get Out Of Crawford's Shadow**

Free: **Self-Taught Occultech Expert**

APPROACHES

Careful: C (+1)

Clever: A (+3)

Flashy: B (+2)

Forceful: D (+0)

Quick: C (+1)

Sneaky: B (+2)

STUNTS

Honest Lee's Discount Trust Emporium: +2 to Sneakily overcoming when gaining the trust of other people.

Taking Care Of Business: Spend a fate point to appear anywhere it's even slightly possible for Lee to get to, as long as someone could use a **Hustler's** services.

Tillinghast Oscillator: Lee built an invisibility device from Crawford's notes. Once per scene, Lee can spend a fate point to activate it and gain the **Invisible** boost. While invisible, nobody can see Lee until they succeed at an overcome roll. If they succeed or Lee uses the boost, it goes away.

HOPE

This chapter presents three Mythos deities as Ancient Ones, under the **Great Old Ones** category: **Cthulhu**, **Nyarlathep**, and **Shub-Niggurath**. It also introduces **Incursions**, for using aliens like the **Deep Ones** and **Mi-Go** as the primary threat.

This chapter assumes you know how Ancient Ones work. See Chapter 11 of *Breakfast Cult* for a refresher.

OTHER ANCIENT ONES IN THE MYTHOS

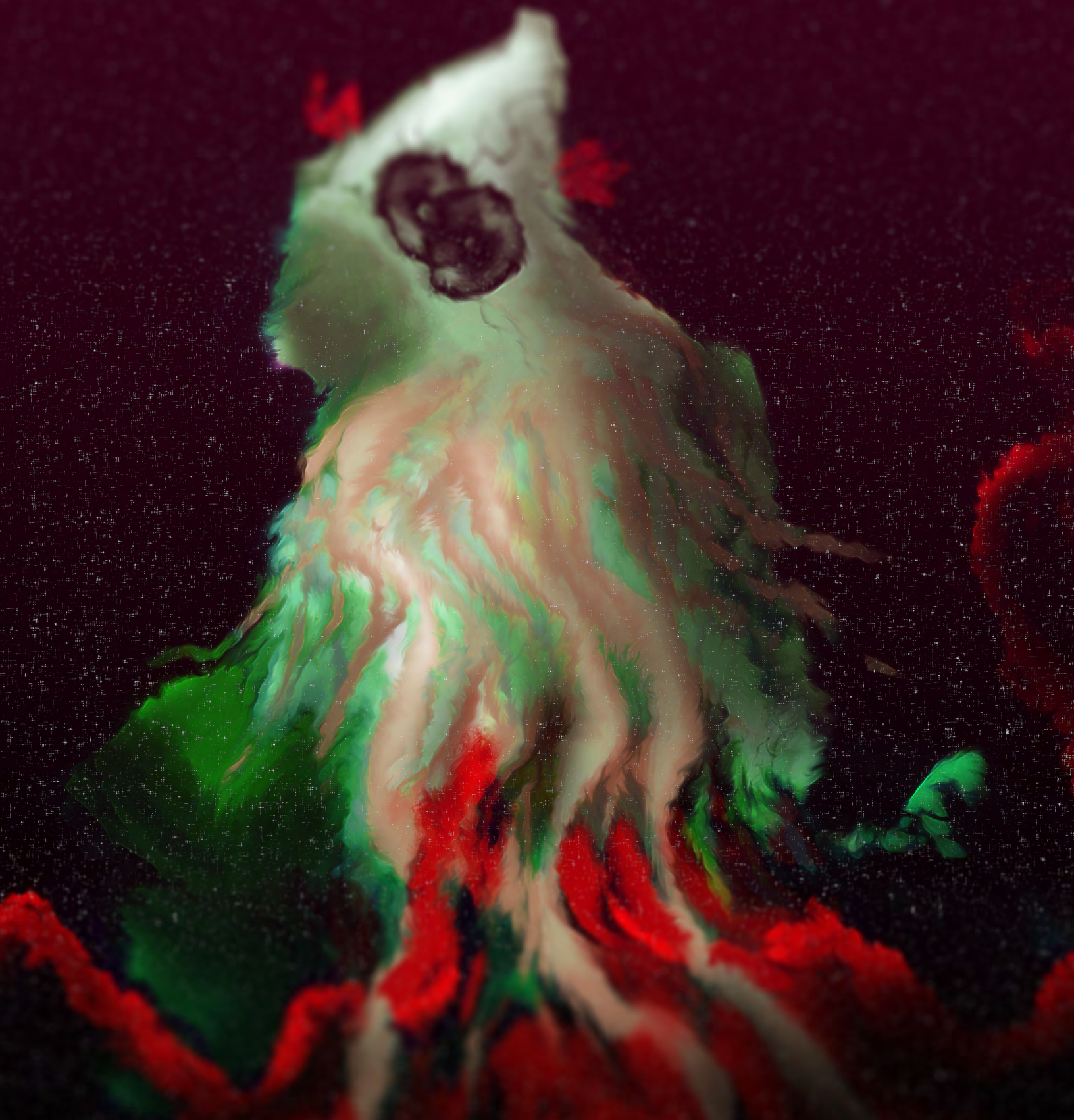
If you're using *Mythos Morning Meal*, you can still use *Breakfast Cult's* Ancient Ones. Here's some ideas for giving them a Mythos flavour.

Cold Ones: They don't change, but the theories Foundation researchers put forward about them might. Some think they're simply aspects of other beings, like Yog-Sothoth or Shub-Niggurath. Others think they're what Great Old Ones could become if this universe ends. Like most human theories about the Ancient Ones, we're probably wrong and it doesn't matter.

False Idols: There isn't much difference between the False Idols and the Great Old Ones, which is why they share an aspect. You can use them as-is, or you can just say the False Idols are Great Old Ones.

Sunrise Heavy Industries: Some employees believe that NECTAR is the milk (or fluid, at least) of Shub-Niggurath. Director Akatsuki is content to let them believe what they want, at least while his researchers investigate. For now, Sunrise is secretly supplying the Green Fury.

Yamatai: Foundation researchers believe the Muvians are an alien race that made a deal with Yog-Sothoth, and their Madnesses are Great Old Ones. Like anything anyone believes about Yamatai they're probably wrong, but there you go.





GREAT OLD ONES

We may never truly understand the Ancient Ones, but we still try. One of the greatest attempts is the *Necronomicon*, that grimoire of outsiders locked in the depths of the Black Library.

It speaks of many Ancient Ones—some in detail, some in passing, some in cryptic references. Some have touched the Earth before. They were worshipped not just by humans, but by alien beings unlike anything we know. The *Necronomicon* claims that most are imprisoned, sealed away, or simply dormant, waiting for a more hospitable cosmic cycle in which their physical forms can exist in this universe. And when that happens...

"Then the liberated Old Ones would teach them new ways to shout and kill and revel and enjoy themselves, and all the earth would flame with a holocaust of ecstasy and freedom."

Sounds like a bad time.

USING GREAT OLD ONES

These Ancient Ones are *Breakfast Cult* takes on the deities of the Cthulhu Mythos. We've provided all the tools you need to run them, but since we're drawing on a shared universe here, further research into the Mythos might lead you to plot hooks and other ideas. You might even find more Great Old Ones you like.

Many Great Old Ones have multiple forms, or at least we perceive them that way. Different entries that represent the same Ancient One have the same Doom. This isn't the only way to handle it; check out the *Crawling Chaos* (p. 20) for another.

Some people classify Nyarlathotep (and sometimes Shub-Niggurath) as Outer Gods, who are vastly more powerful and function on a cosmic scale. The difference is not always clear and it would eat up page space, so we haven't bothered. Feel free to call them Outer Gods instead if you prefer.

Oh, and if you need atmospheric music for the Mythos bits: try *Lustmord*.

ASPECTS

As Featured In The Necronomicon

Invoke when to research the Great Old Ones, reveal that the Great Old Ones have left their mark on Earth before, or demonstrate that they really are the heralds of doom the Necronomicon makes them out to be.

Cult Following

Invoke to place cultists in the area, or use the cult's connections and resources to gain an advantage .

MINIONS

All Great Old Ones use **Cultists**. Some have exclusive cults, while others are fine with seeing other people. Some also have their own associated creatures—Cthulhu often uses the **Deep Ones**, Shub-Niggurath uses its **Thousand Young**, and both Shub-Niggurath and Nyarlathotep can use **Mi-Go**.

ANCIENT ONES

This book contains three examples of Great Old Ones: **Great Cthulhu**, **Nyarlathotep**, and **Shub-Niggurath**. There are two versions of Nyarlathotep: **the Crawling Chaos** and **Your Best Friend**.

GREAT CTHULHU

No Great Old One is spoken of in the old texts as much as Cthulhu. References can be teased out of everything from the *Celaeno Fragments* to the *Pnakotic Manuscripts*. It appears in the *Necronomicon* so often someone wrote a book about it. It even has a chapter in *Yig For Dummies*, and Yig's cult hate that guy.

Many felt the call in their dreams. It starts with the ocean, that primal place where you can sink beneath the waves and let your responsibilities go. Sometimes, if you're a creative type and the conditions are right, it becomes something more. You see the city beneath the waves, the dead structures within, the deepest vaults where an Ancient One waits. Some accept its call and search for the sunken city in the waking world. Others reject it but still take inspiration from what they saw, and Cthulhu's power slowly grows.

None can say what they saw, exactly. Is Cthulhu an ancient being, sleeping in a sunken necropolis until some cosmic alignment allows it to wake? Is it the last entity in a dead universe, looking for new psychic energy to feed on? Or is it a conceptual being, an idea searching for a mind to have it, feeding off humanity's artistic impulses to build physical form?

Either way, the result is the same. When it has enough power and the cosmos aligns, Cthulhu will finally emerge from R'lyeh. The primal ocean will flood the world, the structures of civilisation will vanish, and Cthulhu will free us from the artificial laws and morals we grasp to stay above the waves.

ASPECTS

The Dweller In Dreams

Invoke to appear in art and media, influence people who gaze upon it in the right conditions, appear in the dreams of creative types, and reveal that Cthulhu has inspired worshippers in a convenient place (like Ashton Junction).

STUNTS

Maddening Insight: This minion can get a flash of inspiration from Great Cthulhu once per scene, gaining the aspect ***Unhinged Mind*** until the end of the scene in exchange for a +3 bonus to one roll.

Higher Purpose: When non-minions try to emotionally manipulate them, this minion can choose two approaches and add them together when defending.

The Stars Are Not Yet Right: If this minion concedes a conflict, it can downgrade one of the consequences it took during that conflict by one level of severity (severe to moderate, moderate to mild, mild to nothing).

DOOM

The Call of Cthulhu: As Cthulhu's power rises, the nagging anxiety everyone feels grows stronger. Characters can only use mild consequences for physical harm, unless they get one from a stunt.



USING GREAT CTHULHU

Cthulhu is one of the iconic gods of the Cthulhu Mythos. When people talk about Lovecraft being overused, they're usually thinking about this guy. This version of Cthulhu takes that into account, focusing more on Cthulhu as an *idea* than as a tentacled underwater god.

Cthulhu works well as a "standard" Mythos episode, where the players are trying to stop Cthulhu being awakened by terrible people. The villains want to become like the Great Old Ones: beyond good and evil, able to shout and kill and enjoy themselves without morals and standards holding them back.

Cthulhu relies on people thinking about it to grow in power, whether it's cultists trying to awaken it or just artists sketching it. This means occult research into Cthulhu turns up even more useless junk than usual. The government also weakens Cthulhu's influence by associating it with *Kutulu*, an overused fictional character they made up, which means student researchers will need to spend extra time filtering bad anime out of their search results.

It's not a bad idea to start the episode with at least one character having a terrible dream, to foreshadow what's to come. If you present it right, they could even find a clue in it later.

NYARLATHOTEP, THE CRAWLING CHAOS

Nyarlathotep is hard to describe, even by Ancient One standards.

The name shows up in a hundred different tomes, attached to a hundred different entities. Some use it in invocations to the powerful and terrible beings known as the Outer Gods. Others apply the name to a race of beings, a malady that befalls sorcerers who delve too deep into the outer sciences, or a cosmic phenomenon. Some, like the *Necronomicon*, hint at a single being that "comes wearing a thousand masks". All we're sure of is what happens when "Nyarlathotep" appears.

Each instance of Nyarlathotep shares knowledge—occult secrets, new technology, world-changing ideas. Each instance requires some form of obeisance or obligation as payment for these services, from fealty to strange beings to horrific crimes perpetrated on their fellows. Anyone who encounters an instance of Nyarlathotep reports seeing apocalyptic visions.

We don't know how these instances relate to each other. We don't know why these repellent deals always seem so attractive. We don't know what Nyarlathotep gets out of this, or whether it's even an entity capable of wanting anything.

But we know what will happen if its visions come true.

ASPECTS

Herald of the Apocalypse

Use this to attack players with visions of the end, or make something horrific and destructive happen.

Secrets For A Terrible Price

Invoke to reveal great and maddening knowledge. If someone has made a bargain with Nyarlathotep, it can be used to help them, make them honor it, or reveal fine print.

Nyarlathotep has a thousand forms, but they share plenty of common themes. Rather than write new Ancient One entries for each, we've given the Crawling Chaos Masks instead of stunts. Each Mask represents a different instance of Nyarlathotep and comes with its own aspect. Pick a Mask when you run a Crawling Chaos episode.

THE BEAST FROM CHARON

You Could Be A Beast Like Me

A few days ago the OOI wiped out a Seattle Arcology cult in a surprise raid. They also killed an outsider they worshipped: a bloated, winged thing with far too many horns and skin the colour of frostbite. They sent the body to the Foundation for study, it seemingly came back to life and broke containment en route.

Now the Beast has taken roost on Occultar Island. When it meets someone, it offers them power: specifically, a form like its own and secrets from beyond this solar system. All they need to do is join the Beast in an hour-long ritual that ends in a human sacrifice.

The OOI know the Beast is here, and the Foundation has locked the Academy down until the big guns arrive. The players are going to have to last the night on an Island with the Beast, keep anyone from accepting its offer, and maybe even figure out where it came from and how to stop it.

THE CERULEAN STAR

The Night Sky Predicts The Future

The Cerulean Star can only be viewed by someone looking for it, from inside a pre-prepared magic circle in a high place. If you then follow the instructions in the illegal astronomy tome *The Stars Its Destination*, you can make horoscopes that are actually accurate and predict people's immediate futures.

Then the visions come. Cause chaos to defy fate, they say, and the Cerulean Star will grant you powers. The horoscopes get a lot more accurate when you've got that on your mind. And then you predict the night the Star can grant true power, and the price you'll have to pay...

The players have to stop it. All they need to do is find a culprit who can guess what they're going to do based on their birthdays. How hard could it be?

THE HAUNTER OF THE DARK

The Shining Trapezohedron

Miskatonic's got its hands on the Shining Trapezohedron, which grants visions of dangerous new technologies in exchange for terrible sacrifices. Those who look at it too long start to believe the visions come from a being that seeks to protect humanity, and that building and testing these devices is key to their survival.

Unfortunately, some student has been taking a peek. Worse, a cult is coming to take the Trapezohedron for themselves. Can the players stop their classmate from building a super-weapon and stop the cult from getting what they want?

THE MADRAS EQUATION

Formula Of The Outer Gods

The Madras Equation is a physics problem that has gone unsolved for decades: partly because it was abandoned by its creator and fell into obscurity, partly because it would take a genius who can code rendering software, and mostly because the solution summons Nyarlathotep into your brain.

Make enough progress, and it affects you. You start noticing patterns of numbers easily, even the impossibly complex occult ones. Soon you start seeing numbers everywhere. Solving the equation becomes a cause you'll do anything to complete.

Someone at the Academy has discovered (and become obsessed with) the Equation. If they manage to render the solution on a computer, Nyarlathotep will possess their mind. The players have to figure out who's been scrawling formulae all over campus and why, then race to stop them from finishing—or, if they already have, find and shut down the computer they used.

NYASPEAK

Old One Newspeak

NyaSpeak is a new artificial language, designed by the famous Professor Burroughs to communicate occult science concepts efficiently. Unfortunately, Burroughs had some extraterrestrial inspiration.

Listening for a while is enough to pick it up, and using it makes you better at occult science. Those who use it a lot—for example, students at the school Burroughs visits—start to understand concepts of reality the human mind shouldn't. Their mind starts to crash, and something else takes over...

NyaSpeak puts the players up against an infectious space language that turns people into babbling super-wizards. Infected feel compelled to dig into forbidden subjects, and do terrible things as they lose their grip on reality. If the players don't help the Foundation undo the damage, Nyarlathotep will assume direct control.

DOOM

What Their Fate Would Be, They Did Not Know: Characters can only invoke their character aspects to reroll once per scene, unless it's their Drive.

USING THE CRAWLING CHAOS

Traditionally, Nyarlathotep is a being with many forms. But they have common themes: Nyarlathotep as a messenger, as a bringer of dark knowledge, and as a herald of the apocalypse.

In a Crawling Chaos adventure, an instance of Nyarlathotep either offers someone great knowledge in exchange for something heinous, or gives them maddening insights and the urge to sow chaos. The players must stop them before the events Nyarlathotep sets in motion lead to the Academy's destruction.

You can add (or make up) other Masks if you like. The one thing we'd suggest you avoid is making Nyarlathotep too human unless you're certain you know what you're doing; Nyarlathotep is supposed to be inhuman, not Discount Lex Luthor.



YOUR BEST FRIEND, NYARLATHOTEP

A few years ago, a group of Occultar students had an outer science problem. (You'd be surprised how many "problems" the Foundation can cover up.) They fixed it, but lost one of their own in the process.

They couldn't accept it. When someone that cool passes away, that unfairly, it's hard to let it go. And when you have occult science on hand, maybe you don't have to.

They tried to bring their dead classmate back, first with alchemy and then with outer science stolen from the Forbidden Sections. It worked, but not in the way they wanted it to. Their friend acted normal, but the way they dealt with crises was... odd. They were still a little cold to the touch. Their grades shot up. And they developed an uncool taste for chaos and despair.



That student—or, at least, the outsider in their body—is still lurking on the fringes of campus. Their true form is starting to leak out of their head, and with limited resources they've turned to using a cardboard box to hide it. Somehow, its targets don't care. It seeks out the weak, the downtrodden, the people so desperate they'd accept help from a student wearing a box. The ones that just need a little push...

ASPECTS

Help For A Terrible Price

Use this to push someone into taking care of their problems with terrible acts.

Mystery From A Past Year

This aspect makes it easy for Occultar students to research Your Best Friend, the terrible events that spawned it, and maybe even how to stop it. Discovering this aspect is key to solving the case.

STUNTS

Your Best Friend works alone and has no need for minion stunts.

DOOM

What Their Fate Would Be, They Did Not Know: Characters can only invoke their character aspects to reroll once per scene, unless it's their Drive.

USING YOUR BEST FRIEND

YBF is an example of an avatar of an Ancient One written up as a separate entry, with its own unique twists. It's the body of a past student, repurposed by an instance of Nyarlathotep (or at least a subservient outsider) to sow despair.

YBF's goal is to find a student who is suffering and desperate, enough to do terrible things if given the chance, and make them an offer. This could be anything from occulttech thefts, a series of fires started on campus, or even classmates being kidnapped and tortured in the woods.

Before the episode, build a backstory for Your Best Friend: its hosts name, what they were like, and the events surrounding their death. Uncovering it will help the players solve the mystery. If you want to mess with the players, have them make the NPCs involved but don't tell them what they're for, or if you've run multiple *Breakfast Cult* games, use characters from a previous one.

Think of YBF as a servant of an Ancient One, not the Ancient One itself; it can interact with the PCs, whisper in their ears, and smash their hopes in person. They can't win by fighting it, though. YBF can slip out of anything the players throw at it until they work out its secret: it draws its power from the chaos and suffering its victims cause. Even if they destroy the body, the outsider within may find a new host.

If they confront the culprit and give them the help and support they need, YBF will be weakened enough for the players to banish it. What this means is up to the GM. If you want a hopeful ending, this finally "completes" the ritual and the host is resurrected—the players save two people today. Otherwise, the lifeless corpse slumps to the ground as YBF is unfriended and ripped out.

SHUB-NIGGURATH

Shub-Niggurath is a strange fertility deity worshipped around the world under a hundred different names. Her followers make profane sacrifices to her in the hopes of receiving her "gifts"—and if the *Necronomicon* is to be believed, this happens across the universe.

This Great Old One is driven by the need to exist. It's constantly finding new ways to be, warping its monstrous form to cross new dimensions and spawning young that propagate across the universe. These young are an infection vector: they live and breed and eat until one survives long enough to mature, and a new avatar of Shub-Niggurath brings its consciousness to a new world.

Her cults are fermented by these young, using dark knowledge and genetic gifts coded into their sequences. Her traditions and rituals are old, mysterious, and mostly incomprehensible, thanks to generations of being handed down by cultists with no background in genetics, but they're enough to call her avatars forth and warp her followers into new forms.

Shub-Niggurath has touched Earth before. She never truly took hold, but the Ancient One's plans span aeons. Her young learn, adapt, and evolve, and one day they will find the form that Earth cannot hold back.

ASPECTS

Lord Of The Woods

Invoke when the All-Mother's links to the natural and untamed places of the world could help, such as hiding a cult in the woods near Occultar. Compel when the players are in these places to get them lost, or have enemies find them.

A Thousand Young

Invoke to reveal new creatures, help young work together, or surprise the players with more enemies than they expected.

STUNTS

Many Mouths, Many Eyes: This minion can invoke advantages created by other minions for a +3 bonus instead of +2.

Mutant Form: Once per session, this minion can spend a fate point to reduce one of their physical consequences by one degree of severity (severe to major, major to mild, mild to nothing).

Praises And Abundance: When this minion invokes **Cult Following** to reroll, it can roll six Fate dice and choose the best four.

DOOM

Your Walls Will Not Save You: Characters taking refuge in any building more modern than a stone ruin or a wooden cabin (for example, Occultar Academy's buildings or the average Ashton house) lose their lowest stress box while inside.

USING SHUB-NIGGURATH

Shub-Niggurath episodes largely take place outside the Academy walls, in the forests of Occultar Island. Someone is out there performing dark rituals—usually trying to contact an Idol or breeding dark creatures—and the players need to go out there and stop it. These episodes usually feature some of the Thousand Young (p. 49).

There are a few ways you could play this. For example:

- The Green Fury are working with the culprit to breed Clots (p. 49) and other horrors in the woods, using the Academy's resources.
- The verslind (*Breakfast Cult* p. 178) are one of the Thousand Young, and someone has summoned them from the last world they destroyed.
- An Idol of Shub-Niggurath (p. 50) has found its way onto the mountain, and convinces a physically weak student to help it fill its caves with magically-mutated animals in exchange for a new form.
- A science student is breeding and studying strange new symbiotic creatures in a cabin in the woods, unaware that they are being manipulated by Shub-Niggurath's newest Young into helping them mature.

Shub-Niggurath's Doom is meant to encourage players to roam into the woods, but if a player feels they'd be more useful conducting their investigations from a safe distance, that's fine. You can always place their enemies in the Academy too, to keep them on their toes.



INCURSION

We are not alone in the universe.

Dramatic but obvious. Statistically, there's no way Earth is the only planet with intelligent life. The question is why humanity hasn't seen or met any of them, even in the Weird Age.

They've met us, though.

We don't really have the tools to see them, and we're such a new species that we weren't around when anyone last checked in. But they've been here before. Some are still visiting, using outer science to cloak themselves. They could have grown up right here on Earth with us, and we wouldn't know.

For now, they're hidden. Hopefully they stay that way, at least until after your exams.

USING INCURSIONS

These Ancient Ones are an alien race rather than a singular godlike entity. They're native to this universe, or at least a similar one, but they are so much more advanced than us that we're only capable of communication when they actively lower themselves to our level.

These alien races have occult and scientific knowledge way in advance of our own, and the few scraps of technology we've found may never be understood in our lifetimes. But each one has some kind of limitation or need, like a lack of resources or an inability to comprehend certain subjects, that draws them to Earth.

In Incursion episodes, these aliens descend on Occultar Academy. They usually have some specific weird purpose, like harvesting brains or cutting a deal with a student for access to the Black Library. They're unable to bring their full power, usually because they're trying to be stealthy, so the players have a chance. If they can be stopped, the aliens leave... for now.

ASPECTS

They Came From Beyond

Invoke to help aliens enter or escape Occultar through unforeseen methods, and to make researching them difficult without justification. Can be compelled to use the aliens' cultural gap or lack of experience with Earth and humanity against them.

Sufficiently Advanced Technology

Invoke to produce or use technology beyond anything humans can understand. Compel when humans "borrow" this tech to create unforeseen consequences.

MINIONS

Incursion episodes use whichever alien they're focused on, but they're known to use **Cultists** as well. They don't have any minion stunts, but if these beings are acting on behalf of a patron Ancient One (e.g. the Deep Ones and Cthulhu), feel free to use that Ancient One's minion stunts.

ANCIENT ONES

This book offers two examples of alien Incursions, both drawn from the Cthulhu Mythos: the **Deep Ones** and the **Mi-Go**.

THE DEEP ONES

The Deep Ones have lived in the ocean depths since before humanity ruled the surface. They've been hiding from us for centuries, and they know far more about us than we know about them. Outside the government and certain occult circles, few even know they exist.

What we know comes from their trips to the surface. They treat us as a tool at best and a nuisance at worst, appearing only when they want something and taking people into the sea when it suits them. It's hard to tell if they're coldly alien or calculating and cruel.

Still, they can be contacted. Deep Ones sometimes trade secrets with humans, especially cultists and illegal sorcerers. They offer occulttech or genetic marvels, like a symbiote they've developed that turns a human into one of their own; in return they usually ask for genetic material, samples of recent occult advances, or even people with strange qualities.

Their long-term plans are unknown. Let's just hope the Foundation knew what they were doing when they put the Academy out off the coast...

ASPECTS

The Shadow Over Occultar

Invoke to help Deep Ones skulk around the island, hide ancient secrets in Ashton Junction, or help cultists call upon the Deep Ones in their hour of need.

DOOM

Dark Corners of the Earth: Whenever the players are trying to learn about or escape from the Deep Ones, treat ***The Shadow Over Occultar*** as an obstacle that takes Good (+3) opposition to remove.

USING THE DEEP ONES

This entry uses the Deep Ones on p. 46.

In this episode, the Deep Ones have come to Occultar. What they want depends on the GM: it could be a relic tied to their sometimes-patron Great Cthulhu, an occulttech invention of the Foundation's, body samples of a student with strange new powers, or even just a specific book.

Whatever it is, they'd prefer subtlety. They *could* parasitize teachers and kidnap students, but that's not their style. Instead, they use their contacts: cultists buried in Ashton Junction, hybrids planted in the Academy, students who happened to dial them up. They'll offer whatever it takes to get access, especially if they can "pay" with parasites and grow their numbers.

If they have to, they'll abduct students or drown them between the wave. Players need to figure out who's dealing with them and ruin their plans before the Deep Ones can silence them permanently.

(This interpretation of the Deep Ones leaves a lot of details intentionally vague, including whether the Foundation or the government has dealt with them before. Whether this is a true alien incursion or the Deep Ones trying to sneakily break a pact is up to the GM.)



The mi-go are a fungoid species who came from some distant place to colonise Pluto (aka Yuggoth) in Earth's prehistory. Thankfully they seem to prefer Yuggoth's cold and thin atmosphere, and rarely visit for long.

The mi-go have incredible knowledge of outer science and exobiology. They use it to augment themselves, travel to other worlds, and harvest them for resources. To them, Earth is simply a source of useful elements and volatiles. Or at least it was, until we arrived.

At first we were just another resource, but the Weird Age changed that. Humanity isn't a *threat*, but we seem to have worked out some occulttech secrets that they never could. Now they're interested in our potential, and they're looking for ways to study us covertly.

Luckily, there are outer science rituals that call them. The mi-go prefer fast, secret transactions with lone sorcerers, but they'll work with cults—especially the followers of Shub-Niggurath, who they treat with a familiarity that makes others uncomfortable. And they're willing to do some dark things to get their claws on our secrets.

We're still only human, after all.

ASPECTS

Whisperers in Darkness

Invoke when mi-go are being quiet and secretive. Characters who want to deal with the mi-go can use this aspect to arrange secret meetings and cover their tracks.

DOOM

Eyes Only: Characters who are compelled to hide or reveal information must pay two fate points to avoid it instead of one.

USING THE MI-GO

This Ancient One uses the mi-go on p. 48.

These episodes are pretty straightforward. The mi-go want information from Occultar, like experimental occulttech, a tome from the Black Library, or even the brain of an exceptional student. Whatever it is, they try to get it *discreetly*.

Unlike the Deep Ones, the mi-go don't deal with humans directly if they can avoid it. They can kidnap students and brainwash them, replace them with engineered doubles, or even steal brains and mine them for information. If they do cut a deal with a human, that human probably contacted them first.

Mi-go episodes should start low-key and build slowly. At first the players encounter mundane crimes committed by their proxies, like lockers broken into or strange files on the school network. These initial clues lead to strange things that can't be easily explained, but don't *have* to have terrible implications. Strange marks could have been made by local animals, not necessarily aliens. That weird ritual could just be some Five Rings stuff you don't know. Maybe he got lost on the way back to school. Who knows?

Eventually, the mi-go catch on. They'll use minions and technology to spy on the group, cut off communication or supplies, and generally make things harder for them. *That* should get the players suspicious, and it's by chasing these leads that they finally find the mi-go.

Depending on how the episode goes, this could end with a chase scene (as the players flee the mi-go to safety), a struggle (as the players try to drive them off), or even a negotiation (as the mi-go decide it's easier to just make the players an offer).

Or they could end up as brains in jars. You never know with the mi-go.



This chapter describes some of the contents of the Black Library: Mythos artifacts, tomes, and other items with a *Breakfast Cult* flavour. (Everything described in Chapter 12 of *Breakfast Cult* is also available, of course.)

BOOKS

PUBLIC TEXTS

SONG OF THE BLACK SUN [US, 2030s]

A pre-Weird Age tabletop RPG which used elements of Lovecraft's Cthulhu Mythos. It was barely notable even in its time, but it was heavily researched and inspired by Lovecraft letters that were only rediscovered in the 20s. It tends to turn up a lot in keyword searches for Great Old One lore, and a student can get the broad strokes of the Mythos from it. A copy of it was used in the original ritual to summon Lovecraft's ghost, and it might still be collecting dust in a corner of the Library...

TANAKA'S TWISTED TALE [JAPAN, 2090s]

A short-lived light novel comedy series with a single-season anime about a high school animal breeder who discovers a cute alien called Kutulu and tries to figure out how to raise him. *TaTTa* was actually a product of the Foundation's Occultar studies: a story designed to wage memetic warfare against the world's cults by associating one of their gods with a harmless pet.

TaTTa was kept short and sweet and the creators have seemingly vanished, so it's become a cult classic. Only those who know of Great Cthulhu can spot the subtext, and the cult is *furious*—apparently it's set them back years. *TaTTa* is available in the school library and the OSN's media section.

RESTRICTED TEXTS

THE HIDDEN STARS [MISKATONIC, 2085]

A collection of essays from Miskatonic professor Elizabeth Blake that discuss the occult history of humanity, including the pioneers of the Weird Age and theories on why occult science remained hidden for so long. Blake proposes that it largely came down to the mathematics required to prove anything. *The Occult Mystery* is a good general-purpose resource of the kind of occult information only the teachers are supposed to see.

NAMELESS CULTS [GERMANY, 1839]

This book (aka *Unausprechlichen Kulte*) was written by a man named Von Junzt, who set out to infiltrate secret societies and make an encyclopedia of them. It includes historical versions of the Esoteric Order and Green Fury, alchemists who learned the secrets of the Hemovores, what could be one of the Western world's first Yamatai cults, and more.

One of these groups killed him, but one copy survived long enough to make it into the Black Library mostly intact. The Foundation recycled some of the content for their cult gazetteer *Terrible Friends*. Bootleg copies can be found all over the net, sometimes even unedited.

BANNED TEXTS

These books are locked away from everyone save government agents and high-clearance sorcerers, mostly for mentioning the Ancient Ones or outer science. You can find them in the Black Library.

BOOK OF EIBON [UNKNOWN]

According to occult legend, Eibon was a sorcerer from an ancient and forgotten land. This book supposedly contains everything he knew about occult science, the other sorcerers he met, and the Great Old Ones.

It's not easy to read. The Foundation's digital copy is a partial English translation, cobbled together using a partially-burned Latin translation, a medieval French translation, and a pre-Weird Age tabletop roleplaying book which swaps out details for gameable content. It's full of gaps, square-bracketed guesswork, and way too much information about the Basic Role-Playing system.

Who ever Eibon truly was, he loved writing spells. The book is stuffed with rituals for tasks major and mundane, complex warding symbols, and prayers to ancient toad gods. These rituals tend to be heavy on calculations and light on other details. (One ritual explicitly sends the caster into Saturn's orbit but doesn't explain why you'd want to go.)

A student who gets their hands on the Foundation version can use it to justify making Careful rolls to learn and use protective wards, simple utility magic, and BRP. Higher difficulties may allow access to dimension-warping outer science, ancient occult history, or other rituals the GM wants to introduce.

THE PNAKOTIC MANUSCRIPTS [UNKNOWN]

The *Pnakotic Manuscripts* were supposedly authored thousands of years ago (maybe even longer) by an alien race. They details the Ancient Ones, some of the alien races that have touched Earth in prehistory, and even some outer science rituals that can theoretically be used for summoning or travelling great distances.

As far as the Foundation knows, the original was lost. Several translations once existed, but they've disappeared too. The Foundation's copy was authored by a Miskatonic postgrad who had access to a 15th-century translation but believed that it was flawed because it was a "localization", and attempted to derive a better version from what we know of the original Pnakotic script. The result is a badly-spelled snooze-fest that reads like someone fed an interesting book through a chat bot, but most of the knowledge remains intact.

The *Manuscripts* can be used to justify knowledge of the Ancient Ones, alien races, summoning rituals, or space travel.

The Big One. This is a milestone in occult science, with concepts modern scientists can barely grasp laid out with an almost casual ease alongside observations on astrology, religion, and prehuman history. Few complete versions of the book exist, but a lot of fragments do. Here are some the Foundation have:

KITAB AL-AZIF [DAMASCUS, c. 730 AD]

The original Arabic version, by one "Abdul al-Hazred". This is a massive tome that touches on nearly the entire Mythos, from proofs for outer science to star charts to the influence of Cthulhu through history. The Foundation has the only known surviving copy, a scan of a second-generation Black Library codex that had half the star charts ripped out.

DAMASCUS OBSERVATIONS [GERMANY, 2088]

A partial translation and study of the *Necronomicon* by Hergatz Schtein, a former Foundation sorcerer who went on to work for Sunrise. Schtein omits the unsavoury parts (it's unclear if his copy even had them) in favour of a study of Abdul al-Hazred, including a massive essay on how that is not a real Arabic name. No rituals in this one, but a lot of occult history.

THE REAL NECRONOMICON [SEATTLE, 2084]

A clever fake: heavily censored but edited and padded to look like the real deal, with just enough useful info left to satisfy the merely curious. This was written by the government for the express purpose of distributing through the occult underworld as the real thing, and it is a work of *art*. They've even put out a few different versions to catch people who worked it out the first time. If a student got a copy of the *Necronomicon* from the internet, they probably got this.



FORBIDDEN ITEMS

Objects of great power, wonders of outer science, gifts from the Ancient Ones. Students should probably not get their hands on these, which is why they're in the Black Library instead of the regular one.

These items are designed to be used with the Ancient Ones in the previous chapter.

THE XOTHAN SEAL [CTHULHU]

This symbol has appeared in dark corners of the internet for a few months now, slipped into imageboard posts and the credits of obscure videos. As far as the Foundation can tell, it's an occult symbol that draws tiny amounts of psychic energy from anyone observing it; they believe the creator has a "master seal" that channels all that power. Most posters spreading it are just civilians who think it's a rare meme, or pretend-cultists doing it ironically. So far the Foundation has contained its spread, but haven't traced the creator.

The Xothan Seal is an attempt by Cult of Cthulhu scientists to counter the Foundation's memetic warfare. In much the same way that thinking of Cthulhu gives it power, the Seal draws power from being looked at. A second, more complicated master seal can be used to harness that energy, empowering cult rituals. Seeing this meme scribbled nearby is a good sign you're in cult territory.

SHINING TRAPEZOHEDRON [CRAWLING CHAOS]

The Shining Trapezohedron is a stone of obviously alien origin, a black, red-striated thing glowing with a strange light. Using it allows the owner to contact the alien being known as the **Haunter of the Dark** (p. 21). The Haunter offers scientific knowledge so advanced it could make a Disciple of the Cold Ones reconsider their priorities, but at a cost—not only does it ask for terrible deeds in return, but the technology it offers tends to be dangerous or highly destructive.

The stone's powers are much weaker in the presence of light, and the contact ritual requires a dark place where the Trapezohedron's own light can spread. Supposedly, the Haunter can take physical form in this darkness to accept its sacrifices. The previous owners kept it in a well-lit room, until a test of some occulttech the Haunter gave them killed the power. When agents found them they lay brain-dead, their bodies burned. The Foundation keeps the stone in a sealed box in a room lined with bioluminescent fungus until they figure out what to do with it.

MONSTER MANUAL [SHUB-NIGGURATH]

These tomes are some of the prized artifacts of the Green Fury. Within their pages you can find descriptions of the Thousand Young, rituals connected to Shub-Niggurath, and even some occult genetics and biotech the cult managed to reverse-engineer from them. They're extremely rare, because these aren't ordinary books. They're made from flesh.

Though they look like old leather tomes, each Monster Manual is crafted from the skin, organs, and brain tissue of a willing sentient being. These living books can only be read by another sentient: they touch the mind of whoever is holding it to allow them to understand the contents. Images of the pages are mostly gibberish, though the Foundation are working on a way to decrypt and read one electronically.

The Manual grants readers knowledge of the Thousand Young—and in some cases, such as Clots, the rituals required to breed or summon them. It's possible to survive the outer science ritual that cuts the book from your body (with some missing parts, anyway), but a cultist who gives their life can be converted into at least four. The Mi-Go probably have their own version, but if so they haven't shown it.

ALIEN DEVICES

Technology brought to Earth by alien hands. These are typically used by the enemy in Incursion episodes, but the Foundation could have a few tucked away in the Black Library if you want to use them.

DEEP ONES

DEEP ONE SYMBIOTE

These symbiotes are artificial creatures, created with Deep One and human genetic material. Outside a host, they are translucent creatures that look a little like a tadpole and a little like a prawn. When swallowed the symbiote wriggles its way into the lungs and loosens its form, allowing it to become part of the host's lungs without choking them.

As these symbiotes grow, they begin to replace the host's lungs. As their connection grows, the host gains some of the Deep One's genetic knowledge. Deeper in, the host begins to take on some of the Deep Ones' physical traits. Once the symbiote has replaced the lungs, it and the host are effectively one: a Deep One hybrid (p. 44). Most hybrids eventually feel the call of the sea and head for the ocean, where they complete their transformation into a Deep One.

These symbiotes share similarities with the young of *Osservat Ornelqua* (*Breakfast Cult* p. 124-125), leading some researchers to believe the Deep Ones have encountered the parasites and used them to augment their own designs.

HEALING VAT

Like most Deep occultech, healing vats are fusions of metal and biological material. These tanks are at least large enough to admit a person, and filled with a bluish, oxygenated liquid. A Deep One or human lying inside can breathe and be nourished for weeks.

These vats are usually offered to humans for medical purposes. External controls can cause electro-alchemical reactions or release bacteria that accelerate natural healing or eradicate diseases, and appendages of various shapes can be projected from the inner walls for delicate operations. With these vats the Deep Ones can justify removing all kinds of consequences, though the process still takes time.

The origin of the liquid is unknown, and long-term exposure can have strange effects on the occupant's mind (especially if they're a newtype). Vats are also used to transport and breed parasites, in case you needed another reason not to jump into one.

BABELJACK

The mi-go can easily master primitive languages, like all of ours. For more complex linguistic structures, like ancient occult languages, they made the Babeljack as a backup.

This device can parse and translate any language for the user, whether it's spoken, symbolic, something alien like the mi-go's colour-shifting, or occult. This translation tends to be slightly off or hard to read, especially with occult languages, but it's hard to tell if that's a design fault or if it works fine for the mi-go.

The babeljack can be modified for human use, but there's a catch: it needs to interface with the brain to deliver the translation. Mi-go can hold the babeljack in their limbs, but that's because they don't have centralised brains like we do and the babeljack can just touch the neural grafts most mi-go have in their claws. A human needs to extend a little needle and shove it into their head, usually through the ear or the base of the skull, which understandably inflicts consequences. The mi-go can just surgically implant the babeljack, but they'd come up on a scan and there are times when you *don't* want the knowledge the babeljack gives...

BRAIN CYLINDER

Humanity is an interesting but fragile resource, and the mi-go need to be careful when transporting it. These cylinders are designed to hold a recently-extracted human brain and keep it alive until the mi-go are finished with it or the brain finally fails a few centuries later, whichever comes first.

The cylinder itself is metallic and head-sized, with a smooth glassy window and a handle on top. The base is lined with strange symbols and alien ports, which the mi-go use to plug in devices that allow the brain to speak, sense, or even crawl. Some come with human ports to allow the brain to access Earth computers, if that's what the mi-go want.

The mi-go usually use these for espionage and data collection, though some are suspected of collecting brains of interest (assuming they find things "interesting" in any way we can relate to). The cylinder allows for easy transportation, even to Yuggoth and back. The mi-go can choose to preserve the body and even put the brain back in, though they rarely bother unless it's part of a deal they made with a human sorcerer.

A larger variant of the cylinder that can preserve an entire human head exists. These have larger windows for vision and a built-in speaker for sound. They're rarely used—these heads tend to lose their mind even faster for some reason, but more importantly there aren't many reasons to that are worth the bother of sawing the spine.

TRANSPACER RAY

This occulttech device, which looks a little too much like a two-handed raygun packed with crystals, is used by the mi-go to manipulate objects from far away. By firmly gripping the control rods at the back, the wielder can mentally pick up and manipulate objects as if they had telekinesis.

The mi-go are capable of some powerful yet delicate feats with the Ray, but it's not exactly designed for human use. In terrestrial hands it only works from under 50 feet away, has trouble with anything human-sized or larger, and is extremely difficult to use with any more finesse than grabbing barrels and lobbing them at people. It takes a lot of effort to use too—failed rolls can inflict stress and consequences.

As the core of this device is alien occulttech, breaking it is a terrible idea. So is being near one when it breaks. If it takes a heavy blow and starts to crackle with what looks like electricity, drop it and run.

This chapter contains new encounters, written for use in any Mythos game. In order, you'll find:

- **Encounters (p. 41):** Some common folks you might encounter around campus in a Mythos game, along with:
 - **Lovecraft's Ghost (p. 42):** The spirit of a deceased author.
 - **Eko Onbekend (p. 43):** A traveling evangelist for the Deep Ones.
 - **Herbert West (p. 42):** A well-meaning science teacher who happens to be on parole.
- **Cults (p. 45):** Some new Mythos-themed cults, along with example aspects and stunts. (For more on cultists, see p. 170 of *Breakfast Cult*.)
- **Creatures (p. 46):** Some Mythos creatures:
 - **Deep Ones (p. 46):** Creatures from the ocean depths.
 - **Mi-Go (p. 48):** Creatures from the depths of space.
 - **Thousand Young (p. 49):** Creatures from the All-Mother.
- **Agendas (p. 52):** Some example Agendas for the sample characters in Chapter 2.

MYTHOS ENCOUNTERS

Some folks you might encounter at Occultar, whether you want to or not.

ALERT CREW MEMBER

One of the soldiers that crews the *Alert*. Some students like to joke that the new recruits have ugly faces, but not in front of them.

Alert Crew Member; Seen A Few Things

Skilled (+2) at: Fighting, keeping watch, ship things, identifying occult threats

Bad (-2) at: Interacting with kids

Lookout: If an Alert member is surprised or ambushed, they can spend a fate point to see it coming.

Stress:

MCAS COUNCIL MEMBER

One of the shadowy Foundation members on Occultar's steering committee. Though they occupy important places in the Foundation's hierarchy, few have ever heard of them. They're happy with the Headmaster's work thus far, but if something strange happens they might push for measures that put the continued existence of the Academy over individual students.

Steering Committee Chair; For The Advancement Of Science

Skilled (+2) at: Occult science, making judgement calls, being secretive

Bad (-2) at: Empathising with students

The Greater Good: Council members do not need to be present to provide active opposition to someone trying to discover something they're covering up.

Stress:

OOI AGENT

The black-suited agents of the Office of Occult Intelligence are here for your protection.

Occult Government Agent; Keeper Of Classified Secrets

Skilled (+2) at: Occult lore, forbidden lore, government agent things

Bad (-2) at: Interacting with students

Spooked: If an OOI agent takes a moment to pull up another character's classified records, they can invoke their character aspects for a +3 bonus instead of +2.

Stress: , 1 mild

H.P. LOVECRAFT'S GHOST

Howard Lovecraft was an early 1900s horror writer. At some point, somehow, he stumbled into occult secrets and slipped warnings into his books. His works became famous after his death, so it was inevitable that Weird Age sorcerers would develop a ritual to summon his ghost. It... has its drawbacks.

Lovecraft was a nervous recluse, whose warnings were distorted by his own limited knowledge and weird preconceptions about minorities. He was out of touch even by his own time's standards, let alone the post-Nintendo years. A dude born so long ago he doesn't even have a Myspace isn't an *ideal* guide to the Mythos, but he can be a decent advisor for a high school student in a pinch.



ASPECTS

Concept: **Ghost Writer**

Duty: **I Wrote Stories To Prepare Mankind**

Ghost: **Permanently Culture Shocked**

Drive: **Delving Into The Black Abyss Of Knowledge**

Free: **Fearful Of The Outsider**

APPROACHES

Careful: A (+3)

Flashy: B (+2)

Quick: C (+1)

Clever: B (+2)

Forceful: D (+0)

Sneaky: C (+1)

STUNTS

If I Am Mad, It Is Mercy!: When Lovecraft attacks someone's mind by revealing some of the dark secrets he carries, he can spend a fate point to prevent his target from checking a stress box to absorb harm.

Incorporeal: Lovecraft can move through solid objects, ignore physical obstacles, and ignore physical harm. However, he *also* can't interact with the physical world in any way, or perform rituals without help. Rituals that summon or trap spirits and occult creatures (i.e. a compel on **Ghost Writer**) work on Lovecraft.

Searcher After Horror: +2 to Cleverly creating advantages when dispensing knowledge of the Ancient Ones and their minions.

The Oldest And Strongest Emotion: Twice per session, Lovecraft can declare a boost representing his fears or dire warnings.

Wraithcist: When Lovecraft invokes one of his character aspects to reroll, he gets a +1 bonus if his Fate dice are a good Anglo-Saxon colour like white or ivory.

Stress

EKO ONBEKEND



Eko grew up with serious lung problems, and her family were denied the health coverage they needed to fix it. Eventually they turned to the only people who could help: the Esoteric Order.

Eko has a Deep One symbiote keeping her alive, and she likes it. She's not bedridden all day, she can swim for hours, and she has the genetic knowledge of an alien race. What's not to like? Sure, she might become a Deep One eventually, but it beats coughing to death.

Eko travels the world in search of new beaches to enjoy and new converts for the Deep Ones. She prefers students, who understand how it feels to be crushed by the system better than most.

Home: Pacific Ocean

DOB: August 20, 208■

Blood Type: "B+"

Likes: Surfing, water, the Deep Ones

Dislikes: Dry weather, heavy bass, Australians

ASPECTS

Concept: **Cheerful Deep One Evangelist**

Talent: **My Home Is In The Water**

Mythos: **Armed With Deep One Knowledge**

Drive: **Everyone Would Be Better Off Like Me**

Free: **Silver Tongued In Eight Languages**

APPROACHES

Careful: D (+0)

Flashy: A (+3)

Quick: B (+2)

Clever: C (+1)

Forceful: C (+1)

Sneaky: B (+2)

STUNTS

Genetic Memory: When Eko invokes **Armed With Deep One Knowledge** to reroll, she can roll 6 Fate dice and choose the best 4.

Open Water: +1 to Forcefully attacking or creating advantages in the water.

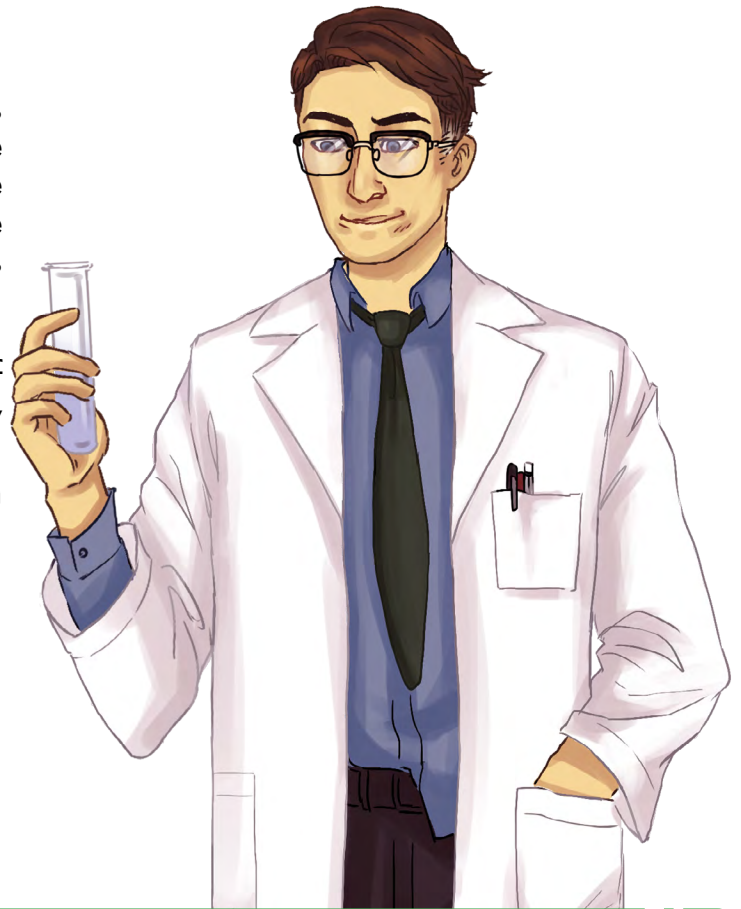
She Has A Point: Twice per session, Eko may upgrade a boost she creates Flashily to a situation aspect with a free invoke.

Stress □□□

HERBERT WEST

Herbert is one of Occultar's science teachers. He's a very driven man and dedicated to saving people through medicine, which would be admirable if he hadn't felt the need to commit crimes in the name of his research. As part of his parole, Dr West takes drugs that help him stay calm.

West was originally assigned to Occultar as part of the research team, but he subbed for a teacher a few times and discovered he's actually pretty good at it. West has even come to care for his students, which will hopefully help if he ever loses his medication...



Foundation ID MED-B2-116

Clearances: Occultar Project, ██████

Nationality: American

Prior Job: Doctor

Blood Type: ███

Likes: Challenges, guitar riffs, dubbed anime

Dislikes: Bus rides, subbed anime

ASPECTS

Concept: **Herbert West—Science Teacher**

Duty: **Occult Medical Researcher**

Teacher: **Keys To The Black Library**

Drive: **I Kinda Care For These Kids**

Free: **They Called Me Mad (And Prescribed Medication)**

APPROACHES

Careful: C (+1)

Clever: A (+3)

Flashy: B (+2)

Forceful: D (+0)

Quick: C (+1)

Sneaky: B (+2)

STUNTS

From the Dark: +2 to Cleverly overcoming when West's knowledge of outer science could come in handy.

Made For Hollywood: When he's performing surgery, West can overcome Flashily instead of Carefully if he gives a good one-liner.

Reanimator: If West accepts a compel on **They Called Me Mad (And Prescribed Medication)** to abandon his medication, he can spend a fate point to become capable of re-animating the recently dead. Side-effects are up to the GM, but at minimum they come back with a changed character aspect and a consequence.

Stress □□□

MYTHOS CULTS

These are some of the biggest cults in *Mythos Morning Meal*. As in *Breakfast Cult*, cultists use generic stats and add an aspect/stunt from their cult. See *Breakfast Cult* p. 170 for more on cultists.

CULT OF CTHULHU

This group is actually a loose international alliance of Cthulhu cults, united by a common goal but little else. These groups use networks like Doomsday to share information and resources. The Foundation believes several major Cthulhu cults have infiltrated the gaming industry in an attempt to recruit students.

*Aspect: **Dreamer Of R'lyeh***

Cthulhu Culture: A Cthulhu cultist who has created a piece of interactive media can spend a fate point to flashily create an advantage on someone playing it, even if they're not present in the scene.

ESOTERIC ORDER

The Esoteric Order worship the Deep Ones. They believe that humanity's path to transcendence lies beneath the sea, and most of the inner circle are Deep One hybrids. These days they focus on outer science experiments, genetic tinkering, and recruitment through spiritual new-age front cults

*Aspect: **Acolyte Of The Esoteric Order***

Lore of the Deep Ones: When this cultist is dealing with occult science and invokes a character aspect to reroll, they can roll 6 Fate dice and choose the best 4.

FIGHTING CEPHALOPODS

This mysterious circle of Miskatonic alumni is supposedly behind a lot of occult incidents. If the rumours are true, the Ceph's supply (maybe even run) several other cults and are gunning for the Black Library. So far the Foundation can barely provide they exist, so until someone manages to expose a Ceph's identity this group and their goals are shrouded in mystery.

Aspect: Most cultists in a Ceph game will be members of another cult the Ceph's are manipulating.

Only A Pawn: This cultist is a catspaw for the Ceph's. Twice per session, they can declare a boost representing money or information they shouldn't have been able to get their hands on.

GREEN FURY

The Green Fury believe the world's blighted zones are the start of a new natural order, one that will bring humanity closer to the All-Mother, and they've spread to every country these zones can be found. They've been notoriously difficult to stamp out, and many attempts to do so often target zone refugees instead, driving more people into the Green Fury's arms.

Shub Ops: This cultist can invoke Ancient One and location aspects for a +3 bonus instead of +2.

MYTHOS CREATURES

These creature statistics are for a generic member of their species. For unique or notable creatures, feel free to add extras.

DEEP ONES

The Deep Ones are an intelligent race from the depths of the ocean. Witnesses describe them as large amphibious creatures with a humanoid frame, and they seem to have advanced knowledge of Earth genetics and occulttech. Based on a few odd archaeological finds, some Foundation researchers suspect they may have some deeper connection to humanity.

STANDARD DEEP ONE

ASPECTS

Amphibian With Many Secrets; Cold As The Sea Floor

SKILLS

Good (+3): Commanding Presence, Dealing In Secrets

Fair (+2): Forbidden Lore, Slipping Away, Brute Strength

STUNTS

Secrets Of The Deep: Advantages a Deep One creates with Forbidden Lore or when Dealing In Secrets can be invoked for a +3 bonus instead of +2.

Stress □□, 1 mild

DEEP ONE HYBRID

Deep Ones sometimes gift devotees and clients with symbiotic fish. When swallowed, this fish gets into the lungs and slowly replaces them. Over time, the host gains the knowledge of the Deep Ones but also some of their physical traits. The symbiote turns the host into a Deep One eventually, but most feel it's worth it.

This symbiote can pass hybrid genes to the host's children. These "full" hybrids are completely human, but certain trigger events (like almost drowning) can start a transformation without a symbiote.

ASPECTS

Deep One Hybrid; Still Human, Mostly; Lore Of The Deep Ones

SKILLS

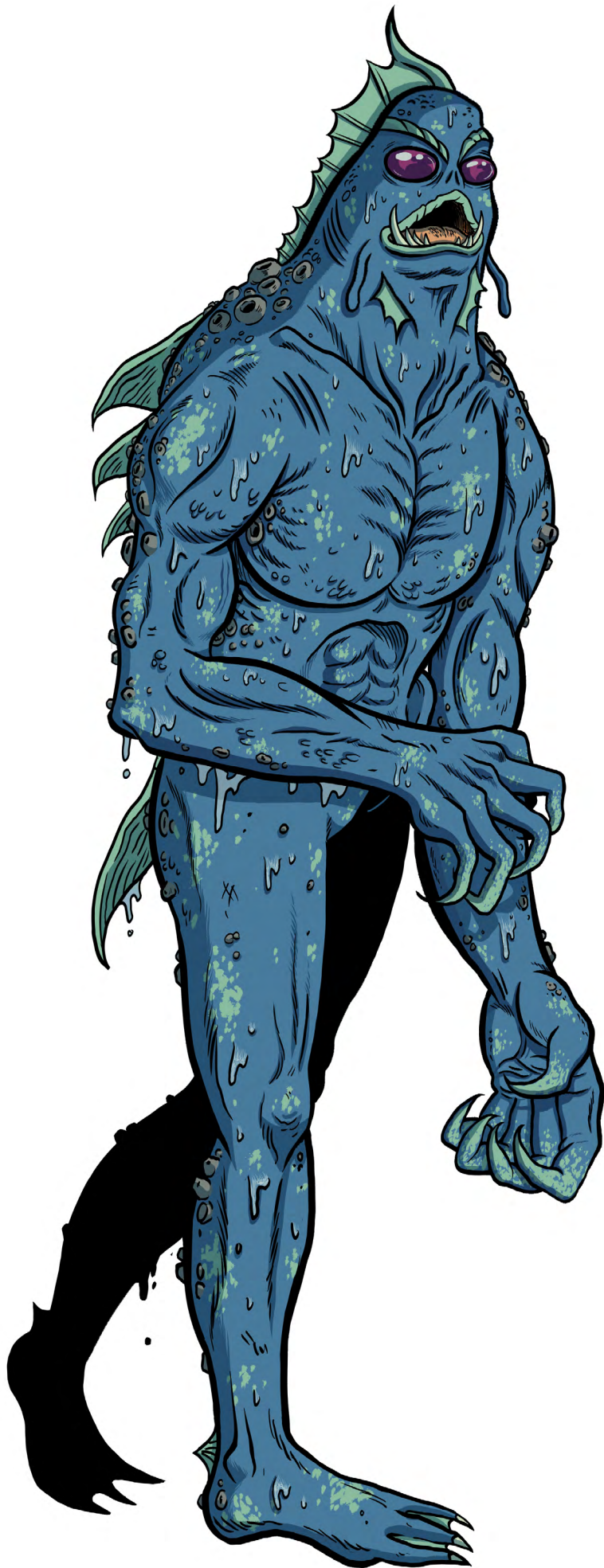
Good (+3): Intimidating Presence, Feigning Humanity

Fair (+2): Outer Science, Evasive Maneuvers

STUNTS

Genetic Memory: When the Deep One Hybrid invokes ***Lore Of The Deep Ones*** to reroll, it can roll 6 Fate dice and choose the best 4.

Stress □□, 1 mild



The mi-go are an advanced alien race that look like a strange cross between crab, fungus and insect. Their membranous wings allow interstellar flight, and exobiologists suspect they migrated to this system millions of years ago. Mi-go are masters of outer science and biotech, so many have extra features—like the ability to speak our languages.

ASPECTS

Fungi From Yuggoth; Secretive Alien Scientists; Masters Of Outer Science

SKILLS

Great (+4): Scientific Genius

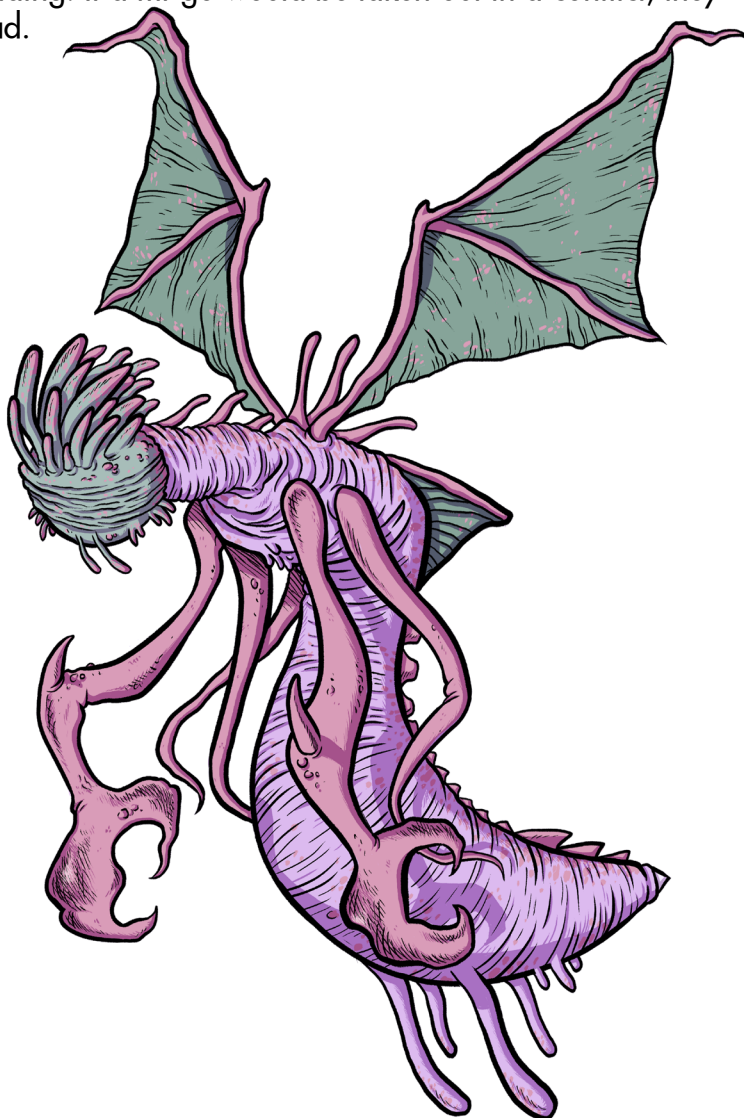
Good (+3): Alien Senses, Dealing With Humans, Secretive Nature

STUNTS

Field Surgery: A mi-go using its Scientific Genius to perform surgery will never kill their subject unless they want to—or if they do something that will *definitely* kill them, like removing a human's vital organs and pushing them down a hill. (Using this stunt, a mi-go who sets out to remove and preserve a human brain cannot fail unless interrupted.)

Spy Game: Mi-go have had millennia to practice hiding. If a mi-go would be taken out in a conflict, they can give their opponent a fate point to concede instead.

Stress □□□, 1 mild, 1 moderate



Shub-Niggurath has countless alien spawn. Though they're nothing alike—some even unique in the cosmos—all share the same drive: to spread the All-Mother's flesh.

CLOT OF THE ALL-MOTHER

Clots are created when an animal is infected with an alien virus, usually from spending too much time in an area where Shub-Niggurath's presence is strong. Clots gain strange growths on their bodies, ropy tentacles, a strange alien cunning, and discolored skin as blood starts to pool in new cavities in their body. Clots don't need to eat, but have an urge to drink the fluids of other living creatures.

Unless treated, a Clot's body deteriorates in a few months. By then, their cavities will have filled with a milky alien substance through some unknown process. Cults sometimes harvest Clots for this substance's "healing" properties.

ASPECTS

Animal With An Alien Infection; One Of The Thousand Young; Alien Cunning

SKILLS

Good (+3): Grasping Tentacles, Hardened Body

Fair (+2): Inhuman Senses, Unsettling Appearance

STUNTS

Grasping Tentacles: +1 to attacking or creating advantages with the Grasping Tentacles protruding from this creature's back when using them on other beings.

Stress , 1 mild, 1 moderate

IDOL OF SHUB-NIGGURATH

Idols are what the All-Mother sends to Green Fury groups who prove themselves. They are towering creatures of feather and tentacle, and their purpose is to be worshipped. Idols lurk in forests and blighted zones, occasionally stepping out to preside over cult rituals and feed off the idolatry their presence inspires.

Some cultists hope the Idol will pluck them out of the crowd and devour them, which they think will see them reincarnated into a grander form by the All-Mother. Others fear being chosen, as the Idol leaves the unworthy impaled on its tentacles.

The forests of Occultar Island are tall enough to hide an Idol.

ASPECTS

Towering Idol Of The All-Mother; Leader Of Lesser Beings; Fount Of Occult Knowledge; One Of The Thousand Young

SKILLS

Great (+4): Towering Presence, Born With Arcane Knowledge

Good (+3): Body Hardened By Purpose, Staggering Might, Unnatural Cunning

STUNTS

Command The Flock: Advantages the Idol creates with its Towering Presence can be invoked by cultists and other minions of the All-Mother for a +3 bonus instead of +2.

Idolatry: Once per scene, the Idol can place the aspect ***Idol of Worship*** on itself with no free invokes. As long as this aspect lasts, characters cannot look directly at the Idol without kneeling or bowing. Characters can overcome this aspect with a Good (+3) roll by inspiring those present to resist, or convincing them the Idol isn't worthy of worship.

Indomitable: The Idol ignores stress from bullets and any weaker attacks—a baseball bat won't work, but collapsing bleachers on it might. A success with style can still create an advantage. Attacks that incorporate occult science work just fine.

Stress □□□□, 1 mild, 1 moderate



AGENDAS

These example Agendas are for the characters in Chapter 2. See *Breakfast Cult* Chapter 9 for more on how Agendas work.

MARCY BISHOP

THE NEWBIE

Agenda: ***Proving Myself To A Cult***

Marcy's finally drifted into a cult. They seem to have that sense of purpose and belonging that Marcy longs for, but so far they've only dangled it in front of her eyes. If she wants in, she's going to have to prove herself.

With this Agenda, Marcy is looking to commit a crime so the cult will let her in. It has to be at least more serious than petty crime, and she might even be this episode's culprit. On the bright side, she may be slightly easier to talk down than a committed cultist.

GO PODS!

Agenda: ***Ceph's Daughter***

At least one of Marcy's parents is a member of the secretive Fighting Cephalopods. Marcy isn't totally on board yet, but it sounds pretty neat so far and she's willing to do some quiet favours out of familial love. If she gets pulled in further, Marcy could become very dangerous.

TARO ISOGE

I'M ON TO YOU, PROBABLY

Agenda: ***The Prime Suspect Is Always [Name]***

Taro likes to keep an eye on his classmates to make sure nobody's up to mischief, but sometimes he gets a little too fixated on his hunches. Right now he's sure that *someone* is up to something. They're probably not the culprit, and they might not even have done anything, but Taro will investigate them for absolutely anything until something sticks.

YVONNE LEGRASSE

TRAIL OF CTHULHU

(Works best if the Cult of Cthulhu or Esoteric Order is involved.)

Agenda: ***On The Trail of Cthulhu***

Vonnie's actually continued her parents' work, she just doesn't want anyone to know. They've found information on the activities of some of Cthulhu's followers, and Vonnie wants to finish what they started.

Vonnie can use this Agenda to justify starting the episode with an illicit item too: legally dubious tomes are her usual, but she could be hiding a firearm or even an outer science ritual for a rainy day.

BIOLOGICAL ALL-MOTHER

Agenda: ***Blessed of Shub-Niggurath***

Vonnie is actually adopted, rescued by the Legrasses from a cult and raised as their own. What her foster parents don't know is that "Vonnie" has actually been swallowed and reborn by an Idol of Shub-Niggurath. She has no memories of her previous life, but she's starting to have strange dreams...

This Agenda means Vonnie is not quite human, and may undergo a transformation during this episode (if she hasn't already). Whether this is a strange newtype power or something darker is up to the GM.

AMBROSE QUINCY

ANCIENT ONE RIGHTS MOVEMENT

(Requires a cult being involved.)

Agenda: **Hoodwinked By A Cult**

Ambrose likes to surround himself with people who think like him, but there are too many *outsiders* at Occultar. Instead, he's used his wealth to cultivate an online society of like-minded individuals who will help each other to...

Okay, seriously though, Ambrose has been helping a cult under the mistaken impression that they're actually his buddies. They're coming to Occultar to "help" him now, but Ambrose will remain certain that his friends aren't to blame and probably aren't even around for as long as possible.

DARK ENLIGHTENMENT

Agenda: **I'll Become God Of A New World**

Ambrose likes to surround himself with people who think like him, but there are too many *outsiders* at Occultar. Instead, he's used his wealth to start a cult. At least he cut out the middle man.

Ambrose just doesn't *like* the Weird Age. Sure, the occult is cool, but who are all these weird losers? Do they give out magic to just *anyone* these days? Ambrose isn't a fan, and he plans to bring down Occultar and replace it with a school of his own creation. Founding an occult school sounds like a lot of work, but he'll burn that bridge when he gets to it.

LEE TILLINGHAST

IF MY CALCULATIONS ARE CORRECT...

Agenda: **Looking For The Tillinghast Capacitor**

Nobody really knows how Crawford Tillinghast managed to whip up occulttech in the 1920s, but he never finished his work. Most of his experiments failed terribly, and his first actual success killed him. A lot of his work was only understood in the Weird Age.

Lee might have figured out how to finish one of his devices, the Tillinghast Capacitor. Unfortunately, the Foundation's relocated Crawford's prototype and the original notes to the Black Library, and Lee needs to get in there and take another look to get it right.

What the Capacitor actually does if completed is between Lee and the GM.

FROM BEYOND

Agenda: **The Spirit Of Crawford Tillinghast**

Unknown to the authorities, Lee's ancestor Crawford *technically* isn't dead. Crawford stumbled into technology that interferes with other dimensions, and before he was able to fully collect his notes, he accidentally got himself stuck in a realm beyond our own.

Now Lee has stumbled into him. His exile from the land of linear time and sensible physical laws has changed Crawford into some kind of weird, incorporeal being, at least until they can figure out how to fix it. For now, Lee works on a way to bring Crawford back and hopes Crawford has no ulterior motive...